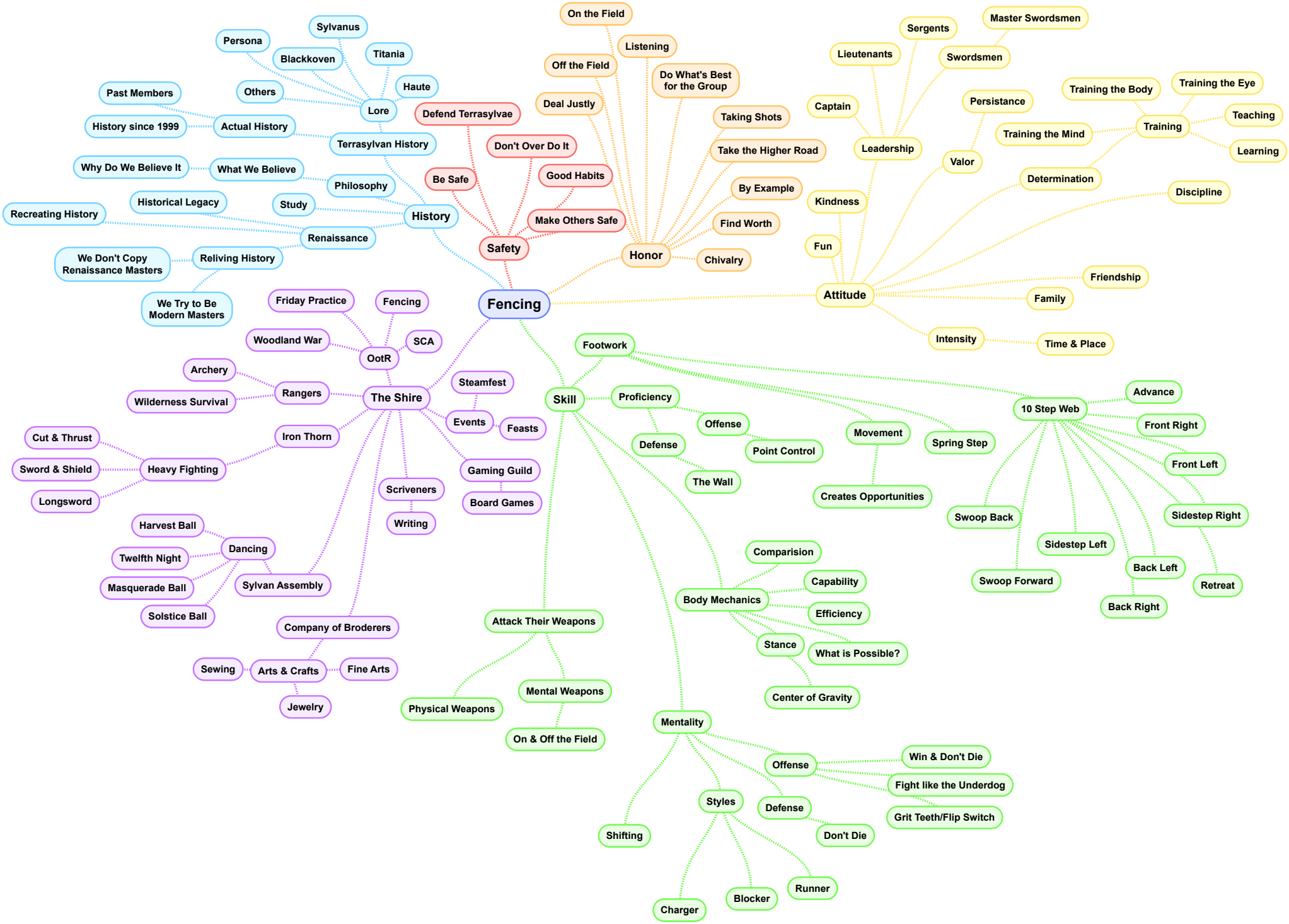
Fencing
History
Lore
Sylvanus
Persona
Blackkoven
Titania
Haute
Others
Past Members
Actual History
History since 1999
Terrasylvan History
Defend Terrasylvae
Philosophy
What We Believe
Why Do We Believe It
Renaissance
Historical Legacy
Study
Recreating History
Reliving History
We Don't Copy Renaissance Masters
We Try to Be Modern Masters
Safety
Be Safe
Don't Over Do It
Good Habits
Make Others Safe
Honor
On the Field
Listening
Off the Field
Do What's Best for the Group
Deal Justly
Taking Shots
Take the Higher Road
By Example
Find Worth
Chivalry
Attitude
Sergents
Master Swordsmen
Lieutenants
Swordsmen
Captain
Leadership
Persistance
Valor
Kindness
Fun
Training the Body
Training the Eye
Training
Teaching
Training the Mind
Learning
Determination
Discipline
Friendship
Family
Intensity
Time & Place
The Shire
OotR
Friday Practice
Fencing
Woodland War
SCA
Rangers
Archery
Wilderness Survival
Iron Thorn
Heavy Fighting
Cut & Thrust
Sword & Shield
Longsword
Events
Steamfest
Feasts
Gaming Guild
Board Games
Scriveners
Writing
Sylvan Assembly
Dancing
Harvest Ball
Twelfth Night
Masquerade Ball
Solstice Ball
Company of Broderers
Arts & Crafts
Sewing
Fine Arts
Jewelry
Skill
Footwork
Proficiency
Offense
Point Control
Defense
The Wall
Movement
Creates Opportunities
Spring Step
10 Step Web
Advance
Front Right
Front Left
Sidestep Right
Retreat
Back Right
Back Left
Sidestep Left
Swoop Forward
Swoop Back
Body Mechanics
Comparision
Capability
Efficiency
What is Possible?
Stance
Center of Gravity
Attack Their Weapons
Physical Weapons
Mental Weapons
On & Off the Field
Mentality
Offense
Win & Don't Die
Fight like the Underdog
Grit Teeth/Flip Switch
Defense
Don't Die
Styles
Shifting
Charger
Blocker
Runner