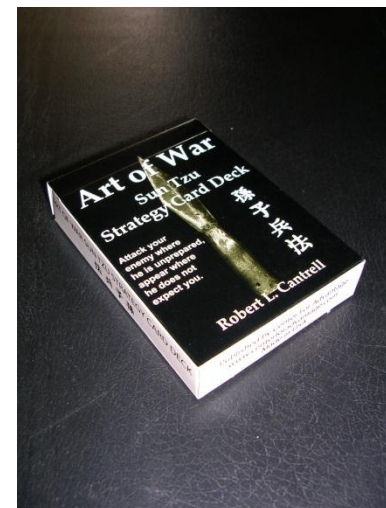




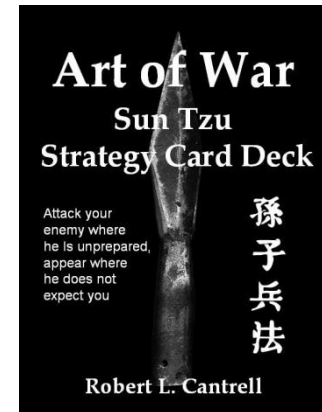
# Art of War: Sun Tzu Strategy Card Deck

Application for  
Martial Artists



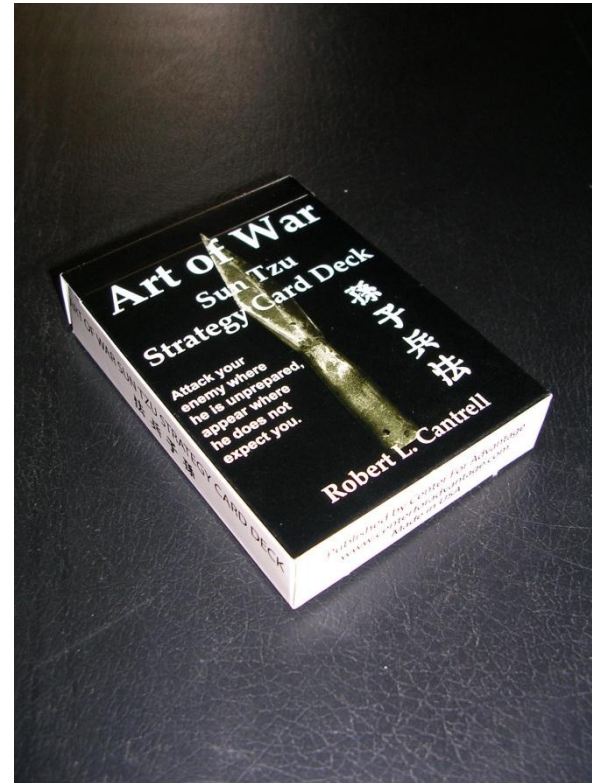
# Author Background

- The author of the *Art of War: Sun Tzu Strategy Card Deck* is a Kung Fu black belt



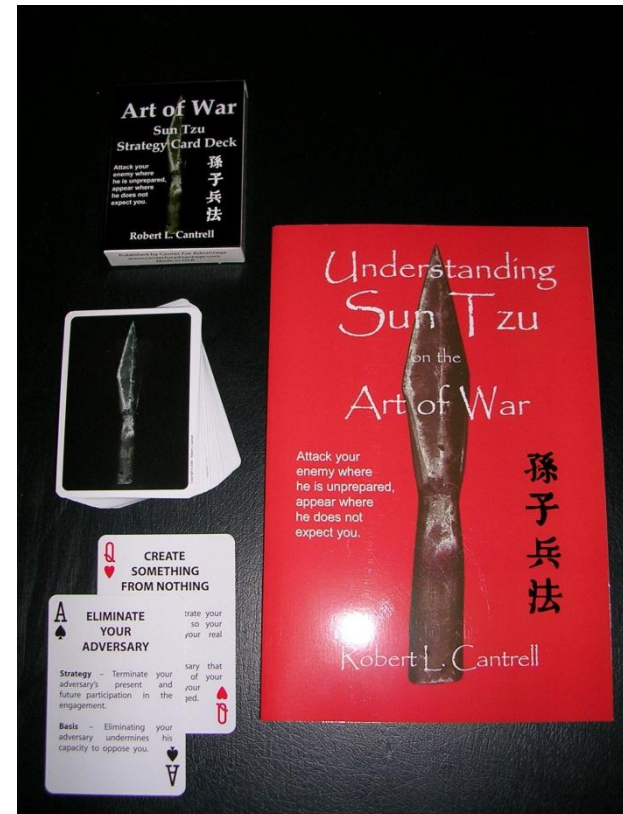
# Martial Arts Instruction

The *Art of War: Sun Tzu Strategy Card Deck* has become a tool for teaching martial arts strategy



# Practical Application

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



# Hidden Knowledge Presented

The cards address a strategic thought process that goes into the mental aspects of martial arts fighting that is beyond the basic fighting skills learned in most classes

It can take many years to master these mental skills

This is why older martial art masters so frequently defeat younger and more agile rivals?





# The Benefits of Experience

Over time, martial artists master psychological skills of cunning, deception, positioning, and conservation of energy that less experienced martial artists may have difficulty appreciating until they have fought for some time



# Additional Layer of Thought

*Art of War: Sun Tzu Strategy Card Deck* offers a way to accelerate the development of mental fight skills



It show how to think like a master when fighting an opponent, and so turns your ability to think to your best advantage

It also may give you your best chance at winning a real confrontation without actual fighting





# Examples






# CREATE SOMETHING FROM NOTHING

Demonstrate your willingness to bluff...


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 more difficult for him to distinguish what is real and what is not*

**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.





# SHOW PART BUT NOT ALL OF YOUR PLAN

Engage your opponent's attention to set him up for an action from an unexpected angle

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

*This is different from a feint because if your opponent does not block your first blow, then you will gladly connect with that blow*

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 when you fight to reduce your opponent's options for advance or retreat

The fewer options he has, the fewer you have to consider in your calculations



# 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

For example, if he always block a right side kick the same way, and then use that to set up “Show Part But Not All Of Your Plan” where your next move strikes at the area his block will leave open

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.



# ELIMINATE YOUR ADVERSARY

Take your opponent out of the competition

*Especially important for elimination tournaments and real life scenarios*





# STRIKE WITH A BORROWED HAND

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

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



# CHANGE THE SCOPE OF THE ENGAGEMENT

For example, 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 playing or watching television



**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

For instructors: These cards provide a framework for additional classes that you could teach on martial arts skills to complement training on the floor



## 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.





# 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

**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.



**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.



