

Examination Grades					
%	FOUNDATION	STANDARD	INTERMEDIATE	ADVANCED	WEAPON SPECIALISATION
0 - 44	FAIL	FAIL	FAIL	FAIL	FAIL
45 - 59	PASS	PASS	PASS	FAIL	FAIL
60 - 79	MERIT	MERIT	MERIT	MERIT	MERIT
80 - 100	DISTINCTION	DISTINCTION	DISTINCTION	DISTINCTION	DISTINCTION



## BADC Examiners reference booklet

### Minimum moves per weapon system

Foundation	15 paired moves per weapon (i.e. min of 30 moves)
Standard	15 paired moves per weapon (i.e. min of 45 moves)
Intermediate	20 paired moves per weapon (i.e. min of 60 moves)
Advanced	30 paired moves per weapon (i.e. min of 150 moves)
WS	50 paired moves per weapon (i.e. min of 50 moves)

### Minimum hours tuition per system

Foundation	20
Standard	35
ISW & ASW	11 per system
Intermediate	an additional 35
Advanced	an additional 35
WS	an additional 35

Assessment Guide Standard to Intermediate					
%	GRADE	TECHNICAL ABILITY	COMMITMENT & ENGAGEMENT	PERFORMANCE STANDARD	DESIRABILITY OF EMPLOYMENT
0 - 44	FAIL	LIMITED	SIGNIFICANT LACK	POOR	UNRELIABLE
45 - 59	PASS	AVERAGE	ADEQUATE	GOOD	REASONABLE
60 - 79	MERIT	PROFICIENT	STRONG	VERY GOOD	DEFINITE VALUE
80 - 100	DISTINCTION	HIGHLY ACCOMPLISHED	TOTALLY SUSTAINED	EXCELLENT	HIGHLY DESIRABLE

### Exam Fees

STANDARD	£20
INTERMEDIATE (all 3)	£25
ISW 1	£20
ISW 2 or 3	£25
ADVANCED (all 5)	£30
ASW 1 or 2	£20
ASW 3	£25
ASW 4 or 5	£30
WS	£25

*Intermediate examined at same level as Standard*

### Student Knowledge

Identify: a medieval sword, rapier, small sword, military sabre & modern sport weapons: foil, épée & sabre, plus the broad time period & country of principal influence. Be conversant with the correct manner of: Wearing a sword, Walking with a sword, Sitting with a sword, sheathing/ drawing a sword. **Hand Positions:** Pronation & Supination, identify the cutting edge. **Parries:** Standard parries are made with the sword blade held straight at the 90 degrees, to meet the attack at right angles. Intermediate & Advanced level - may be deemed suitable for the blade may be tilted forward towards 60 degrees in a more martial, point aggressive parry.

### The BADC Standard Fight Test

Unarmed Combat and Rapier & Dagger are required core disciplines, plus: Smallsword, Broadsword, Quarterstaff or Knife/Dagger. Unless your third weapon is Smallsword the Rapier & Dagger section must contain point work, cuts and elements of both circular & linear footwork.

### **Rapier & Dagger**

Footwork used should be both linear & circular: Passing, Lunges, Slips, Crosses & Traverse.  
**Sword:** cut & thrust, punti riversi/mandritti. Slashes/draw cuts. Bind, Croise, Grand Envelopment/bind. **Parries:** 1-5a and 7, beat, cross & parallel.

### **Basic Smallsword**

The simplified theatrical representation of the style of French 18th century civilian swordplay.  
**Footwork:** Advance, Retreat, Passing steps, Lunges, Slips, Crosses & Traverse. **Sword:** Point work. Slashes/draw cuts. Bind, Croise, Grand Envelopment/bind. **Parries:** 1-5a & 7, beat & hand parries.

### **Basic Unarmed Combat**

Using their own body (fists, feet, arms, legs, knees, elbows etc) to attack and defend with. Not limited to any particular historical period. Demonstrating: Victim Control, Distance, Displacement of Target, Redirection of Energy & awareness of staging solutions and illusions of contact. Suggested moves: Slap, Punch, Elbow to stomach, Kick to face, contact- stomach punch, kick to thigh, knee to stomach. Hip throw, backwards fall. Hair pulls, Strangles, blocks, avoids, locks, holds & grappling.

### **Broadsword**

Broadsword shall be defined as from the fall of Rome until the Renaissance. It may have a single handed, hand & a half or two handed grip. **Footwork:** Passing steps, Lunges, Slips, Crosses & Traverse. **Sword:** cut & thrust, Slashes/draw cuts. Bind, Croise, Grand Envelopment / bind. **Parries:** 1-5a & 7 and reinforced parries.

### **Quarterstaff**

A straight wooden polearm, between six to eight feet in length, generally used both in the European Middle Ages and in Asian martial arts. Please note a distinction between European Quarterstaff and the Asian Bo staff in terms of their construction materials and degree of flexibility as this may have an impact on choreography and the overall aesthetic impact of the fight.  
**Footwork:** Advance, Retreat, Passing steps, Slips, Crosses & Traverse. **Attacks:** Thrusts & strikes, Slashes/draw cuts. Bind, Croise, Grand Envelopment/bind. **Parries:** direct & indirect in all lines.

### **Knife/Dagger**

A short bladed weapon with a blade roughly seven to twelve inches in length, used for cut & thrust. A knife has a single edge & a dagger has double edge. Knife/Dagger is not limited to any particular historical period. **Grip:** forward & reverse. **Footwork:** Advance, Retreat, Passing steps, Slips, Crosses and Traverse. Circular and linear: cut & thrust, slashes. **Avoids:** hand and knife blocks.

### **British Academy of Dramatic Combat Examination Criteria**

The criteria and grades set out below apply to all levels of BADC examination. Examiners should calibrate their judgments by taking account of the minimum hours of training required at each level.

<b>FAIL</b> 0% - 44%	Poor standard of work of unacceptable quality, demonstrating clearly limited ability and below average skills. Very basic technical attainment with a significant lack of commitment and engagement. There will be aspects of the work that show potential although the overall results would be unready for theatrical presentation. Performance shows limited physical control and a lack of vocal engagement with little coherence in the communication of character, mood and intention. It should be clear that these candidates would be seen as unreliable and/or unsafe within a theatrical context and environment.
<b>PASS</b> (Fail at Advanced) 45% - 59%	An acceptable quality of work with a more than a basic level of technical attainment with an overall feel of commitment and engagement. Work in this range will be sound, showing a basic level of dramatic intention, competence, spatial awareness and effort. Performance shows control of appropriate physical qualities and vocal engagement with competence in communicating character, mood and intention to an audience. It should be clear that these candidates are capable of performing dramatic combat and would appear to be adequately competent in a theatrical scene.
<b>MERIT</b> (entry level at Advanced & WS) 60% - 79%	Very good quality of work, demonstrating a proficient technical attainment with a strong feel of commitment and engagement. Work in this range may include elements that are detailed and impressive, which show a good level of artistic accomplishment, not necessarily being able to sustain the theatrical impact and technique throughout. Work shows a command of performance skills that accurately convey character, mood and intention with some creative engagement. It should be clear that these candidates would be of definite value within a theatrical fight scene.
<b>DISTINCTION</b> 80% - 100%	Excellent quality of work, demonstrating a sustained technical accomplishment and a real flair for the technique with a totally committed sense of engagement. Work in this range will exhibit a stunning theatrical understanding of communicating real excitement and drama coupled with a totally hidden technique, culminating in a thrilling display of combative artistry. Performance shows a confident and secure command of a considered range of skills, displaying a real sense of style. Character, mood and intention are communicated with finesse and clarity, engaging the audience with a real sense of dramatic authenticity. It should be clear that these candidates would be seen as highly desirable members of a theatrical fight scene.

**Encourage attendance to BADC workshops and becoming Swashbucklers.**