

*A Bando Fighter Must Be Able to Use Any Available Article  
for the  
Purpose of Defense or Attack*

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**Introduction**

“*A Bando fighter must be able to use any available article for the purpose of defense or attack*” is one of the six **Principles of the Bando Discipline**:

1. *A Bando fighter must be able to see all things.*
2. *A Bando fighter must be able to hear all sounds.*
3. *A Bando fighter must be able to defend from any position.*
4. *A Bando fighter must be able to attack from any position.*
5. ***A Bando fighter must be able to use any available article for the purpose of defense or attack.***
6. *A Bando fighter must be able to sense any dangerous situation.*

Thus, Bando fighters should be able to readily identify and skillfully utilize not only weapons from the Dhoe (Free Hand), Dhot (Stick/Staff Hand), and Dha (Blade/Sword Hand) Weapons’ Sub-Systems of the Hanthawaddy Bando System, but also those improvised weapons found within their normal everyday environment. Within the three aspects of the Bando System – Athletic, Aesthetic, and Combatic, it is the latter Combatic which fits improvised weapons.

The Okinawans took common tools and utilized them as improvised weapons such as the pole for carrying water (bo), rice flail (nunchaku), grinder handle (tonfa), sickle (kama), hoe (kuwa), fisherman’s spear (nunti bo), and oar (eku). In other cultures, peasants, farmers, herders, and fishermen used axes, ax handles, hoes, hammers, sickles/scythes, shepherd canes, pitchforks, picks, spades, meat cleavers, hammers/mallets, farm machetes/bolos, fishing spears, and other such objects. Similarly in Burma, peasants, farmers, fishermen, monks, weikzas, and others were able to use common objects found in their environment for defense.

Improvised weapons are commonly used in those instances where a Bando fighter is otherwise unarmed or when conventional weapons, such as firearms, are not readily at hand or strictly controlled. Someone does not need to attempt to bring conventional weapons with them or obtain these weapons on site. Their very nature means that improvised weapons can go and be found where conventional weapons cannot. Where improvised weapons have a huge advantage over conventional weapons is that they are completely innocuous

prior to their use or extremely difficult to identify as weapons. They are essentially ‘invisible friends with benefits’. Thus, where a conventional weapon may not be available to carry all the time, Bando fighters should learn to identify and use those objects that are common in their day-to-day lives for the purpose of defense or attack.

Improvised weapons can be force-multipliers in terms of speed, range/distance, and lethality given target characteristics and environmental factors. A critical enabling capability of improvised weapons is the primary manner by which they can complement/augment the ability to carry out an action against given target(s) in a given environment. They also provide substitute bodily weapons (“Dhoe Weapons’ Sub-System”). The same key Bando principles, embedded within the Bando Dhoe, Dhot, and Dha Weapons’ Sub-Systems, also apply to improvised weapons.

### **Improvised Weapons’ Key Concepts**

A weapon could include any of the following objects that:

1. Are immediately re-purposed to be used as a weapon and that re-purposing is readily usable to threaten/intimidate/manipulate or cause bodily harm to others.
2. Are used for the purpose of defense or attack to deter, threaten/intimidate/manipulate, harm, incapacitate, or cause bodily harm to others.
3. Are used as a weapon, whether that object is designed as a weapon or not.
4. Are intended to use as a weapon regardless of its design.
5. Would cause a reasonable person to fear for their own safety, or for the public’s safety if they were aware of the presence of that object.
6. Possesses the requisite physical properties and characteristics to be potentially used to threaten/intimidate/manipulate or cause bodily harm to others.
7. Are designed for non-weaponry purposes, but used for the purpose of weaponry to threaten/intimidate/manipulate or cause bodily harm to others.
8. Are being used as a weapon to threaten/intimidate/manipulate or cause bodily harm to others.
9. Are static/fixed or be able to be handled/wielded to threaten/intimidate/ manipulate or cause bodily harm to others.

An object, re-purposed, converted, or enhanced to be used as a weapon, is termed weaponized, such as a weaponized virus or weaponized hammer. However, an object, designed to be a weapon, is not a “weapon” until the moment that object is weaponized to threaten/intimidate/manipulate or cause bodily harm to others.

Only until then is an object a weapon. Thus, a “weapon” is not a “weapon” until is used as a “weapon”. Moreover, “is a weapon” is not the same as “can be a weapon”. Before re-purposing or weaponizing an object, there is no weapon. Similarly, bodily parts - hands, elbows, knees, feet, and the head - are not “weapons” until the moment they are weaponized to threaten/intimidate/manipulate or cause bodily harm to others.

Furthermore, any of these conditions are necessary for an object to become/be considered as a “weapon”:

1. The object is, at the moment, threatening/intimidating/manipulating to cause bodily harm to others;
2. The object is, at the moment, attempting to cause bodily harm to others; and/or,
3. The object is, at the moment, causing bodily harm to others.

Improvisation/Re-Purposing an Object as an Improvised Weapon:

1. Improvisation/re-purposing of a common object, available for the immediate purpose of defense or attack into a weapon, is the weaponization of that object.
2. An object can be weaponized, from their original purpose, to threaten/intimidate/manipulate or cause bodily harm to others.
3. An object is weaponized, through the conscious intention and action to utilize that object at that moment, to threaten/intimidate/manipulate or cause bodily harm to others.
4. Re-purposing/weaponizing and utilizing an object as a weapon in those moments when it its needed and in the manner necessary without any pre-planning for the purpose of defense or attack.

"Improvised weapon" is a term used to represent any common everyday objects that can be picked up and immediately used as a weapon in a different manner (“improvised”) than originally designed to threaten/intimidate/manipulate or cause bodily harm to another. They are everyday objects which can be wielded as weapons and used to bludgeon, cut, stab/poke, shield/block/distance, throw/distract, strangle, burn/shock, or be impacted against. While these objects were not designed to be used as weapons, they can be put to that use. These objects are not physically altered, in any way, to make them more functional as weapons: but are utilized in their original state. It is not how everyday objects look or are used conventionally, but how they can function in an unconventional manner for the purpose of defense or attack.

A key principle is that a weapon is a tool to threaten/intimidate/manipulate or cause bodily harm to others. Beyond that: what part of the weapon does the killing...does the harming - something that pierces, crushes, cuts/slashes, strangles, or burns/shocks. When considering about weaponry in this abstract way, one will begin to notice entirely new avenues to deliver injury and force to an opponent. For example, knives can cut,

but a knife is simply a piece of metal sharpened to an edge. There are other edges present in everyday objects which can be used as an improvised weapons should it become necessary to prevail in a dangerous situation. This is the cornerstone of improvised weapon methodology. From this understanding of an object's properties to be re-purposed as a weapon, one can start to learn what common everyday objects are best suited to use in a weaponized context and how they can be devastating deployed with the element of surprise.

Every object picked up for the purpose of defense or attack is unique in its own way. Thus, to use a common object as a weapon, it must be done in a way that maximizes its specific physical attributes. Material composition, size, weight, tensile strength, surface hardness, and mechanical actions are all considered. Moreover, improvised weapons must be appropriately selected and utilized, with the desired effects and magnitude of force necessitated by context, against specific targets within a presented situational context. All of these qualities reflect how a common object can be used most effectively as a weapon, and under what circumstances. This careful analysis of an object reflects how to hold it; whether it can be swung, thrust, thrown, or impacted against; the types of targets that can be struck; and the degree of force the weapon is capable of delivering during strikes, or withstanding during blocks. For example, a rolled-up magazine (which is a makeshift short-stick) can be used for thrusting strikes, since it is quite rigid in this direction. However, this same object is much less effective at circular or snapping strikes, since it does not possess the surface hardness of the short-stick, lacks rigidity when struck from the side, and will probably bend during forceful strikes. Thus, the unique qualities of a rolled-up magazine suggest it should be used mostly for thrusting strikes or light parries. While most common objects can be wielded using traditional weapons skills, a certain degree of modification is often required to compensate for the object's unique physical qualities or limitations.

Knowing what objects make the best improvised weapons in any given setting, and how to employ them best, is a large aspect of competency in respect to improvised weapons. Almost any common object can become a weapon in the hands of a creative and skilled Bando fighter. Common objects can be either held, thrown, or impacted against and are typically utilized using the same principles found in the Dhoe, Dhot, and Dha Weapons' Sub-Systems of the Hanthawaddy Bando System. The objects in this Paper identify a range of possible common objects which can be re-purposed/weaponized into improvised weapons for the purpose of defense or attack; many others exist.

### **Types of Improvised Weapon Objects**

Improvised weapons usually fit into three broad types:

1. Everyday moveable objects that can be readily held and wielded/thrown as weapons.

2. Everyday structural objects against which an opponent may be impacted, cut, blocked/distanced, or burned/shocked.
3. Objects that are already assembled or crafted into improvised weapons.

This Paper will focus upon those readily-available moveable and structural objects of the form in which they normally exist and those same objects that can be immediately combined into improvised weapons. Those objects, assembled or crafted with a weapon purpose, are outside the scope of this Paper.

### **Physical Properties/Characteristics of Improvised Weapon Objects**

An improvised weapons' framework considers everyday objects as similar to a stick, stone, projectile, shield, knife, chain/rope, liquids/sprays, structural, or hybrid objects. These categories frame the basic objects used to carry out defense and attack, each with associated shapes and mechanical properties that facilitate combat action. One should be familiar with the physical properties/characteristics of each of them and trained to look for and utilize those physical properties/characteristics in any object found in their environment for the purpose of defense or attack.

The functional principles, employed in these categories of improvised weapons, can be applied to any object that possesses similar physical properties/characteristics:

1. **Stick (Dhot)-like objects.** Attack with swings or stabs. Such a weapon is used mainly to attack an opponent from a safe distance before they come close or to block the opponent's attacks.

Primary targets for the strikes from "stick-like objects" are the head and neck, collarbones, solar-plexus, elbows, knees, kidneys, and groin. In the situation when an opponent tries to grab, punch or kick, defense is through attacking their hands, wrists, and the thumb side of forearms. Thrusts are usually directed into face, solar plexus, throat, or ribs.

**Examples:** Umbrellas, fireplace pokers, baseball bats, tree branches, mop/broom handles, hoes, shovels, pipes, canes, billiard cues, golf clubs, crowbars, etc.

2. **Stone-like objects.** Held or thrown for delivering strikes. These objects can be used at close distance as a blunt trauma weapon to strike an opponent's head or other vulnerable areas, including the attacking limb, if they try to grab, punch, or kick. This category can also be used to injure an opponent by throwing an object to hit them from a distance.

All such objects should be thrown to an opponent's face or chest from a distance of a few steps to avoid missing them or prevent them from closing the gap.

**Examples:** Stones, full bottles, billiard balls, cellphones, hammers, pots/pans, toasters, large thick hardback books, glass mugs, etc.

3. **Projectile-like objects.** Thrown to defend, attack, or distract.

**Examples:** Coins, wristwatches, keys, sand, stones, bricks, glass mugs, dinner plates, cans of food, etc.

4. **Shield-like objects.** Shield/block against a strike. This category covers all large, but not too massive, objects which may be placed in the way of a striking limb or weapon, and absorbing the impact and stopping the strike

Unlike other categories, "shield-like objects" function only as a passive protection and do not affect an opponent (unless they are hit with a rigid part of it), so its use should be accompanied by active work of one's free hand, or more often with legs, by which one counterattacks. A rigid shield can be thrust against an attack to meet it with momentum at a reasonable distance away from one's body so it does not strike the body when receiving an impact.

**Examples:** Pieces of wood, boards, chairs, furniture, trash can lids, cutting boards, large pans, briefcases, suitcases, backpacks, key boards, notebook computers, pillows, large thick hardbound books, boxes, etc. Cloth, wrapped around the forearm, also may play a role of a shield.

5. **Knife (Dha)-like objects.** Stab or cut/slash. This category covers all the objects which are used to stab or cut/slash. These objects are used at a medium distance (distance of about arms' length) to attack an opponent's vulnerable areas - hands, wrists, face, and neck - which are not protected by clothes.

**Examples:** Broken bottles, scissors, sharp pieces of metal, screwdrivers, letter openers, box cutters, glass splinters, pens/pencils, forks, etc.

6. **Chain/rope-like objects.** Lash, strike, strangle, or entangle bodily targets. They can also add velocity.

The main techniques are whipping strikes and swings which may be directed to the head and neck, knees, ribs, collarbones, etc. Wires or leather belts, with/without buckles, are used mainly against the face and hands which are not protected by clothes. Soft and light objects (such as a T-shirt or towel) can be used against an opponent's eyes to distract and possibly "blind" the opponent for a few seconds.

**Examples:** Rope, bicycle chains with locks, chains, belts, thick rubber hoses, dog's leads, extension cords, electrical wires, cables, straps, etc.

7. **Liquid/spray-like objects.** Throw or spray into face. These objects distract, irritate, blind, or burn an opponent.

**Examples:** Cleaning chemicals, paint, dishwashing liquid, bleach, hot coffee/tea/soup, cooking oil, beverages, water, air spray, repellents, perfumes, deodorants, hair spray, fire extinguisher spray, etc.

8. **Structure-like objects.** Slam, push, or pull an opponent into a stationary/fixed object.

**Examples:** Tables, counter tops, stoves, refrigerators, washing machines, dryers, furniture, fixed poles, walls, doors, automobiles, etc.

9. **Hybrid-like objects.** Some objects have two or more of the above characteristics.

**Examples:** A hammer is a combination of a stick and a stone used to strike an opponent. An axe is a combination of a stick, stone, and knife. A chair can be used as a shield and stick.

### **Movability Characteristics of Improvised Weapon Objects**

Common objects, utilized as improvised weapons for the purpose of defense or attack, can be further classified as:

1. **Moveable:** These objects can be easily picked up and wielded or thrown at an opponent.
2. **Immoveable:** These objects are fixed/stationary, in nature, and utilized to slam, shove, push, or pull an opponent against as a form of impact trauma.



Furthermore, these common objects, employed as improvised weapons, can also be organized into three fundamental categories:

1. **Held Objects:** Objects that remain in the hand while executing specific techniques.

Most common objects, wielded as improvised weapons, will be held in the hands. They are typically wielded using skills acquired in traditional weapons training (short-stick, staff, cane, knife, etc.). They also include liquids/sprays.

2. **Thrown Objects:** Projectiles hurled at an opponent.

Almost anything can be a thrown projectile. A knife, axe, plates, tools, dirt, sand, stones, marbles, coins, chairs, books, and liquids are but a few of the many possibilities. Although many weapons can also be thrown, doing so means that one no longer have possession of the object. This means it cannot be reused and can give an opponent the opportunity to use it as a weapon.

3. **Structural Objects:** Stationary/fixed objects against which an opponent is slammed, shoved, pushed, pulled, or otherwise impacted against.

### **Functional Weaponized Attributes of Improvised Weapon Objects**

Common objects can also be further characterized by primary weaponized use which allows a classification based upon their end function rather than their specific identity:

1. **Bludgeoning (Moveable Objects):** These objects injure bodily targets. They can be wielded as clubs and are useful for striking an opponent's head, neck, collarbones, groin, knees, and especially their weapon hand.

**Examples:** Coffee mugs, bricks, heavy pots/pans, fire extinguishers, flashlights, sticks or pieces of wood, baseball bats, golf clubs, laptops, full bottles, fire poker, chairs, etc.

2. **Cutting (Moveable Objects):** These sharp-edged objects lacerate an opponent and function in a similar manner to the blade edge of a knife. They are directed at the face, neck, or wrist. Cutting also includes strangulation of the neck by constricting the air or blood of an opponent.

**Examples:** Dining knives, letter openers, box cutters, broken glass, broken plates, paper edges, saws, cords, ropes, chains, belts, cables, straps, etc.

3. **Stabbing/Poking (Moveable Objects):** These pointed objects (sharp or blunt) pierce, puncture, or poke vulnerable body targets. They are useful in attacking an opponent's eyes, neck, inner arm and hand, torso, groin, and inner thighs.

**Examples:** Knives, letter openers, boxcutters, nail files, broken glass, corkscrews, screwdrivers, dinner forks, pencil/pens, scissors, etc.

4. **Shielding/Blocking/Distancing (Moveable Objects):** These objects are useful in defending against a striking limb or weapon through shielding/blocking, entangling, or keeping an opponent at a distance.

**Examples:** Bags, briefcases, suitcases, backpacks, chairs, boards, large thick hardbound books, boxes, trash can lids, shirts, towels, thick trash bags, bed sheets, ropes, chains, cords, brooms, tables, etc.

5. **Projecting/Distracting (Moveable Objects):** These physical objects which are thrown to strike, blind, distract, and/or buy time to attack or escape.

**Examples:** Sand, hot coffee/soup, towels, household products, glass bottles, tools, bricks, rocks, coffee mugs, books, cellphones, pots/pans, shoes, etc.

6. **Impacting (Immoveable Objects):** These objects provide structural surfaces against which an opponent is slammed, shoved, pushed, or pulled for blunt trauma.

**Examples:** Hard ground, trees, tables, walls, doors, desks, automobile surfaces, and other "environmental allies".

7. **Burning/Shocking (Moveable/Immoveable Objects):** These objects sear/shock exposed body parts. They are held, thrown, or structural objects through which an opponent is burned/shocked.

**Examples:** Pressing irons, curling irons, hot coffee/tea/soup/cooking oil, hot stove tops, heaters, fireplaces, radiators, live electric wires, etc.

## **Improvised Weapons' Targeting**

Before improvised weapons can be used properly, it is necessary to know the most vulnerable targets of an opponent's body that are open to attack with particular improvised weapons and learn to aim at those target areas. This is important as it could make a fundamental difference in surviving a life-threatening situation. The available weaponized objects determine the appropriate open targets on an opponent.

Generally, anywhere in the center mass (chest and abdomen) will cause excruciating pain. A stab to the stomach can cause fatality to an opponent's organs and also lead to severe blood loss. A powerful thrust to the chest robs an opponent of their breath which can provide the vital seconds to attack or escape. Exerting enough force into an opponent's ribs can result in a cracked rib which could puncture the lungs or cause blinding pain.

The neck is a very vulnerable spot and when stabbed, cut/slashed or strangled, not only will it cut off an opponent's supply of air. When stabbed, cut/slashed, it may also cause a heavy flow of blood which will inevitably lead to death. If the means to cut/slash are not readily available, a strike to the carotid artery will knock out an opponent as it cuts off air supply and causes dramatic changes to blood pressure. A well-aimed blunt force to the jaw, temple, and back of the head can also cause immediate unconsciousness.

Should there not be many opportunities to reach the most vulnerable areas of the body that can cause pain or unconsciousness, the next option would be to target anything that will provide an advantage. A strike to the knees can destroy an opponent's mobility and cause their legs to involuntarily buckle. The groin area is also a pain center when targeted and struck. These opportunities can be used to mount further attacks or escape.

## **Improvised Weapons' Training**

While it may not be possible to train with every possible object as a potential improvised weapon, a Bando fighter should learn to identify and be able to utilize those common objects found in their everyday environment as field-expedient improvised weapons. The approach to the use of common objects for the purpose of defense or attack is to use virtually any object, which can be accessed, without thinking much about which specific techniques should be used with this specific improvised weapon. This is ***One Mind-Any Weapon***.

The cornerstone of the United States Marine Corps Martial Art's Program is the operational improvisational principle of ***One Mind-Any Weapon***. This Program expresses this principle as:

*You may come at me with a knife, but I will fight you with my rifle, stick, knife, hands, feet, knees, the walls, any obstacles, my canteen, helmet, or the carabineer that I wear on my flak jacket... It is "one mind; any weapon".*

This principle stresses that certain basic strikes will work in the same manner whether it is a club, knife, helmet, shovel, and other shaped objects. It becomes more about how to universally use the body to wield any weapon rather than a specific object as a weapon itself.

To be able to use environmental objects in real conflict situations, training on a daily basis is necessary for proficiency with improvised weapons - when sitting in the house, walking along the street, eating in the restaurant, or at the work place - look around and try to think how and what common objects may be used for the purpose of defense or attack. As one is told to notice the emergency exits in aircrafts and theaters, a Bando fighter should also notice the available improvised weapons in their daily environment – home, workplace, entertainment/ sporting venues, aircraft, automobile, school, etc.

Wherever a Bando fighter is, imagine one is suddenly ambushed. They should practice noticing objects that can be immediately accessed and utilized as improvised weapons wherever one often is until it becomes second nature. Little-by-little, attention will be drawn to one's environment, so if there is ever such a need, one will be able to quickly become armed and respond with improvised weapons.

When practicing with improvised weapons, a Bando fighter try to use different objects (first of all, those which are carried everyday - keys, bag, jacket etc.) as a weapon in a fight against an unarmed opponent; an opponent who is armed with a knife or a stick; multiple opponents; etc. They should choose and train the techniques that are most effective with different objects until they can be applied instinctively. Some objects, lying around, may not be obvious, but can be just as effective. If it can bludgeon, cut, stab, shield/block/distance, project/distract, strangle, burn/shock, or deter, it can be useful.

Common principles, which may be applied for any object used as an improvised weapon.

1. Use a strong improvised weapon against a weak target. When using improvised weapons, a target should be carefully chosen, where possible, such that the weapon is "stronger" than the intended target on an opponent's body. However, if using a crowbar or metal pipe, not much attention is need to be directed toward the target; any of the strikes will be devastating. However, if one is armed with a pen or a key,

list of possible targets is automatically narrowed to body parts which are not covered by clothes - face, neck, and hands.

2. Use an improvised weapon with a range to which it makes it the most effective. Objects like a baseball bat, fire poker, or shovel work great at longer range. While at close range, objects like a pen or pair of scissors will allow one to hold an opponent close and attack their available vulnerable areas (i.e., eyes, neck, and groin) more effectively.
3. Use the Hanthawaddy Bando System principles of speed, surprise, and style (including violent action) when utilizing an object for the purpose of defense or attack. While initiating a defense or attack, one should weaponize sound, through a sudden unexpected loud yell, clapping of the hands, or striking one's body/a surface, as a surprise to create an immediate distraction or mental opening in an opponent.
4. When armed with an object, it does not need to be kept during the entire fight. It is possible to leave or change a weapon. In some moments, it may be better to drop it (or throw it), especially if it hinders or limits one's actions. Then if needed and possible, grab something else.
5. Do not use improvised weapons only, but also hands, elbows, knees, feet, and head. Do not tie the mind to only the improvised weapon.
6. Anything in the environment can save one's life. Think outside the box if an obvious solution is not presented. Think of ways to turn something into an improvised weapon even if it does not seem to be as such.
7. Unless it is a part of your body, any improvised weapon can be grabbed and used against you. Take this into consideration when thinking about using improvised weapons.
8. If subduing an opponent is not possible, inflict enough pain or injury that will provide an opportunity to escape. Do not try to stay around when the opportunity of running away presents itself.
9. The best weapon one has at one's disposal is their mind. Keep thinking of ways to get out of the situation alive. Do not let panic overtake the immediate and necessary clear thought and action.

***“Any Available Article for the Purpose of Defense or Attack”***

Common objects are wielded based on the same principles learned during unarmed self-defense and weapons training. Once Bando fighter masters the principles of the Dhoe, Dhot, and Dha Weapons' Sub-Systems of the Hanthawaddy Bando System, they should possess the weapons' handling skills that can be translated to weaponizing and utilizing a wide variety of common objects for the purpose of defense or attack.

Thus, the study of a particular weapon in Dhoe, Dhot, and Dha Weapons' Sub-Systems of the Hanthawaddy Bando System should serve two purposes – it teaches:

1. Expertise with a specific weapon, and most importantly,
2. Fundamental principles and mechanics of that particular weapon that can be applied to a range of similar common objects which can be immediately weaponized for the purpose of defense or attack.

Cane techniques can also be applied using an umbrella or a mid-length stick. Short-length stick techniques can be applied with a rolled-up magazine, piece of pipe, hand tool, or anything else possessing similar physical characteristics. A letter-opener becomes a knife, a rolled-up magazine becomes a short-stick, a broomstick becomes a staff, an electrical cord becomes a rope, and so forth. Many possibilities exist if the mind is aware and open to see and exploit these possibilities. Thus, the specific physical characteristics of a weapon are considered of lesser importance than the ability to wield it effectively. Being dependent upon a particular design or personalized weapon limits the ability to handle any weapon acquired during a dangerous situation.

If a Bando fighter is fluent in the Dhoe, Dhot, and Dha Weapons' Sub-Systems of the Hanthawaddy Bando System, they should possess a range of knowledge, experience, and skills that should allow them to identify and utilize almost any common object, found in their everyday environment, as a weapon for the purpose of defense or attack. These objects, when weaponized/re-purposed, now represent contemporary weapons from today's everyday environment. Moreover, such knowledge and skill sets reflect proficiency in applying key Bando principles and concepts across all weapons' types and environments.

Circumstances may allow the first use of Dhoe weapons. However, under different and/or changing circumstances, a Bando fighter may need to transition to weaponizing available common objects for the purpose of defense or attack.

## **Conclusion**

Contemporary martial arts' systems train "yesterday's" improvised weapons from that time and place. Very few are actively pursuing this type of "today's" improvised weapons' inclusion within their systems. This training of "yesterday's" improvised weapons is a form of historic preservation and creative anachronism. While most of "yesterday's" improvised weapons themselves are not appropriate for today, their techniques and underlying may be appropriate for training "today's" improvised weapons.

Of the three Bando weapons' sub-systems, only the Dhoe Weapons' Sub-System offers the full array of weapons for the 21st Century. Weapons, within both the Dhot and Dha Weapons' Sub-Systems, may not be practical or legal in today's environment. "Today's" improvised weapons cross-cut the Dhot and Dha

Weapons' Sub-Systems as well as earlier Weapons' Sub-Systems of the Hanthawaddy Bando System. Thus, the Dhoe Weapons' Sub-System could be complemented by including "today's" improvised weapons with the training of "yesterday's" improvised weapons of the Dhot and Dha Weapons' Sub-System.