



The **Order of the Boar** presents the

HARCOURT PARK 2015

WORLD INVITATIONAL JOUSTING TOURNAMENT

Competition Date

Saturday 21st February – Sunday 22nd February 2015.

Location

Harcourt Park, Akatawara Road, Upper Hutt, NEW ZEALAND.

Host Club

Order of the Boar (www.jousting.co.nz)

Tournament Key Personnel

Tournament Organiser: Callum Forbes

Equestrian:

Tournament Marshal: Michelle Walker
Assistant Tournament Marshal: Peter Lyon
Horse Master: Linda Williamson
Horse Marshals: Lisa Green/Keita Kirchin/Emily Perrin
Chief Lists Crew: Ray Hampton

Foot Combat:

Order of the Boar Foot Tournament: Colin McKinstry/Mike O'Hara
Other Foot Combat: Darryl Thomas/Nic Harrison
Archery: Nigel Thomas
Pacific Cup: Caitlin Rousch

Historical Campsite: John Ercolano

Tournament Structure

The **GRAIL OF CHIVALRY** tournament is the main event over the weekend and will be sanctioned by the *International Jousting Association* and the *International Jousting League*.

The **GRAIL OF CHIVALRY** is for jousters with extensive jousting experience. These jousters will compete among themselves for the “**GRAIL OF CHIVALRY**” trophy which will be awarded to the rider with the highest combined points score accumulated over the weekend. All jousters will also be required to wear a 14th Century harness (see below).

The weighting of the points for the overall **GRAIL OF CHIVALRY** places will be:

- Quality and Historical Accuracy of Jousting Harness: 10 points
- Skill-at-Arms: 20 points
- Mounted Melee: 20 points
- Jousting: 50 points

The riders who score the most points in each of these events will be awarded the maximum points for the event (e.g. 20 or 60). The other riders will be given points for that event that are proportional to those of the rider who scores the most points for that event (e.g. “Joe” scores 80% of the points relative to the points scored by “Sue” - the rider who scores the most points in the joust (and gets 50 points) so “Joe” gets 40 points for the joust, e.g. 80% of 50).

Separate trophies will also be awarded to the individual winner of Best Armour, Skill-at-Arms, Mounted Melee and Jousting.

Skill-at-Arms

This will consist of:

- 2 sets of 2 Rings of varying height (using a spear, onside and offside),
- A “take your own line” ring combination where you can opt to jump (Intro Level, no more than 65cm) or negotiate a narrow passage to capture a ring (set high for the jump or set low for the passage). There are no additional points for the jump as some horses will not be suitable for jumping.
- Moor’s Heads (onside and offside cuts with a sword, plus thrusting),
- Spear throw (at a boar target from about 7 meters).
- Spinning quintain with a lance.
- Other exercise may be added and we will advise you beforehand if we do this.

The competitors may engage these in whichever order that they prefer and each exercise must be performed at the canter/gallop although you may trot or walk between stations. There will be a time limit to complete the course with points being deducted if the time limit is exceeded. We have yet to design the final layout of the skill-at-arms course or determine the time limit and we will provide further details once we have done this.

The course will be laid out in a way that will emphasise riding skill. Riders must wear light military costume or appropriate period soft kit.

Mounted Melee

The format will be a crest melee (where the winner of a match will be the rider that dislodges his or her opponent's crest first). We will be using a straight elimination format where the winners of each round will progress to the next round until we end up with two finalists.

We will provide clubs and crests. The crest is to be mounted by yourself on your helmet and each competitor will be given a piece of tape (all the same length) to mount the crest with.

The rules for the mounted melee are fairly simple as you need to completely dislodge your opponent's crest from their helmet with your club to win a match. You may use your horse to barge the opponent's horse and you may attempt disarming grapples.

Striking your or our opponent's horse with your club, hands or feet is not permitted nor is seizing the reins of your opponent's horse. Either will result in the immediate end of the match with the offending party automatically losing the match. If this is continued in a subsequent match then you will be **disqualified** from the Mounted Melee.

You will need to wear at least a padded coat or gambeson plus full faced helmet for the mounted melee although melee visors are allowed.

Jousting

We intend to run the jousting in pools of 4 to 5 riders with 2 pools being run per day with each competitor riding in one of these pools on both days.

Competitors will face every rider in their pool, e.g. each will have 3 or 4 matches on both Saturday and Sunday (depending on the size of their pools). Each match will consist of 3 passes.

- Each competitor must use a wooden shield of an appropriate design for their harness. It must be securely strapped so that it is braced against the body and presents a clear and fair target to your opponent.
- The shield must cover the entire torso from the waist to the base of the neck. If any of the torso above the waist is exposed this counts as a legitimate target.
- The Joust rules are included at the end of this document. **Please read them.**

Other Competitions

Foot Combat (including the "Battle of the Nations" **Pacific Cup** and a WMA competition), and Archery displays and competitions are being held alongside the mounted skill-at-arms and jousting competitions.

In the past, the timing of all the activities makes it difficult for riders to take part in other events such as the archery and foot combat but if you are interested then let us know and we will try to accommodate you.

Tournament Pre-Training

If you are an unknown rider to us then you will be required to demonstrate your ability to joust safely as part of our pre-training activities.

Formal practice sessions will commence on Monday 16th February and continue through to Wednesday 18th February. Thursday 19th February is our set-up day at Harcourt Park and is a scheduled rest day for most of the horses. Friday 20th February is also a set up day but each rider will also get the opportunity for a brief final practice session at Harcourt Park sometime on the Friday afternoon.

Given the summer weather in New Zealand can be a bit unpredictable, and that some sharing of horses may be inevitable, we recommend that all overseas competitors plan to attend at least 2 of the available formal practise sessions prior to the Thursday and New Zealand based competitors should aim to arrive in time for at least one day's training prior to Thursday. The timings of which could also be affected by weather.

International Competitors

Travel to and From New Zealand

You will need to arrange flights to Wellington. For most of you this will mean arriving at Auckland first and then getting a domestic flight to Wellington. For Australian competitors you can fly direct to Wellington.

We will arrange to pick you up from Wellington Airport along with travel to and from Harcourt Holiday Park to our place where pre-training is being held.

Be aware that when you arrive at Auckland International Airport **you will be required to collect all your baggage and take it through NZ Customs**, e.g. it is not checked all the way through to Wellington. After you have cleared NZ Customs in Auckland you can then drop off your baggage at a transfer desk and it will be sent on the same domestic flight that you are on to Wellington.

Accommodation

Most of the international competitors, NZ competitors and other key personnel will be lodged at our expense at the Harcourt Holiday Park which is next door to Harcourt Park itself.

We will be paying for the accommodation of the international riders (along with some of the key local support crew) from the evening of Monday 16th through to the morning of Monday 23rd. After Monday 23rd we will have to leave you to your own devices due to work commitments which we cannot get out of!

If you want to arrange your own accommodation outside of these dates at the Harcourt Holiday Park please contact the manager, Keith Giles, at harcourtholidaypark@xtra.co.nz to arrange directly.

Other Costs

While we are providing accommodation and some travel assistance to the international competitors, you will need to meet your living costs while you are in New Zealand.

This includes travel (other than pick up from the airport, travel to and from Harcourt Park/Training venue and possible return to the airport on your departure), food, alcohol and other personal expenses. Note that some meals will be provided by us. This includes lunches during the training days, and a BBQ (probably on the Sunday evening of the 17th) after we have completed the tournament and pack up).

New Zealand Competitors

Horses

As we will be providing our horses for the international riders, none of our horses are available to New Zealand competitors other than Order of the Boar riders. **So any local competitors will need to provide their own horse** unless you are an Order of the Boar non-owner rider member.

We will provide grazing at our place but your horse must be wormed before coming onto our property.

You are responsible for any other feeding that your horse may require over and above just grazing. You should also provide your own horse feed while your horse is at Harcourt Park. We will be setting up temporary yards for all the horses at Harcourt Park where they will be staying for at least 2 days. It is also your responsibility to set up your yards, and to keep them clean of dung and other rubbish while your horses are on-site.

We will provide a skip nearby for dung and other rubbish as well as a water tanker.

Financial Support for NZ Competitors

While we welcome the attendance of riders who are not part of the *Order of the Boar* if you meet our entry requirements, we are not able to offer any financial assistance (direct or indirect) or any other assistance unless you are providing horses for international competitors.

Responsibilities of all Competitors

Your confirmation (completed tournament entry form) is required by **31st December 2014**.

All participants **MUST** act professionally at all times. On the tournament grounds or off, any competitor who mistreats a horse, behaves or acts in a discourteous or unsafe manner, argues or does not obey the instructions of any of the tournament officials or who by any action brings the tournament into disrepute, will be expelled from the tournament.

Tournament Functions

There are a number of functions being planned in the week leading up to the Tournament to help advertise and promote it. There will be one or two functions that we would like all International and Local Competitors to attend.

Costume, Armour and Equipment - NEW

GRAIL OF CHIVALRY Jousters, non-jousting riders and all ground crew

The GRAIL OF CHIVALRY will be a 14th Century themed tournament in terms of the armour, costume and equipment used by the riders and supporting ground crew.

For the purposes of this event we define 14th century as being 1325 – 1400 and we will be strict on enforcing this. The onus of proof will be on the user to prove that each item of their kit not only falls within this period but also how it is matched with their other items of kit.

We have chosen 1325 as the start point because the jousting rules require some forms of rigid body armour which were not in use at the start of the century.

Our advice would be to choose a narrow slice of the 75 years and only use equipment that was used as part of a harness within that slice.

All jousters must wear **historically accurate and fully functional full body armour** that is appropriate for their chosen time period within our range. By full armour we mean rigid armour on the torso and upper limbs (e.g. coat-of plates, metal splints over leather, plate, etc.) and appropriate armour for your time period on the lower limbs (e.g. maille, heavy padding, etc.) if these are not otherwise covered by rigid armour. Both hands should also be protected by rigid armour appropriate for your time period. Foot armour is optional.

Helmets are limited to:

- Full face and head great helms
- Visored helms/bascinet (visors to cover full face and front of neck and with either full head coverage or with aventails around base and back of neck). Visored helms must have a secure locking mechanism.
- Proto frog mouths.

We recommend that vision slits on helmets be no wider than 15mm from top to bottom to help minimise the chances of any injuries from the intrusion of wooden splinters.

Any failure of a rider's armour or equipment will most likely result in them being unable to continue the tournament.

Please send photos of your jousting armour to me with your application as soon as possible in case I require any upgrades/changes to be made to it.

Medieval Saddles - New

We have arranged the use of a number of medieval style saddles from a horse wrangler friend of ours. These are medieval in appearance with high fronts and backs but are built over modern saddles and were used in a medieval TV series that was made here in the mid 90's ("Dark Knight").

We will be using these during the joust pools (assuming that they fit the horses being used) and you will need to be prepared to ride in them as part of our 14th century period theme.

Tournament T-Shirts

A complimentary tournament T-shirt has been traditionally given to each rider and participating ground crew at previous Harcourt Park events. While we cannot guarantee to do this for this tournament, we will try to do the same this year (competitors and key ground crew only)

Please indicate your T-Shirt size on the tournament entry form in case we are able to provide them. You may buy additional T-Shirts for \$30 NZ each if you advise us on the entry form.

To Enter the Tournament

Please read and complete the tournament entry form below and sign the disclaimer.

ALL participants in the tournament, whether they are competitors or non-competing supporters, MUST complete a tournament entry form.

Please ensure that you also have reliable e-mail access as this is the only way that we will be able to keep in regular contact with you.

Callum Forbes,
Tournament Organiser.

24th November 2014.



2015 GRAIL OF CHIVALRY Tournament Entry Form

Full Name		
Home Town and Country		
E-Mail Address		
Your Phone Number		
Next of Kin	Name:	
	Contact Phone Number:	
Tournament Entry	I wish to participate as (tick one or more):	
		Skill-at-Arms
		Mounted Melee
		Jousting
	Support Crew only (non-competitor)	
Competitors Only	Height:	Weight (un-armoured):
T-Shirts	Preferred size: S <input type="checkbox"/> M <input type="checkbox"/> L <input type="checkbox"/> XL <input type="checkbox"/> XXL <input type="checkbox"/> Super Size <input type="checkbox"/> I wish to purchase additional Tournament T-Shirts (\$25 NZ each): <input type="checkbox"/> NO <input type="checkbox"/> YES If yes, indicate quantity and preferred sizes:	
Accommodation	I wish to use the accommodation at the Harcourt Holiday Park: <input type="checkbox"/> NO <input type="checkbox"/> YES (If no we assume that you will arrange alternative accommodation at your own cost.)	
Disclaimer	<p style="text-align: center;">IMPORTANT – YOU MUST READ AND UNDERSTAND THIS</p> I the undersigned, acknowledge that participation in this event involves unavoidable risk to both my person and equipment. I agree to accept this risk. In the event of any personal injuries to myself or any damage to any of the costume and equipment that I use, I agree that I will NOT hold responsible the Upper Hutt City Council, the Order of the Boar Charitable Trust, nor any individual or group participating in the 2015 GRAIL OF CHIVALRY tournament.	
Signature:		
Date:		
Please e-mail completed form to callum@jousting.co.nz or fax to 0064 4 499 1158 attention Callum.		

Rules for the Joust

The Harcourt Park jousts have always been “high end” events in the jousting world and we want to present jousting as a spectacular sport in a professional framework.

Because of this we will be enforcing Disqualification (DQ) rules for off-target hits and rules for safe lance handling.

Even if you have attended previous jousts at Harcourt Park please read these rules carefully and come prepared as we don't want to have to enforce the DQ rule. If you are DQ'd then you are out of the tournament.

Note that we will be using the video feature on tablets at either end of the list to instantly replay and review each hit if necessary to ensure that everybody is treated fairly in this.

Proceedures in the Lists.

At the start of each joust pool you will have 5 – 10 minutes to warm up your horse and run “measuring passes” against the other riders to ensure that your equipment is set correctly and your horse is running well while the herald introduces the riders in that pool and explains the rules for the joust to the public.

Once all the riders and ground crew are ready the jousts will start. As we are running a tight schedule, we require that all riders are ready to joust after the warm up period is over.

For each match you will be allocated either the red or gold/yellow ends of the lists. Once everybody is ready to start, you will be handed your lance by a member of the ground crew. You may start the pass when both you and your opponent signal to each other that you are both ready. At the end of the joust pass you hand your lance to a member of the ground crew. Lances are not to be thrown to the ground or at the ground crew except for obvious safety reasons. You then return to your designated end of the lists at your own pace but in a timely manner and this process is repeated for each joust pass. Once you have finished your match and if you are not participating in the next match, you may either wait in the entrance area or in one of the corners at the end of the lists. Depending on how the horses are running you may be asked to wait at one end of the lists.

Once the last match for the pool is completed, riders are to remain in the lists until the winner of the pool is announced. We would also like all riders to stay in the lists to allow members of the public to talk them and view the horses.

Lances

Lances will be provided by the tournament organisers. These are well balanced, shaped lances made from beech or cedar. The main body of the lance projects approximately 2.1 meters from the handgrip, ending in a socket in which is inserted a 90 frangible **pine** tip.

Target Area

The target area is the front of the torso above the waist and below the neck. This includes the shoulders. Normally the target area is covered, or mostly covered by the ecranche shield which then becomes the striking area. If the ecranche shield does not cover all of the target area or if a smaller wooden target is being used then it is up to the user to ensure that his or her armour can take a direct strike from a lance.

Lance Technique

Our preferred lance handling technique is the 'levee' where the lance is brought down onto target just prior to impact and immediately raised after impact. This helps to ensure that the lance does not drop below the horizontal which can cause a low hit on either your opponent or his/her horse.

Stabbing/Jabbing with the lance or sweeping across onto the target will not score any points.

If you feel that you cannot deliver a strike for safety reasons then you can make a "safety call" and that pass will be re-run.

Scoring.

- 1 point: for a light or glancing hit to the target area that does not break the tip or only partially breaks the tip (e.g. within the top 15cm of the tip).
- 2 points: for a hit on the target area that completely breaks the tip in one place at least 15 cm from its end.
- 3 points: for a hit on the target area that shatters the tip into multiple fragments (e.g. tip breaks in two or more places) .

Penalties

- DQ: for a direct strike on a horse or for breaking on the shield and the lance then dropping low and hitting the horse.
- DQ: for a direct strike into your opponent's crotch or leg (e.g. any hit that is low and completely misses the shield and strikes your opponent instead.
- Warning: for a break on the shield that then drops low and hits your opponent's crotch or legs. If this happens a second time in the tournament then you are DQ'ed.
- No points: for sweeping the lance onto the target or "stabbing" with the lance.
- No points: if your horse is trotting, walking or stationary, at the point of impact.
- 1 point: for failing to present the target area plus the loss of any points scored during that pass. Repeated offending by the same rider during other matches may lead to DQ from the tournament (this is at the discretion of the Tournament Marshal and other judges).

-1 point: For throwing or discarding the lance at any point during the joust pass unless for safety reasons. The lance must be passed to a member of the ground crew.

Other Offenses:

- Failing to present yourself in the lists on time will lead to disqualification except in exceptional circumstances. On time means that you must be in the lists, warmed up and ready to joust by the time the first match starts. As we are running to a timetable and because the other competitors are ready, it is unfair and discourteous to them, the ground crew and to the paying public if you keep them waiting because you are not organised yourself.
- Any behaviour that could adversely affect the public profile of the host club, the event or jousting in general can also result in a penalty. This includes losing one's temper, swearing, etc. This penalty is at the discretion of the judges and depending upon its severity can either result in a formal warning, loss of points, automatic loss of a match or disqualification from the tournament.

Note that we do not award additional points for unhorsing an opponent. Nor do we award points for lance technique, horsemanship, etc. You will only be awarded points for clean strikes on a legal target.