

International Jousting League

Tournament Affiliation Request

Event Name: The Gathering

Dates: 5 September 2015 – 6 September 2015

Location: Renier
2448 Southard Highway
Adrian, Michigan 49221
USA

Organizer: Andre Renier
2448 Southard Highway
Adrian, MI 49221
734-699-8035
arenier@mac.com

Divisions: Skill at Arms (Combat Horsemanship) Max 12 competitors
Jousting (Sport Balsa) Max 12 competitors

Registration: \$75 USD for event
Entry is by invitation all riders have been witnessed to their abilities or have submitted references.

Horse Rental: There will be limited free rental of horses to those whose horses become injured immediately prior to or during the event.

Catering: Competitors are responsible for their own food.

Accommodations: Super 8 Adrian
1091 US 223
Adrian, MI 49221

A limited number of hotel rooms will be provided by event organizers.

Event Specs: This will be a public event. Public is allowed in free of charge. Participants are asked to interact with public and represent jousting in a positive manner.

Competition rules:

1. The divisions are listed above.
2. GENERAL SAFETY RULES:
 - a. Right to Decline: Each competitor has the right to decline to compete against anyone they feel is in an unsafe condition e.g. armor, health, horse, etc. pending a review by the Head Judge. The Head Judge along with the Show Committee will review the request and make a determination if the situation is safe. If the determination is made that the situation is "safe" then the competition will continue. Failure to compete after a "safe" decision will result in a loss of match points.
 - b. Helmet ID Strap: All riders are required to have a RED Helmet ID Strap with critical information listed for Emergency Medical Services. For Armored Competitors the strap is to be affixed to their right ankle and clearly visible.
 - c. Tack: Any combination of safe and approved tack is permissible. All tack must be in good condition good repair, properly adjusted, and close fitting. You will not be allowed to compete in unsafe tack. All tack is subject to inspection at any time.
 - d. In the Lyst: All competitors must wait to be released by the judge or announcer before charging. Horses that cannot stand safely will be disqualified. If your horse takes off before being released you will receive one warning and the deduction of one point from your joust score. If your horse takes off again before being released you may be disqualified. Riders must make every effort to stay within the confines of the lysts and must not knowingly put members of the public, horses or the other tournament participants at risk of injury.
 - e. Dogs: Any dogs must stay in or at your trailer.
3. Skill at Arms
 - a. Skill at Arms will be timed as well as scored for accuracy.
 - b. Riders are to remain in control of their horse at all times.
 - c. Riders may choose to skip an obstacle for no score if they feel it is unsafe for them or having technical difficulties.
 - d. Riders may ride without their armor but are to be turned out well in either modern or historical clothing.
 - e. The Field Marshal may stop a run at anytime for safety reasons. Depending on the issue the rider may be able to start again.

ARMOR REQUIREMENTS:

Because of the great variety of armor styles available it is the competitor's responsibility to mitigate their own risk and assume all liability as to the safety of their armor. In addition, if the Event Manager or Head Judge feel that a competitor is not properly armored, 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 (See 2a).

Appropriate armor must meet the following requirements:

- padded arming garments
- jousting helmet
- 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 or composite lances.

JOUST EQUIPMENT:

ECRANCHÉ SHIELD:

The target area will be an ecranché style shield. Competitors will provide a wooden ecranché style shield (minimum 13" x 14") which is attached directly to the target area via bolts or neck and arm straps in such a way as to cover their left armpit. Ecranché shields must be affixed in such a way that they present a fair target area. Competitors are encouraged to display their arms, last name, and number upon their shield.

Any competitor's ecranché that does not meet minimum size and shape standards as determined by the Event Manager, staff or Head Judge will be excluded from competition.

LANCES:

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

- Lances provided by the Tournament will be in the form of shaped lances with frangible lance tips and fitted with cornels.
- Lance tips provided will be 32 inch to 36 inch of 1-1/4 inch diameter hardwood (balsa or suitable), pre-cut (quartered or spiral cut)
- All lances and tips must be used as is and may not be modified.
- Lance arrears are not allowed.

THE JOUST MATCH:

The jousting tournament will be conducted using a tilt fence with counter list fences. The tilt fence will be approximately 150 feet in total length. Counter lists will be set at approximately 5 feet from the main tilt.

Judges will be located at each end of the tilt fence and near the midpoint on either side of the tilt fence to observe the lance placement of the competitor riding away from them, properly assess penalties (fouls), to address safety concerns and to signal the scores and penalties (fouls) of each pass to the Head Judge.

Each competitor starts their pass at a designated end of the tilt line and returns to that same end after each pass. At the start of each pass, the competitors present themselves at their end of the tilt line. Once each competitor has received their lance from the ground crew 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, while maintaining proper control of their horse and lance, with at least one full stride beyond the point of impact and hand their lance back to the ground crew at the end of the tilt. Riders should make every effort to stop at the end of the list. If a horse makes the pass at a walk or a trot, the points for that competitor are not counted for that pass. For points to count the rider must be obviously engaged in a canter at the point of lance impact. Failure to be engaged in a canter will result in loss of points for that pass.

The target area is the ecranché shield, it is the only area to gain points. A hit anywhere else will not be awarded points and may cause for disciplinary actions. The shield should be presented in such a way as to offer a suitable target for the oncoming competitor. Failure to present shield may result in disciplinary action outlined below. The Head Judge will also

have the option to call for a rematch and give one of the competitors the option of an "honor pass". An honor 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 hold 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 ground crew unless a safety reason exists to do so.

If a situation arises during the competition which causes a delay in the event (i.e. horse or rider safety issues, armor or equipment failure, etc.) the Head Judge and/or Event Manager 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 Head Judge and/or Event Manager, with consultation with the riders may 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 RULES FOR THE JOUST:

SCORING:

1. Each match will consist of 4 passes.
2. The target area (ecranché shield) must first be struck by the cornel to score
3. 1 point: for a strike to the target area (ecranché shield) which separates the cornel or part of the frangible section from the main body lance (i.e. cornel or part of the frangible section ends up on the ground).
4. The maximum points attainable for each pass are: 1
5. The maximum points for each match are: 4

Penalties (Fouls):

At the discretion of the Head Judge, points may be deducted, riders removed, or horses removed for any of the following:

1. NO points: for failure to enter the list and be prepared with lance to face opponent within 2 minutes of call that lists are clear to run. If the rider re-offends a third time during the match then he or she automatically loses that match. Repeated offending by the same rider during other matches may lead to disqualification from the tournament (this is at the discretion of the Head Judge and other judges).
2. NO points: for a failure to walk out of the end of the list. If the rider re-offends a third time during the match then he or she automatically loses that match. Repeated offending by the same rider during other matches may lead to disqualification from the tournament (this is at the discretion of the Head Judge and other judges).
3. NO point: for failing to present the target area plus the loss of any points scored during that pass. If the rider re-offends again during the match then he or she automatically loses that match. Repeated offending by the same rider during other matches may lead to disqualification from the tournament (this is at the discretion of the Head Judge and other judges).
4. Loss of any points: scored during that pass for failure to be at the canter at the point of impact.
5. NO point: for missing a well-presented target area and striking the opponent off-target plus the loss of any points scored during that pass. If the strike results in an injury to the rider that requires immediate first aid then the offending rider automatically loses that match. Regardless of the outcome of the first offense, if the rider re-offends again during the match then he or she automatically loses that match. A third offense (either during the same match or a later one) may also lead to disqualification from the tournament (this is at the discretion of the Head Judge and other judges).
6. NO point: For striking a horse with any part of the lance (not including debris from tip breakage) . A direct strike with the tip of the lance will usually result in automatic disqualification from the tournament unless the strike is the result of a deflection off the shield or as a result of the horse's own actions, e.g. throwing its head up in the air immediately prior to impact. Any hit to any horse will be reviewed by the Tournament Committee. Any other type of strike will usually result in the automatic disqualification and loss of any points from that match with the opponent automatically winning the match, receiving 2 points for each pass not run.
7. No point: for poor lance control.

8. Varies: Any behavior that could adversely affect the public perception of the event, the competitors, the Tournament Organizer, or the image of the sport of jousting can also result in a penalty. Including but not limited to: loss of lance control, abusing the horse, poor horsemanship (excessive bit contact, poor seat, etc.), poor sportsmanship, unchivalrous behavior, 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, and automatic loss of a match or disqualification from the tournament.

ADDITIONAL SCORING RULES:

1. Note: that there are no additional points awarded for unhorsing an opponent.
2. If a rider cannot complete his or her allotted number of passes during a match as a result of the opponent being penalized, then he or she is generally awarded 1 point for each pass that wasn't run unless another rider will make up the passes. The offending rider receives no points.
3. Horses that continue to shy out at the point of impact may be disqualified.
4. If a competitor chooses to retire the field and not reenter the tournament, they will only receive points they have earned to that point. They will receive zero points for any matches not run.
5. Competitor's total jousting score will be divided by the number of passes they completed. The competitor with the highest average number of points for the joust will be declared the winner of this event. The highest possible score for the joust is a 4.
6. Should there be a tie multiple awards will be awarded.
7. Every effort will be made to notify riders after each pass of their score including any penalties.
8. The Head Judge, with consultation from the Clerk and other Judges, has the final authority for awarding or deducting points for any segment of the competition. The Head Judge's decision is final.

Weapons: For skill at arms riders will use a pointed spear for rings and spear throw. For the head chops riders may use a baston, blunted war hammer, axe or sword. Plain lances will be used for quintain and another pointed spear for pig sticking. All weapons will be provided by event. Riders may use their own weapon upon organizer approval.

Final Standings:

The final standings will be points won in skill at arms added to points won in the joust. Highest score wins.

Head Marshall: Gerald Paulsen

IJL Auditor: Jim Myers

Animal Health Requirements:

All animals must be in good health and weight. Kept clean and tidy.

All out of state horses must have current coggins and health papers. At this time we are not expecting any out of country horses.

Stalling: Stalls and bedding (shavings) will be provided by event. Stalls must be cleaned daily and horses well cared for. They will be in the public eye at all times.

On Call Veterinary:

Countryside Veterinary Service

14247 East Chicago Road

Cement City, MI 49233

On Call Farrier:

Dennis Blain

Site: Renier

2448 Southard Highway

Adrian, Michigan 49221

Driving Directions:

- From the North
Take US 127 South to Rome Road. Rome Road East to Southard Highway. Southard Highway South to site.
- From the South
Take US 127 North to Rome Road. Rome Road East to Southard Highway. Southard Highway South to site.
- From the West
Take I-94 East to US 127 South. Take US 127 South to Rome Road. Rome Road East to Southard Highway. Southard Highway South to site.

- From the East
Take I-94 West to US 127 South. Take US 127 South to Rome Road. Rome Road East to Southard Highway. Southard Highway South to site.

Closest Major Airport:

Detroit Metropolitan Airport (DTW)

Event Accommodations:

Super 8 Adrian

1091 US 223

Adrian, MI 49221

1-800-536-1211

Directions from Hotel to Site:

Head west on US 223

West (left) on Forrester Road

North (right) on Southard Highway to site

Other Hotels:

Carlton Lodge

1629 West Maumee Street

Adrian, MI 49221

517-759-1730

Holiday Inn Express

1077 West US 223

Adrian, MI 49221

877-859-5095