	FRIDAY		SATURDAY		SUNDAY		
	Track One	Track Two	Track One	Track Two	Track One	Track Two	
30 AM			Warm-Ups/Re	freshments			
00 AM					Warm-Ups/Refreshments		
15 AM	Welcome/Introductions						
BO AM							
45 AM			Ponderous, Cruel and Mortal:	Attacker's Choice:			
00 AM 15 AM	Applications of Fiore's Art	Improve Your Survival Odds	Dei Liberi's System of Axe Play	Responding to the Bind	Connecting Largo	Developing Spontaneous Tact	
30 AM	to Positions of Disadvantage	with Proper Cutting			to Stretto	Response Skills for Freepl	
45 AM							
00 AM							
15 AM							
30 AM			Greg Mele	Guy Windsor			
45 AM		Sean Hayes					
00 PM	Roger Siggs	Greg Mele			Rob Lovett	Sean Hayes	
15 PM			Lun	ch			
BO PM			Lui				
45 PM	Lunch					Lunch	
DO PM			Zasha Strattar	Patterns of Remedy:			
15 PM 30 PM			Zogho Stretto: Break the Distance				
45 PM	Down You Go:	KISS: Keep it Simple, Stupid	bleak the Distance	Treatise Orgainization and Internal Connections			
00 PM	Two Ubiquitous Throws	Combining Volta and Posta		in Fior di Battaglia			
15 PM	of Armizare	in Close Quarter Combat					
30 PM			Rob Lovett	Bob Charette	Fiore Roundtable	e - All Instructors	
45 PM							
00 PM	Greg Mele	Mark Lancaster					
15 PM			"Mid-Day Break and Tournament Preparation"				
30 PM	"Passing Period"			Mid-bay break and rournament rreparation		"Passing Period"	
45 PM							
0 PM	Diaving with the Diaves	How to Open a Can			More than the Getty:		
15 PM 30 PM	Playing with the Plays: Making Techniques Applicable,	How to Open a Can without Cutting Yourself:			Understanding the Importance	Oh Look, It's a System: Movement Creates Techni	
45 PM	Adaptible and Fun	Armoured Combat			of the Pisani-Dossi Manuscript	Movement creates rectim	
00 PM							
15 PM			Armoured Fe	at of Arms			
30 PM	Guy Windsor	Sean Hayes			Rob Lovett	Roger Siggs	
45 PM		-					
00 PM					Fare	vells	
15 PM							
30 PM	Dinner Break						
45 PM							
DO PM							
15 PM 30 PM			Dinner	Break			
45 AM			Dimer				
00 PM	Unarmoured Feat of Arms						
15 PM							
30 PM							
45 AM							
00 PM							
30 PM							