



**CHECK LIST :**

		<b>Y</b>	<b>N</b>	
<b>Divisions</b>	Jousting	X	<input type="checkbox"/>	
	Behourdium	X	<input type="checkbox"/>	
	Skill at Arms	X	<input type="checkbox"/>	
<b>Registration</b>	IJL only	X		IJL affiliation is recommended and will be encouraged to those who are not members.
	Registration fee	X		
	Jousting	X		
	Behourdium	X		
	Skill at arms	X		
	Gender separation	X		
	Jousting	<input type="checkbox"/>		
	Behourdium	<input type="checkbox"/>		
	Skill at arms	<input type="checkbox"/>		
	Entry test	X		This event is by invitation only and all competitors are known to the event and marshalling staff.
<b>Stables</b>	Box	X	<input type="checkbox"/>	
	Box-wood chips	<input type="checkbox"/>	X	
	Field paddock	<input type="checkbox"/>	X	
	Straw	<input type="checkbox"/>	X	
	Hay	<input type="checkbox"/>	X	
	Veterinary presence	<input type="checkbox"/>	X	Vet is local but not onsite
	Animal Health Requirements	X	<input type="checkbox"/>	Proof of Negative Coggins to enter site. The State of Texas requires a Health Certificate to enter the state with equines.
<b>Horse rental</b>	Joust mount	<input type="checkbox"/>	X	
	Behourd/Skill	<input type="checkbox"/>	X	
<b>Catering</b>	Free meal(s)	X		All participants and ground crew will be provided meals throughout the event and the rehearsal days.
	Paying meal(s)	X		
<b>Accommodation</b>	Camping	X	<input type="checkbox"/>	No tent camping but we do have RV spots with hookups for specific attendees.
	Bed and Breakfast		X	Details in appendix
	Hotel	X		All competitors and assigned ground crew will be provided with shared hotel accomodations.
<b>Event specs</b>	Currency			US Dollars
	Public attendance	X		
	Pet access	X	<input type="checkbox"/>	
	Merchants	X	<input type="checkbox"/>	
	Artists	X	<input type="checkbox"/>	
	Pyrotechnics	<input type="checkbox"/>	X	
	Site phone contact	<input type="checkbox"/>	<input type="checkbox"/>	512/470-2962
Physically challenged facilities		X		
<b>Appendix to be provided UPON</b>	Competition rules	<input type="checkbox"/>	1	To be approved by IJL – BOR
	Marshal name			Michael Carol/Dawn Hemphill
	Auditor name			Dave Wise, Sarah Hay
	Entry Test	<input type="checkbox"/>	2	Description. Time and location.

<b>affiliation request</b>	Animal Health Requirement	<input type="checkbox"/>	3	What are local requirements for temporary horse import?
	Road directions	<input type="checkbox"/>	4	Site access and stable locations if different.
	Accommodation	<input type="checkbox"/>	5	Hotel, B&B directory (phone, web...)



**Appendix  
to be  
provided  
affiliation  
UPON  
request**

Entry Test

X **2**

1. What will the entry test consist of? This event is by invitation only and all competitors are known to the event and marshalling staff.
2. When and where will it take place? If needed, entry tests will be given at the discretion of the King of Arms/Lady of Honour at any time during the event.
3. Invitational tournament: Yes
  - Is selection process objective? Yes.
  - What are parameters? Competitors are known to the event and marshalling staff.
  - Is selection process subjective? No. The competitors are selected based on their level of skill and quality of kit.

<b>Appendix to be provided UPON affiliation request</b>	Animal Health Requirement □ <b>3</b>
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1. What are the veterinary requirements for temporary horse import in your country ?
  - Maximum duration: Not applicable
  - Costs, taxes: Not applicable
  - Documents to provide: Proof of Negative Coggins
  - Vaccination requirements: At the owners discretion
  
2. What is the local veterinary authority contact? The Great Southwest Equestrian Center (i.e. the venue) staff veterinarian.
  
3. What is the organizer's part/what is the visitor's duty?  
 All horse owners are responsible for the health and well-being of their own mounts. Organizer will provide box stalls, shavings and water. Visitors are required to provide feed and care.

<b>Appendix to be provided UPON affiliation request</b>	Direction to event site □ <b>4</b>
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1. What is the site address? 2501 S Mason Rd, Katy, TX 77450, USA
2. How do I drive to site from the border? Directions can be found on Google Maps
3. How do I drive to accommodations? Directions can be found on Google Maps
4. What are airport options? George Bush International Airport (IAH), Houston, Texas
5. Other convenient transportation? Taxi
6. Are there transportation taxes: truck, buses...? Local transportation to and from the airport will be provided by the event organizers. Contact Steve Hemphill [steve@aplaissance.com](mailto:steve@aplaissance.com)

<b>Appendix to be provided UPON affiliation request</b>	Accommodations Y <b>5</b> Hotel accommodations will be provided for the competitors and assigned ground crew.
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# THE GRAND INVITATIONAL TOURNAMENT FOR SIRE 2015

*The Grand Invitational Tournament for SIRE* is a medieval tournament format fundraiser for SIRE, Inc. a Therapeutic Riding Center, is open to the general public and consists of chivalric equestrian events over 2 days consisting of:

- Mounted Skill at Arms Tournament
- Melee a' Cheval
- Jousting a' Plaisance

All competitors will participate as individuals and their scores will be used to determine the individual event winners as well as go towards their individual International Jousting League and International Jousting Association rank (if the competitor is affiliated with the IJL and/or IJA).

- The King of Arms and Lady of Honour will be the lead Marshals of the Field for the event and will have authority over all scoring and safety issues with the competitors, footmen and anyone participating on the main arena.
- All participants must follow the instructions of the tournament officials and abide by their decisions.

## **SCHEDULE (subject to change)**

### **Sunday, June 7, 2015**

All day            Internationals arrive throughout the day

### **Monday, June 8, 2015:**

8:00a            Breakfast  
9:00a            Travel to practice barn  
9:30a            Staff meeting  
10:00a           Group ride  
12:00n           Lunch  
1:30p            Tack horses  
2:00p            Group lesson  
6:00p            Dinner and something interesting (tbd)

### **Tuesday, June 9, 2015:**

8:00a            Breakfast  
9:00a            Travel to practice barn  
9:30a            Staff meeting  
10:00a           Unarmoured melee practice  
12:00n           Lunch  
1:30p            Tack horses  
2:00p            Group lesson  
6:00p            Dinner and something interesting (tbd)

### **Wednesday, June 10, 2015:**

8:00a            Breakfast  
9:00a            Travel to practice barn  
9:30a            Staff meeting  
10:00a           Joust practice w/some breaking passes

12:00n Lunch  
1:30p Tack horses  
2:00p Group lesson  
4:00p Pack up, travel to show venue, unload horses, gear, setup tilt  
6:00p Dinner and something interesting (tbd)

### **Thursday, June 11, 2015:**

8:00a Breakfast  
8:45a Travel to show venue  
9:00a Staff meeting, introduction of extended staff and volunteers  
9:30a Tack horses, staff leads begin training volunteers  
10:00a Basic joust/melee non-dress rehearsal  
12:00n Lunch and all hands meeting to discuss show flow  
1:30p Tack horses  
2:00p Basic joust dress rehearsal w/breaking passes  
6:00p Welcome and VIP dinner (at hotel)

### **Friday, June 12, 2015:**

8:00a Breakfast  
8:45a Travel to show venue  
9:00a Tack horses  
10:00a Warm up horses (period clothing), venue opens to public  
12:00n Lunch  
1:00p Tack horses  
2:00p Melee competition  
3:30p Tack/armour up group 1  
4:30p Jousting competition #1  
5:30p Meal break  
6:00p Tack/armour up group 2  
7:00p Jousting competition #2  
8:00p Dinner and something interesting

### **Saturday, June 13, 2015:**

8:00a Breakfast  
8:45a Travel to show venue  
9:00a Tack horses  
10:00a Warm up horses (period clothing), venue opens to public  
12:00n Lunch  
1:00p Tack horses  
2:00p Skill at Arms competition  
3:30p Tack/armour up group 3  
4:30p Jousting competition #3  
5:30p Meal break  
6:00p Tack/armour up for the evening "Spectacular"  
7:00p "Spectacular" (all competitors involved in either melee and/or jousting)  
9:00p Dinner and something interesting

### **Sunday, June 14, 2015**

8:00a Breakfast  
8:45a Travel to show venue  
9:00a Strike and pack all gear  
All day Airport transfers

## **COMPETITOR RESPONSIBILITIES**

As a participant and competitor you will receive:

- Reimbursement of round trip travel expenses plus oversized luggage allowance
- Shared hotel accommodations
- All meals while at the event
- Transfers between the airport and hotel/event site and back to the airport

To participate, you must:

1. sign the competitor's packet and waiver agreement and return it to the Tournament Producer before the event.
2. participate in all equestrian activities (schedule below)
3. participate in all press and personal appearance events
4. arrive at the Houston Intercontinental Airport (George Bush International) no later than Sunday, June 7, 2015.
5. participate in 3 days of practice (June 8, 9, 10, 2015)
6. participate in 1 day of rehearsals (June 11, 2015)
7. attend both days of the event (June 12, 13, 2015)
8. provide a 3' x 3' banner with their tournament arms
9. provide a full caparison or strap type trappings for their horse
10. provide a properly strapped, wooden, "ecranché" style shield
11. be on time, in appropriate historically documented attire, for each competition
12. be attentive to the horse assigned to you. All horses provided for international competitors will be cared for by the Barn Manager and her staff but as these are horses loaned by volunteers, please be aware of what is required to provide horses for an event of this caliber.

## **RESPONSIBILITIES OF THE COMPETITORS AND THEIR GUESTS**

**Risk:** All participants taking part the *Grand Invitational Tournament for SIRE* do so at their own risk. All participants are required to sign the attached waiver of liability indemnifying and holding harmless Steve Hemphill, a'Plaisance, Ltd., SIRE Inc., The Great Southwest Equestrian Center, the competitors, participants, their officers, employees and agents from any and all claims, actions, debts, injuries, liabilities, damages or losses incurred in the lead up to the event and during the event itself, whether arising by contract, tort, or otherwise, out of the training, exercises and/or performance in the *Grand Invitational Tournament for SIRE*.

**Code of conduct:** All participants must follow the instructions of any of the tournament officials and abide by their decisions. Riders must make every effort to stay within the confines of the lists and must not knowingly put members of the public, horses or the other tournament participants at risk of injury. Competitors should act professionally at all times mindful that the public, sponsors, facility management and staff are deserving of our respect. On the tournament field or off, any competitor acting in an unsafe or unprofessional manner, one that is detrimental to the running of the tournament, or one that reflects badly on other competitors, staff, the Tournament Producer, the estate owner or the event in general, could face elimination from the tournament with no travel stipend paid and removal from the site. No competitor will be allowed to ride if they are under the influence of alcohol or drugs which will affect the safety of themselves, their horses or others.

**Timeliness:** Competitors in all events must be properly attired, their horses tacked, warmed up and ready to compete in time to be presented to the crowd at the scheduled time.

**Chivalry:** All competitors are expected to treat one another with courtesy and respect. Competitors should not seek to throw any blow or lance strike with the intention of intentionally harming their opponent. Intentional non-target area strikes will not be tolerated.

**Costume:** All competitors are required to wear an appropriate, historically documented attire while on the field. Off the field, historically accurate clothing is not required unless otherwise stated.

**Media and Sponsor Events:** Before or during the tournament there may be a number of events held for the benefit of the media or event sponsors. All competitors are required to attend these events and act in good faith if asked.

## THE COMPETITIONS

### MOUNTED SKILL AT ARMS

The skill-at-arms course is run in an appropriate historically documented soft costume. All competitors run at the same game before passing to the next one. All weapons will be supplied by the Tournament Producer. Skills must be completed at a canter or gaited equivalent.

**Tilting at Rings:** Three ring stands will be placed in a straight line, 21' apart from one another with a single ring (3" in diameter) suspended from each one at approximately chest height (while mounted). The rider is required to ride past each ring stand and catch and carry each ring on the tip of the spear. 2 points are awarded for catching a ring and carrying it away on the lance (the rings must remain on the lance) or 1 point is awarded for knocking the ring off the stand. Maximum points: 6

**Skill with a Sword:** Two 5' tall stands are placed 21' apart with a single apple atop each stand. The rider is required to ride past the targets and use their sword to cut each apple. 2 points are awarded for a strike which cleanly cuts through the apple or 1 point for a strike that hits but does not cut through. Maximum points: 4

**Javelin Throw:** The rider is required to ride past the target and throw a javelin at a circular target placed on a bale of hay. A javelin sticking in the center of the ring scores 3 points; between the inner and outer rings scores 2 points; outside the outer ring but still on the hay bale scores 1 point. No points if the spear misses the hay bale. The spear must stick in the target. If it falls out after the pass, no points are awarded. Maximum points: 3

**Ground Target:** The rider is required to ride past a small target on the ground and attempt to spear the target with the lance. 2 points are awarded if the target is struck and carried away on the lance and 1 point for a thrust that only penetrates the target. Maximum points: 2

## **MELEE a' CHEVAL**

The Melee a' Cheval is a grand melee using tourney batons where everyone is competing for themselves. A competitor is considered defeated if they call a total of 5 sufficient blows or until the King of Arms and Lady of Honour feel they have been bested on the field. Each competitor will be ranked in reverse order as they leave the field and receive the same number of points as their rank. i.e. the 1<sup>st</sup> off the field will receive 1 point, the 5<sup>th</sup> will receive 5 points and the 10<sup>th</sup> will receive 10 points, etc. until all competitors have retired from the field. The last competitor leaving the field will be declared the winner of this competition.

- Competitors are required to wear full armour.
- The weapons for this event will be supplied by the Tournament Producer.
- Competitors may only strike other competitors above the waist.
- Disarmed combatants (this includes broken weapons) must retire and are not allowed to re-enter the melee.
- Shields are not allowed.
- Striking horses in any way is not allowed. At the King of Arm's discretion combatants can be removed from the melee for excessive contact with any horse and will receive no points for the melee a' Cheval.

## **JOUST a' PLAISANCE**

### **Format:**

The preliminary competition (i.e. the first three joust sessions) will be conducted in a Round Robin style format where each competitor will have the opportunity to compete against all other competitors. The scores from the preliminary jousts will be used to determine the brackets for the finals on Sat. evening. This part of the jousting competition will be conducted as a bracketed, single elimination tournament to determine the final winner of the joust.

### **Armour Requirements:**

Joust competitors must wear historically documentable replica harness from the periods of the 14<sup>th</sup>, 15<sup>th</sup> or 16<sup>th</sup> centuries and be primarily constructed of mild, tempered, spring or stainless steel. Fantasy, theatrical ("string armour") or aluminum armour, etc. are not allowed.

Because of the great variety of armour styles available it is the competitor's responsibility to mitigate their own risk and assume all liability as to the safety of their armour. In addition, if the Tournament Producer or King of Arms and Lady of Honour feel that a competitor is not properly armoured, trained or has a suitable mount to participate, they will not be allowed to participate. Each competitor also has the right to decline to compete against anyone for any reason.

Appropriate armour must meet the following requirements:

- padded arming garments
- helmet
- helmet ocular may not exceed 3/8" when presented to an oncoming rider
- gorget
- breastplate (backplate is not required but recommended)
- shoulder, arm and hand defenses
- leg defenses
- brayette (if needed to cover gaps)
- saddle and/or lower abdomen protection

These pieces are required to be strong enough to prevent injury to the wearer and to provide a high level of protection against impact from hardwood lance tips and/or aluminum lance sockets and/or solid wooden lances.

### **Equipment:**

Competitors are required to provide a wooden ecranché style shield which covers the rider's left shoulder from the top of their shoulder to just above their waist. This ecranche is attached directly to the target area in such a way as to cover their left armpit.

Competitors are required to provide a large banner with their arms (banner poles will be provided). Competitor's banners will be displayed during the tournaments.

Competitors are required to provide a suitable caparison or strap type barding to adorn their horse during the various competitions.

Tournament jousting lances and tips will be provided by the Tournament Producer.

The frangible lance tips are made of 1.25" x 33" hardwood (balsa). All tips are quartered to approximately 1/3<sup>rd</sup> and halved to approximately 2/3<sup>rd</sup> their length and are fitted with coronels. All lances and tips must be used as is and may not be modified. Leather grappers will be available for use (not required) however arrets are not allowed.

### **The Match:**

The jousting tournament will be conducted on an enclosed 300' long arena using an open 170' tilt fence with counter list fences. Judges are located at each end of the tilt to observe the lance placement of the competitor riding away from them and to signal the score of each pass to the King of Arms and Lady of Honour.

At the start of each pass, the competitors present themselves at the end of the tilt line. Once each competitor has received their lance from the footman and is ready to joust they should raise their lances to signal that they are prepared to begin the pass. Once both riders have indicated that they are ready, they may begin the pass. Each competitor is required to maintain a canter (or gaited equivalent), while maintaining proper control of their horse and lance, throughout the entire pass and stop at the end of the list to hand their lance back to the footman. If a horse makes the pass at a walk or a trot, the points for that competitor are not counted for that pass.

The target area is the torso (between the neck and waist and includes the shield, shoulders, arms and hands) which is protected by the ecranché over the left armpit. The target area is considered to be the same size, regardless of the size and/or shape of the shield. The shield should be presented in such a way as to offer a suitable target for the oncoming competitor. At the competitor's discretion, if their opponent's ecranché moves out of position during the pass, they may strike the area which would normally be covered by the shield and will be awarded points as if the shield was in place. The King of Arms and Lady of Honour will also have the option to call for a rematch and give one of the competitors the option of an "honour pass". An honour pass is one in which the competitor who did not properly present their shield is required to ride again without a lance, thereby giving their opponent the opportunity to have a fairly presented target.

A competitor may call a "mercy pass", by pulling their lance off-target, if they believe the pass has become unsafe. Although every effort should be made to avoid striking an unprepared rider, once the pass begins there is a possibility that the opponent may not be aware of the problem and make the strike. No points are scored and the pass is re-run.

Unless a safety situation or strong impact occurs which prevents it, competitors must keep ahold of their lances until the pass is complete and they have handed it off to the footmen,



otherwise they will score no points for that pass. Competitors should not toss their lances to the ground or to the footman unless a safety reason exists to do so. The competitor must remain on their horse throughout the entire pass or no points will be awarded for that pass.

If a situation arises during the competition which causes a delay in the event (i.e. horse or rider safety issues, armour or equipment failure, etc.) the King of Arms and Lady of Honour may call the match to give the riders and staff an opportunity to correct it. If the situation cannot be corrected in a timely manner, the King of Arms may consult with the riders and attempt to reschedule the match. If a reasonable attempt is not able to correct the situation, the rider will forfeit their points for the joust.

The competition must run with as little time between matches as possible so please be ready when it is your time to participate.

### **Scoring:**

1. Each match will consist of 3 passes
2. The target must first be struck by the coronel to score
3. The maximum points attainable for each pass are 4
  - a. 1 point: for a strike to the target area that does not break the tip
  - b. or, 2 points: for a strike to the target area (not including the shield) which breaks the tip
  - c. or, 3 points: for a strike to the shield which breaks the tip
  - d. 1 point: for breaking more than half the lance tip (as measured by the King of Arms and Lady of Honour), even when striking the body.
4. At the discretion of the King of Arms and Lady of Honour, points may be deducted or riders removed for any of the following:
  - a. failing to present a proper target to your opponent
  - b. trotting or walking at the point of impact during a pass
  - c. loss of lance control
  - d. abusing the horse
  - e. poor horsemanship (excessive bit contact, poor seat, etc.)
  - f. poor sportsmanship
  - g. unchivalrous behavior
  - h. any behavior which could adversely affect the public perception of the event, the competitors, the Tournament Producer, the estate owner or the image of the sport of jousting in general
  - i. the competitor will be given ample opportunity to correct any problem before points are deducted
5. There are no points awarded for unhorsing your opponent
6. The competitor's head, below his waist, saddle and swipes across the body are off target and no points will be awarded
7. A direct, strike to a horse will result in immediate disqualification from the tournament
8. If a competitor chooses to retire the field and not reenter the tournament, they will lose any points acquired during the joust
9. Should there be a tie in the final round the tying competitors will joust in a "sudden death" format...i.e. will continue to joust until one rider has more points