



SPØTTRUP
Borgmuseum

Museum of Spøttrup



Nidaros Riddercompagnie

Invitational European Championship Spøttrup 2016



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1. ECS history

The last competitive tournament held in Denmark and recorded in history was in 1596.

In 2009 the tradition for competitive tournaments was revived as the first invitational European Championship (ECS 2009) was held in Horsens. ECS 2010 was also held in Horsens. ECS 2012 was moved close to the castle at Spøttrup, and this is where ECS 2016 will take place.

Spøttrup Castle is the most well preserved medieval castle in Denmark. It was built in the late 15th century. The castle rises directly from the surrounding moat. The moat is protected by a earth dike, approx 9 m tall.

Spøttrup Castle stands at the shores of Spøttrup Lake and with the Liim firth in the background. In clear weather, you can see the islands of Jegindø and Mors from the Castle's impressive ramparts. "Unique, exceptional, harsh, beautiful, colossal."

These are just some of the words used about Spøttrup Castle since it was restored in 1941 and converted into a museum.



ECS 2016 will be held during the "Bishops market" at the castle of Spøttrup. This market has grown to become the biggest medieval market in Vestjylland, Denmark, and have more than 10 000 visitors, and 500 participants who lives on site in medieval camps.

The medieval banquet on Wednesday will be held inside the castle. So prepare for splendid scenery, exquisite food and hilarious entertainment... ☺

The current European Champion has won all previous ECS tournaments, and is Klas Lundberg from Celeres Nordica in Sweden.

This is an IJL and an IJA sanctioned event, hosted by Nidaros Riddercompagnie (Medieval Mounted Combat Norway, www.mmcn.no) in close contact with Spøttrup Borgmuseum.



2. Practical information

ECS 2016 will have up to 30 riders from many different countries. Which nations and riders that are represented can be seen in the event facebook page.

This is an event where:

- *All riders will compete in skill at arms, joust and the team event.*
- *All riders must be able to meet the requirements of riding ability and equipment as described in this document*
- *All riders must be fit to ride at the appointed times, unaffected by alcohol or drugs. Any misuse will lead to disqualification.*
- *We reserve the right to change the participation of a rider if we feel that his/her level of skill or tournament experience justifies this action.*

Format:

The tournament format may be subject to change depending upon various factors, as for example how many riders end up taking part, the availability of horses and the weather. However, we will try to keep the format as close as possible to what described.

Riders will be divided into joust groups with six people, and in the Team event there will be three riders in the lists at the same time.

Each riders score will be accumulated during the tournament. Riders accumulated scores will include results from skill at arms, team event and jousting. Jousting results will count as 50% of the total score, team event and skill at arms results will be combined and count as 50 % of the total result.

To become the European Champion 2016 a rider will have to do well in all categories.

Rules and rough timeline:

The tournament will be run according to the rules laid out in this document.

- Monday: Jousting: All riders will compete. No one is eliminated.
- Tuesday: Skill at arms and team event day: All riders will compete. No one is eliminated.
- Wednesday: Jousting: All riders will compete. No one is eliminated.
- Thursday: Skill at arms and team event day: All riders will compete. After thursday riders accumulated score (joust, team event and SAA) is basis for the elimination of 18 riders.
- Friday: Semi final Joust with 12 riders, the 6 riders with the highest accumulated score from Joust, SAA and team event goes to the final.



Entry Criteria:

All riders must be able to meet the requirements as described in the section "equipment spec". Each rider is recommended to bring a squire to take care of tack and horse. All riders will be assessed during the practice sessions leading up to the tournament. All competitors will (no exceptions), during the practice sessions, need to demonstrate that they are competent enough to take part in the Tournament. This includes demonstrating competent skills in riding, skill at arms and jousting.

Riders will not be approved for the tournament if there are any safety issues - this may include lack of control of their mount, equipment failure or unsafe/inadequate/inappropriate targeting with the lance.

It is each competitor's responsibility to have the right equipment, the necessary riding- and weapon skills. *NOTE: The organiser has final right of approval of competitors and no discussion will be entered into.*

Travel funding

This is provided by Spøttrup Borgmuseum, and is intended to help cover travel costs. Each person/group/nation will receive funding related to travelling distance.

It is preferred by Spøttrup Borgmuseum to transfer funding to your bank account the week after the festival, but other options are possible on request.

Please note that should a competitor be disqualified (behaviour or failure to meet riding abilities, weapon skills or equipment standard) it is up to Spøttrup Borgmuseum to withhold any funding.

Accommodation and food

Accommodation will be in medieval pavilion/tents, in close vicinity of the tournament area and stables. It is recommended that you bring your own period pavilion/tent and sleeping gear. We will provide pavilions and bunk beds for our overseas competitors.

There is access to showers and water toilets.

As previous years Kari from Frilansene, will cook for us. This will be based upon medieval recipes, and we guarantee that the food will be good and plentiful. Some of the food will be funded by Spøttrup Borgmuseum, but we all must chip in. Based on the previous years of experience, each of us must chip in, approx 3 euro pr meal (paid upon arrival). This includes some beverages (ale, wine).

On Wednesday we will hold a medieval banquet inside the castle, in the noble lords own hall. This includes medieval food and entertainment. **You do not want to miss this.. ☺**

There are 3 meals a day, a total of 17 meals, and this amounts to 50 euro pr person, paid upon arrival. If you have allergies or are a vegetarian you **MUST** send us an email as soon as possible.

Important:

You must bring your own eating utensils, plates and drinking vessel. And this must be of period design (historic..)



Horses

You must bring your own horse. We will provide horses for those of you who have a very long travel distance, and this will be communicated to you long before your arrival.

The allocation of horses to riders is generally at the discretion of the Tournament's Horse Master, however, the final decision regarding who can ride the horse is always made by the horse's owner.

Food for horses

Spøttrup borgmuseum provide approximately 10 kg of ensilage (or hay) for each horse every day. You must provide any other food your horse is supposed to have. Each horse will have its own stablebox (approx 2,7 x 2,7 m), with feeding cribs. You must bring a larger bucket for water to your horse. Needless to say the care of your horse is your responsibility, but if anything is amiss please contact us immediately.

Responsibilities of the Competitors

Your confirmation (completed tournament entry form) is required. 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, or who by any action brings the tournament into disrepute, will be expelled from the tournament. If so happens it is up to the tournament organiser to deny this competitor any funding.

Armour and Equipment Specifications

See enclosed equipment specs. All competitors in the lists must wear harness. Both SAA1 and joust are done in harness. All non-rider persons in the lists must wear period clothing. All persons in camp must wear period clothing.

Insurance

Spøttrup borgmuseum provide third party insurance. Each knight will have to have an insurance covering other injuries caused by his/her participation, including injuries on the horse if owned by the knight.



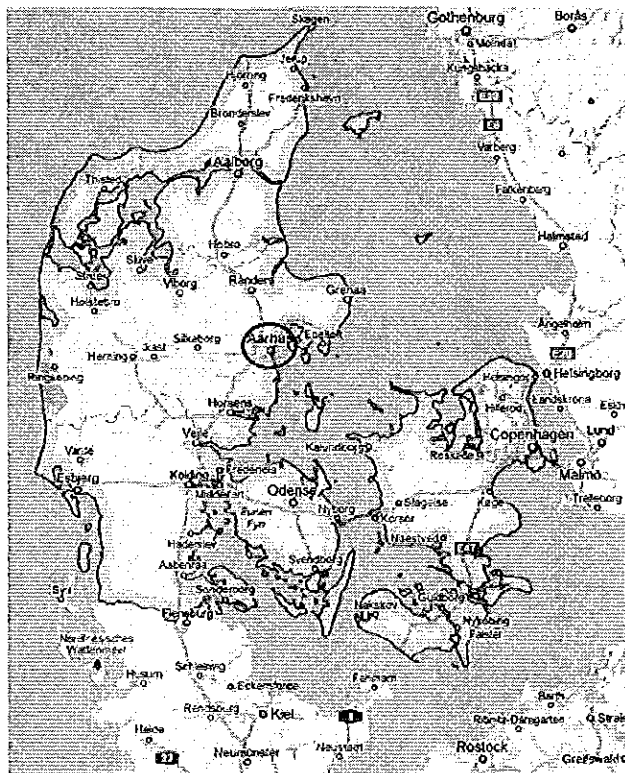
3. How to find the tournament area

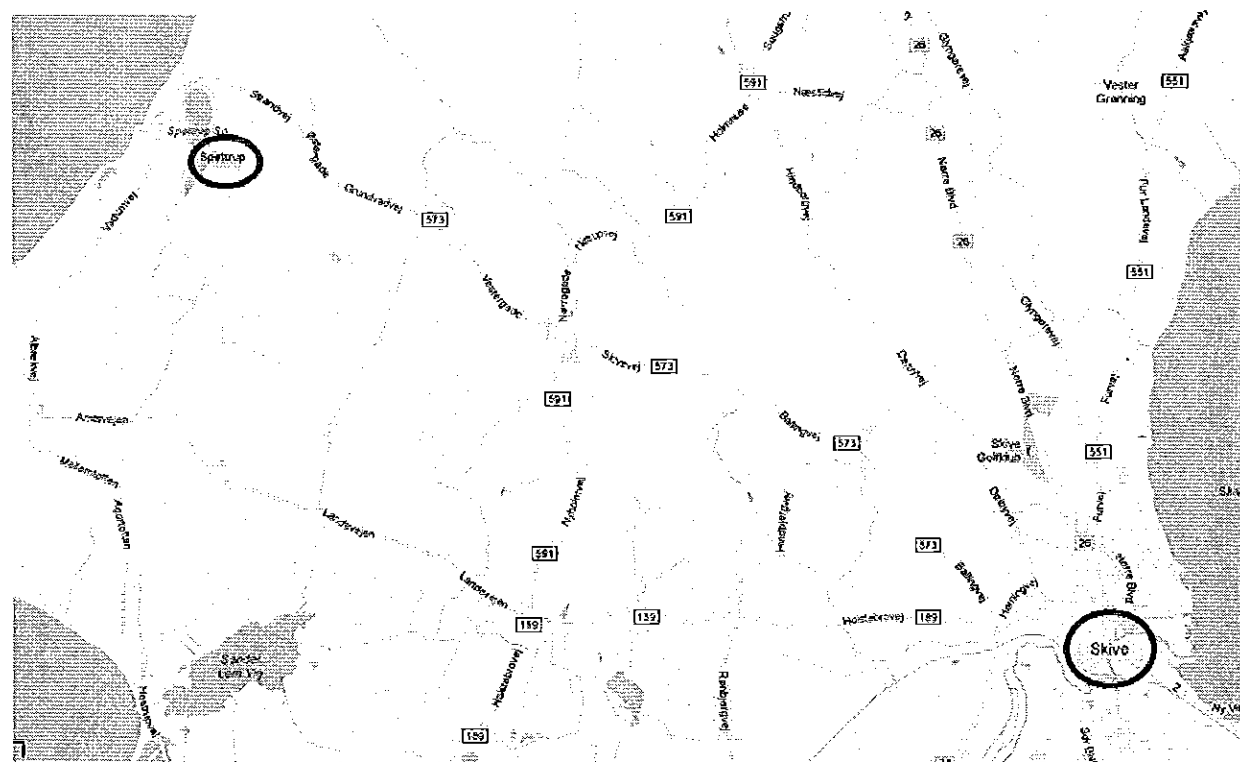
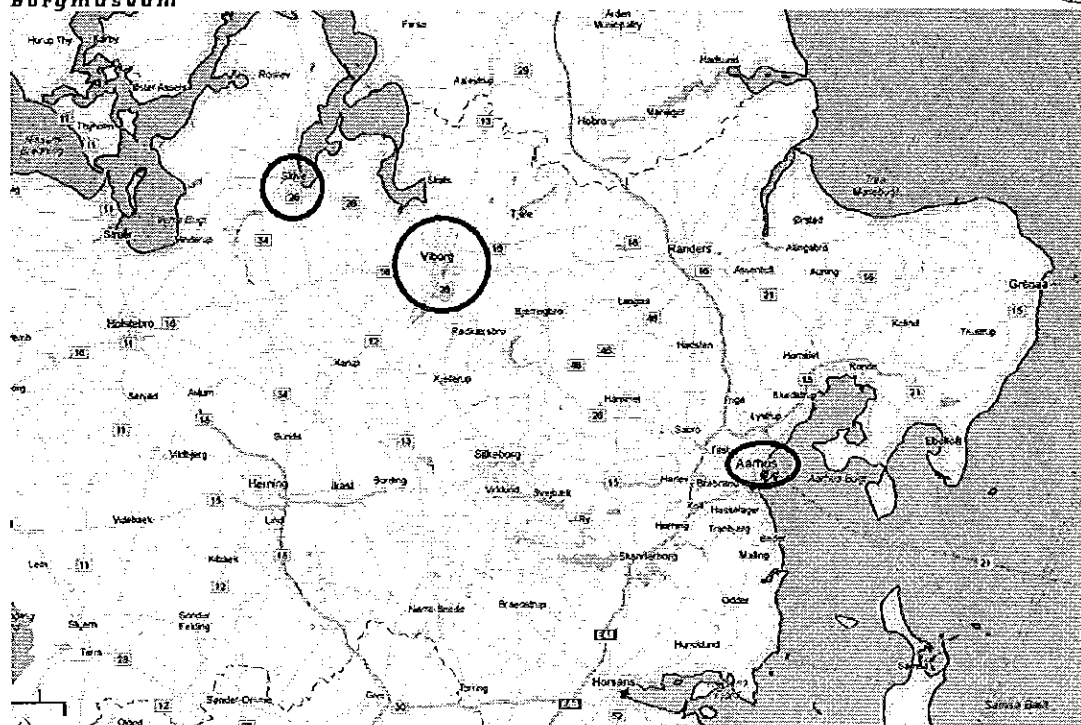
There are several airports in Denmark that communicates with the world

Aalborg airport (aal.dk), Copenhagen airport (cph.dk) and Billund airport (billund-airport.dk). There is also a small airport Close to the tournament area, Karup airport.

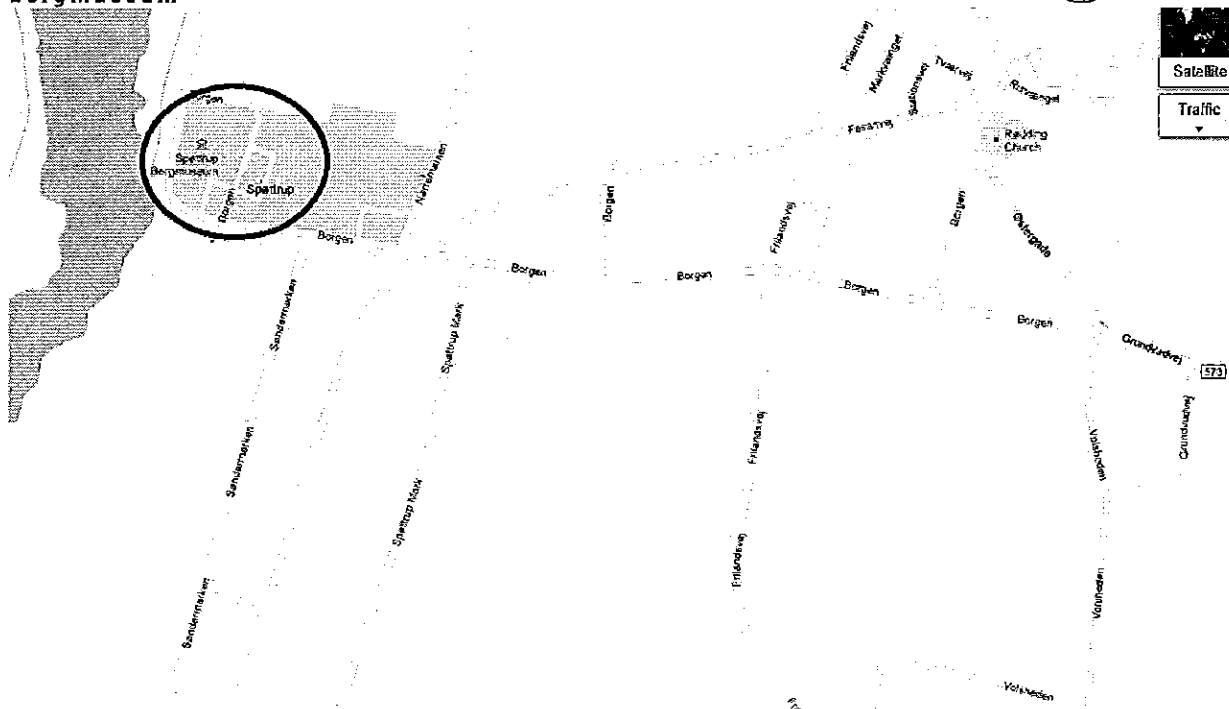
Best way to fly is either directly to Billund airport, or Copenhagen then Karup. We will arrange for transport to/from the tournament site and the airport. Please let us know your flight number and arrival time.

For those of you that travel by land, Spøttrup can be found on googlemaps. Follow the road (E45) towards Aarhus, then make your way to Viborg. From there you travel towards Skive. From Skive follow the road 573 towards Spøttrup. Should you have any need of contacting us at any time, please feel free to call Øyvind at 0047 97582910. Should he not be available you can try Egil at 0047 90654250.





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4. Our intention

An overall goal for the ECS 2016 is to unite and bond all involved with the tournament, into greater understanding of medieval history, knighthood and tournaments. To help this effort the camp will be made a central stage for companionship and socialising before and after each days tournament. We will provide an opportunity for socialising and merrymaking around the campfire, with the possibility for medieval music and storytelling as well as the sharing of experience. Each evening will be enjoyed around the long table with good food and drink, saluting the prosperity and growth of the sportsmanship of jousting.

In ECS there will be individual prizes for winner in joust, skill at arms (SAA), most chivalrous and overall tournament winner. But there will also be a prize for the best team for the team event.

The old roman word JUXTARE derived over the years into the more familiar word Joust. Juxtare means “coming together” and this is what jousting really is about. Meeting old friend, making new ones, and testing our skills against each other.

During this tournament up to 30 knights will test their skills with sword, spear and lance. They will break more than 1500 lances, split 600 “Saracens heads”, smash 120 “Saracens brains”.

In our tournament camp there will be more than 70 people divided amongst Knights, Squires, Judges, crew, cooks and campfollowers. There will be almost 30 medieval pavilions in our camp alone, and we bring more than 2200 kg of tournament equipment.

We would like to point out that winning the competition itself is not the most important thing to do, but rather the good times we bestow upon each other. The sharing of personal experience, stories and the making of friendship. You will get new friends for life, experience tons of laughter and prolong your life with at least 14 months... ☺

This is what its all about...

We welcome you to ECS 2016 ☺



5. Tournament timeline

Sunday 24 July 2016

Time	What	Where
All day	Arrival of participants	Spøttrup
14 – 17 pm	Lists open, getting horses used to equipment	Lists
18 ⁰⁰ pm	Dinner	Camp
19 ⁰⁰ – 20 ⁰⁰ am	Info meeting	Castle
20 ⁰⁰ – 21 ⁰⁰ pm	Judges meet and go through the forms	Castle

Monday 25 July 2016, Initial joust included test/assessing

Time	What	Where
8 ⁰⁰ am	Breakfast, eat and drink at your leisure	Camp
8 ³⁰ – 9 ⁰⁰ am	Veterinary check Joust group 1	Stable
9 ⁰⁰ – 10 ³⁰ am	Veterinary check on the other horses	Stable
9 ³⁰ – 10 ⁰⁰ am	Joust group 1: warm up, test and assessing	Lists
10 ⁰⁰ – 11 ¹⁵ am	Joust group 1, competition	Lists
11 ¹⁵ – 11 ³⁰ am	Groundcrew preparing the lists	Lists
11 ³⁰ – 12 ⁰⁰ am	Joust group 2: warm up, test and assessing	Lists
12 ⁰⁰ – 13 ¹⁵ am	Joust group 2, competition	Lists
13 ¹⁵ – 13 ³⁰ am	Groundcrew preparing the lists	Lists
12 ⁰⁰ – 14 ⁰⁰ pm	Lunch, eat and drink at your leisure	Camp
14 ⁰⁰ – 14 ³⁰ pm	Joust group 3: warm up, test and assessing	Lists
14 ³⁰ – 15 ⁴⁵ pm	Joust group 3, competition	Lists
15 ⁴⁵ – 16 ⁰⁰ pm	Groundcrew preparing the lists	Lists
16 ⁰⁰ – 16 ³⁰ pm	Joust group 4: warm up, test and assessing	Lists
16 ³⁰ – 17 ⁴⁵ pm	Joust group 4, competition	Lists
17 ⁴⁵ – 18 ⁰⁰ pm	Groundcrew preparing the lists	Lists
19 ⁰⁰ pm	Dinner	Camp



Tuesday 26 July 2016, SAA 1 and team event day

Time	What	Where
7 ³⁰ – 9 ³⁰ am	Breakfast, eat at your leisure	Camp
9 ⁰⁰ – 9 ⁰⁵ am	Team event for Team number 1	
9 ⁰⁵ – 9 ¹⁰ am	warmup	Lists
9 ¹⁰ – 9 ¹⁵ am	Test run	
9 ¹⁵ – 9 ²⁵ am	competition run	
9 ¹⁵ – 9 ²⁵ am	Groundcrew prepare lists	Lists
9 ²⁵ – 9 ³⁰ am	Team event for Team number 2	
9 ³⁰ – 9 ³⁵ am	warmup	Lists
9 ³⁵ – 9 ⁴⁰ am	Test run	
9 ⁴⁰ – 9 ⁵⁰ am	competition run	
9 ⁴⁰ – 9 ⁵⁰ am	Groundcrew prepare lists	Lists
9 ⁵⁰ – 9 ⁵⁵ am	Team event for Team number 3	
9 ⁵⁵ – 10 ⁰⁰ am	warmup	Lists
10 ⁰⁰ – 10 ⁰⁵ am	Test run	
10 ⁰⁵ – 10 ¹⁵ am	Competition run	
10 ⁰⁵ – 10 ¹⁵ am	Groundcrew prepare lists	Lists
10 ¹⁵ – 10 ²⁰ am	Team event for Team number 4	
10 ²⁰ – 10 ²⁵ am	warmup	Lists
10 ²⁵ – 10 ³⁰ am	Test run	
10 ³⁰ – 11 ³⁰ pm	Competition run	
10 ³⁰ – 11 ³⁰ pm	Groundcrew prepare lists for SAA 1	Lists
11 ³⁰ – 12 ³⁰ pm	Lunch	Camp
13 ¹⁵ – 13 ⁴⁵ pm	Lists open for warming up horses.	Lists
13 ⁴⁵ – 14 ³⁰ pm	SAA test/assessing group 1	Lists
14 ³⁰ – 14 ⁴⁵ pm	Groundcrew preparing lists	Lists
14 ⁴⁵ – 15 ⁴⁵ pm	SAA competition group 1	Lists
15 ⁴⁵ – 16 ⁰⁰ pm	Groundcrew preparing lists	Lists
16 ⁰⁰ – 16 ³⁰ pm	Lists open for warming up horses.	Lists
16 ³⁰ – 17 ¹⁵ pm	SAA test/assessing group 2*	Lists
17 ¹⁵ – 17 ³⁰ pm	Groundcrew preparing lists	Lists
17 ³⁰ – 18 ³⁰ pm	SAA competition group 2*	Lists
18 ³⁰ – 19 ⁰⁰ pm	Groundcrew preparing lists	Lists
19 ³⁰ pm	Dinner	Camp

*Group 2 are riders from team event competition same day.



Wednesday 27 july 2016, joust day nr 2

Time	What	Where
7 ³⁰ – 9 ⁰⁰ am	Breakfast, eat and drink at your leisure	Camp
9 ⁰⁰ – 9 ³⁰ am	Joust group 5: warm up	Lists
9 ³⁰ – 10 ⁴⁵ am	Joust group 5, competition	Lists
10 ⁴⁵ – 11 ⁰⁰ am	Groundcrew preparing the lists	Lists
11 ⁰⁰ – 11 ³⁰ am	Joust group 6: warm up	Lists
11 ³⁰ – 12 ⁴⁵ pm	Joust group 6, competition	Lists
12 ⁴⁵ – 13 ⁰⁰ pm	Groundcrew preparing the lists	Lists
12 ⁰⁰ – 13 ³⁰ pm	Lunch, eat and drink at your leisure	Camp
14 ⁰⁰ – 14 ³⁰ pm	Joust group 7: warm up	Lists
14 ³⁰ – 15 ⁴⁵ pm	Joust group 7, competition	Lists
15 ⁴⁵ – 16 ⁰⁰ pm	Groundcrew preparing the lists	Lists
16 ⁰⁰ – 16 ³⁰ pm	Joust group 8: warm up	Lists
16 ³⁰ – 17 ⁴⁵ pm	Joust group 8, competition	Lists
17 ⁴⁵ – 18 ⁰⁰ pm	Groundcrew preparing the lists	Lists
19 ³⁰ pm	Medieval banquet in castle	Castle



Thursday 28 July 2016, SAA 2 and team event day

Time	What	Where
7 ³⁰ – 9 ³⁰ am	Breakfast, eat at your leisure	Camp
9 ⁰⁰ – 9 ³⁰ am	Groundcrew prepare lists	Lists
Team event for Team number 5		
9 ³⁰ – 9 ³⁵ am	Warmup	Lists
9 ³⁵ – 9 ⁴⁰ am	Test run	
9 ⁴⁰ – 9 ⁴⁵ am	Competition run	
9 ⁴⁵ – 10 ⁰⁰ am	Groundcrew prepare lists	Lists
Team event for Team number 6		
10 ⁰⁰ – 10 ⁰⁵ am	Warmup	Lists
10 ⁰⁵ – 10 ¹⁰ am	Test run	
10 ¹⁰ – 10 ¹⁵ am	Competition run	
10 ¹⁵ – 10 ³⁰ am	Groundcrew prepare lists	Lists
Team event for Team number 7		
10 ³⁰ – 10 ³⁵ am	Warmup	Lists
10 ³⁵ – 10 ⁴⁰ am	Test run	
10 ⁴⁰ – 10 ⁴⁵ am	Competition run	
10 ⁴⁵ – 11 ⁰⁰ am	Groundcrew prepare lists	Lists
Team event for Team number 8		
11 ⁰⁰ – 11 ⁰⁵ am	Warmup	Lists
11 ⁰⁵ – 11 ¹⁰ am	Test run	
11 ¹⁰ – 11 ¹⁵ am	Competition run	
11 ¹⁵ – 12 ⁰⁰ pm	Groundcrew prepare lists for SAA 2	Lists
12 ⁰⁰ – 13 ³⁰ pm	Lunch	Camp
13 ¹⁵ – 13 ⁴⁵ pm	Lists open for warming up horses.	Lists
13 ⁴⁵ – 14 ³⁰ pm	SAA 2 test/assessing group 1	Lists
14 ³⁰ – 14 ⁴⁵ pm	Groundcrew preparing lists	Lists
14 ⁴⁵ – 15 ⁴⁵ pm	SAA 2 competition group 1	Lists
15 ⁴⁵ – 16 ⁰⁰ pm	Groundcrew preparing lists	Lists
16 ⁰⁰ – 16 ³⁰ pm	Lists open for warming up horses.	Lists
16 ³⁰ – 17 ¹⁵ pm	SAA 2 test/assessing group 2*	Lists
17 ¹⁵ – 17 ³⁰ pm	Groundcrew preparing lists	Lists
17 ³⁰ – 18 ³⁰ pm	SAA 2 competition group 2*	Lists
18 ³⁰ – 19 ⁰⁰ pm	Groundcrew preparing lists	Lists
19 ³⁰ pm	Dinner	Camp
21 ⁰⁰ pm	draw for semi finals	Camp

* Group 2 are riders from team event competition same day.



Friday 29 July 2016, Semi final and finals, joust

Time	What	Where
7 ³⁰ – 9 ⁰⁰ am	Breakfast, eat at own leisure	Camp
9 ⁰⁰ – 9 ³⁰ am	Warm up horses semi final 1	Lists
9 ³⁰ – 9 ⁴⁵ am	Groundcrew prepare lists	Lists
9 ⁴⁵ – 11 ⁰⁰ am	Semi final 1, competition	Lists
10 ³⁰ – 12 ⁰⁰ pm	Lunch, eat at own leisure	Camp
11 ¹⁵ – 11 ⁴⁵ am	Warm up horses semi final 2	Lists
11 ⁴⁵ – 12 ⁰⁰ pm	Groundcrew prepare lists	Lists
12 ⁰⁰ – 13 ¹⁵ pm	Semi final 2, competition	Lists
15 ⁰⁰ pm	Dinner	Camp
17 ³⁰ – 18 ⁰⁰ pm	Groundcrew prepare lists	Lists
18 ⁰⁰ – 18 ⁴⁵ pm	Lists open for warming up horses	Lists
18 ⁴⁵ – 19 ⁰⁰ pm	Groundcrew prepare lists	Lists
19 ⁰⁰ – 21 ⁰⁰ pm	Final inc show at start and in middle	Lists
21 ³⁰ pm	Late dinner and prize award	Camp

Saturday 30 July 2016

Time	What	Where
10 am	Wake up call, breakfast and goodbyes...	Camp



6. Participants equipment

Regardless of what role you have at ECS2016, the following rules apply to us all. When we are in camp or in the lists we all must try our best to remove all objects that is modern. We want you to wear historic period clothing when in camp, tournament area or the lists. Please make an effort to “hide” equipment that is not period (soda cans, sleeping gear and so on..)

Even though this event to some extent is multiperiod, your equipment must be correct for your chosen period. It is not acceptable to wear a 13th century helmet with 15th century body armour. Any item that was not used by the particular culture in the time period being portrayed is not allowed to be used unless there is a good safety reason for doing so.

All clothing, armour, weapons and other personal equipment will be checked by the Marshal or by a designated person prior to the tournament. Any item deemed unsafe or inappropriate will be removed. If you do not meet the minimum requirements in equipment, you will not be allowed to enter the lists.

Period clothing

You must wear the correct attire for your position, as per the specifications of your group or the organising group if several groups are involved. Minimum standard is an authentic replica of the everyday clothing that a person from the historical period and social status that you are portraying would have worn.

We encourage everyone involved to wear historic period footwear. Footmen and riders may wear modern footwear appropriate for working around horses but this must be authentic or unobtrusive in appearance – e.g. modern sports footwear, etc. are prohibited.

Fantasy inspired armour or costume, theatrical woolen “armour”, or any item that “looks wrong” are prohibited.

Jousting Armour

Jousters must wear an authentic replica harness from the historical period that they are portraying. This can be any style of armour from Europe within the historical time frame that jousting was practiced providing that it meets at least the minimum standard set below.

Minimum jousting armour standard is based on that worn by a 13th century European Knight. This was mostly composed of mail garments with some additional items for added protection. The maximum internal link diameter for a butted mail hauberk should be no greater than 10 mm and the gauge of the wire no less than 1.4 mm. For riveted mail the maximum internal link diameter should also be no greater than 10 mm and the thickness of the link no less than 1.2 mm.

The minimum requirements consists of:

- Underlying padded *aketon* (with a minimum of 10mm of padding over the torso and 5mm over the entire arms to the wrist).
- Butted spring steel or a riveted mild steel *hauberk* extending to at least mid thigh and covering the arms to the wrist.
- Rigid defence for the chest. This can take a variety of historical forms including a rudimentary *breastplate* or a *reinforced surcoat*. If it is leather based it should be made from at least 4mm thick hardened leather and if it is made from metal, from at least 1.6mm mild steel or equivalent.
- Pair of padded *cuisse*s (with a minimum of 10mm padding) covering the upper leg with an attached *polyn* to protect the front of the knee made to the same specifications as the chest protection.



- Mail *coif* either separate or integral with the hauberk (with the same link specifications as the *hauberk*) covering the entire head (except for the face), neck and extending down to cover the upper chest to the top of the sternum worn over a padded coif (with a minimum of 10mm of padding). The front of the neck including the throat must also be covered by at least 10mm of padding.
- Leather *gauntlets*, preferably backed with mail (with the same specifications as the hauberk).
- Approved jousting helmet (see below).

From the 13th century onwards other items of armour began to replace or supplement the basic mail based defences described above until the knight was fully enclosed in steel plate armour from about the turn of the 15th century onwards. Steel plate, textile or other authentic forms of armour may be used to replace or supplement the items listed above. For example a steel breastplate or a coat-of-plates may replace the mail hauberk as protection for the torso. Heavier padding may be worn in place of mail on the arms. Because of the great variety of armour styles that are available to us we cannot provide absolute specifications but as a working rule, any item of harness used to replace an item of the minimum level of armour above must provide at least an equal level of protection against impact. As a general rule items of unhardened mild steel harness should be at least 1.6mm thick on the torso, upper limbs and hand and be no thinner than 1.2mm on the lower limbs in order for them to replace mail. Items of leather should be no thinner than 4 mm and items of padded armour no thinner than 10 mm in order for them to replace mail.

All metal items of harness are to be made from steel. All other items of harness are to be made from natural materials or as near-natural as possible. Aluminum, plastics, other obviously synthetic materials, etc. are not acceptable.

Helmets

1. Jousting helmets must be made of 1.6mm or thicker steel in an authentic style from the same period as the jouster's armour. The helmet must cover the entire head including the face as well as the neck. The front of the helmet should be deep enough to also cover the throat area. The eye aperture must present no more than a 15 mm width to an on-coming knight.
2. Helmets used for mounted melee and foot combat activities must be made of 1,6 mm or thicker steel styled to the member's choice that cover at least the top half of the head.
3. All helmets must be well padded so as to provide a secure yet comfortable fit.
4. There must be no protrusions on the helmet, either inside or out.
5. Visors fitted to jousting helmets must be locked closed by a sturdy hook or other suitable arrangement during jousting. This may not be historically correct for some styles of helmets but this compromise has been made for safety reasons.

Shields

All jousters must use an *ecranche* shield, even if this is in violation with the jousters chosen timeperiod. The *ecranche* shield was one of the first items of equipment specifically developed for jousting. It first appeared in illustrated manuscripts dating from approximately 1330 and in various forms persisted well into the 16th century.

The shield shall be concave in the vertical plane and should be made from wood or plywood of at least 15 mm (3/8") thick.

The shield should extend from the torso to preferably the chin but no lower than the base of the neck. It should also cover the entire left side of the torso including the shoulder. If the jouster has a solid breastplate and neck defense, the shield might be smaller. This will lead to points being scored for lances that break on the breastplate. The approval of a smaller shield is at the discretion of the Marshall.



The shield must be fashioned in such a manner that it won't harm the horse or knight in the event of a fall. The shield must fit in a secure way and have no sharp edges or protrusions.

The shield must be secured to the upper arm, and in addition either laced directly to a rigid form of torso armour or be suspended from the neck by a sturdy leather strap (*guige*). This will ensure that the shield is presented square to the opponent thereby offering a fair target.

The *ecranche* shield was also strapped to the upper left arm by one or two straps above the elbow joint and by one strap on the forearm or lower arm. A single strapping arrangement on the upper arm may be used but the straps must be made from strong leather laced or bucked in such a manner that the shield is secured tightly on the arm to minimise the chance of it slipping down or pivoting around the arm.

The left arm must be held low and the best position is just above or slightly forward (depending upon the rider's jousting style) of the centre of the saddle's cantle. If it is held in this position, it will ensure that the shield will not fold either sideways or upwards. If the arm is moved outwards this exposes the torso and if the arm is moved upwards this exposes the torso to a direct strike and the head to an indirect strike from a deflection off the shield. If a direct strike is scored on the torso as a result of the shield being folded in either manner then the hit is recorded as a fair one and any points are recorded even though a hit caused in this manner is most likely to result in an injury to the person folding the shield. If a hit is scored to the head off a deflection from arm being raised then points will be scored for striking the shield. In both cases shield folding penalties will also apply to the offending rider and the rider delivering the hit will not be penalised.

If you do not have an *ecranche* shield, you can use one of ours during the competition.

Weapon Handling.

The rider must show ability to use sword, spear and lance in a safe manner and at a competent level. Lance control in the joust will be safe and the foundation of good technique must be displayed. This includes lance carriage, presentation, and disengagement.

A rider may bring his own sword or he may lend one of ours. All swords must be blunt and of a good quality to minimize the risk of injury should an accident occur.

Exercises.

The skill at arms course 1 and the joust must be ridden in full harness, excluding greaves and sabatons. The visor is allowed to be open or removed in the skill at arms. The rider may use a different helmet in the joust and in SAA, as long as it is appropriate to the riders harness. Skill at arms course 2 and team event must be ridden in period clothing.

Horses equipment.

Each rider must have a period caparison/trapping from the same period as the riders harness. It is also desirable that the saddle, bridle and saddle cloth has a historic 'look'. If you have a modern saddle, you can cover the saddle with a historic cloth like wool, linen or sheepskin. Only plain reins attached to the bit is allowed and there shall be no modern devices like martingale, tidemann reins, gouge aid reins, neck stretcher/chambon, rubber donut reins or draw reins. Some exceptions might be made in accordance with the horse master, should there be problems with the safety of the horse (for instance if the horse raises its head in the joust).

We strongly advice that the horses use chamfrons in the joust.



7. Horsemanship

Some of the judges in the lists is trained within the dressage judging and will have the task to look at the interaction between you and your horse. Good riding for us encourages a harmonic communication between horse and rider. We wish to see collected, but not tense, horses and the judge emphasizes suppleness and control by gentle helpers. There will be given extra points for good riding.

We wish to encourage the riding skills in a historical point of view. For you to understand why we want to include this, we will take a short dive into history;

Xenophon described an harmonic and gentle handling of the horse already 350 years BC. Xenophon's 'On Horsemanship' is one of the oldest surviving Western works detailing the principles of classical dressage, including training the horse in a manner that is non-abusive.

It was as early as the 13th century that the precursor to modern classical dressage first came to light by Giordano Ruffo in 1250. But according to one of the worlds greatest experts of the riding history and a practitioners of the academic riding, Mr. Bent Branderup, you find one of the first documentations of riding on a very high level in fact in the city of Bayeux in Normandy, France. There the battle of Hastings in 1066 is portrayed. It shows well performed riding without reins and riders fighting with both hands, a sign that you already then had a high standard of breeding as well as education of horse and rider. The battle of San Romano was painted by Paolo Ucello in 1456, and shows levade, terre à terre and capriole already a 100 years before the establishing of the first riding academy. It was arabs that first started to practice these principles, and very slowly it spread across Europe. In late 14th century these principles came to northern Europe as well, and during the 15th century elements of what we today call "The higher school" within the classical dressage (schule über der erde/ haute école) became more and more common in tournaments. These are exercises far higher than we demand in Spøttrup; before you come to these exercises you shall of course restrain the movements in the elementary as well as the medium and advanced level -exercises like piaffe, passage, and in the classical education also the "half-higher school" which is levade/pesade, terre à terre and carrière (only a part of the horse is in the air during these). "The higher school" within the classical dressage is a concept that embraces the exercises of courbette, croupade, ballotade and the final goal; the capriole, were the whole horse is in the air.

None of these technical exercises mentioned above are, naturally enough, demanded in Denmark this year, but it may have been so in medieval times –and maybe exactly where you all will ride. In some portions of the middle ages, Denmark bred horses for war and tournament, and exported them to large portions of Europe. Sometimes they also sent a riding instructor with the horse, to ensure that the rider also was educated and that the horse had a long and healthy life (so it could maintain its function). A well educated horse was expensive, and had a advantage on the field or in the lists. Even in a charge it was good to have riders and horses who could perform well collected turns. Riding in close combat was according to the old masters almost, without any exception, only turns and sideways movement.



The skill at arms courses will simulate a scenery to a certain degree (battlefield, hunting etc), and we have therefore added some sideways movement and circles/serpentine instead of straight lines.

We *do not* mean that you have to handle every technical riding skill that you will meet but **that you have enough control over your horse and weapon so no one is put in danger**; this regarding to the rider itself, the horse, the opponent and his/her horse, the people in the lists and the audience.

Some of the exercises will be done in a conjugated lane (serpentine or circle). You will have an advantage to practice shoulder-in (in circle) in trot or canter to the right and to the left, leg yield in canter both ways (on the left lead you leg yield to the right and opposite), flying changes or simple changes - that is transition to trot before new canter. /alternatively staying in a well performed counter canter, haunches-in both ways in canter leading to half a pirouette to the left or the right (in canter).

The horses will encounter big banners flapping in the wind, lighted torches in the field and a small catapult. So it's an advantage if they are used to fire and some noise..

As you will see, the maximum achievable score on the riding itself is 4 points to the best rider and then the following three will get respectively 3,2 and 1 point. The points given for "good riding" will not be of such a magnitude that you can win the tournament without ever hitting a target, they will merely function as separating the best knights.

Remember that a 'clean' and harmonic impression is what gives you extra points for riding. Try to think through what you and your horse can or cannot do and plan your riding after this.

Please have a closer look at the courses (overview, description, scoring and building).

Veterinary examination: There will be a veterinarian check the first day of the competition. If the horse is not found fit to compete, the horse will be excluded from the competition. If there later is any doubt of a horse's health, the Horse Master will require another veterinarian check to allow the horse to continue in the competition. At the museum of Spøttrup's discretion the horses owner must be prepared to pay for any veterinary checks after the first one.

By bringing your horse to Denmark, you must of course follow the regulations according to Danish law. **You are responsible yourself** to check what preparations regarding papers and effort you have to do when you want to take your horse from your country to Denmark. Should you require assistance finding out the regulations for bringing your horse to Denmark, please let us know and we will try to assist as best as we can.



8. Skill at arms (SAA) rules

This is an overview of the thought behind the courses, rules and regulations and the different elements you and your horse will meet in the lists.

We want the competition to be as fair as possible and in addition to our scoring system, we use judges from different groups. There will be six judges in total.

The lists is approximately 18 x 50 m and you will be riding on sand. The course has been made especially for tournaments like this.

SAA will consist of a single run through two different courses, where the riders total score consists of results from both courses. Riders will try the skill course together with their group, but will compete individually at each persons allocated times:

- SAA course 1, war excersises, ridden in full harness (except visor and greaves/sabatons).
- SAA course 2 simulates a "hunt for justice" in a citys town square, ridden in your period clothing (historic).

There will be an opportunity to try both courses before competing. Please note that the rider's seat shall be placed in the saddle during all exercises, except where jumps are involved.

The score for each knight (average of SAA 1 and SAA 2) will be accumulated over the course of the tournament. The rider scoring most points, the sum of SAA1 and SAA2, will be winner in the Skill-at-Arms. In the event of a draw the places will be decided on a ride-off against the rings.

The presentation of the knight and the horse: A historic impression is desirable, so please use your period clothing or armour in the lists and in camp. Minimum requirements for equipment and armour are described in the section about equipment.

Weapon usage: The spear and lance shall be locked under the arm during the exercises

- **Levée:** when using the lance and spear, the weapon shall be lowered gently in a smooth way when approaching the target, having the weapon in position for hit just right before reaching the target.
- **Strikes:** when using the sword at the Saracens head (cabbage) or Saracens brain (apples) – cuts coming from above or below (when cutting on the backhand side) gives good scoring. Cuts from above is preferably done either straight down, or more diagonally from left to right. Holding your sword flat out and 'riding through' the targets gives no points.
- **Securing the weapon:** All weapons shall be secured at all times except for when they are being used at targets. By securing we mean that the weapons tip/edge should not be a danger/threat to you, your horse or anyone else in the lists. One way of securing the lance/spear is by resting it point up on toe, thigh/hip or shoulder. Secure the sword by resting it on the opposite lower arm or right shoulder.

Missing a target:

Should you miss a target due to your own fault or because of the horse's behaviour, you are not allowed to ride at the target again (unless the rules/target specifically state otherwise). Should you or your horse be affected by spectators or events out of your control, you may be given a second chance at the target. This is decided by the head judge.



Loosing weapon:

If you loose your weapon when this is needed for the next target, you will be allowed to go back and get the weapon. This will have the consequence of not getting a point if you are supposed to take the weapon with you or not getting points for the next target (after you lost your weapon), even if you hit it.

Judging of the Skill-at-arms:

We want the competition to be as fair as possible and have put some effort into the scoring system. When you enter the lists, there will be several judges, with different roles as head judge, weapon usage, tally scores and the last one will concentrate on your riding abilities. The judges have different nationalities.

Your final SAA result will be the sum of your score in SAA course 1 and 2. The rider with the highest sum will be the winner of SAA. We also would like to point out that the sum of your SAA score and team event is weighed 45 % of your total score in ECS2016.

There will be points given for hits and your riding. If you forget to secure your weapon, lock the spear/lance or do a proper levee the points for your hit will be lower. Regarding the hits, you will only get full score for a perfect hit if you do it in the desired gait.

Please have a look at the description of the courses, and the judges schemes (enclosed) for further information of the scoring.

The different gaits in the skill-at-arms course:

- Halt
- Trot
- Canter

The different positions and transitions required:

- Staying in halt until signal is given
- Transition from halt to canter
- Transition from canter to halt
- Transition from canter to trot
- Transition from trot to canter

Technical riding skills that you will meet;

Some of the exercises will be done in a conjugated lane (serpentine or circle)

Shoulder-in (in circle) in trot or canter to the right and to the left

Leg yield in canter both ways (on the left lead, you leg yield to the right and opposite)

Flying changes or simple changes (the last one is transition to trot before new canter) /alternatively staying in a well performed counter canter

Haunches-in both ways in canter leading to:

Half a pirouette to the left or the right (in canter)



Exercises with light lance (approx 2,3 meters long):

- **Quintain:** The center of the small shield is 2m and 10cm above the ground. In the opposite end there is a chain with a spiked head in latex attached to it (like a flail) You will get a better score by hitting a specific point of the shield (painted white), to show you have control of your lance.
- **Catching the big rat (La rata grande)** Running after a big 'rat' which is drawn in a rope. You shall touch it by placing the point of the light lances on it so it stops for half a second – enough for the 'runner' to feel the resistance. Once the rat has managed to take cover under the guillotine, it's a lost case, so speed up... You shall continue with the lance in your hand.

Exercise with more heavy lance and 30 cm balsa (approx 3,3 meters long):

- **Shock quintain, "Woody":** Heavy wooden 'mounted knight' that you will splinter your lance on, if you and your horse have the power. A hanging timber-log with helmet and shield. Transferring your hit into Woody is a hard thing to do. The transference of force is mainly depending on a solid hit that does not glance off. A good couch will transfer the force into your seat, and a good seat will transfer the force into the horse. A bad couch will send the lance flying from your grip, and a bad seat might result in an unhorsing. If all is good then the force will send woody rocking on his hinges, and/or result in a broken lance. We will measure the hit and give scoring regarding to this. "Woody" can measure hits up to 1000 kg. Previous years has shown that the hardest impact was measured to transfer the power of over 400 kg in a 28 mm tip !



Exercises with spear (approx 2,3 meters long):

- **Picking the spear out of fallen soldier (known as 'Ian the impaled')** while you pass in canter (the 'soldier' is made in hessian/burlap stuffed with straw wearing partly a black tunic)
- **'Divide and conquer';** surrounding a soldier in black tunics and helmet by riding a shoulder-in in trot or canter. You shall ride pointing the spear on the right side of the horse on the right lead (you will achieve a better score the nearer you are the target -and to make it easy for your score: touch the helmet so the judges can hear you)
- **Dropping rings in a barrel while you are cantering in circle:** While you continue in canter, lead the horse into a circle and point the spear at the barrel, over the horses neck. This will be a difficult exercise, since you will be pointing the spear on the left side of the horse. While you canter around the barrel, you drop the rings inside the barrel. After a full circle of the barrel you secure the spear and ride on.
- **Plant the spear in standing soldier (known as 'Tim the target')** while you pass in canter (the 'soldier' is made in hessian/burlap stuffed with straw). You will get points regarding where you hit. You achieve the *best* score if you hit the heart - which in this case is approximately 10 cm in diameter.
- **Collecting high rings:** You will get a better scoring for collecting the smallest rings:
 - Small ring (Red colour, 3 cm inner diameter, 2m above ground)
 - Medium ring (Blue colour, 5 cm inner diameter, 2m and 20 cm above ground)
 - Large ring (White colour, 7 cm inner diameter, 2m and 40 cm above ground)

Exercises with sword (preferably your own, but you may also use ours):

- **Saracens head;** cabbages to be cleaved on the right hand side, while you pass. The cabbage-heads will be placed at a height of 1m and 75cm on top of a massive pole with small wooden arms dressed with a black tunic. The massacre will be performed in a conjugated lane (circle), collect your canter!
- **Saracens 'brain';** apples to be cut. The apple-'brains' will stand at a height of 1m and 75cm on top of a massive pole with small wooden arms dressed with a black tunic.
- **Pommelstrike;** use the swords pommel against a soldiers crest. Point is received for removing the crest.
- **Guillotine;** A device on a pole is holding the rope attached to a guillotine. When striking and hitting a metal arm, this will release the rope and the cruel guillotine making evil heads roll ☺
- **Trebuchet:** A device on a pole is holding the rope attached to a trebuchet. When striking and hitting a metal arm, this will release the rope and fire off the trebuchet. Beware of falling debris.. choose your riding lane carefully ☺

Exercises without weapon:

- **Soldiers jump** – The fallen soldiers jump will be about 40 cm high and 3 meters from side to side and the soldiers themselves are three 'soldiers' made in hessian/burlap stuffed with straw, wearing dark, neutral 'wigs' and dressed in black tunics. They are about 1m and 70cm high (or *long* when lying) They will, when you ride towards them, lie in a pile with one shield on each side; one red and one black:
- **Fruit-farmers fury:** a jump over two long cases filled with fruit (primarily apples/cabbage). Approximately 30 cm high.

Halt	Trot	Canter
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- Diagram of a 50-meter long, 18-meter wide obstacle course. The course is divided into sections numbered 1 through 17. The path starts at a 'START' line on the left, proceeds through sections 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, and ends at an 'END' line. A 'Change Lead' line is marked. A 'Stop' line is marked. A 'Deliver lance' line is marked. A '50 meter long' label is on the right. An '18 meter wide' label is at the bottom.



SAA COURSE 1, DESCRIPTION:

"In the battlefield", (ridden with armour)

Start Make a halt and secure your lance. Wait for signal and then move on in canter.

1. do a levee against the shock – quintain and Lock the lance under the arm. The lance shall be lowered in position just before you hit. After the hit, secure the lance and... Do a halt. Deliver the lance to a squire.
2. Move on in canter and pick the spear out off "Ian the impaled". Make sure you have the spear point up, ready for next exercise. Secure the spear.
3. while approaching the first set of rings, lower the spear in a levee and lock the spear under your arm. Catch the ring and **leg yield a bit to the right... then**
4. approach the second set of rings. After the second ring Secure the spear and...
5. approach the barell and ride around it. Lower the tip of the spear over the left side of your horse, and just inside the barell. **Drop the rings into the barell while you are cantering** (if you cannot canter then trot for less points). Secure the spear and...
6. **Turn up the middle of the course and change lead** (in either simple changes or flying changes). Continue down the middle of the course and **leg yield a bit to the left. Surround and conquer one soldier** in trot or canter - do a shoulder in, lock the spear under arm and point the spear to the right at the soldiers helmet. Try to touch the helmet with the spear tip the whole time. Ride a whole circle around him, then Secure the spear and straighten out. When you reach the end of the course, turn right and..
7. do a levee against "Tim the target", lock the spear under your arm and place the spear in his body...
8. **Turn into the diagonal** and jump "The fallen soldiers jump". Change lead by either simple changes or flying changes. Continue around the track while you draw your sword and secure it...
9. Ride against the "Saracens brain" and split it into two halves, continue down the track and..
10. Strike the second "Saracens brain" into two halves, secure the sword and continue around the track until you reach the circle...
11. Collect your canter and strike the "Saracens head" into two halves...
12. Strike the "Saracens head" into two halves...
13. Strike the "Saracens head" into two halves...
14. Strike the "Saracens head" into two halves...
15. Strike the "Saracens head" into two halves, then Secure the sword and ride around the track and turn up the middle of the course and...
16. Fire the trebuchet by hitting the metal handle, Secure the sword and continue cantering before making a...
17. halt between the four metal bracers. Beware the flames while you receive the crowds cheer!

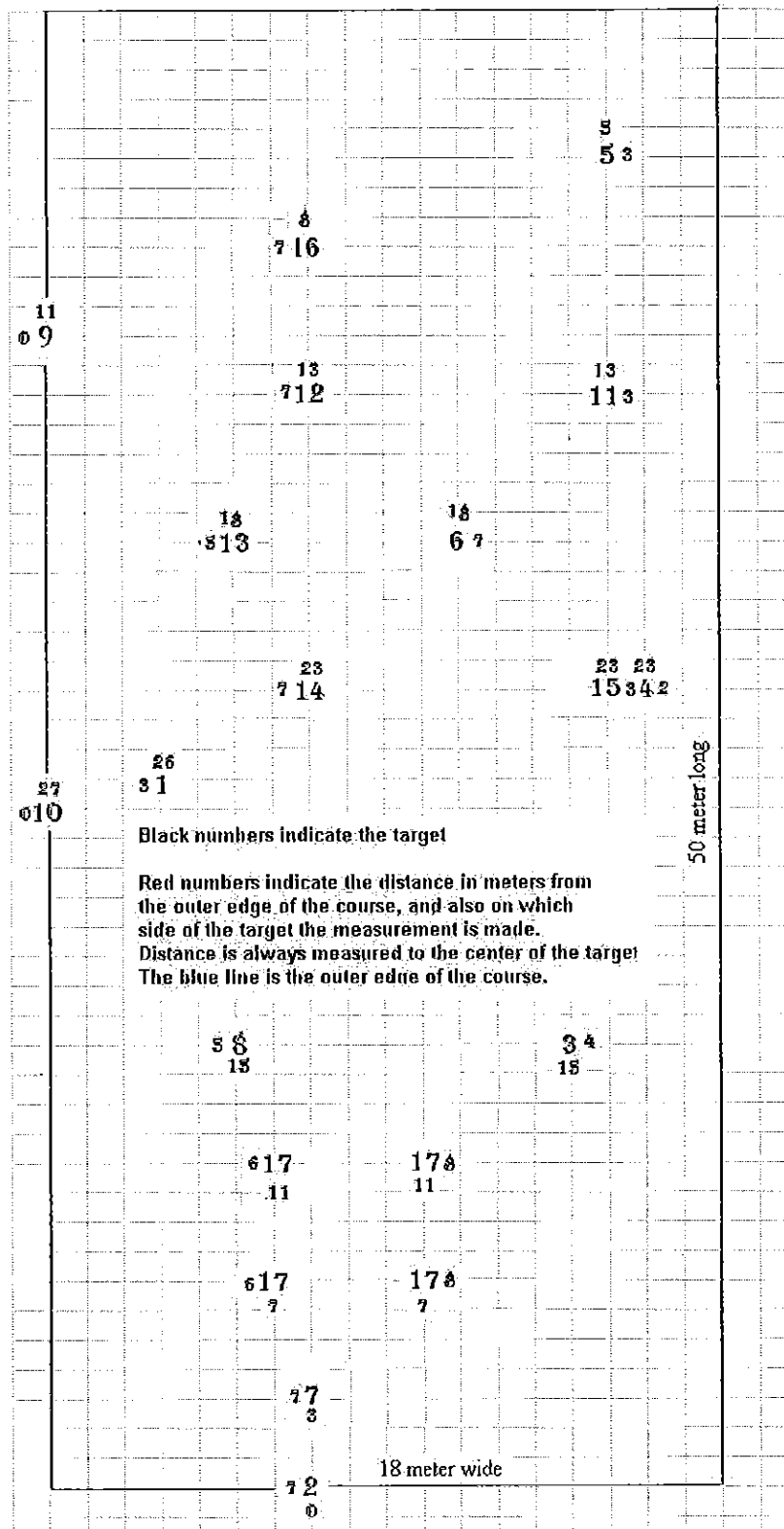
☺



SAA COURSE 1, BUILDING:

This picture shows you how you can set up the course and try it out at home.

- 1: Shock quintain
- 2: Pick spear
- 3: Collect rings
- 4: Collect rings
- 5: Drop rings in barell
- 6: Surround and conquer
- 7: Place spear
- 8: Jump
- 9: Saracens brain
- 10: Saracens brain
- 11: Saracens head
- 12: Saracens head
- 13: Saracens head
- 14: Saracens head
- 15: Saracens head
- 16: Trebuchet
- 17: Halt between fire



Halt	Trot	Canter
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- The diagram illustrates the layout of SAA Course 2. It features a large rectangular area with a diagonal line running from the top right to the bottom left. A large circle is positioned in the center, partially overlapping the diagonal line. The course starts at a 'START' line at the bottom, marked with a '1'. A path leads from the start, passing through a series of numbered stations: 2, 3, 4, 5A, 5B, 5C, 6, 7, 8, 9, 10A, 10B, 10C, 10D, 11, 12, and 13. Station 10D is marked with a 'FINISH' line. The path is indicated by arrows. A large circular obstacle is located in the center of the course, with a diagonal line passing through it. The diagram also shows various obstacles and equipment, including a large circular obstacle, a rectangular obstacle, and a small structure labeled 13. The text 'SAA COURSE 2' is written at the bottom right of the diagram.



SAA COURSE 2, DESCRIPTION:

“the hunt for justice at the towns square”, (ridden with period clothing)

Start Make a halt and wait for signal. Then move on in canter.

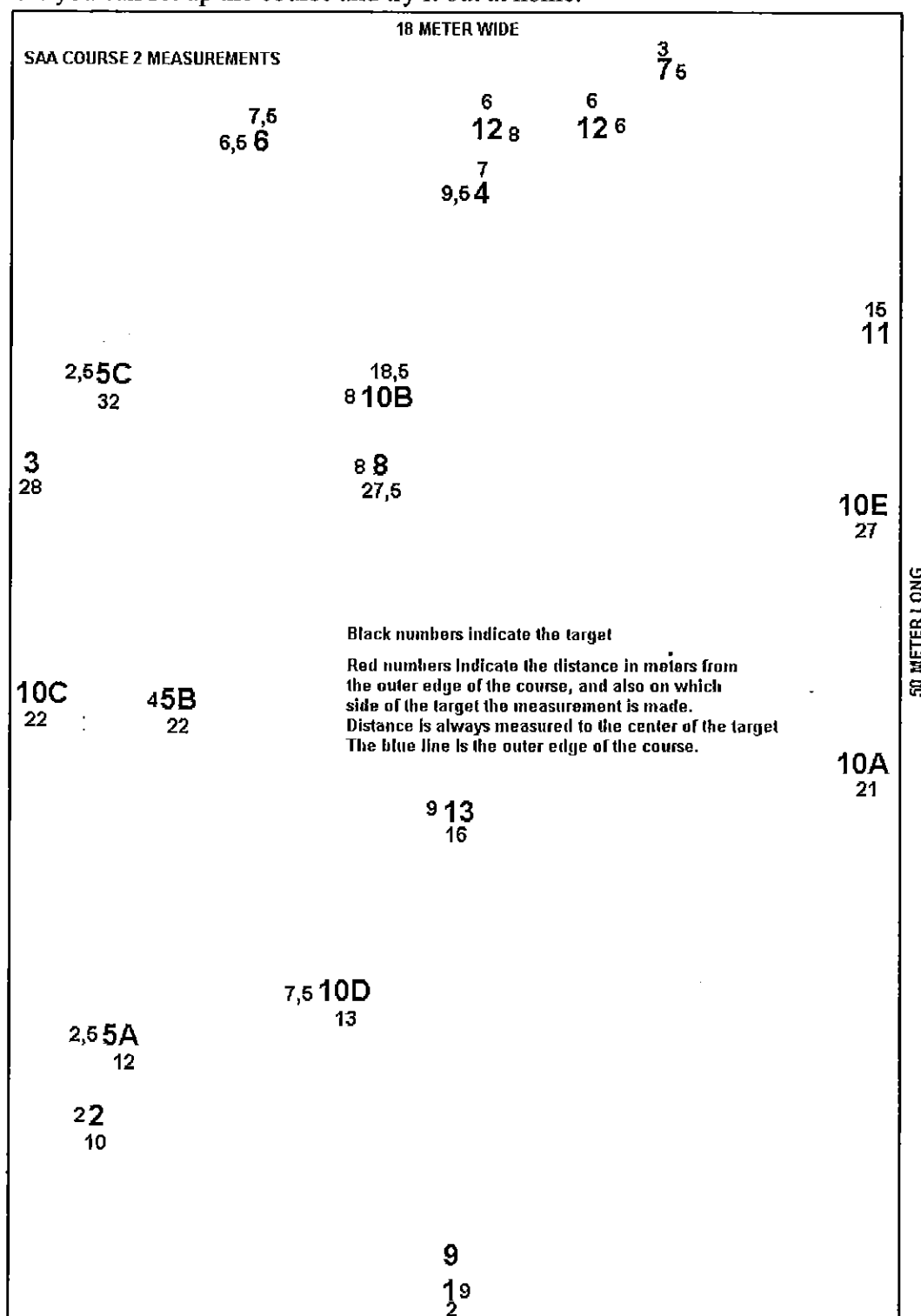
1. Jump the Fruit-farmers fury and proceed against the square ball of hay.
18. Pick the light lance and lock it under your arm, lowering it in a levee against the next target;
19. The quintain. After passing it, secure the lance and turn up between the two soldiers, which hides a hairy monster;
20. “La rata grande”. Then chase the big rat, and place the pointed end of the lance briefly in the rat to stop it -before it takes cover under the guillotine. Turn the lance and secure it again, while you turn and ride against the rings:
21. The rings: while approaching, lock the lance under your arm and lower the lance in a levee against the first set of rings. Then it's optional to take the straight and easy way ahead to the 3rd set of rings –or challenge yourself to do a bit of a haunches in, still in canter, out to get the 2nd set of rings and leg-yield a bit to the left to get back in line to the 3rd set of rings again.
22. Ride against the barrel and around it, while you place the rings and light lance in the barrel. If you have a total control, place the rings and lance in the barrel and ride around it before you let go ☺
23. Pick the spear out of ‘Sam the skewer’ and continue over the diagonal, preparing to *throw* the spear
24. **Throw** the spear at “Tim the target”. (*and then draw your sword and secure it if you want to have a bit more time to prepare)
25. Move on in canter and jump over the Fruit-farmers fury. * draw your sword and secure it as you approach the
26. Saracens heads. The Saracens are placed from the track out in a circle, so you have to get the first one at the track as you enter the circle and the second one as you go out of the circle. If you miss the first one, you can have a go at them both when you come out of the circle, but then you have to collect your canter ☺ Proceed against the
27. Saracens brain and secure your sword before you
28. Turn up between the two soldiers and use a pommel-strike to remove the crest on the soldier at the right hand side. Secure the sword and continue forward to the
29. Guillotine – which is ‘fired off’ when you hit a small metal handle attached to a pole. The head of the evil bad-guy will roll and justice is fulfilled! Ride optional way and receive the cheer from the crowd ☺



SAA COURSE 2, BUILDING:

This picture shows you how you can set up the course and try it out at home.

- 1: Jump
- 2: Pick light lance
- 3: Spinning quintain
- 4: La rata grande
- 5A: Collect rings
- 5B: Collect rings
- 5C: Collect rings
- 6: Place rings/lance
- 7: Pick spear
- 8: Throw spear
- 9: Jump
- 10A: Saracen head
- 10B: Saracen head
- 10C: Saracen head
- 10D: Saracen head
- 10E: Saracen head
- 11: Saracen brain
- 12: pommel strike
- 13: Guillotine





1. Team event

The Team event consists of three riders in the lists at the same time. The riders are to complete a designed course with style, tempo, rythm and flow. They will experience gaitchanges, legyields, keeping distance, keeping in line or in a row, sometimes with collected horses and sometimes more freely. All this while they wield spear and sword.

The riders will be riding **Quadrille**, and it is very important to keep the same rythm and tempo on all horses at the same time.

The Quadrille will be done in period clothing, no armour (helmet is optional), all riders must have a sword and scabbard either at the saddle or at their waist. The riders must be able to draw that sword in trot or canter. Securing spear or sword when it is not used is important, se more info on this on **page 22**.

Is is necessary that one of the riders shout out the commands for turns, gait changes, charges etc... It is strongly advised that each team communicate before ECS2016, and agree on who rides in which position (se course overview). It is strongly advised that you set up the course at home, and practise by yourselves or with others.

Points are scored by demonstrating good riding, keeping the rhythm and flow and hitting the targets. Some extra points may be given by the Marshall and assisting marshall, based on your impressive performance.

The course is shown over 5 different drawings, with colour, to clearly show the riding paths.

We have put the teams together and they are:

Team number 1: Klas Lundberg, Gunnar Cederberg, Steve Hemphill

Team number 2: Radar Goddard, Dave Wise, Bente Andresen

Team number 3: Jaakko Nuotio, Jose Pedro Bernandes, Eddie Ringney

Team number 4: Ole Bach, Aase Højgaard Svendsen, Jean Francois Drapeau

Team number 5: Nicky Willis, Martyn Smith, Sarah Hay

Team number 6: Nicola Corrarello, Gianluca, Robert Knight

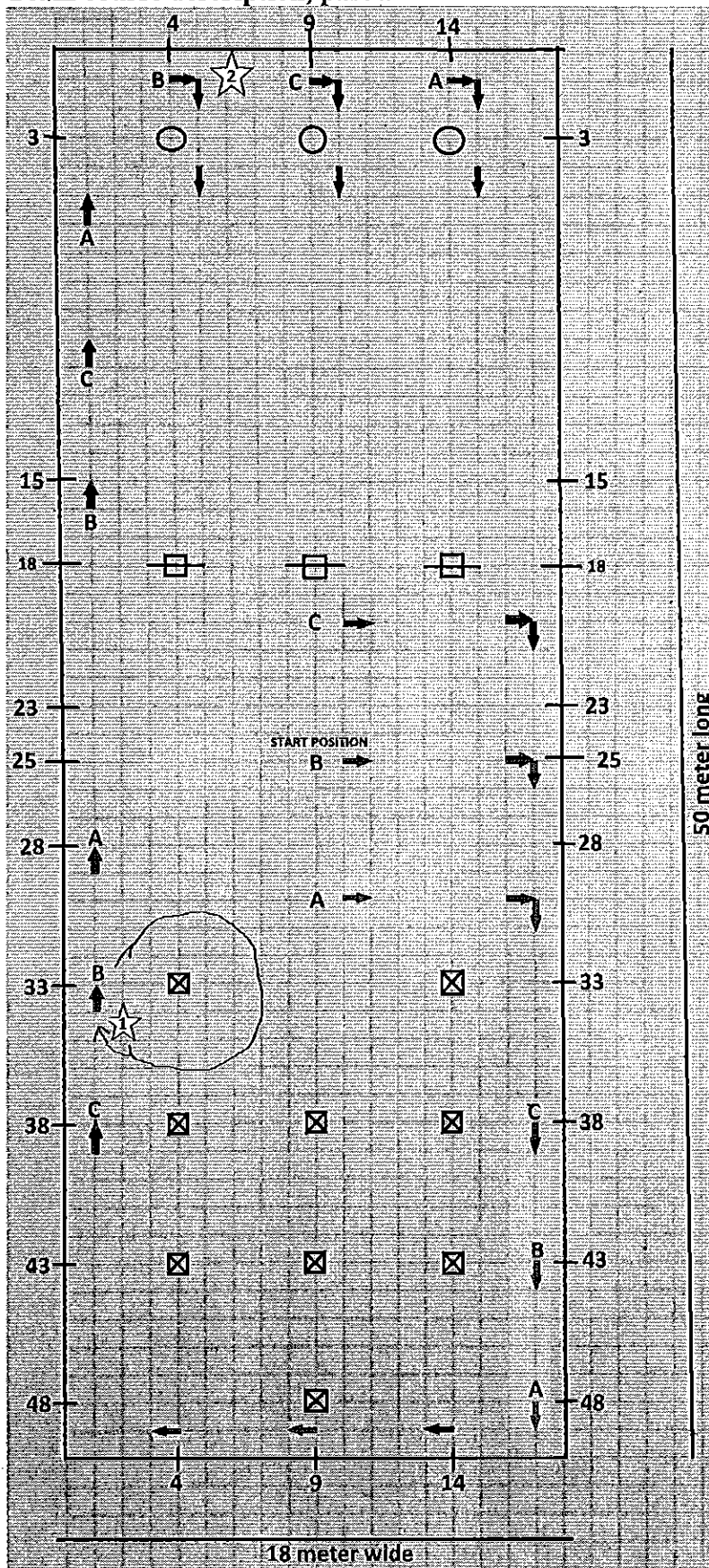
Team number 7: Michal Drzewicki, Sebastian Lubanski, Charlie Andrews

Team number 8: Dmitry Savchenko, Yri Bogunov, Alain Minoux

Teams may change if someone is prohibited from showing up at the tournament. This will be communicated to the team as soon as we know.



Team course description, part 1



○ Barrell

□ Rings

⊗ Apples

Rider A has blue arrow →

Rider B has green arrow →

Rider C has red arrow →

Start position is shown on the map.

Each rider have a sword strapped to their side, and a spear in one hand with tip up and resting on toe.

Start position: Each rider positions himself as shown, distance between each is 5 meter. At Judges signal each rider starts in trot

Please note:

When you have started, signals to be given at the various events **MUST** be done by one of the riders. Signals must be shouted out loud.

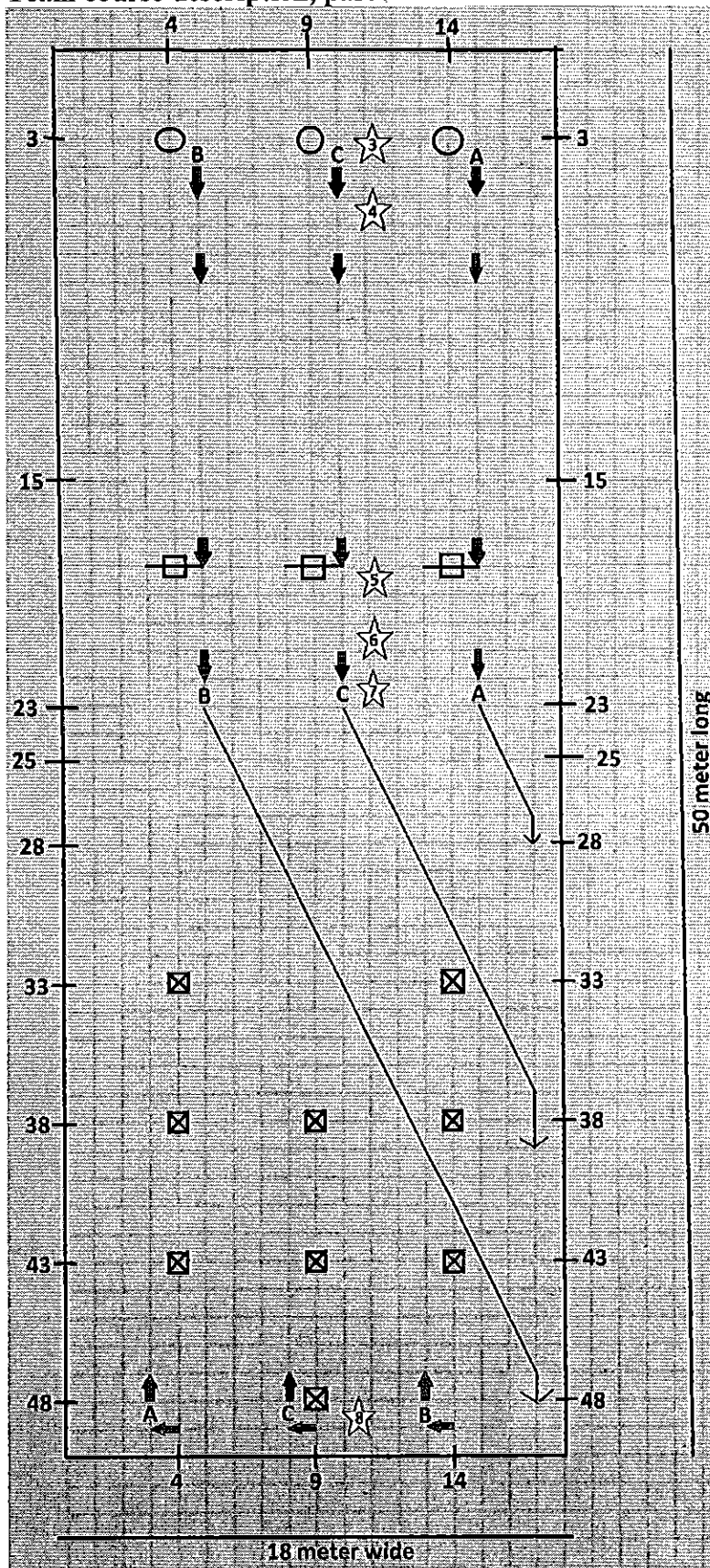


Event nr 1: One of the riders give the command for rider B to make a circle and switch place with rider C. New riding order is then A, C and B. Distance between riders is still 5 meter, which mean approximately 3 meter behind the horse in front of you.



Event nr 2: One of the riders give the command to turn right, after the barrell.

Team course description, part 2



○ Barrell

□ Rings

⊗ Apples

Rider A has blue arrow ➡

Rider B has green arrow ➡

Rider C has red arrow ➡



Event nr 3: One of the riders give the command to change gait to collected canter.



Event nr 4: One of the riders give the command to lower and couch lance under arm, Increase pace and charge at the rings. War cries are appreciated :-)



Event nr 5: Riders collect rings, smaller rings give more points. Note that rings are to be collected on the right side of the horse.



Event nr 6: One of the riders give the command to secure lances, with tip up, and change gait to trot.



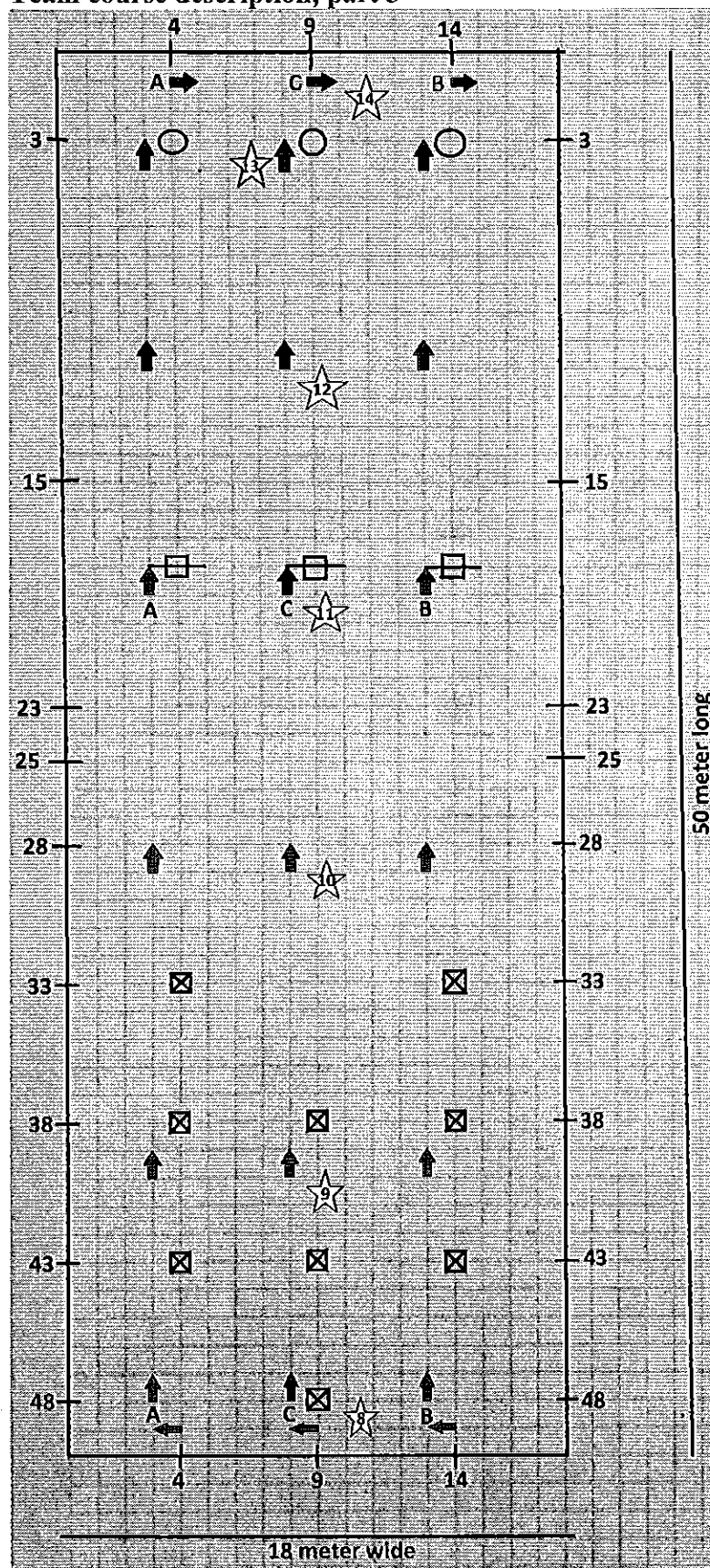
Event nr 7: One of the riders give the command to perform leg yield to the left, and fall into a line.



Event nr 8: One of the riders give the command to turn right.



Team course description, part 3



○ Barrell

⊠ Rings

⊠ Apples

Rider A has blue arrow ➡

Rider B has green arrow ➡

Rider C has red arrow ➡

★ 9 Event nr 9: One of the riders give the command to change gait to collected canter.

★ 10 Event nr 10: One of the riders give the command to couch lances under arm, increase speed and charge at the rings. Warcries are appreciated :-)

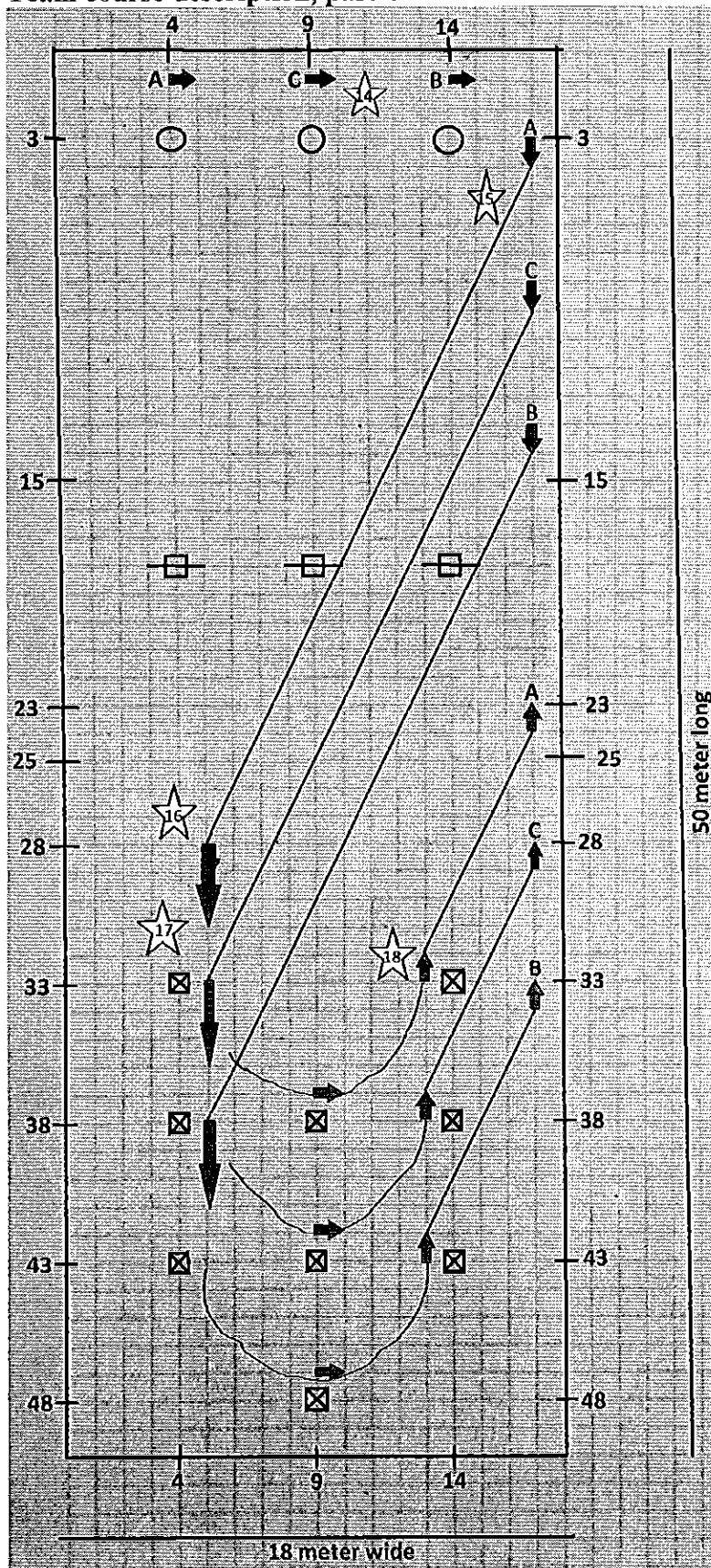
★ 11 Event nr 11: Riders collect rings, smaller rings give more points. Note that the rings are to be collected on the right side of the horse.

★ 12 Event nr 12: One of the riders give the command to change gait to trot, and secure lances with tip up.

★ 13 Event nr 13: One of the riders give the command to place spear, tip first into the barrell. Leave the rings on the spear.

★ 14 Event nr 14: One of the riders give the command to draw swords and secure them.

Team course description, part 4



○ Barrell

□ Rings

⊗ Apples

Rider A has blue arrow ➡

Rider B has green arrow ➡

Rider C has red arrow ➡

★ 14 Event nr 14: One of the riders give the command to draw swords and secure them.

★ 15 Event nr 15: One of the riders give the command to perform legyild to the right. Sword to be secured.

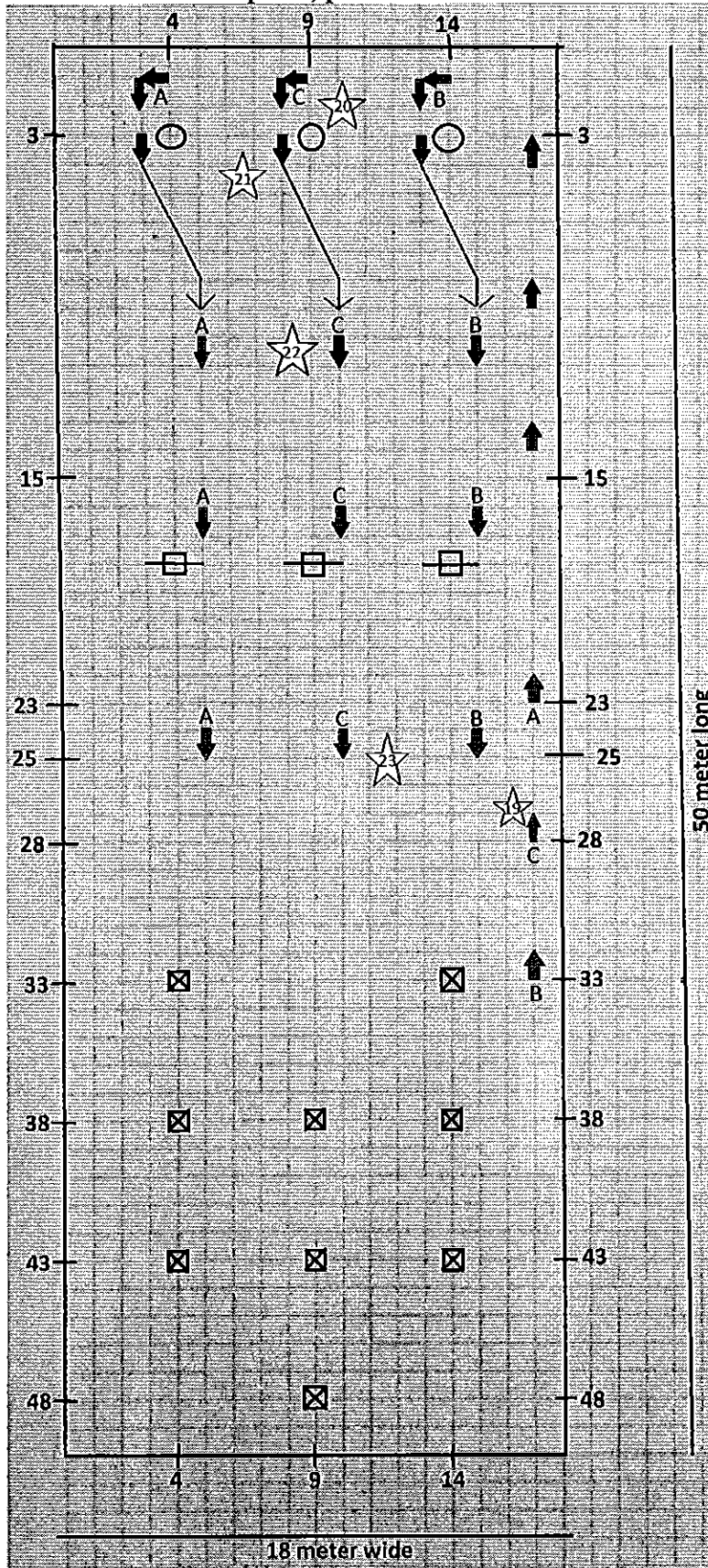
★ 16 Event nr 16: One of the riders give the command to change gait to collected canter, and keep sword ready.

★ 17 Event nr 17: One of the riders give the command to attack apples in a half circle. Warcries are acceptable :-)

★ 18 Event nr 18: One of the riders give the command to legyild to the right, and secure sword.



Team course description, part 5



○ Barrell

□ Rings

⊗ Apples

Rider A has blue arrow ➡

Rider B has green arrow ➡

Rider C has red arrow ➡



Event nr 19: One of the riders give the command to change gait to trot.



Event nr 20: One of the riders give the command to turn left after the barrell, sword to be held in secure position.



Event nr 21: One of the riders give the command to change gait to collected canter, and the legyield to the left. Sword are now to be held ready.



Event nr 22: One of the riders give the command to charge at the rings, sword to be stretched forward, while trying to impale one ring. smaller rings give more points. Note that rings are to be collected on the right side of the horse.



Event nr 23: One of the riders give the comand to halt, and stand still with sword in secure position. When head judge give the command to leave the list, you may do so freely :-)

50 meter long

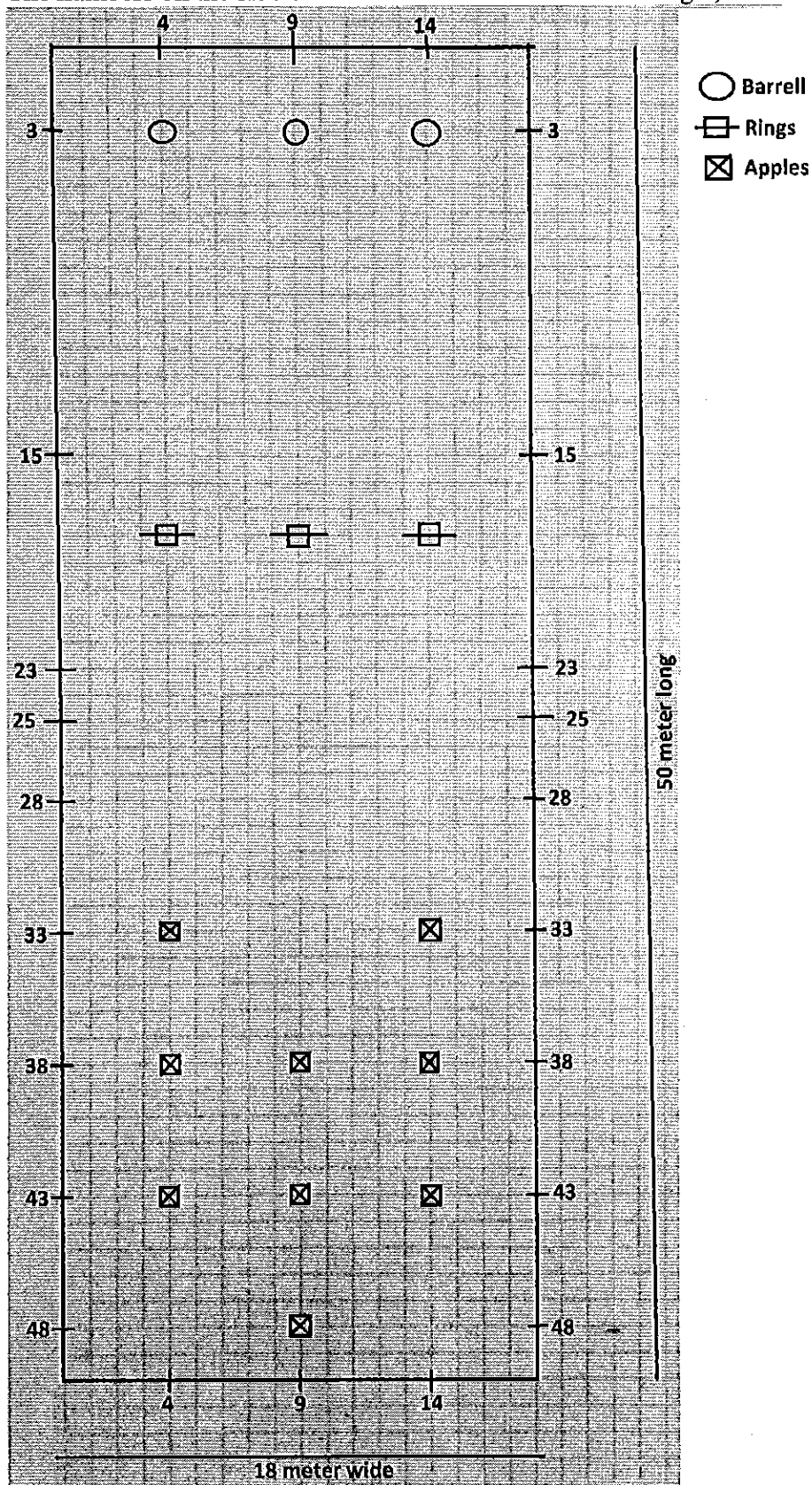
18 meter wide



TEAM EVENT COURSE, BUILDING:

This picture shows you how you can set up the course and try it out at home.

The numbers on the side of the course are distance to the target, measured in meter.





10. Jousting rules

Minimum requirements for armour and equipment/shield are described in the section about equipment.

The lances measure 3,05 m without pine tips. They will be tipped with pine that is 0,62 m long. Complete length of the lance will be 3,7 m, where 3,1 m is projecting. The grip is marked.

Course:

Measurements: 18 x 50 m, Tilt: approx 30 m, Countertilt: approx 20 m, Ground: sand

The Jousting Match:

Knights will be divided into three groups with six people (group one, two and three). All persons in one group will run 3 passes at each other (max 2 passes in practice session). The scores for each jouster will be accumulated over the course of the tournament. In the case of a draw the best jouster will be determined by a jouster's skill-at-arms score.

Riding order is displayed in camp, and it is expected that knights are ready at their appointed times. The herald will individually introduce the knights in the group, and each knight might enter the lists with their banner. The whole group enters the lists at the same time, and greet the crowd. They may then ride in the lists for 5 – 10 minutes while the herald introduces each knight. The head judge will then signal the herald that the competition is to begin, and the herald calls the knights to compete. The first knight called is assigned the red corner, and the second knight is assigned the blue corner. The other knights leave the lists until it is their time to compete. At the start of the match each knight will present themselves at their end of the tilt line. Each knight will run all of his/her passes from the same end of the tilt line and return to that end after each pass.

The head judge will signal that the lists and judges are ready, and the squires hand out the lances to the knights. Knights may start their pass once they are ready. Once a knight is ready to start a pass he/she takes up a lance and raises it in the air to signal that they are ready. Once both knights have indicated that they are ready, they may commence. At the end of the lists the knights stops with the lance upright and secured, before handing it to the squire.

If either knight wants to, he or she may call for a non-contact measuring pass to be run at the start of a match. This checks whether or not the horses are running correctly and that the knights are happy with their equipment. Once both knights are happy to continue, then the following passes are contact passes.

A jousting match consists of 3 passes. Knights cross each other on the right side of the tilt line, and must keep control of the reins at all times. Should a knight experience technical problems he will be awarded 2 minutes to solve it or forfeit. An unhorsed knight will be given 5 minutes to remount after getting back up. Medical examination might be requested.

If there is an incident during a contact pass (e.g. if a knight is unhorsed or if a horse shies badly) the knight may call for a measuring pass. A knight may call a "mercy pass" if he/she thinks that it would be unsafe to deliver a hit to the opponent. This can occur in a variety of circumstances such as the opponent starting his or her run too late. The "mercy pass" is called by the lance being pulled off-target and raised to the vertical while the knight maintains a defensive posture, in case the opponent does not see the call and attempts a strike. No points are scored on a "mercy pass" instead the pass is re-run.



There will be announcing of scores after each match, to please the crowd. After all matches are done in a given group, all knights in that group will be called in the arena and the herald announces scores and placing.

Note: Should the number of riders become odd, we might have some difficulty getting the same number of passes in all joust group. This can be solved in several ways. This might involve “dummy riders” from amongst you. This will be decided if the problem occurs.

Lance control:





When the knights start his pass, the lance is lowered gradually using the levée technique; the lance is only horizontal the last meter before the hit. The lance must also be couched during the levée, i.e. held tight in the armpit. The lance must be couched while doing the levee, during the hit and immediately after the hit. It should then be secured at the hip before the knight reaches the end of the tilt line. Poor lance control will lead to a – 1 point penalty (i.e failing to secure, bad levee, poor couching).

Horse head

Should a knight push his/her horse's head over the tilt line, so that the opponent risks hitting the horse, it might lead to a re-run. Should the knight repeat this error in the same match, he/she might be disqualified from that match. This is up to the discretion of head judge.

Target Area.



	Off target
	Off target
	legal target
	Disqualify

The *ecranché* style shield that was used from the early 14th century onwards is the preferred style of jousting shield in this tournament, as this is directly attached to the target area and helps prevents shield folding. In some of the later period harnesses where the wooden target only covered some of the torso, the wearer must ensure that his or her torso armour is strong enough to absorb direct strikes with the lance.

Legal target is the shield, or if the shield is small the torso might also be a legal target. If the knights lower arm is held high, and gets hit while being in the preferred target zone, the hit will count as legal.

Off target hits gives 0 points, and may result in a penalty. Head hits and unhorsings are normally seen as accidents, but if a competitor repeatedly and deliberately unhorses his/her opponents or hits them in the head, he/she will be warned and eventually disqualified.



- 1 point: for a light or glancing hit to the target area that does not break the tip or only **partially breaks the tip**.
- 2 points: for a hit on the target area that completely breaks the tip **into two separate pieces**.
- 3 points: for a hit on the target area that shatters the tip **into three or more fragments**.

Note that there are no additional points for unhorsing an opponent.

Penalties

- 1 point: for failing to present the shield/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 (at the discretion of the head judge).
- 1 point: for trotting or walking at the point of impact during a pass.
- 1 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 offence, if the rider re-offends again during the match then he or she automatically loses that match. The third offence (either during the same match or a later one) may also lead to disqualification from the tournament (at the discretion of the head judge).
- 1 point: For striking a horse with any part of the lance. 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 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.
- 1 point: for poor lance control, ie. Failing to do levee, couching or securing of the lance (before and after hit)
- Varies Any behavior that could adversely affect the public profile of the host club, the event or jousting in general can also result in a penalty. This penalty is at the discretion of the head judge 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.

If a rider cannot complete his or her allotted number of passes during a match as a result of the opponent being penalised, then he or she is generally awarded 2 points for each pass that wasn't run. The offending rider receives no points.

**Judging the joust**

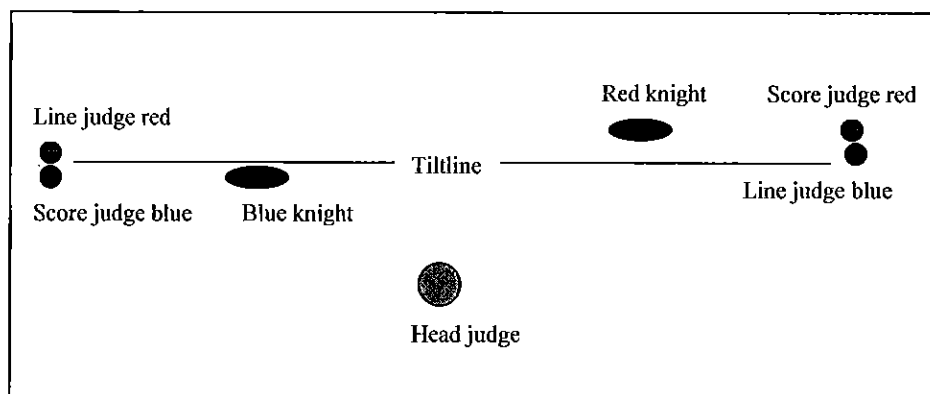
A line judge (red and blue) is posted at each end of the tilt rail at a suitable safe distance.

The line judge will evaluate the incoming riders shield

presentation, and his knights lance control (levee, couch, secure).

A score judge (red and

blue) is placed so that he can view his knights hit and award points if there has been a breaking. The head judge notes if the knights were cantering at point of impact, and communicates with the other judges after each pass. The knights are not allowed to start their next pass before the head judge gives the signal to do so.



The head judge is present as supervisor of proceedings, to confer with line and score judges and conclude the scoring. He marks the result of each pass down. Each line judge and score judge has a flag. The blue line judge and score judge has a blue flag and the others a red flag. Judges with the same flag colour represent the same knight.

Score judges demonstrate the result of each pass of lance as follows:

- The raising of the flag arm vertical denotes a hit. Then:
 - 3 points is shown by placing the flag on the chest
 - 2 points is shown by placing the flag on the left shoulder
 - 1 point is shown by placing the flag on the lower part of the other arm.
- The arms down and not moving indicates a miss.
- Extending the flag arm horizontally indicates a bad or illegal strike. At head judges signal illegal strikes are then explained by a further gesture.
 - Flag in front of head indicates a head strike
 - Both arms down and in front of the abdomen indicate a strike to the saddle or none legal zone (orange and grey zone)
 - Both arms down and in crossing/moving motion indicates a hit to the horse, then
 - A glancing hit is shown by raising the arm with the flag to horizontal
 - A direct hit is shown by keeping the flag arm low and in motion
- A sweeping strike with the side of the lance (as opposed to a clean strike with the point of the lance) is deemed a foul blow and is indicated by the arm being moved across the body horizontally with the flag outstretched and flat.

Line judges indicate the shield presentation and lance control of the incoming rider:

- Bad shield presentation is shown by keeping left arm horizontal.
- Good shield presentation is shown by raising left arm vertical.
- Poor lance control (failed either securing, levee or couching) is shown by keeping right arm horizontal.
- Good lance control is shown by raising the right arm vertical.

The head judge marks if the knights were trotting or walking at point of impact.