

SUMMARY OF CURRICULUM CHANGES

<b>BASIC</b>		
<i>Current Discipline Title</i>	<i>New Discipline Title</i>	<i>New Criteria</i>
<b>Unarmed Combat</b>	no change	n/a
<b>Quarterstaff</b>	<b>Staff</b>	No criteria changes.
<b>Single Sword</b>	no change	<u>New clarification:</u> Single Sword may be taught with any light cut-and-thrust sword with a hilt appropriate for the execution of techniques included within the discipline. AFDC recommends a Sabre-Hilted Epée when teaching Single Sword.

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<b>INTERMEDIATE</b>		
<i>Current Discipline Title</i>	<i>New Discipline Title</i>	<i>New Criteria</i>
<b>Broadsword</b>	<b>Two-Handed Sword</b>	<i>Weapon possibilities include but are not limited to:</i> Longsword, Claymore, Dadao, Katana, Miaodao, Nodachi, Laser Sword, and more
<b>Small Sword</b>	no change	n/a
<b>Stage Martial Arts (Unarmed)</b>	<b>Unarmed Martial Arts</b>	Remove the requirement for the test fight to be stylized as an Eastern martial art. Any system of unarmed martial arts can be used as inspiration for choreography. The focus in this discipline is on trained/skilled fighters rather than untrained/unskilled.
<b>Rapier and Dagger</b>	<b>Sword and Companion</b>	Any dual-wielded weapon system consisting of a sword in one hand and a smaller companion weapon in the other.  <i>Weapon possibilities include but are not limited to:</i> Rapier and Dagger, Daishō (e.g. Katana and Wakizashi), Cutlass and Tomahawk, and more

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<b>ADVANCED</b>		
<i>Current Discipline Title</i>	<i>New Discipline Title</i>	<i>New Criteria</i>
<b>Advanced Small Sword</b>	<b>Advanced Point Work</b>	<p>Any point-based/primarily thrusting weapon or weapon style that is operated with one hand. This discipline will focus on the advanced application of time, distance, proportion, and footwork as it relates to point work.</p> <p><i>Weapon or weapon style possibilities include but are not limited to:</i> Small Sword, Spanish Rapier, Single Italian Rapier, and more</p>
<b>Found/Environmental Weapons</b>	no change	n/a
<b>Broadsword and Companion</b>	<b>Weapon and Shield</b>	<p><i>Weapon or weapon style possibilities include but are not limited to:</i> Sword and Buckler, Greek or Medieval Sword and Shield, Spear and Shield, Lance and Shield, Macuahuitl and Shield, Tomahawk and Shield, Zulu Stick and Shield, and more</p>
<b>Rapier and Companion</b>	<b>Complex Weapons</b>	<p>Complex weapons of any origin may be taught in this discipline, provided they are different in shape/movement to weapons explored in previous levels. A flexible weapon must be taught for at least a portion of the course. Use of the flexible weapon in the test fight is optional. <i>(cont'd)</i></p>

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		<p><i>Weapon possibilities include but are not limited to:</i>          Rapier and Cloak, Case of Rapiers, Double Stick, Fan, Gunstock War Club, Halberd, Hook Swords, Jian, Jutte, Kama, Katar, Khopesh, Kusari-Fundo, Naginata, Ngulu, Nunchaku, Rope, Shuang Dao, Tomahawk and Knife, Tonfa, and more</p>
<p><b>Stage Martial Arts (Weapons)</b></p>	<p><b>Advanced Martial Concepts</b></p>	<p>This discipline will focus on the advanced application of time, distance, proportion, and footwork as it relates to unarmed martial arts. Focus will also be given towards advanced applications of weight sharing, tighter cueing, and closer distance combat. Use of a small, single-handed weapon (e.g. knife, short stick, spike) is allowed. The opportunity is also available, but not required, to introduce students to transitioning techniques from stage to other mediums (such as film or motion capture).</p>

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### PROGRAMMING EXAMPLES

Here are two examples of what programming could look like with the new curriculum. The left side of the table depicts how an instructor could still teach the same weapon styles they are currently using within the new curriculum criteria. The right side of the table depicts what programming could look like for those that choose to explore the disciplines through alternate weapons.

<i>How a current course would fit under the new curriculum:</i>	<i>How a different course might fit under the new curriculum:</i>
<p><b>Basic Unarmed Combat</b>  <b>Basic Staff</b>  <b>Basic Single Sword</b></p> <p><b>Intermediate Two-Handed Sword:</b> Longsword  <b>Intermediate Small Sword</b>  <b>Intermediate Unarmed Martial Arts</b>  <b>Intermediate Sword and Companion:</b> Rapier and Dagger</p> <p><b>Advanced Point Work:</b> Small Sword  <b>Advanced Found/Environmental Weapons</b>  <b>Advanced Weapon and Shield:</b> Sword and Buckler  <b>Advanced Complex Weapons:</b> Case of Rapiers, with Cloak for flexible weapon portion  <b>Advanced Martial Concepts:</b> Knife</p>	<p><b>Basic Unarmed Combat</b>  <b>Basic Staff</b>  <b>Basic Single Sword</b></p> <p><b>Intermediate Two-Handed Sword:</b> Katana  <b>Intermediate Small Sword</b>  <b>Intermediate Unarmed Martial Arts</b>  <b>Intermediate Weapons of Uneven Length:</b> Cutlass and Tomahawk</p> <p><b>Advanced Point Work:</b> Single Italian Rapier  <b>Advanced Found/Environmental Weapons</b>  <b>Advanced Weapon and Shield:</b> Zulu Stick and Shield  <b>Advanced Complex Weapons:</b> Double Fan, with Rope for flexible weapon portion  <b>Advanced Martial Concepts:</b> No weapon.</p>

### GLOSSARY

To avoid students being inundated with infinite glossary terms, instructors for each discipline will submit their weapon choice(s) and any supplementary glossary terms to the course coordinator and adjudicating FM prior to the start of the course. Once approved, these supplementary glossaries will be provided to the students so they are aware of what they need to study. Core concept terms from the existing AFDC syllabus will still be required study material as well. If the instructor would like, they will be able to share their created supplementary glossaries to a section of the FDC website. This section will be accessible to all FDC members to share knowledge and resources and learn about new weapon systems and styles.