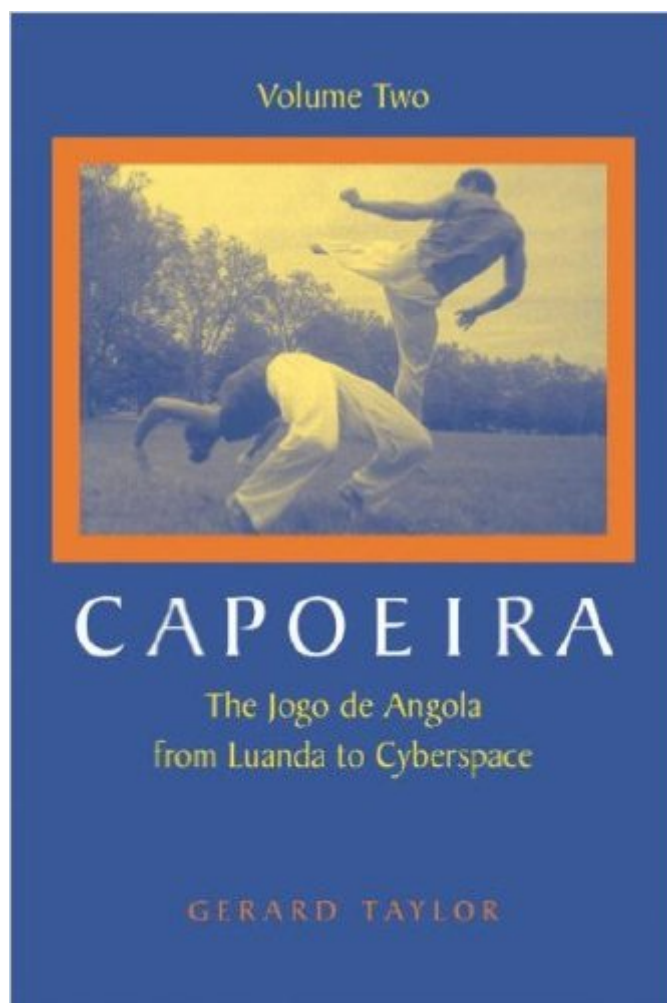


The book was found

Capoeira: The Jogo De Angola From Luanda To Cyberspace, Volume Two



Synopsis

Capoeira evolved as a Brazilian martial art developed initially by that country's African slaves. Marked by deft, deceptive movements played on the ground or completely inverted, the form started gaining worldwide popularity in the early 20th century, when this second volume of Gerard Taylor's wide-ranging history begins. The book opens with a study of the capoeira "Bamba," Mestre Bimba, who became renowned as a fighting champion in Bahia and opened the first legal academy during the dictatorship of Getulio Vargas. Taylor investigates the dramatic development of the schism that resulted in the competing styles of Regional and Angola. Moving into contemporary capoeira, the author provides an overview of new trends, such as international encounters, long distance "mail-order" mestres, mass membership capoeira associations, cyber-capoeira, and grading systems. The book features the wisdom of a number of important mestres recounting their experiences teaching capoeira professionally around the world. In frank, inspiring interviews they talk about the highs and lows of the capoeira life, and how its lessons can enrich people's lives. Photographs, illustrations, and an extensive glossary of terms illuminate the complex history of this fighting art.

Book Information

Series: Capoeira (Book 2)

Paperback: 560 pages

Publisher: Blue Snake Books (April 24, 2007)

Language: English

ISBN-10: 1583941835

ISBN-13: 978-1583941836

Product Dimensions: 6.2 x 1.4 x 9 inches

Shipping Weight: 1.9 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #675,203 in Books (See Top 100 in Books) #37 in Books > Arts &

Photography > Performing Arts > Dance > Folk #137 in Books > History > Americas > South

America > Brazil #1672 in Books > Sports & Outdoors > Individual Sports > Martial Arts

[Download to continue reading...](#)

Capoeira: The Jogo de Angola from Luanda to Cyberspace, Volume Two Capoeira: The Jogo de Angola from Luanda to Cyberspace Capoeira Conditioning: How to Build Strength, Agility, and Cardiovascular Fitness Using Capoeira Movements Battle on the Lomba 1987: The Day a South

African Armoured Battalion shattered Angola's Last Mechanized Offensive - A Crew Commander's Account Masters of Deception: The Gang That Ruled Cyberspace The Domain Name Handbook; High Stakes and Strategies in Cyberspace Signposts in Cyberspace: The Domain Name System and Internet Navigation Code: And Other Laws Of Cyberspace The Distinguished Minecraft Humor Compendium: 42 Essential Minecraft Jokes for Cyberspace, Overworld, Nether End More! Essential Capoeira: The Guide to Mastering the Art Capoeira: A Brazilian Art Form: History, Philosophy, and Practice O Rei's Capoeira Ground Game System: Absolute Beginner to Intermediate Level TrÃas Moleques, Capoeira Explained to Children Two by Two: Tango, Two-Step, and the L.A. Night The Gospel of John, Volume One & Volume Two The Last Lion: Winston Spencer Churchill, VOLUME TWO: Alone, 1932-1940 (Winston Spencer Churchill, Volume II) The Demon Dictionary Volume Two: An ExposÃ© on Cultural Practices, Symbols, Myths, and the Luciferian Doctrine (Volume 2) About Two Squares: A Suprematist Tale of Two Squares in Six Constructions Intermediate Classic Duets for Two Tubas: 22 Classical and Traditional pieces arranged especially for two equal tuba players of intermediate standard. Most are in easy keys. The Two Towers: Book Two in the Lord of the Rings Trilogy

[Dmca](#)