

CHAPTER IX

TRICK METHODS

We now come on to some very interesting methods of employing our stick in self-defence and we shall all like them, because they are so simple and require such a little expenditure of effort to carry them out. In getting acquainted with them you must, however, not lose sight of our old friends, the GUARDS, CUTS, FLICKS, FLIPS, etc., because they can be so very useful on occasions and may see you out of many a tight corner.

TRICK 1.—Feint at opponent's head (Fig. 29). Let the feint be slow and obviously as if you intended delivering a cut at head. Opponent will certainly try to guard the blow, and as his guard goes up jerk back your stick; merely a turn of your wrist; get into reverse in other words; grip your stick with the left hand also and jump in to deliver. JAB in throat or stomach (Fig 30). Keep your elbows tucked into side and point of your stick up. The JAB has the whole weight of your body behind it.

After practice you will see that you get in like a flash, for you will be jumping forward at the same time as your stick is dropping to your left hand. Stick should be grasped with knuckles of left hand up.

TRICK 2.—Instead of jumping in as in the above Trick, grasp your stick as it comes back into the left hand and lunge for stomach with fully extended left arm (Fig. 31). Speed is developed with practice.

TRICK 3.—Feint at opponent's head in the same way, with your HEAD CUT. You must bear in mind that in all feints, your opponent must be led to believe that you intend delivering a cut at the point you first make for, your object being to get his guard away from the part you wish to smite. Having feinted, you make a clean sweep from head to knee of opponent: all carried through without a pause. Drop your cut. Cover head and hand after cut. Do not forget to do so.

TRICK 4.—Reverse of No. 3 above. Drop as if about to deliver a cut at opponent's knee, down will come his guard. Then, without a pause sweep stick up to opponent's head. Finish up all head cuts, do not forget, with hand as high as possible (Fig. 13).

TRICK 5.—Feint with a CUT LEFT at opponent's face (Fig. 32) and without coming into contact with his guard, draw back stick in one continuous movement shove out arm to it's fullest extend for a FLICK on face (fig. 33).

TRICK 6.—As opponent's stick descends towards head "slip" left; merely a short, sharp, side step, in order to get out of the way of his stick. As you side step, cut at his knees. Let your cut be like a flash, for in cutting, your arm has to pass under opponent's descending stick. If you miss his knee, grasp stick with left hand, elbows well into side, and jump in to deliver JAB in face, neck, armpit or ribs. Side step and jump forward without a pause (Fig. 34). If opponent at the time of striking has his left foot forward he will, if you miss his knee, receive JAB in throat or chest. Appreciate the fact that the whole weight of your body is behind the JAB.

TRICK 7.—If circumstances are such that you do not want unduly to damage your opponent (though he strikes at you as in Trick 6 above, and has his right leg forward), step left as his blow descends towards head, and, in jumping in at him, thrust your stick high up between his thighs and at the same time give a sharp push away to right. Your opponent is violently spun round and thrown, and at your mercy to deal with by other methods according to circumstances (Fig. 35). You need not wait for him to strike at you to employ this and the subsequent Trick method. If he looks like business, down him!

TRICK 8.—The same as above trick only opponent is standing with his left leg forward. As blow descends to head, jump smartly in to his left, thrust stick in between his thighs and push left with a jerk (Fig. 36). This spins him round violently and it is your fault if he gets the better of you.

TRICK 9.—A great principle is introduced here and one which will be at all times invaluable to you. It is:—

THE NEARER YOU ARE TO AN OPPONENT THE LESS CHANCE YOU STAND OF BEING HURT IF HE IS STRIKING AT YOU.

The real “business end” of a stick is the last foot or so, and the further up the stick you go, the lesser becomes the danger. The following method, which we shall call **DISARMING PRACTICE**, will clearly demonstrate this to you. Supposing you have an opponent before you, and you wish to employ this method. Very well, get into **REAR GUARD** (do not forget your left leg forward). Watch your opportunity, and judge your distance by employing foot play. As opponent strikes at head, face or body, jump in, left leg forward, at the same time shooting left arm out fully extended as already explained at the end of the last chapter. Let left arm come round in a swinging left “hook” so that opponent’s hand or stick is caught high up in your armpit. Keep right arm high, and, as you deliver hook with left arm, rise on your toes and arch your back. Keep your right arm straight up in guard position when jumping in, for, if your right arm is down, your elbow will be in danger from opponent’s stick circling round body when it is suddenly arrested by your grip under armpit. When jumping in, merely carry point of your stick to the front by a turn of the wrist, keeping a straight arm ready to drive home into opponent’s face or neck. **JAB** to face or neck is delivered simultaneously with “hook” by left arm (Fig. 37).

It will be observed that, instead of driving point of stick into opponent’s face or neck, his elbow can be severely damaged by swinging point of stick down with a turn of the wrist (Fig. 38).

DISARMING PRACTICE is well worth cultivating. Practice at first with someone cutting at your body. You will see that if you do not go in, you are liable to be hurt; whereas, the further up your opponent’s stick you go, the danger will be proportionately lessened until you reach his hand, where he cannot possibly hurt you. In actual practice you will find that you secure opponent’s hand in a vice-like grip in your armpit, and by rising on your toes, you are liable to severely damage his wrist. By this method, if an opponent is hitting hard, his stick actually flies out of his hand. Practise taking cuts at your head in exactly the same way as the **BODY CUT**. Opponent’s hand is brought neatly to rest under your arm by your swinging left “hook.”

TRICK 10.—Having deposited your opponent on the ground by certain of the above trick methods, you may desire to keep him there. This is a simple matter. Plant the point of your stick in the pit of his stomach and lean lightly on your stick. This is dangerous, as too much pressure might be fatal. You are quite safe as he is incapable of moving (Fig. 39).

TRICK 11.—Supposing you are disarmed, or have been attacked suddenly when empty handed; the following method will be of great service, in addition to the method described to you in Trick 9, for you now realise that you can tackle an opponent empty handed by your **DISARMING PRACTICE** method in just the same way as if you had a stick in your hand. Employ your fist in place of the point of your stick.

Wait for your opponent to strike. Judge your distance, and make use of the foot play you have been taught. As opponent’s stick descends to head, jump in, left leg forward as in **DISARMING PRACTICE**; carry left forearm across and forward of face so as to receive opponent’s forearm on it.

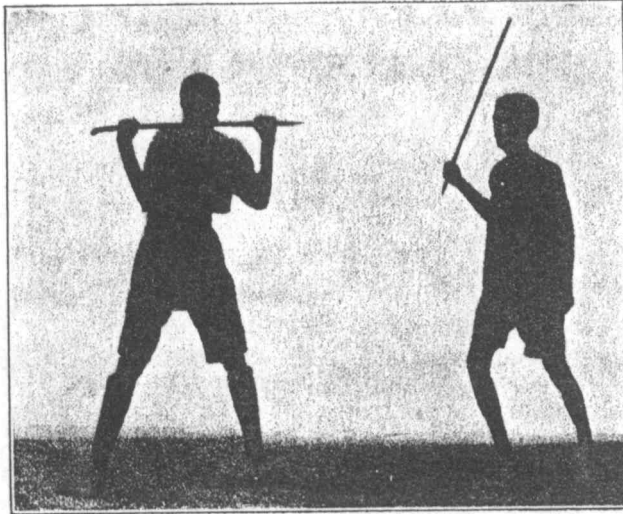


FIG. 47.

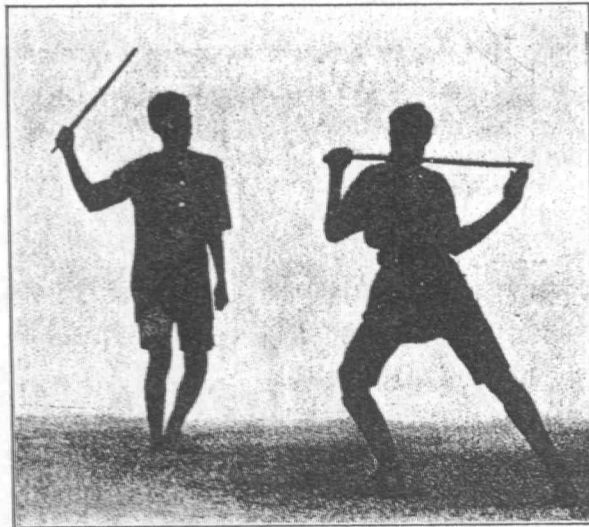


FIG. 48.

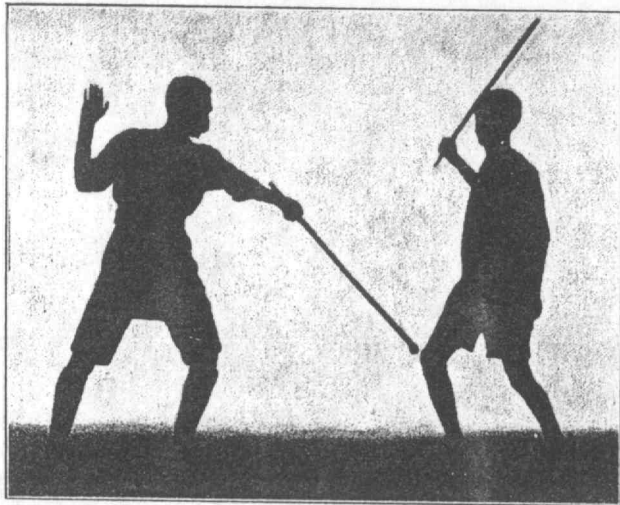


FIG. 49.

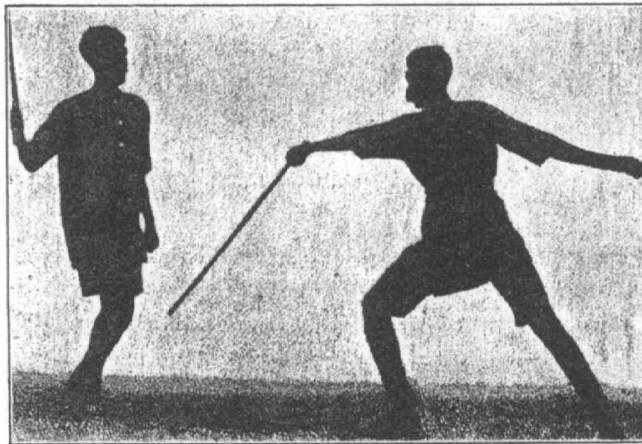


FIG. 50.

At the same time bring the back of your right hand up with a smack against his triceps. This bends his arm at the elbow (Fig. 40). Lock your hands and drop your left elbow, carry your right leg forward and throw opponent (Fig. 41); maintaining same hold on reaching the ground, and plant your knee in his armpit. He can then be held with the right hand only (Fig. 42). The method is illustrated in stages to demonstrate it more clearly; the whole being, of course, on motion without a stop. Practise this with a friend who realizes he is expected to fall back and not offer any resistance. Let him hit as hard as he likes, but after that, give in and go back. In actual practice an opponent's stick will fly out of his hand when his downward blow is arrested by your forearm, and he will have a very badly damaged shoulder by the time you get him to the ground.

Before we close this chapter you should remember that, should you judge yourself unable at the last moment to carry out a particular trick, you have always your old friends the numerous guards to fall back on to protect yourself against the impending blow.