

# THE VIRGINIA BEACH BASH STAGE & SCREEN COMBAT WORKSHOP 2023

Theatrical Firearms classes: Handgun Safety and Set Protocols	SPR Test: Society of American Fight Directors Skills Proficiency Renewal (SPR). By Previous arrangement only.	Tech Available: Single Cam with Monitor Playback (MoCap classes & others).	Progressive Sequence: Combined Class, Fight Track & Film/TV Track. Mobile Single Camera. Set the Fight, Shoot the Fight, Edit & Treat the Footage in Post for Viewing on Sunday at "Roll 'Em" All Workshop Event	HOT SET: All Workshop Event. Coverage TBD	All Workshop Event: 1. Show & Tell (Viewing Session with Expert Panel), and 2. "Roll 'Em" (Viewing Session with Staff Observations)	Film/TV Track Class	No Color=Standard Stage Combat Class
Saturday, March 25							
Time	Space	Staff	Session Title	Weapon/Form	Level	Camera/Monitor Coverage	Session Description
8:00 am to 8:30 am	Lobby	Select Staff	Registration (Don't forget to buy your Raffle Tix over the weekend!)	All personal weapons must be checked and cleared by staff. NO EXCEPTIONS!	All participants		All participants check-in, collect their bags (T-shirts, Name Tags, Schedule, Information). <b>Participants sign up for Session 1 &amp; 2 classes.</b>
8:30 am to 9:00 am	Robertson Theater	All Staff and Participants	Introductions & Orientation	N/A			Workshop participants are introduced to the Instructors, Interns, and Staff
9:00 am to 9:15 am	Robertson Theater	Staff	Warm-ups	N/A	All Participants		All participants engage mind and body by participating in mild stretching and a little cardio to warm-up the body in preparation for the day's activities.
9:15 am to 9:30 am	Armory	Staff	Weapons Check-Out	All weapons			All weapons are checked in and out in between sessions.
9:30 am to 11:00 am (Session 1)	Robertson Theater	Rubin	Skills Proficiency Renewal (SPR) Session 1: Technique Review & Learning the Choreography	Rapier & Dagger, Unarmed	By pre-arrangement. Must have previously passed an SPT in the requested weapon/form.		Preparation session for those participants who have arranged in advance to take an SPR. Student is provided a partner, reviews technique, and learns fight choreography to be later presented at performance level. <b>Fight scene will be assessed by an SAFD Fight Master. Fight scene must include dialogue to be eligible for recommended status.</b>
	Studio Theater	Kirkland	Dishonor at Dawn: Rough and Ready Smallsword	Smallsword	Beginner/Intermediate		18th c. Baroque style smallsword didn't always translate well from the elite salle d'escrime to the life or death circumstances of the duel. The "field of honor" often degenerated into the "field of dishonor". An exploration of some of the rough and tumble techniques utilized by such smallsword utilitarians as Donald McBane and William Hope. <b>It is recommended participants have a fundamental grasp of basic parry positions, point control, deception of parry, and fundamental unarmed techniques.</b>
	TV Studio	Jasper	I'm Gonna Rec' It!	Epee Bladed Rapier	Intermediate/Advanced	Single Camera with video playback available	Eager to take your fight to the next level? Learn how to think like an adjudicator and incorporate feedback most frequently given by FMs to take your performance from "Basic Pass" to "Recommended!"
	COM 324	Kelly	Learn Precognition!: Or Developing Your Reaction Time	Unarmed	Beginner/Intermediate		Reaction time is a critical attribute for safe (and effective) performance at speed. In this course, students will learn to quickly (see what I did there?) increase their reaction time, allowing safer and more effective "performance speed" in their choreography, an essential skill invaluable to any stage/stunt performer or martial artist who needs to perform at tempo!
	COM 128	Ladd/Tillett	MoCap 101: In Real Time	N/A	Open	Single Camera with video playback available. Video monitor must be able to connect to laptop in order to show photo and video examples.	Welcome to your Intro to Motion Capture. This is a lecture/demo class where participants will learn about motion capture for hero sequences versus artificial intelligence crowd simulation and in-game play actions. Participants will be able to practice techniques as they watch a performer through the entire mocap set-up and performance process.
	Screening Room A	Clabaugh, R.	On Filming Action: How the Camera is Used to Capture Action and Communicate Fight Narrative, Character, & Story	Film Production/Video viewing and demo	Open		Every fight must tell a story. This class explores a variety of technical means for enhancing action and narrative via in and out of camera techniques as well as post production strategies and software applications.
	Back Lot						
	Green Room	Select Staff	Prep for All Workshop Stunt Demo Event	TBA	Hot Set Team		Hot Set Team meets to for preparation/Rigging for stunt rigging. <b>No student participation. Professional staff only.</b>

11:00 am to 11:15 am	Armory	Staff	Weapons Check In/Out				
11:15 am to 12:45 pm (Session 2)	Robertson Theater	Rubin	Skills Proficiency Renewal (SPR) Session 2: Performing the Fight	Rapier & Dagger, Unarmed	By pre-arrangement. Must have previously passed an SPT in the requested weapon/form.		For those participants that have arranged in advance to take an SPR. Student is provided a partner, reviews technique, and learns fight choreography to be later presented at performance level. <b>In this session the participants' fight scene will be assessed by an SAFD Fight Master. Fight scene must include dialogue to be eligible for recommended status.</b>
	Studio Theater	Girard	Flying Fists of Fury	Unarmed	Beginner/Intermediate		Flying Fists of Fury is a fun class that steps outside the scope of the general "western" unarmed skills class and explores the quick and often fluid style of unarmed fight choreography associated with martial-arts based action films.
	TV Studio	Ryan	Progressive Sequence, Part 1: Ragnarok! At the Gates of Valhalla	Single-hand broadsword	Intermediate/Advanced	Multiple Directors with Mobile Single Camera	<b>Combined Class: Fight Track and Film/TV Track.</b> Groups consisting of a director a DP/Camera Op, and a group of combatants will work together, under the tutelage of a professional director and Action Designer, to film an action sequence that affords the director an opportunity to develop a narrative within the context of the action.
	COM 324	Jasper	Hit the Deck!	Unarmed (mats needed)	Beginner/Intermediate		Gravity is tough, the ground is scary. Learn how to make friends with both as we explore falls, rolls, and a little bit o' partner acro!
	COM 128	Lynn	Death and Dying	Acting	Beginner/Intermediate	Single Camera with video playback available	People have to die on stage all the time, but it's not as simple as flopping our arms and closing our eyes. We'll examine some of the not-so-effective tropes that people use to simulate death, and replace them with concrete techniques and tools to help us craft deeper, clearer, more intentional deaths on stage. Trigger Warning: Discussion of suicide and death.
	Screening Room A						
	Back Lot	Kirkland	Bang! Bang! Cut! (And No One Goes to Jail): Introduction to Theatrical Firearms Safety	Firearms Safety (Handguns)	Beginner/Open		<b>(Repeat Class)</b> Firearms are both common and, as evidenced by the recent tragedy on the set of the motion picture RUST, among the most dangerous of props used in stage and film today. We will examine various types of prop pistols, their firing mechanisms (action), blank rounds (calibers), set protocols (chain of custody), how to safely pass the prop from wrangler to talent, and how to properly communicate its condition. <b>Live blank rounds will be fired.</b>
12:45 pm to 1:00 pm	Armory	Staff	Weapons Check-In				
1:00 pm to 2:00 pm	LUNCH	Hot Set Staff dial in Stunt Sequence	Pre-Purchased Lunch Boxes distributed in Staging Area				<b>Participants sign up for Session 3, 4, and 5 classes.</b>
2:00 pm to 3:00 pm (Session 3)	Location TBA	Select Staff	HOT SET! Collaboration and the Art of Storytelling Through Action	N/A	All Workshop Event	Coverage TBA	The Workshop gathers to observe the intricate and detailed collaboration that goes into safely prepping, rigging, directing, performing, and capturing a stunt sequence for stage and/or screen. <b>Sequence will be filmed, may include student camera ops.</b>
3:00 pm to 3:15 pm	Armory	Staff	Weapons Check-Out				
3:15 pm to 4:45 pm (Session 4)	Roberson Theater	Ladd	Femme Fatale	Unarmed (Dummy pistols)	Beginner/Intermediate	Single Camera and monitor with video playback available	Women warriors have captivated the public interest throughout history. How and why do females fight? And more importantly, how do we focus our feminine strengths (and weaknesses) to fight safely and effectively for stage and screen? Bring a skirt and heels if you have them.
	Studio Theater	Jasper	Single and Ready to Mingle-sword	Singlesword	Beginner/Intermediate		Think speed dating, but make it pirate-y. Using classic Hollywood stock phrases, you'll explore how to quickly and efficiently adapt to new partners in a fast-paced environment.
	TV Studio	Ryan	Progressive Sequence, Part 2: Ragnarok! At the Gates of Valhalla	Viking style Single-Hand Broadsword	Intermediate/Advanced	Multiple directors with mobile single camera	<b>Combined Class: Fight Track and Film/TV Track.</b> Groups consisting of a director a DP/Camera Op, and a group of combatants will work together, under the tutelage of a professional director and Action Designer, to film an action sequence that affords the director an opportunity to develop a narrative within the context of the action.
	Com 324	Saubert	Shaolin Sword	Singlehanded Broadsword or Cutlass	Beginner/Intermediate		Learn the way of the Green Destiny! In this class we will explore the movements and concepts of the Shaolin Kung Fu's Jian and Dao and apply them to stage combat principles. Learn several flow drills and short forms culminating in a set of partnered wushu choreography. <b>Some swordplay experience is recommended.</b>
	COM 128	Rubin	Hit 'em Where it Doesn't Hurt!	Unarmed	Beginner/Intermediate	Single Camera and monitor with video playback available	Intro to contact hits and shared knaps. Asking the question of why we would choose to make contact on a hit, and how to safely and effectively do so.

	Screening Room A						
	Back Lot	Kirkland	Bang! Bang! Cut! (And No One Goes to Jail): Introduction to Stage and Screen Firearms Safety	Firearms Safety (Handguns)	Beginner/Open		Firearms are both common and, as evidenced by the recent tragedy on the set of the motion picture RUST, among the most dangerous of props used in stage and film today. We will examine various types of prop pistols, their firing mechanisms (action), blank rounds (calibers), set protocols (chain of custody), how to safely pass the prop from wrangler to talent, and how to properly communicate its condition. Live blank rounds will be fired.
4:45 pm to 5:00 pm	Armory	Staff	Weapons Check In/Out				
5:00 pm to 6:30 pm (Session 5)	Robertson Theater	Kelly	Leashing the Rapier and the Dagger	Rapier and Dagger	Beginner/Intermediate	Single Camera with monitor playback available	One of the biggest pitfalls of Rapier and Dagger performance is the exclusion of the dagger from the action. Nothing breaks the tension like a dead dagger hand. This course will focus on concepts and techniques from Historical European Martial Arts pertaining to the dagger's role in defense during double fence while keeping the dagger in close proximity to the rapier during both offense and defense. This allows the fighter to quickly engage the off-hand weapon which, in turn, allows for a more immediate counter with the rapier, or vice-versa. This course will really illustrate how the rapier and dagger stand out as a system and provide a skillset to ramp up the jeopardy in the scene!
	Studio Theater	Burke	Action for Camera: How to Rehearse and Previz a Scene for a TV Show	Unarmed and Knife	Beginner/Intermediate	Students should bring phone cameras	In the current market, Action Designers/Stunt-Coordiators must be moderately proficient filmmakers as they must be able to pre-visualize a sequence for presentation to the Second Unit Director, the Director--or even the Producer. This "Previz" must convince the Creatives of the viability of concept, clarity of narrative, and the ability to deliver an exciting sequence that can be rigged safely and effectively "covered" (camera coverage). Bring your phones and delve into the realm of the Fight Designer as you previz your fight!
	TV Studio	Girard	Secrets for Slinging Steel on Camera	Single Sword	Intermediate/Advanced	Single Camera with monitor playback available	Similar, but different from stage swordplay, this class explores the fundamental skills needed to safely execute and sell a swordfight for the camera. Different from stage swordplay, this class explores the fundamental skills needed to safely execute and sell a swordfight for the camera.
	Com 324	Shear	Shield (and Sometimes Sword)	Sword and Shield	Beginner/Intermediate		We commonly think about the sword as being the primary attacking weapon, and the shield as being the primary defensive weapon, but what if we looked at all the (sometimes very forgotten) ways which the shield is the primary weapon. Furthermore, what if your shield was your only weapon?
	COM 128	Ladd/Tillet	MoCap 101: In Real Time	N/A	Open	Single Camera with monitor playback available; action will be captured to integrate with animated avatars. Video monitor to connect to laptop in order to show photo and video examples.	(Repeat class) Welcome to your intro to motion capture. This is a lecture/demo class where participants will learn about motion capture for hero sequences versus artificial intelligence crowd simulation and in-game play actions. Participants will be able to practice techniques as they watch a performer through the entire mocap set-up and performance process.
	Screening Room A	R & F Clabaugh	Rubric's Cube Part 1: Action, Story, Character... and Editing!	Film Production (Editing & Post)	F/TV Track		Under the supervision of professional filmmakers, directors continue to edit fight scenes shot during the Progressive sequence, Part 2, for showing later today.
	Back Lot						
6:30 pm to 6:45 pm	Armory	Staff	Weapons Check-In				
6:45 pm to 8:00 pm	DINNER						
8:00 pm to 10:00 pm (Session 6)	Screening Room A	Ryan, Girard, Ladd, Burke, and Kelly	Show and Tell: On Set and Behind the Scenes! (Film/Viewing Panel Discussion)	Viewing/Question & Answer	All Workshop Event		Staff that designed action on major motion pictures/tv productions show film clips, pre-viz, and discuss the challenges of staging, rigging, and filming action. Participants are encouraged to ask questions.
Sunday, March 26							
8:00 am to 8:30 am	Lobby	Staff	Registration	All personal weapons must be checked and cleared by staff.			Participants sign up for Sessions 1 & 2 classes

8:30 am to 8:45 am	Main Theater	Staff	Warm-Ups	N/A	All Participants		All participants engage mind and body by participating in mild stretching and a little cardio to warm up the body in preparation for the day's activity.
8:45 am to 9:00 am	Armory	Staff	Weapons Check-Out				
9:00 am to 10:30 am (Session 1)	Robertson Theater	Ryan	It Looks Rehearsed! Or, Crafting Sponteneity	Rapier & Dagger	Beginner/Intermediate	Single Cam plus monitor playback	It looks rehearsed! As a fight coordiantor your heart sinks when that's the director/producer's response to watching your fight. There are tangible technical things to do in the fight to allow spontaneity to infuse your fight performance. This class will cover some of them.
	Studio Theater	Rubin	Intro to Pro Wrestling	Unarmed (Pro Wrestling). Gym mats and crash pad.	Open		Taking a look at some fundamentals of body agency and chain wrestling in the over-the-top world of professional wrestling! (Soft kneepads strongly recommended, soft elbow pads welcome.)
	TV Studio	Burke	Intro to Rope Dart/Meteor Hammer	Soft/Light Weight Rope Darts	Beginner/Intermediate	Single Cam plus monitor playback	Intro to the fun flex weapon of Kung Fu as seen in movies such as Kill Bill and Shanghai noon
	Com 324	Kirkland	Skills Renewal (SPR) Session 1: Technique Review & Learning the Choreography	Broadsword (Hand and a Half/Bastard Sword)	By pre-arrangement. Must have previously passed an SPT in the requested weapon/form.		Preparation session for those participants who have arranged in advance to take an SPR. Student is provided a partner, reviews technique, and learns fight choreography to later be presented at performance level. <b>Fight scenes will be assessed by an SAFD Fight Master. Fight scene must include dialogue to be eligible for recommended status.</b>
	COM 128	Ladd/Tillett	MoCap 201 Creature Performance	N/A	Open	Single Camera plus monitor playback available.	Building on the Mocap 101 session(s), this class will introduce the participant to creating creatures for mocap performance. This class is a lecture/demo with audience participation. Participants will learn and practice techniques for creating mocap creatures while watching a performer who is in the mocap suit.
	Back Lot						
	Editing Suite	R & F Clabaugh	Rubric's Cube Part 2: Action, Story, Character...and Editing!	Film Production (Editing & Post)	F/TV Track		Under the supervision of professional filmmakers, directors continue to edit fight scenes shot during the Progressive sequence, Part 2, for showing later today.
10:30 am to 10:45 am	Armory	Staff	Weapons Check In/Out				
10:45 am to 12:15 pm (Session 2)	Robertson Theater	Kelly	Total Recall: Choreography/Rehearsal Challenges	Epee Bladed Rapier	Beginner/Intermediate	Single Cam plus monitor playback	For large scale projects, time and money for rehearsal is limited. Because of these constraints, performers must be able to rely on each other, as a team, for support in the moment. Being able to work effectively with the rest of the cast/stunt team is a valuable skillset for a performer to possess. This course will take students through the process of designing, rehearsing, recalling and teaching choreography that supports the narrative as a team while troubleshooting issues that crop up "on the day"!
	Studio Theater	Jasper	Aggressive Hugging	Unarmed	Beginner/Intermediate		Using a foundation of contact improvisation and grappling, learn how to organically create gnarly moments in your choreography that don't look "choreographed."
	TV Studio	Girard	Biker Karate for the Kamera!	Unarmed	Intermediate/Advanced	Single Cam plus monitor playback available	A movie magic mix of cowboy punch-up techniques and martial arts action, this class explores the hard-hitting haymaker and karate-chop style of unarmed fight choreography associated with the biker bar action films.
	Com 324	Kirkland	Skills Proficiency Renewal (SPR) Session 2: Performing the Fight	Broadsword (Hand and a Half/Bastard Sword)	By pre-arrangement. Must have previously passed an SPT in the requested weapon/form.		For those participants who have arranged in advance to take an SPR. Student is provided a partner, reviews technique, and learns fight choreography to later be presented at performance level. <b>In this session the participants' fight scenes will be assessed by an SAFD Fight Master. Fight scene must include dialogue to be eligible for recommended status.</b>
	COM 128	Ladd/Tillett	MoCap 101: In Real Time	N/A	Open/Beginner	Single Cam plus monitor playback available	<b>(Repeat class)</b> Welcome to your intro to motion capture. This is a lecture/demo class where participants will learn about motion capture for hero sequences versus artificial intelligence crowd simulation and in-game play actions. Participants will be able to practice techniques as they watch a performer through the entire mocap set-up and performance process.
	Back Lot						
	Editing Suite	R & F Clabaugh	Rubric's Cube Part 3: Action, Story, Character...and Editing!	Editing and Post	F/TV Track		Under the supervision of professional filmmakers, directors continue to edit fight scenes shot during the Progressive sequence, Part 2, for showing later today.
12:15 pm to 12:30 pm	Armory	Staff	Weapons Check In				

12:30 pm to 1:30 pm	LUNCH		Pre-Purchased Lunch Boxes distributed in Staging Area				Participants sign up for Session 3 classes
1:30 pm to 1:45 pm	Armory	Staff	Weapons Check Out				
1:45 pm to 3:15 pm (Session 3)	Robertson Theater	Ryan	It Doesn't Look Like They Are Trying To Get Each Other!	Broadsword	Beginner/Intermediate	Single Cam plus monitor playback available	Stage fights frequently ends up looking more "stage" than "fight". In this session we will explore how to increase the sense of danger in your fight performance.
	Studio Theater	Rubin	Keep Sticking Them With The Pointy End!	Knife	Intermediate/Advanced		A simple knife choreography creation class looking at the idea of repeated stabs to the same target.
	TV Studio	Jasper	Look, Ma, Two Weapons!	Rapier and Dagger	Beginner/Intermediate	Single Cam plus monitor playback available	Why fight with just one weapon when you can use TWO?! This will be a great chance for you to explore utilizing an offensive and a defensive weapon...at the same time! Step into the work of double fence.
	COM 324	Burke	The Malacca Maul: Victorian/Edwardian Cane Fighting for Stage and Screen	Cane	Beginner/Intermediate		Victorian/Edwardian London had its share of rough streets and rough characters. A silver, or ivory-headed Malacca walking-stick, in properly trained hands, could make all the difference when confronting those with mischief on their minds and malice in their hearts. A look at a highly versatile fighting system, heavily influenced by European fencing techniques, Savate, and the Vigny Fighting Method
	COM 128	Kelly	Like Clockwork: Knife Disarms	Knife	Beginner/Intermediate	Single Cam plus monitor playback available	This course will run through a series of knife disarms taken from the Filipino and Indonesian Martial Arts as seen in films such as The Raid, John Wick, Nobody and the Bourne series. The disarms (and counter attacks) are organized by clockface sectors (positions) of engagement to make training and retention much simpler for training. You won't forget what you learn in this course!
	Back Lot	Kirkland	Intro to Firearms Safety, Part 2: Terror at 1345 (Taking Down an Armed Terrorist Cell)	Theatrical Firearms	Prerequisite: Must have taken Bang! Bang! Cut! to participate; or have passed the SAFD Firearms Safety course	Students may bring cameras and capture the action.	LEOs engage in a firefight with a terrorist cell. Bring your phone cameras! Live blank rounds will be fired.
	Editing Suites	R & F Clabaugh	Rubric's Cube Part 4 Action, Story, Character...and Editing!	Editing and Post	F/TV Track		Directors continue to edit fight scenes shot during the Progressive sequence, Part 2, for showing later today.
3:15 pm to 3:30 pm	Armory	Staff	Weapons Check In				All weapons back in! Staff reviews inventory, maintenances all weapons, and returns all weapons boxes to Com 324
3:30 pm to 5:00 pm (Session 4)	Screening Room A	R Clabaugh & Ryan	Roll the Dailies!	Viewing Session, Staff comments, plus Q&A	All Workshop Event		In this All Workshop session we will, view, discuss, and provide observations/feedback on the fights scenes shot in the two class Progressive Sequence:"Ragnarok: At the Gates of Valhalla," and then treated in Post-Production for viewing in "Rubric's Cube: Action, Story, Character...and Editing! We will also get to view bonus footage shot and edited over the weekend!
5:00 pm to 6:00 pm (Session 5)	Robertson Theater	All Instructors & Participants	"That's A Wrap!"	N/A	All Workshop Event		Q & A, Raffle, "Fair Thee Wells" & Photos. Participants have an opportunity to ask questions of the teaching staff about the Business, the Academy, the SAFD, and additional training opportunities.