

## Tournament Man at arms

### Saturday afternoon

#### Basis

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.

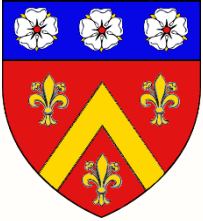


#### Scoring

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 supremacy: one of you dominate the whole fight with no ambiguity  
Here is an example: [click the link](#).





## 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
- ✦ Pleasant fight: 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.
- ✦ Valet fight: 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...

