

Schola Saint George
Skills / Testing Progression Requirements
Level 2 – Tyger / *Scolaro Minore* (blue)

Intent

Fiore's second module is based on the *zhogo largo* plays, which present Fiore's tactical framework for play at distance (without wrestling). To prepare for testing, students should first learn the school's interpretation of the *tre volte*—the three turns—and the *tre tempi*—the three times.

Each of the *zhogo largo* plays should be learned within the framework of these two foundational concepts. In addition, guiding tactical principles such as control of the fight's center, pressure and how the plays fit together as a tactical whole are critical.

Level II is a knowledge level, but the students should be able to execute Fiore's eight *zhogo largo* plays without significant errors.

Finally, students should spend some time looking at the other great contemporary system—the German—and a little time considering the next great swordmaster in the Fiore tradition, Filippo Vadi. For the German, the *scolaro* should compare and contrast the fundamentals of each system. For the Vadi, he should look at the plates to ascertain similarities and differences with Fiore, then carefully consider the written chapters where Vadi offers tactical advice.

Participation Requirements

Have completed the *Intermediate Medieval Swordsmanship* class, or equivalent, working to refine the fundamentals, learn Fiore's *zhogo largo* plays, and build confidence working at speed against an opponent at a similar level.

Have completed at last one or more breadth course(s) with a minimum of 8 hours classroom study, and demonstrate lessons learned to the local Schola class.

Should have helmet or mask, gorget, body & hand protection, weapon simulator. For tournament qualification, possess a gambeson, helmet, gauntlets, medieval shoes and weapon simulator.

Pledge to continue your study in companionship with the other Schola students.

Knowledge Requirements

Be able to discuss Fiore's background and his relationship to other 14th and 15th century swordmasters (Vadi, Liechtenauer; see *Ars Gladiatoria & Fighting with the German Longsword*).

Discuss a little of the Italian and German fighting traditions.

Discuss the importance of Fiore's *segno* and the mental aspects of the fight embodied by each of the four figures, the elephant, tiger, lion, lynx. Discuss how the animals can be used as a tactical guide in terms of your opponent's approach to the fight.

Be able to discuss the differences in *duo*, *mezzo* and *stesso* tempo and how they apply to a fight (new as of 4/06).

Be able to explain the principles expressed in Fiore's *zhogo largo* plays, especially controlling the center, strong vs. weak, and each play in terms of the appropriate *volte* and *tempi*. Know the distinctions especially between plays #1-2, #2 and #4, and the difference between *Exchanging* and *Breaking* the thrust.

Skills Requirements

Have internalized Fiore's longsword *poste*, discussing the strengths, weaknesses and uses for each.

Demonstrate the three turnings of the sword (the three *volta*): *volta stabile*, *mezza volta*, and *tutta volta* (new as of 5/06). Use the three turns in the candidate's description of each of the *zhogo largo* plays (new as of 03/07).

Demonstrate the ability to execute attacks in *duo*-, *mezzo*- and *stesso-tempo*, both in response to an attack and to control the initiative of an attack. Be able to do each of the six core plays in all three *tempi* as appropriate (*new as of 5/06*).

Demonstrate the ability to analyze *zhogo largo* plays according to how the play functions in each of the three times, as appropriate.

Be able to execute all eight of Fiore's *zhogo largo* plays and their variants, explaining and applying the underlying principles (*volte*, *tempi*, pressure) to appropriate circumstances.

Be able to manage an open sparring engagement and maintain *zhogo largo* distance under different attempts to close or with an opponent who fails to close.