

## Criteria to Becoming a Swordsman

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|---|---|
| <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 your 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 15 required* lessons                      | <input type="checkbox"/> Participate in, at least, one war                                    |
| <input type="checkbox"/> Complete, at least, 20 elective lessons                | <input type="checkbox"/> Be approved, selected, and tested by the Captain and Officer's Corps |

## Lessons

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

\* = Only One is Required N = Newcomer R = Required

Name \_\_\_\_\_

☐ Waiver Signed & Returned