

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

N = Newcomer R = Required 1* = Only One is Required

Name _____

Waiver Signed & Returned