

GIOCATORE

The Giocatore (Player) rank is a junior intermediate rank, building on the foundational aspects acquired in the student's accession to the Apprentice rank. The student should begin to gain a better understanding of the holistic nature of the Art, and introduce improved mechanics and awareness into their techniques.

REGALIA

A beige garter, without further adornment.

RESPONSIBILITIES AND PRIVILEGES OF A GIOCATORE

The Giocatore must meet all the requirements dictated for his rank as outlined in the rank charts below.

PRIVILEGES OF A GIOCATORE:

Participate in coached, controlled assalti with steel swords or rubber tipped spears to two exchanges deep, with no grappling allowed.

RESPONSIBILITIES OF A GIOCATORE

The responsibilities of an apprentice are identical to those of the Apprentice.

GIOCATORE REQUIREMENTS

Following are the requirements for the rank of Giocatore, including the QoE criteria expected of each candidate. Following these tables are reminders and checklists for the student and instructor.

SAFETY							EQUIPMENT
Rules of the Salle	Demonstrates control	Demonstrates Respect	Care of equipment	Falling	Recognise dangerous situations	Is a safe partner	Sword
<input checked="" type="checkbox"/>	I	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	I	C	I	<input checked="" type="checkbox"/>

—	Holds
—	Mutual arm hold
—	Collar and elbow
—	Diagonal hold
—	Back hold
—	Demonstrate structure and balance
—	Triangle point
—	Wave principle
—	Spiral (small circle/wide circle)
—	Crossing the “T”
—	Dotting the “i”
—	<i>Gambarola</i>
—	Components of a takedown (enter, unbalance, throw)
—	Partnered poste dance
—	<i>Chiave/ligadure</i>
—	<i>Ligadura</i> flow drill
—	Grips on body
—	Breaking grips
—	Drills 1&2

ABRAZARE

<input checked="" type="checkbox"/>	Mondschein Fiore book
<input checked="" type="checkbox"/>	Guide
<input checked="" type="checkbox"/>	Successful written test
<input checked="" type="checkbox"/>	Symbolism of logo
<input checked="" type="checkbox"/>	Who was Fiore?
<input checked="" type="checkbox"/>	Armizare & abrazare meaning
<input checked="" type="checkbox"/>	Time & distance relation
<input checked="" type="checkbox"/>	Describe context & use of the dagger (why no cuts?)
<input checked="" type="checkbox"/>	Nomenclature of cuts and thrusts
<input checked="" type="checkbox"/>	Breaking the attack – what and why?
<input checked="" type="checkbox"/>	Explain : What is a bind?
<input checked="" type="checkbox"/>	Divisions of a sword blade

ACADEMIC

—	Use of proper, fluid and relaxed grip
C	Demonstrate sword nomenclature
—	Demonstrate 12 <i>Poste</i>
—	Demonstrate closing lines (active vs. passive)
—	Demonstrate & Employ <i>sentimento di ferro</i>
—	Demonstrate and employ 2nd intention actions
—	Demonstrate initiative & methods for gaining/regaining it
—	Employ offline movement & stacking defences
—	Demonstrate collections
—	Demonstrate transports
—	Demonstrate countercuts & counterthrusts
—	Demonstrate expulsions
—	Demonstrate basic covers vs.:
—	• <i>sottani</i>
—	• <i>fendente</i>
—	• <i>mezani</i>
—	Perform Fundamental plays:
—	2 nd master parry & thrust
—	2 nd master parry & tutta volta
—	Blade grab (2 nd master)
—	<i>Scambiar</i> (versus high & low thrusts)
—	Finestra collection - inside & outside
—	Demonstrate use and mechanics of the 5 thrusts
—	Demonstrate use of the 3 <i>volte della spada</i>
—	Sword handling drills
—	<i>Fendente</i>
—	<i>Sottani</i>
—	<i>Mezani</i>
—	mixed
—	Demonstrate opposing <i>poste</i> and the concept of “breaking” guards
—	Quadrant defence: Collection (inside, outside, point up)
—	Retreats after pass
—	Controlled <i>assalti</i>

SPADA

C	Grips
C	Demonstrate attack lines (4)
C	Demonstrate targets
C	Moulinet drill (solo & paired)
—	Meyer drill applied to dagger
—	Cover & disarm flow drill
—	Nine master remedies
—	First remedy - disarm
—	First remedy - <i>ligadura mezana</i>
—	First remedy - <i>piu forteza</i> application
—	First remedy - <i>gambarola</i>
—	Second remedy - root play (cover)
—	Second remedy - application of first remedy
—	Second remedy - application of third remedy
—	Third remedy - disarm
—	Third remedy - <i>armbar</i>
—	Fourth remedy - disarm
—	Fifth remedy - 1st play (PD)
—	Fifth remedy - 2nd play (PD)
—	Fifth remedy - 3rd play (PD)
—	Fifth remedy - 4th play (PD)
—	Sixth remedy - Cover
—	Sixth remedy - disarm
—	Seventh remedy - Cover
—	Eighth remedy - Cover
—	Ninth remedy - disarm
—	Ninth remedy - <i>rompa lo brazo</i>
—	<i>ligadure</i>
—	Proper measure
—	Attacks “from the draw”
—	Demonstrate 5 things vs. dagger
—	Blocking, voiding & stacking defences

DAGA

REQUIREMENT CHECKLIST	Instructor initials upon completion
Safety and Etiquette	Initials
Equipment	Initials
Academic	Initials
Footwork	Initials
Abrazare	Initials
Daga	Initials
Spada	Initials

REMINDERS

Do you have all the required equipment?

Do you know your academic requirements?

Can you perform basic holds and takedowns?

Can you perform basic covers with the dagger?

Can you manipulate the sword and perform basic parries and the quadrant defence?

Have you passed the theoretical test?

Did you have your requirements verified by an instructor?