

Name _____

Waiver Signed & Returned

Date _____

Criteria to Becoming a Swordsman

- | | |
|---------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|
| <input type="checkbox"/> Understand and implement the Four Levels of Importance | <input type="checkbox"/> Have, at least, 5 Check-In matches with an Officer |
| <input type="checkbox"/> Have, at least, two years of fencing experience | <input type="checkbox"/> Have, at least, 2/3 of their personal kit (helmet, gorget, or sword) |
| <input type="checkbox"/> Contributing member for, at least, 9 months | <input type="checkbox"/> Participate in, at least, two tournaments |
| <input type="checkbox"/> Complete all 10 required* lessons | <input type="checkbox"/> Participate in, at least, one war |
| <input type="checkbox"/> Complete, at least, 25 elective lessons | <input type="checkbox"/> Be approved, selected, and tested by the Captain and Officer's Corps |

Lessons

- | | | | |
|----------------------------------------------------------------|------------------------------------------------|------------------------------------------------------|-------------------------------------------------------------|
| <input checked="" type="checkbox"/> Basics of Dueling* | <input type="checkbox"/> Range & Placement* | <input type="checkbox"/> Being a Meleelist* | <input type="checkbox"/> Preparing to Be a Swordsman* |
| <input checked="" type="checkbox"/> Basics of Melee* | <input type="checkbox"/> Dagger | <input type="checkbox"/> Basics of Command* | <input type="checkbox"/> How to Teach Fencing |
| <input checked="" type="checkbox"/> Four Levels of Importance* | <input type="checkbox"/> Long Sword | <input type="checkbox"/> Parts of an Army: Commander | <input type="checkbox"/> Being a Master or An Apprentice |
| <input checked="" type="checkbox"/> Gauging & Breaking Shots* | <input type="checkbox"/> Spears | <input type="checkbox"/> Parts of an Army: Linesman | <input type="checkbox"/> Being an Officer |
| <input checked="" type="checkbox"/> Gear Care & Requirements* | <input type="checkbox"/> Rush Attacks | <input type="checkbox"/> Parts of an Army: Cavalry | <input type="checkbox"/> Two on One Tactics |
| <input type="checkbox"/> 8 Basic Blocks* | <input type="checkbox"/> Advanced Movement | <input type="checkbox"/> Parts of an Army: Harrier | <input type="checkbox"/> One on Two Tactics |
| <input type="checkbox"/> Block/Attacks Combos | <input type="checkbox"/> Advanced Range | <input type="checkbox"/> Parts of an Army: Shadow | <input type="checkbox"/> Flanking Maneuver |
| <input type="checkbox"/> Advanced Blocks | <input type="checkbox"/> Draw & Tip Cuts | <input type="checkbox"/> Melee Formation & Movement | <input type="checkbox"/> Wall of Swords |
| <input type="checkbox"/> Basics of Offhand | <input type="checkbox"/> Probing Your Opponent | <input type="checkbox"/> Advanced Tactics | <input type="checkbox"/> Kill Pocket |
| <input type="checkbox"/> Multiple Attacks | <input type="checkbox"/> Deathstick | <input type="checkbox"/> Rules of Engagement | <input type="checkbox"/> Falling Wedge |
| <input type="checkbox"/> Fighting with a Disability | <input type="checkbox"/> Cloak | <input type="checkbox"/> Death from Behind (DFB) | <input type="checkbox"/> Advanced Rules of Dueling |
| <input type="checkbox"/> Sword Play | <input type="checkbox"/> Case | <input type="checkbox"/> Rubber Band Guns (RBGs) | <input type="checkbox"/> Sword Placement, Grips, & Footwork |
| <input type="checkbox"/> Line Fighting | <input type="checkbox"/> Buckler | | |

★ = Newcomer * = Required