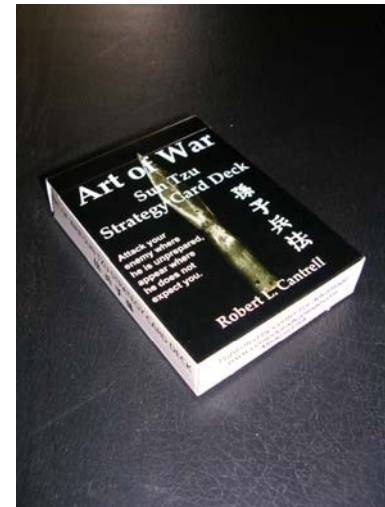




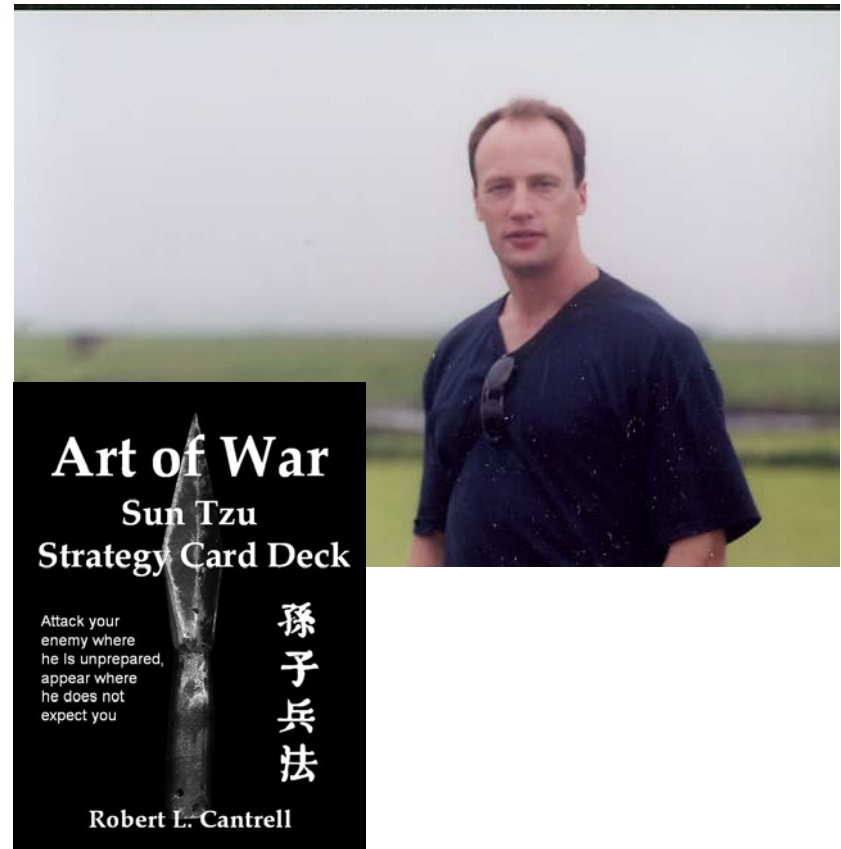
Art of War: Sun Tzu Strategy Card Deck

Application for Martial Artists



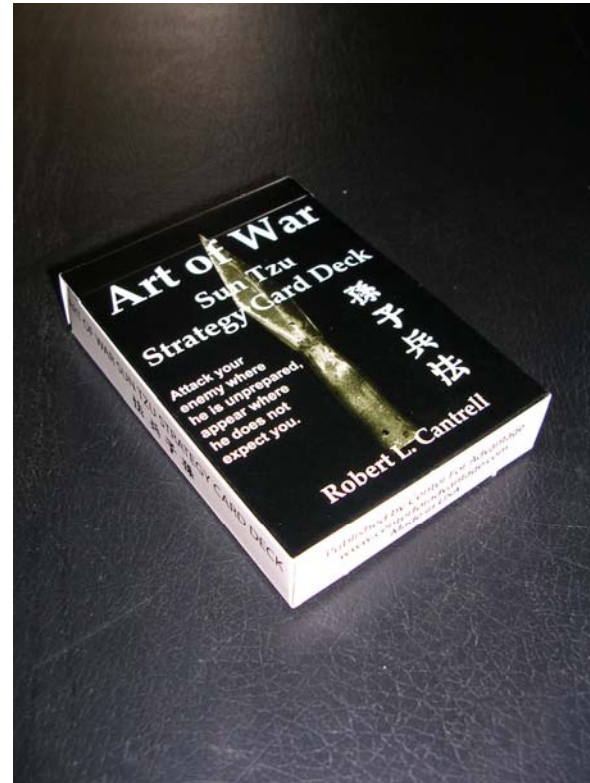
Author Background

- The author of the *Art of War: Sun Tzu Strategy Card Deck* is an accomplished martial artist with a focus on Chinese and Western European weapons sparring



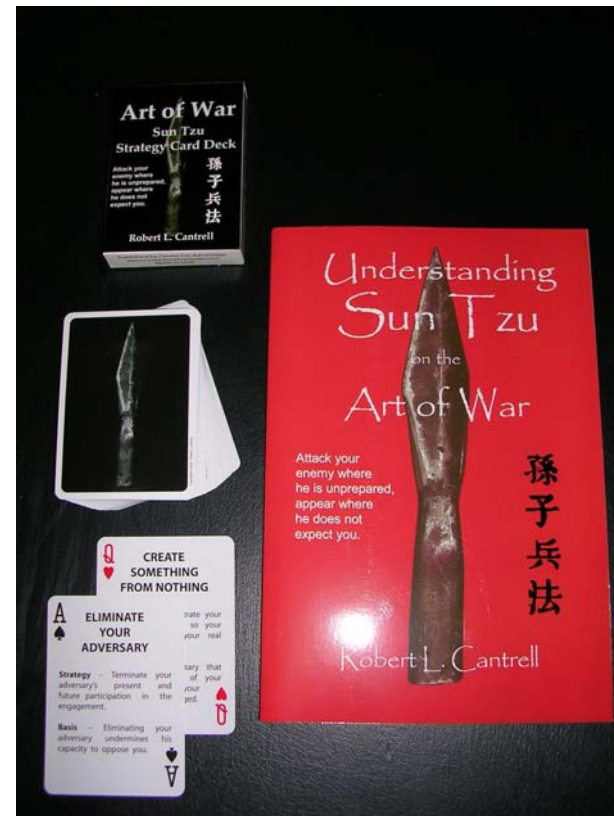
Martial Arts Instruction

The *Art of War: Sun Tzu Strategy Card Deck* has become very popular with the martial artist community, particularly in the authors community of Virginia



Practical Application

It shows the practical application of ideas presented in *Sun Tzu on the Art of War*, a book considered required reading by most martial artists



Hidden Knowledge Presented

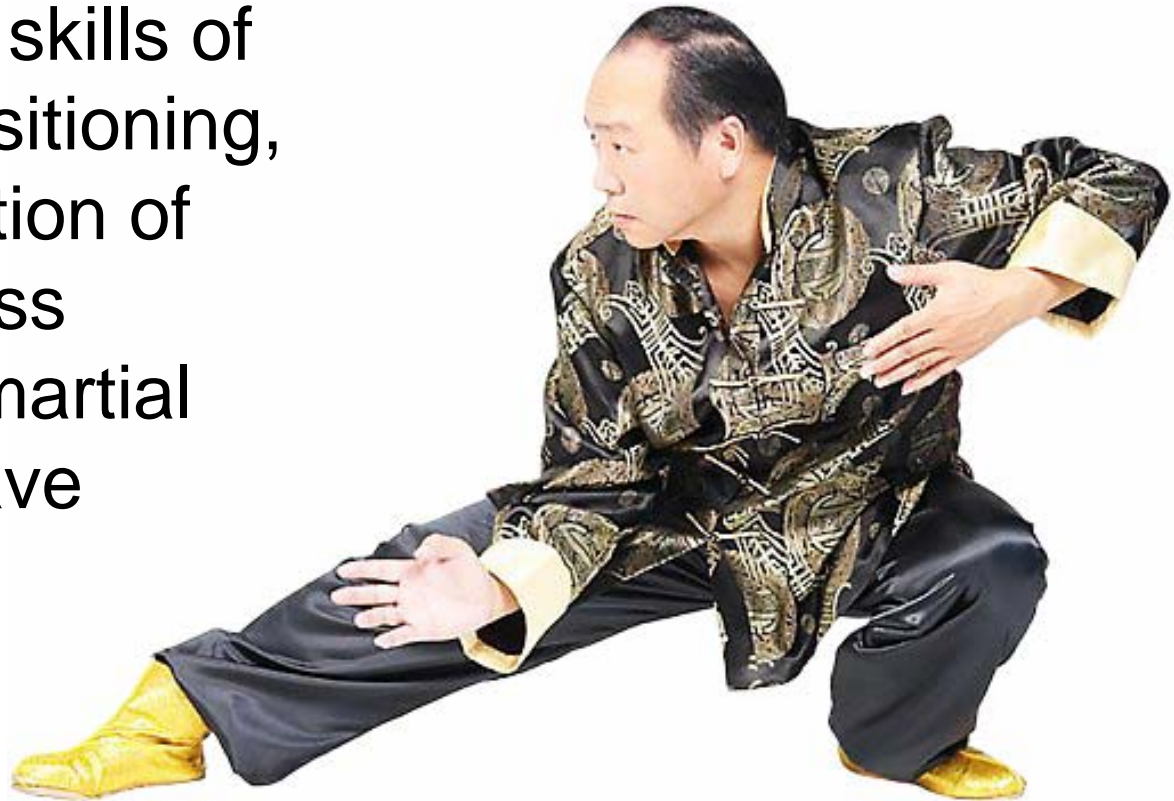
Why do older martial artists so frequently defeat younger and more agile rivals?

Answer: there is a thought process that goes into fighting, beyond the basic fighting skills, that can take years to master



The Benefits of Experience

Over time, martial artists master psychological skills of deception, positioning, and conservation of energy that less experienced martial artists may have difficulty conceiving



Additional Layer of Thought

- *Art of War: Sun Tzu Strategy Card Deck* offers that additional level of training that teaches how to think like a master when fighting an opponent and turn your ability to think to your best advantage





Examples



CREATE SOMETHING FROM NOTHING

Intentionally throw a strike that is not real in order to become unpredictable and make it easier to deceive

Once an adversary knows you are willing to bluff, it becomes much more difficult for him to tell what is real and what is not

Q
♥

CREATE SOMETHING FROM NOTHING

Strategy – Demonstrate your willingness to bluff so your adversary doubts your real actions.

Basis – An adversary that doubts the reality of your actions may leave your initiatives unchallenged.

♥
Q



SHOW PART BUT NOT ALL OF YOUR PLAN

Throw an actual blow that will strike your opponent if he does not block it; then strike from an unexpected angle that his act of blocking leaves vulnerable

9 ♦ SHOW PART BUT NOT ALL OF YOUR PLAN

Strategy – Engage your adversary's attention to set him up for an action from an unexpected angle.

Basis – A real and present engagement distracts your adversary from other concerns.

♦ **6**



ELIMINATE YOUR ADVERSARY'S CHOICES

Control space to reduce your
opponent's options for
advance or retreat

10 ELIMINATE YOUR
♠ ADVERSARY'S
CHOICES

Strategy – Leave your adversary with no viable options, or call your adversary's bluff.

Basis – An adversary with no options cannot keep you guessing.

♥
01



PROVOKE YOUR ADVERSARY'S REACTION

Explore how your opponent responds to certain blows and use that knowledge to put him off balance for a winning strike

8 PROVOKE YOUR ADVERSARY'S REACTION

Strategy – Test your adversary's response before committing to an action.

Basis – An adversary's prior response to an action lessens the guesswork in your planning.

8



ELIMINATE YOUR ADVERSARY

Take your adversary
out of the competition

In accord with the rules

A
♠ **ELIMINATE
YOUR
ADVERSARY**

Strategy – Terminate your
adversary's present and
future participation in the
engagement.

Basis – Eliminating your
adversary undermines his
capacity to oppose you.

♥
V



STRIKE WITH A BORROWED HAND

For multi-opponent, or bear pit sparring: leverage the power of another against your adversary

6 ♠ **STRIKE WITH A BORROWED HAND**

Strategy – Bring about a conflict between your adversary and a force other than your own.

Basis – A borrowed hand may deliver your desired result while you keep to a safe distance.

♥ 9



RAISE THE STAKES

Present you opponent
with a greater
challenge

*Again, keep it within
the rules*



CHANGE THE SCOPE OF THE ENGAGEMENT

Introduce grappling to a sparring match to change the nature of the fight

If grappling is to your advantage



J
♣ **CHANGE THE SCOPE OF THE ENGAGEMENT**

Strategy – Expand or limit the field of action until key measures of advantage fall into your favor.

Basis – Decisive advantages often reside within alternative boundaries.

♣
J

AID YOUR ADVERSARY'S VICTIM

Teach the vulnerable to defend themselves, even if they would rather be elsewhere



7
♣ **AID YOUR
ADVERSARY'S
VICTIM**

Strategy – Use the threat your adversary poses to another as a pretext to expand your influence.

Basis – Imminent danger makes receptive hosts of those who would otherwise resist you. ♣

7



CREATE A CENTER FOR ADVANTAGE

Gain the respect of your students so that they want to perform to their highest level, and so help your school to succeed



A
♣ **PROVIDE A CENTER FOR ADVANTAGE**

Strategy – Draw others to seek your favor so they become your allies or at least choose not to oppose you.

Basis – Drawing others to seek your favor increases their propensity to help you succeed.

♣
A

Training

- Review the cards individually or as a group and consider how to apply each to your fighting
- Instructors use the strategies on the cards for class discussion and illustration





Good Luck and Good Training

K
♦

**RAISE
THE
STAKES**

Strategy – Challenge your adversary to risk more than he can lose.

Basis – A resultant exposure to excessive risk deters your adversary from opposing you.

♦
K

A
♠

**ELIMINATE
YOUR
ADVERSARY**

Strategy – Terminate your adversary's present and future participation in the engagement.

Basis – Eliminating your adversary undermines his capacity to oppose you.

♥
A

