

- 6.Elbows
- 7.Knees
- 8.Your Teeth.

Attacking is a primary factor. A fight was never won by defensive action. Attack with all of your strength. At any point or any situation, some vulnerable point on your enemies body will be open for attack. Do this while screaming as screaming has two purposes.

- 1.To frighten and confuse your enemy.
- 2.To allow you to take a deep breath which, in turn, will put more oxygen in your blood stream.

Your balance and balance of your enemy are two important factors; since, if you succeed in making your enemy lose his balance, the chances are nine to one that you can kill him in your next move. The best over-all stance is where your feet are spread about shoulders width apart, with your right foot about a foot ahead of the left. Both arms should be bent at the elbows parallel to each other. Stand on the balls of your feet and bend your waist slightly. Kind of like a boxer's crouch. Employing a sudden movement or a scream or yell can throw your enemy off-balance. There are many vulnerable points of the body. We will cover them now:

Eyes: Use your fingers in a V-shape and attack in gouging motion.

Nose:(Extremely vulnerable) Strike with the knife edge of the hand along the bridge, which will cause breakage, sharp pain, temporary blindness, and if the blow is hard enough, death. Also, deliver a blow with the heel of your hand in an upward motion, this will shove the bone up into the brain causing death.

Adam's Apple: This spot is usually pretty well protected, but if you get the chance, strike hard with the knife edge of your hand. This should sever the wind-pipe, and then it's all over in a matter of minutes.

Temple: There is a large artery up here, and if you hit it hard enough, it will cause death. If you manage to knock your enemy down, kick him in the temple, and he'll never get up again.

Back of the Neck: A rabbit punch, or blow delivered to the base of the neck can easily break it, but to be safe, it is better to use the butt of a gun or some other heavy blunt object.

Upper lip: A large network of nerves are located. These nerves are extremely close to the skin. A sharp upward blow will cause extreme pain, and unconsciousness.

Ears: Coming up from behind an enemy and cupping the hands in a clapping motion over the victims ears can kill him immediately. The vibrations caused from the clapping motion will burst his eardrums, and cause internal bleeding in the brain.

Groin: A VERY vulnerable spot. If left open, get it with knee hard, and he'll buckle over very fast.

Kidneys: A large nerve that branches off to the spinal cord comes very close to the skin at the kidneys. A direct blow with the knife edge of your hand can cause death.

There are many more ways to kill and injure an enemy, but these should work best for the average person. This is meant only as information and I would not recommend that you use this for a simple High School Brawl. Use these methods only, in your opinion, if your life is in danger. Any one of these methods could very easily kill or cause permanent damage to someone. One more word of caution, you should practice these moves before using them on a dummy, or a mock battle with a friend. (You don't have to actually hit him to practice, just work on accuracy.)

41. Phone Systems Tutorial III by The Jolly Roger

Preface:

This article will focus primarily on the standard western electric single- Slot coin telephone (aka fortress fone) which can be divided into 3 types:

- dial-tone first (dtf)
- coin-first (cf): (i.e., it wants your \$ before you receive a dial tone)
- dial post-pay service (pp): you pay after the party answers

Depositing coins (slugs):

Once you have deposited your slug into a fortress, it is subjected to a Gamut of tests. The first obstacle for a slug is the magnetic trap. This will stop any light-weight magnetic slugs and coins. If it passes this, the slug is then classified as a nickel, dime, or Quarter. Each slug is then checked for appropriate size and weight. If These tests are passed, it will then travel through a nickel, dime, or quarter Magnet as appropriate. These magnets set up an eddy current effect which Causes coins of the appropriate characteristics to slow down so they Will follow the correct trajectory. If all goes well, the coin will follow the Correct path (such as bouncing off of the nickel anvil) where it will Hopefully fall into the narrow accepted coin channel. The rather elaborate tests that are performed as the coin travels down the Coin chute will stop most slugs