

Tournament Man at arms

Saturday afternoon

<u>Basis</u>

Two great houses represented by 4 men at arms each, will battle in the lice: The great house of King Uther and the great House of Duke Gorlois.

Each man at arms will fight against the 4 representatives of the enemy house. Each victory will grant 1 point for the team.

At the end of the tournament, the great house with the most point wins.

Ladies' decision

The most valorous man of the day will be presented during the banquet.

He will be granted a stunning reward.

The house doesn't matter: he can be chosen from either houses.

This man will be appointed "Legendary Hero" by the ladies' decision.

Ladies will be observing the fights during the day. With 2 points each, they will chose their favoured knights: they cannot give all their points to one man only.

The Hero will not specifically be the one with the most wins, but moreover the one who has shown the most chivalry virtues.



Indeed, Ladies will judge you based on your technics, restrain, mastery during fights, fair play, charism, bravery, honesty, etc...

Before the tournament, the Herald will remind them on what basis they should judge the knights.

Scoring

The fights will be on the basis of continuity, also called "Extreme fights". The fight will not stop at the first valid point (except for a killer blow): it will continue until one of you concede victory to the other one by kneeling, or when the referee proclaim a winner. Here are the 4 ways to win:

+ Lice <u>supremacy</u>: one of you dominate the whole fight with no ambiguity Here is an example: <u>click the link</u>.



- <u>Conceding victory</u>: One of the fighter, for reasons between God and himself, concede victory in favour of his opponent by kneeling.
 Example : <u>click the link</u>
- <u>Killer blow</u>: one of the fighter hit his opponent with a blow that would have definitely put him out of the fight with a sharp weapon. The example is the same as « Conceding victory ».
- <u>Serie of hits</u> : one of the opponent hits his adversary 4 to 5 times to the weaknesses of the armour, weaknesses that if it were hit by a real weapon would have led to an injury.
 Example : Click the link

Wrestling and projections to the ground are allowed: the fight continues on the ground until the referee halt you for safety reason. Be careful: if you find yourself completely disarmed, the fight goes on.

We recommend you to behave in a way that suits your elevate rank: concede victory on a killer blow without the referee to intervene.

Be chivalrous and spectacular!

Valid hits

Only hits to the weaknesses of the armour are valid, except with a noble axe.

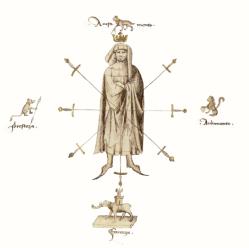
Thrusts: zones with or without mail (if there is metal plate underneath, not valid)

Slashes: zones without mail nor metal plate (i.e. the back of the knee)

Noble axe: slashes are valid only to the head and the bust

As knights, we are glad that all of you are able to sire heirs.

If you castrate your opponent by aiming at the groin, you will stain your name and thus the name of your lineage that we will hunt down until the last one.





Free Challenges of Sunday morning

Sunday morning will start by official duels as part of the scenario, with the men at arms that took part in the tournament the day before.

Once this phase is over, you will be able to challenge each other on your terms. However, the rules of engagement will be structured for safety.

Three possibilities

- + Extreme fight: just as Saturday
- + <u>Pleasant fight</u>: same rules but the referee stops the fights at each valid point. It's up to you to decide how many points for the win.
- <u>Valet fight</u>: same rules as the Valet of arms, no thrusts, only slashes, hits on the armour plates are valid. No wrestling.

The valet of arms can take part in these duels and even fight against a man at arms who is willing to, but only on the Valet fight style (no thrusts, no wrestling).

Man at arms, we advise you to prepare one or several gifts that you will give to the fighter who wins over you, or at the end of the duels to the fighter that you have judged the most valorous against you.

Ideas of gifts: a garter, a coin, small jewellery, nice fabric, decorations, cutlery, etc...

