

Combatants Keep
Treaty City Tournament

26 May 2018 – 27 May 2018

Darke County Fairgrounds

717 Sweitzer St.
Greenville, OH 45331

Organizer: Kim Nader

531 E 5th St

Greenville Oh 45331

937-423-2890

www.combatantskeep.com

Accommodations: on site or

Hotel

Comfort Inn or Holiday Inn

Russ Rd

Greenville Oh 45331

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 will be skill at arms and frangible tip joust.
- 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. **Age:** All jousters must be a minimum of 18 years of age to be able to compete.
 - c. **Emergency information:** All riders are recommended 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 or have on file with event officials
 - d. **Tack:** Any combination of safe 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.
 - e. **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.
 - f. **Dogs:** Any dogs must stay in or at your trailer.
 - g. **Rules:** A copy of these rules will be made available to all competitors and posted in a public area.
 - h. **Intro songs:** Please make sure all songs are appropriate with no swearing or suggestive material since the event is open to the public.

Animal Health Requirements:

All animals must be in good health and weight, a minimum of a body score of 4. Kept clean and tidy. Stalls must be cleaned daily and horses well cared for. They will be in the public eye at all times.

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

a. Stalls and bedding will be made available by event for a fee.

3. Skill at Arms

a. Skill at Arms will be offered in 4 levels for non jousting competitors.

Competitors are responsible for being able to compete in the level in which they have signed up. Level 1 – walk only, with blunt weapons (spear and pigs being counted by touches not sticks) and a ground pole jump, pigs are to be 12” square. Level 2 – trot only, with blunt weapons (same as L1) and an 18” high crossrail jump, pigs are to be 12” square. Level 3 – trot only, with sharp weapons (spear and pigs must be stuck and stay to count) and an 18” high vertical jump, pigs are to be 6” square. Level 4 – canter only, with sharp weapons (same as L3) and a 24” high vertical jump, pigs are to be 6” square.

b. Jousters will be expected to ride skill at arms at level 5, which is in armor at a canter with sharp weapons (same as L3&4) with a 24” high vertical jump and 6” square pigs.

c. Helmets (modern or historical) are to be worn whenever mounted

d. Jump poles are to be made of wood not pvc.

e. Riders are to remain in control of their horse at all times.

f. Riders may choose to skip an obstacle for no score if they feel it is unsafe for them or having technical difficulties.

g. Riders will pick the weapons up from designated stations and return them to designated stations. Levels 1-4 may have ground crew assistance if unable to acquire their weapon and deemed safe for the ground crew (horse must be still)

h. Skill at arms scores will be the most points win, with time breaking any ties. Faster time wins.

i. Skill at arms is a timed event. The beginner levels (1 and 2) will have a max time to not incur penalties. Levels 3, 4 and 5 will be timed by either an electric timing system or two (2) stopwatches with the times being averaged together. Break in designated gait (except at weapon pick up or drop off points) during the obstacles will incur ½ point penalty for every occurrence.

j. The Field Marshal may stop a run at anytime for safety reasons. Depending on the issue the rider may be able to start again.

k. Weapons: For skill at arms: L1-L2 riders will use a bow staff to spear rings and touch spear target and for touching pigs. A baston for head chops. A “training lance” for the quintain and spinner. Riders in L3-L5

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. A joust lance with a solid tip will be used for quintain and small spinner and another pointed spear for pig sticking. All weapons will be provided by event. Riders may use their own weapon upon organizer approval.

4. Joust

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.

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 15" x 15") 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 rubber coronels.
- 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 arrets and grappers 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 at the end of that pass they will now start from the side where they ended. They are not to enter the lyst until all ground crew has finished clearing debris from the lyst and the marshal has called the lyst clear. 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. Failure to be engaged in a canter will result in loss of points for that pass. Riders should make every effort to stop at the end of the list.

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 be 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 match.

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 coronel to score
3. 1 point: for a strike to the target area (ecranché shield) which separates the coronel or part of the frangible section from the main body lance (i.e. coronel or part of the frangible section ends up on the ground). The frangible section must be broke, no points for hits (attaints) without breaks.
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. 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 or striking the opponent off-target.
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 1 point for each pass not run.
7. No point: for poor lance control. i.e. Swinging lance wildly from side to side, exceeding the width of the lyst lane. Dropping the lance onto the center lyst barrier. Any behavior that may jeopardize the safety and well being of horse or rider. Continued lack of ability to control the lance may lead to disqualification. Head judge decisions are final.
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, excessive spurring of horse, 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.

9. **Horse Score:** Horses will be scored separately from their riders. Each horse may earn up to three (3) points each pass run. One (1) point for standing in the designated box at the beginning of the pass. One (1) point for maintaining the canter at least one (1) stride past point of impact. One (1) point for stopping in the designated spot at the end of the pass. Judges may choose to award a point to the horse if it is determined that rider error caused the fault. i.e. horse breaks before impact due to rider losing balance and pulling back and giving whoa command via the reins.
10. **Team Competition:** Teams will consist of 3-5 jousts. The scores will be taken from the individual passes and the top 3 scores will be counted for the final placing of the team.

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 thus far. They will receive zero points for any matches not run.
5. Competitor's total jousting score will be the total number of lances broke.
6. Should there be a tie in the joust, the higher skill at arms score will be used to break the tie, if skill at arms is also a tie the faster skill at arms time will determine the winner.

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.

All fees must be paid before competitor begins any event.

This is an open arena. In the case of severe weather, riders may be asked to dismount and leave arena for safety and/or report to designated safe areas (i.e. concrete bathrooms or barns) In the case of a visual lightning in the air all riders are to dismount and leave the arena with horses. If no lightning has been seen for 15 min round will resume where left off, if excessive lightning round may be postponed or rescheduled. Matches will continue in rain, unless becomes torrential.

Opening date for entries: March 1 2018

Closing date for entries: May 12 2018

Head Marshall: Jim Myers (tentative)

IJL Auditor: tbd

Stephanie Campbell will be the onsite veterinarian.

Patrick Neill will be the onsite farrier.

Wayne Hospital will be notified of event and is across the street from venue.