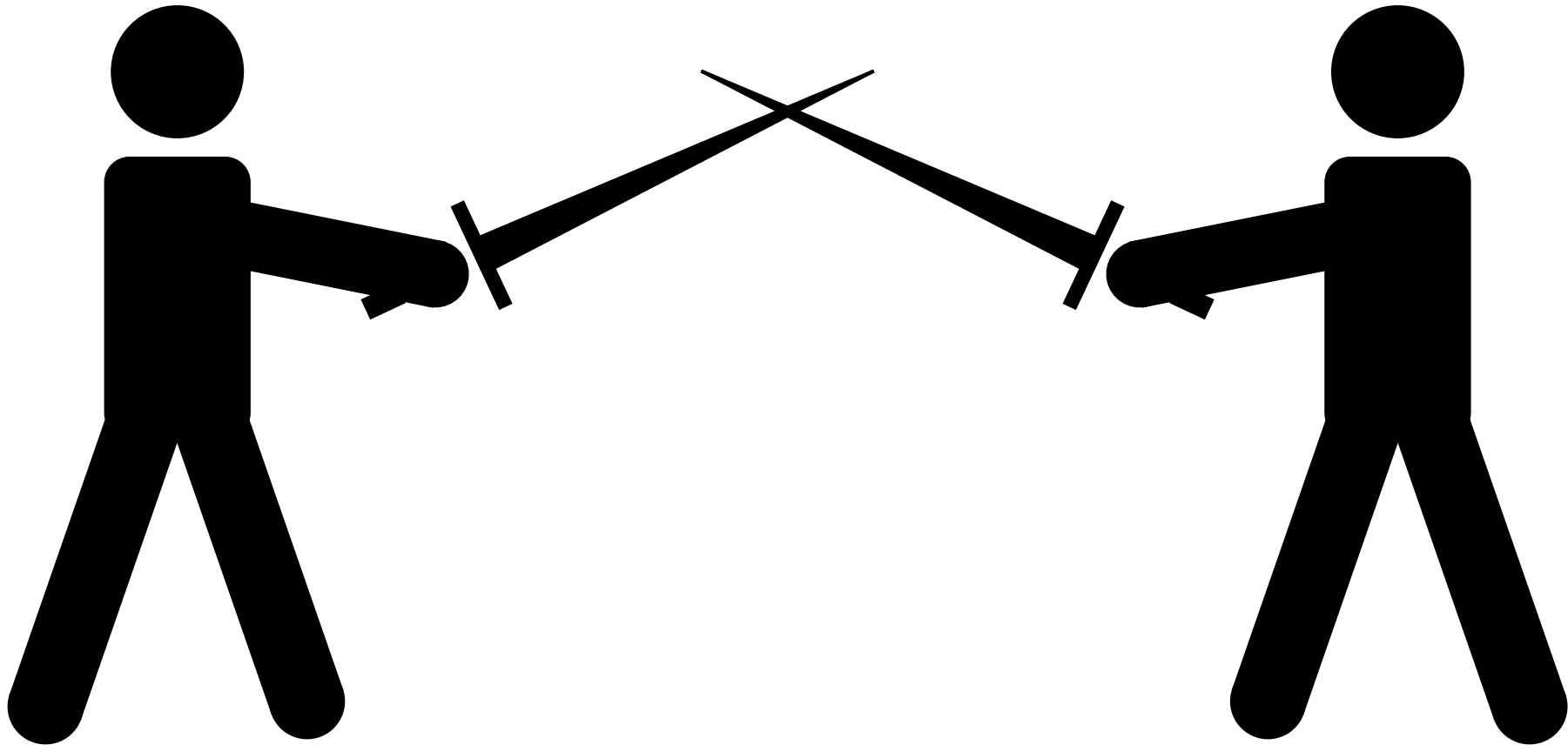
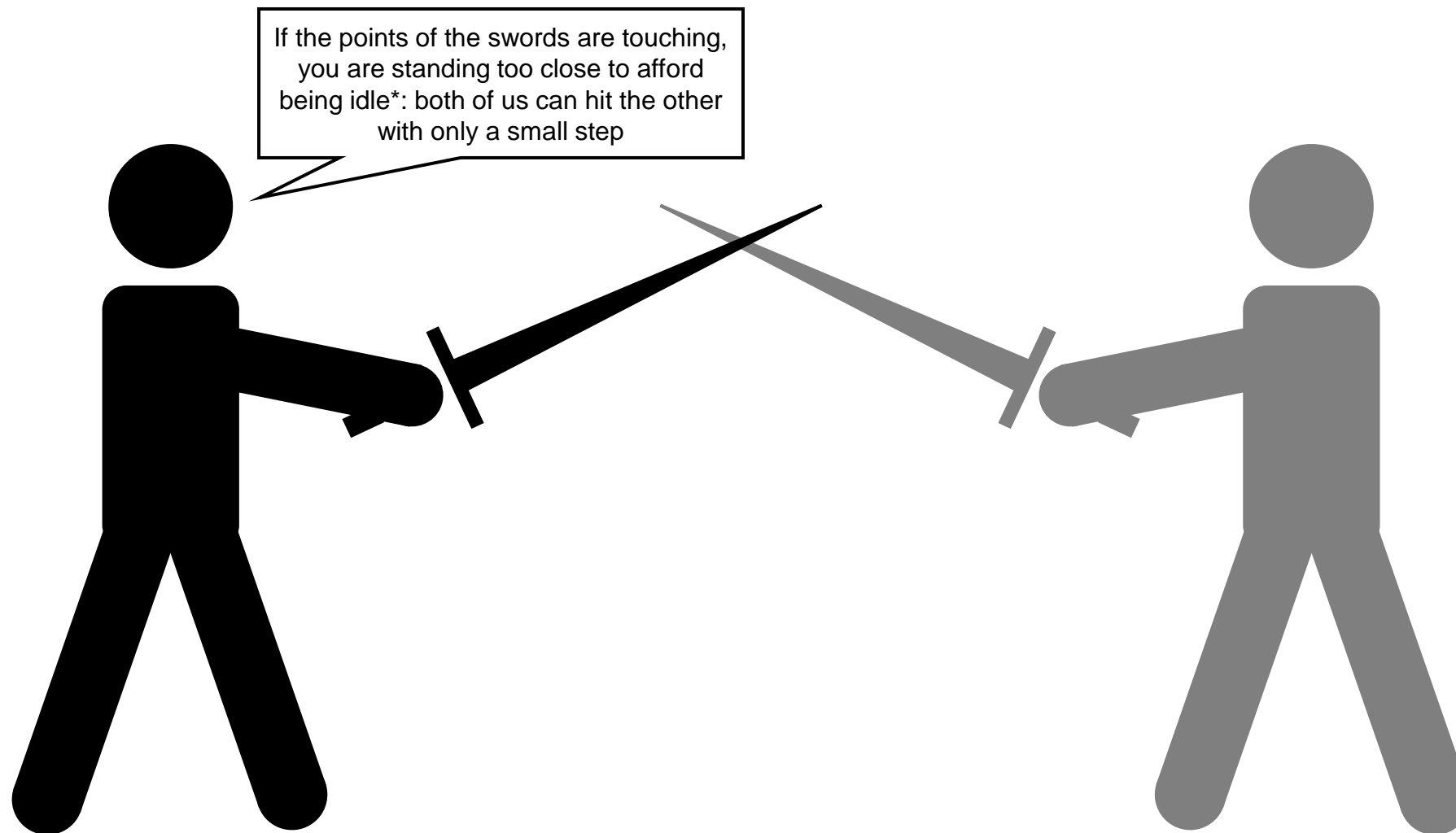


First master of *Largo* crossed at the points of the swords

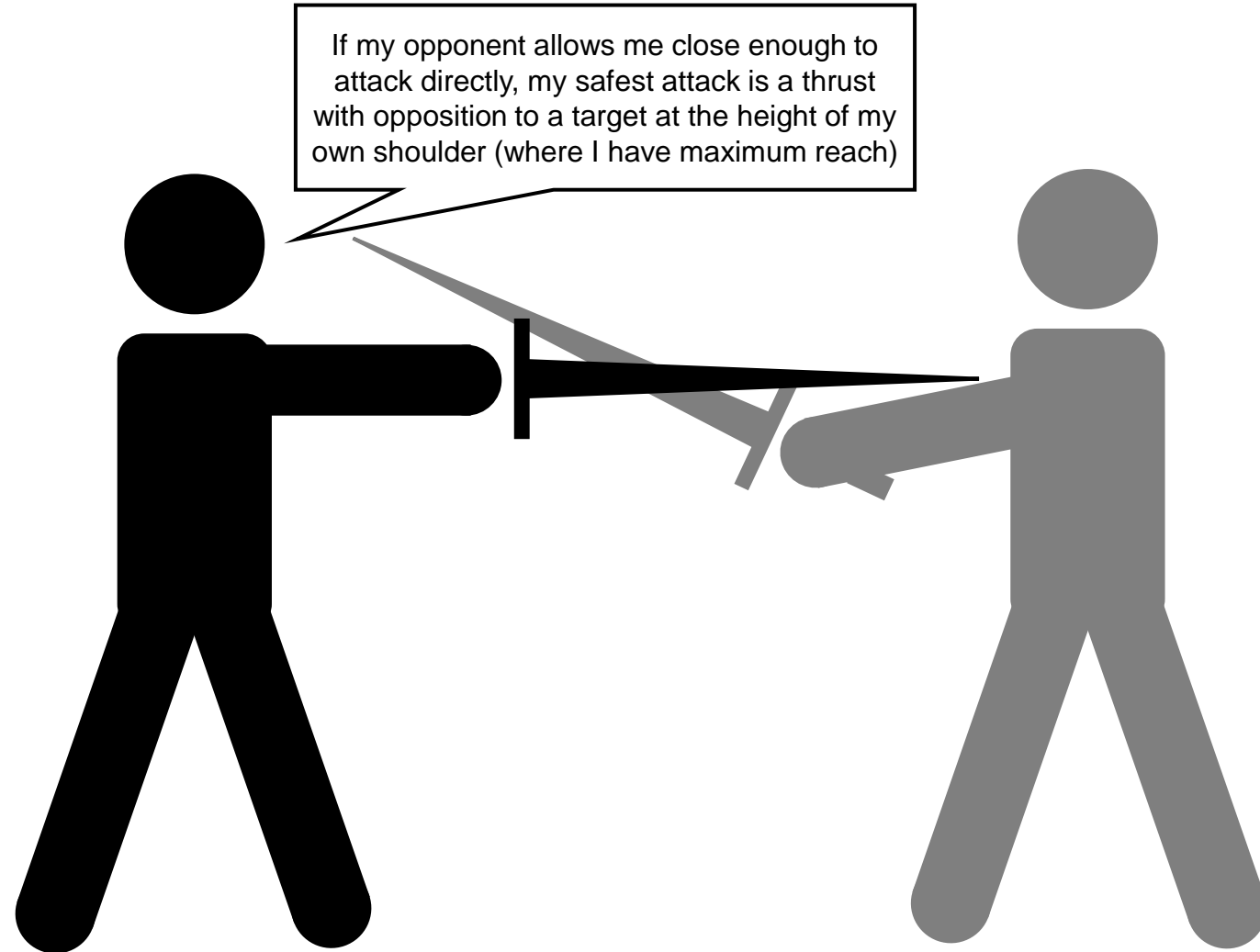


## First master of *Largo* crossed at the points of the swords



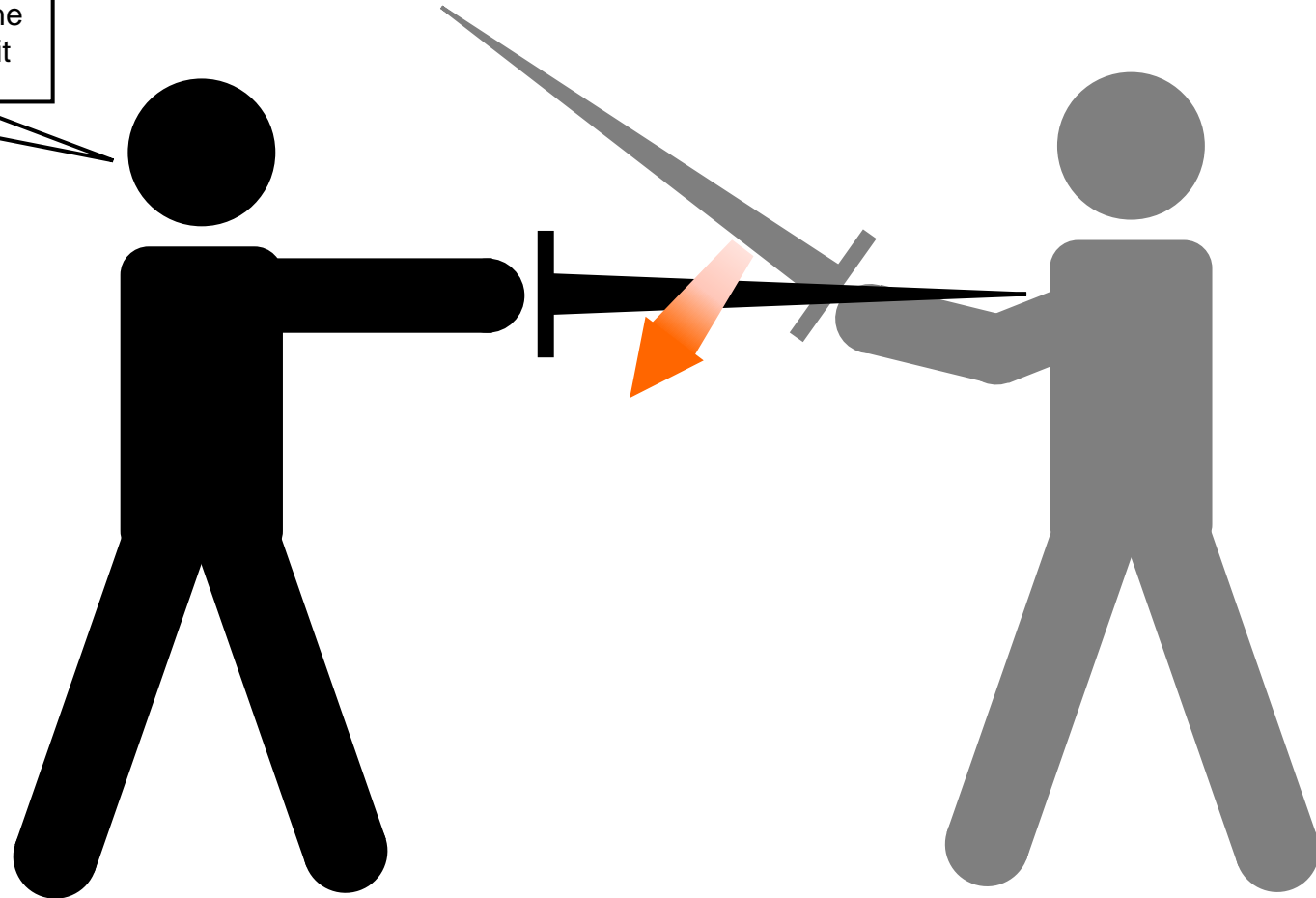
\* an excellent canonical cue taken from Adrien Pommellet's games-based curriculum for Fiore linked [here](#)  
Also see the GD4H article here: <https://www.gd4h.org/index.php/2024/08/30/a-games-based-curriculum-for-fiores-two-handed-sword/>

## First master of *Largo* crossed at the points of the swords



## First master of *Largo* crossed at the points of the swords

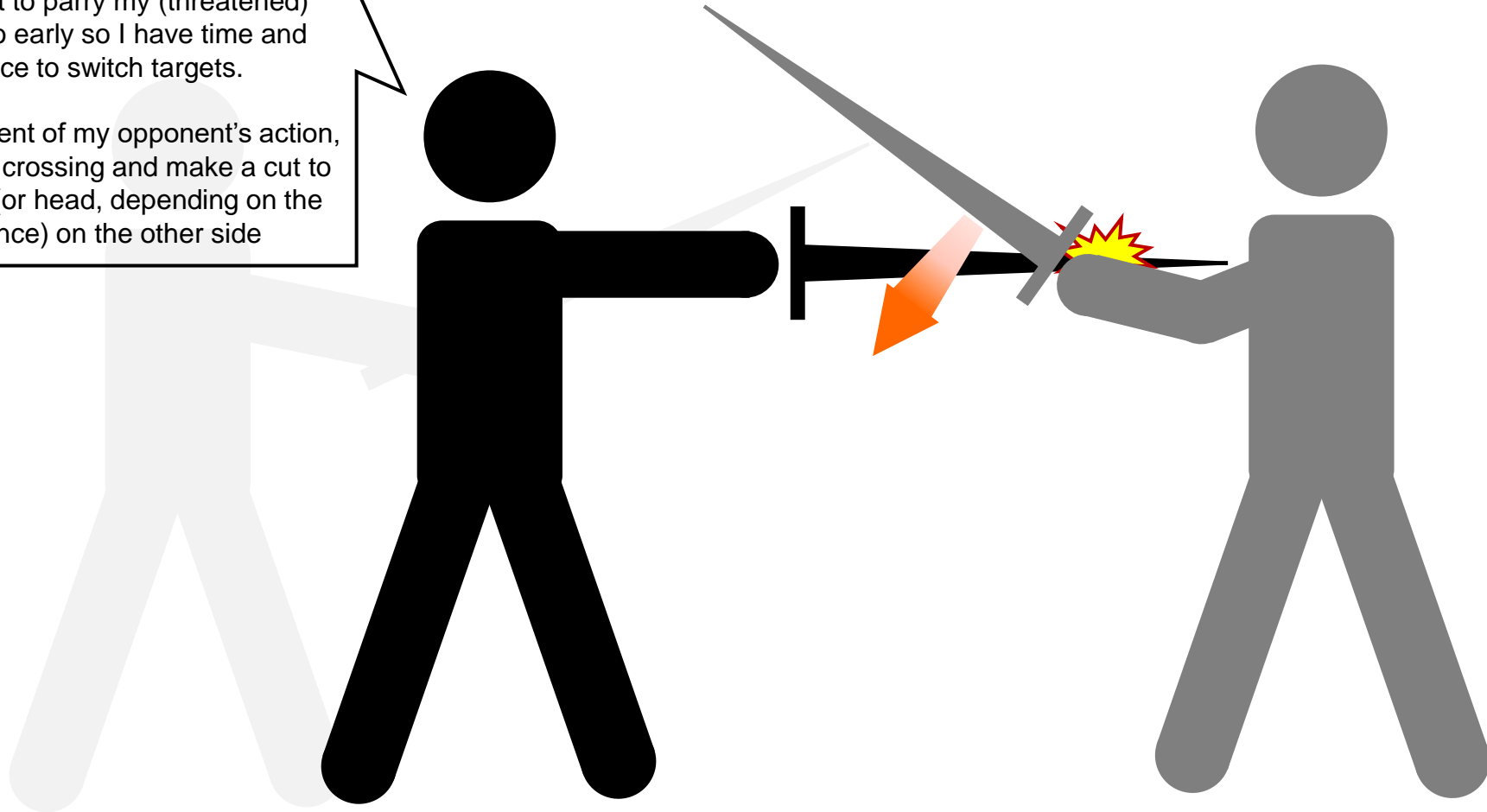
However, realistically, at this distance my opponent will have time to see the thrust coming and be able to parry it



## First master of *Largo* crossed at the points of the swords

Therefore, my tactic is to provoke my opponent to parry my (threatened) thrust too early so I have time and space to switch targets.

In the moment of my opponent's action, I avoid the crossing and make a cut to their arm (or head, depending on the distance) on the other side

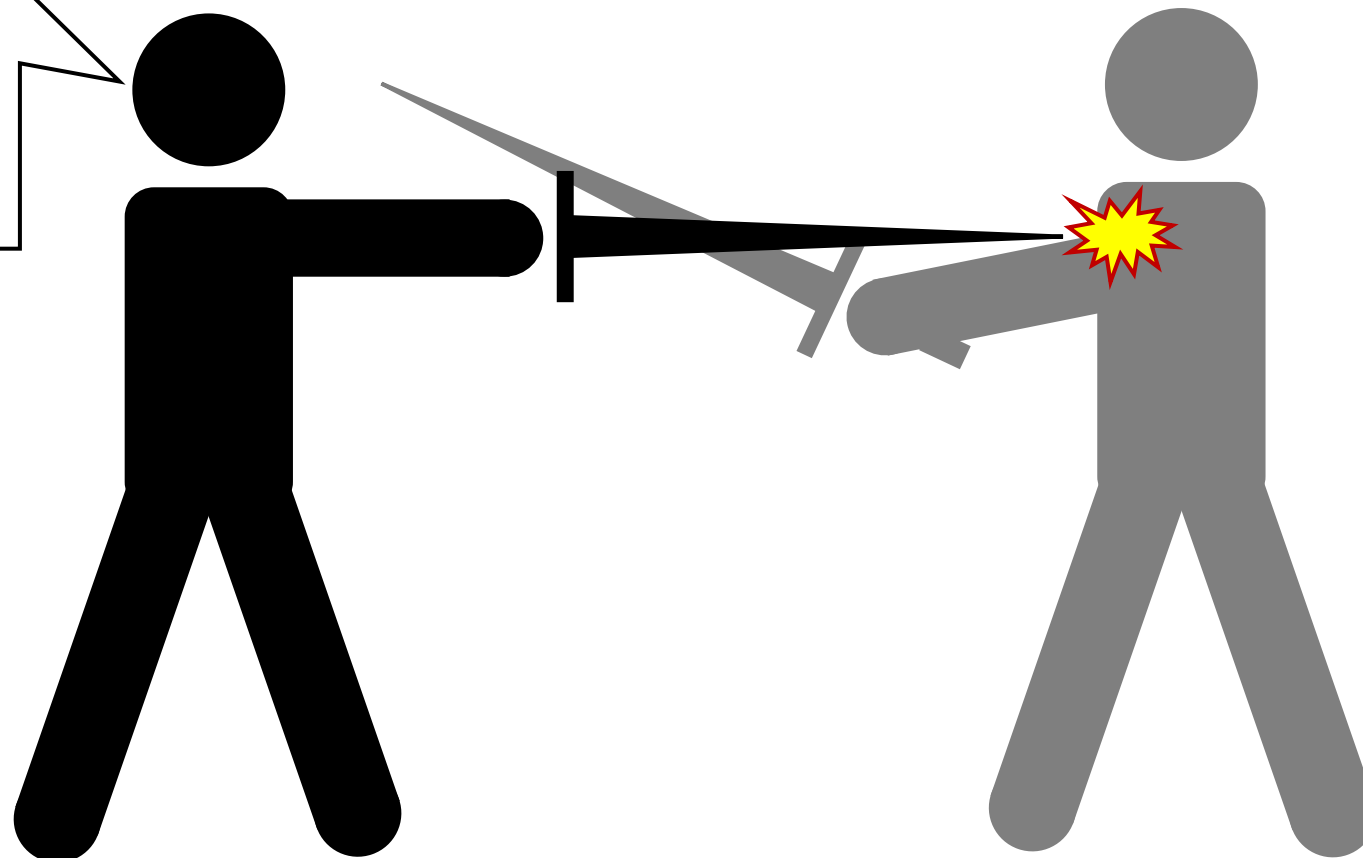


## First master of *Largo* crossed at the points of the swords

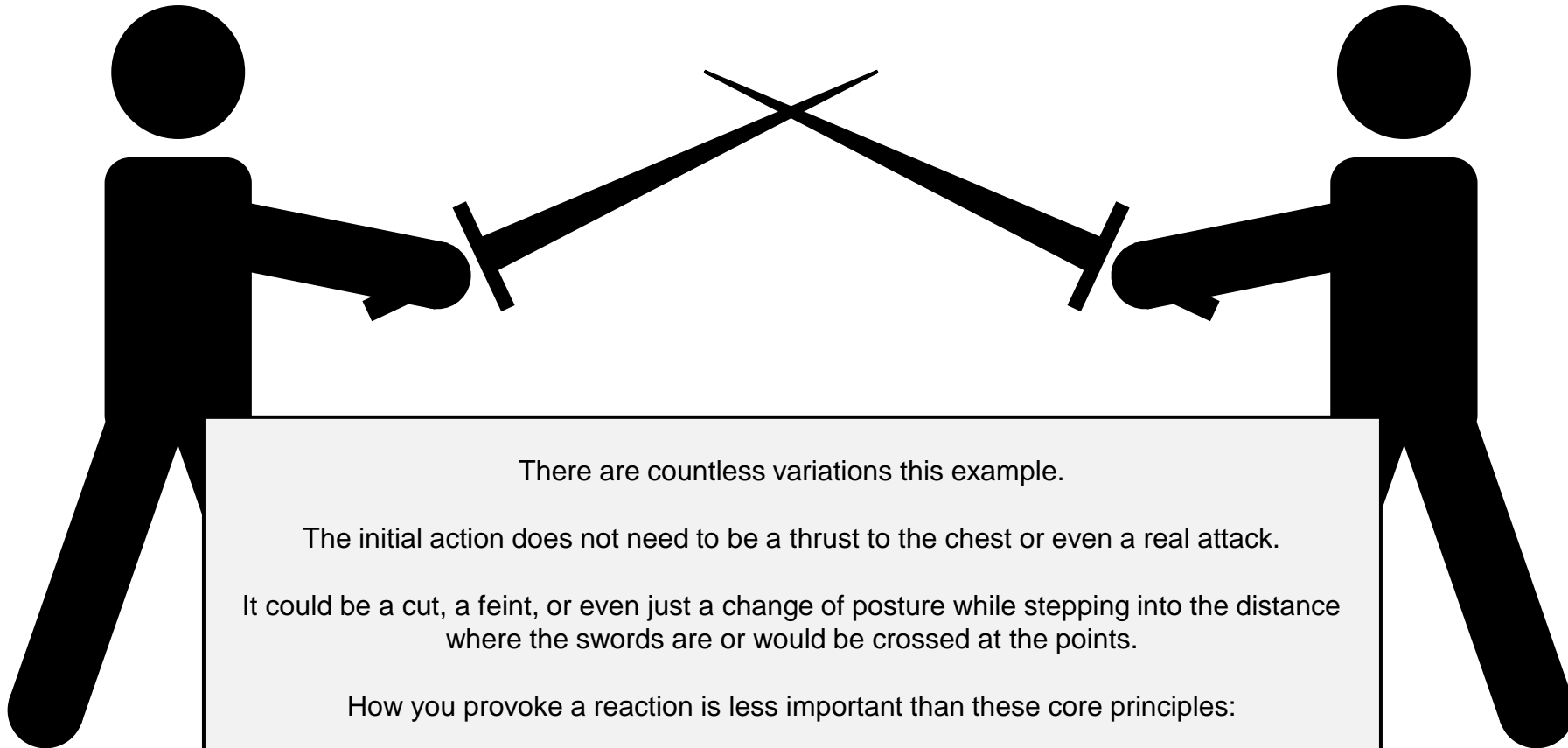
However, my opponent must feel the need to parry for my tactic to work.

If they remain passive, I must be prepared to attack directly once I am close enough.

If I get too close before attacking directly, they can attack me during my preparation.



## First master of *Largo* crossed at the points of the swords



There are countless variations this example.

The initial action does not need to be a thrust to the chest or even a real attack.

It could be a cut, a feint, or even just a change of posture while stepping into the distance where the swords are or would be crossed at the points.

How you provoke a reaction is less important than these core principles:

- 1) Enter at the distance where the points cross with a plan
- 2) Your opponent must believe your threat is legitimate for them to react
- 3) A threat with the point is the easiest threat to work with at wide measure