



RAVERSYDE TOURNAMENT RULES & INSTRUCTIONS

2020 EDITION – 25th AND 26th OF JULY

RULES OF THE KNIGHTS TOURNAMENT

This section contains a detailed list of the required material. It also includes the course of the tournament, the complete rules and the registration procedure. Please read it carefully.

TAKE CARE: These rules can be subject to modifications. If possible, a mail will be sent to explain the changes. The potential changes will also be explained during the openings briefing.

PROVIDED BY THE ORGANIZERS

- An arena with wooden barriers and an additional rope around the duel field to keep the public clear from the fighters
- A grandstand that can fit approximately 9 persons
- A point system with flags to show in real time how many points each fighter has scored
- Two awnings either side of the grandstand for the fighters to sit under
- One commentator (outside of the barriers)
- One head marshal (outside of the barriers)
- Two field marshals (inside of the barriers)
- One person to keep the score up to date using the flags
- Two spears (steel and blunted)
- Two poleaxes (with rubber head)
- Two rondel daggers (Wood)

TO BE PROVIDED BY THE FIGHTERS

- A lady to cheer for het champion, in the arena
- A squire to attend to the needs of his sire
- A harness and all necessary garments, undergarments and varied accoutrements
- A blunted sword
- A historically authentic seat (chair, bench, stool)
- Refreshments aplenty to keep you going
- A well-rested disposition and a fair and chivalrous fighting spirit.

RULES OF THE FIGHTING TOURNAMENT

Before each fight, both fighters will agree on the weapon to use. The available choices are: sword, poleaxe, spear or dagger. All of these will be provided by the organizers except the swords. Fighters can use their own weapon but their

use will be subject to the head marshal's approval (History and security). All weapons used during the tournament have to be blunted.

Fighters will also decide together before each duel if they accept thrust and head shots.

Depending on the number of participants, the fighter needs to score a number of 3 or 5 points to win a duel. Points are scored as follows:

- By thrusting against an area not protected by plate (to score against areas protected by mail, the marshal must deem the attack is made with sufficient force. (But don't forget to stay safe!))
- By hitting in a weak spot of the armor (back of the neck, armpits, inside of elbows, wrists, groin, bottom or back of the thighs) or by clearly hitting the helmet
- By divesting your opponent of all weapons
- By throwing your opponent to the ground
- By driving your opponent from the field
- **Specific to sword and dagger:** By a cut to an area not protected by plate or mail (E.G. back of leg, inside of elbows)

A **double hit** (both fighters hitting each other at the same time) will result in **no points** to either participant.

Stabbing or thrusting towards the eyes if your opponent is not allowed.

Before each duel, fighters can agree together and with the marshals on small modifications to the fight's rules (No grappling, no half sword, no thrust, etc.).

All participants must respect the rules, the requests and the decisions of the marshals.

There will be no discussion on the marshal's decisions.

RULES ABOUT THE HARNESS

All harnesses worn during this tournament must be based on European armor dating in the second half of XVth century. The list of mandatory armor parts is as follows:

- Arming doublet or gambeson
- Helmet (such as sallet, armet, great bascinet, etc., worn with a **closed visor**)
- Bevor (if you use a sallet) and/or maille collar
- Breastplate
- Pauldrons or spaulders
- Elbow pads
- Gauntlets or mittens
- Maille skirt or maille hosen
- Leg harnesses which protect at least the knee joints

Preference is strongly given to all-white, full-plate harnesses on the field. Our aim is to portray a tournament with as much historical accuracy as possible. Therefore, fighters wearing any type of armor (LARP, fantasy or other) that the organizers deem unsafe or not enough historically accurate will not be allowed to take part to the tournament.

For any question or if you are unsure your equipment fulfill the criteria, don't hesitate to contact organizers by mail to knight@tartesetbastons.be

PROCEDURE TO TAKE PART TO THE TOURNAMENT

Anybody that will take part to the knights' tournament must first register their company via Tartes & Bastons website:
<http://register.raversyde.tartesetbastons.be>

If you want to take part to the knights tournament, you must also register as fighter by sending a mail to
knight@tartesetbastons.be

We strongly recommend to fighters and to the company's responsible to join the Facebook group related to Raversyde tournament : <https://www.facebook.com/groups/RaversydeTournament>

A briefing will be held on Friday evening (day before the beginning of the tournament) for the fighters to check who is arrived and fulfills the criteria to take part to the tournament. The passage order will be given during this briefing and the rules, with all potential changes, will be reminded.

People that are present at the meeting won't be allowed to take part to the knights' tournament.

COURSE OF THE TOURNAMENT

The event is located at

[Nieuwpoortsesteenweg 636,](#)
[8400 Ostende,](#)
[Belgique](#)

Companies and participants can arrive from Thursday afternoon.

On Saturday, before the start of the knights' tournament, all fighters shall go to the tournament area and sit under the awnings, out of the sun. After their presentation by the announcer, sets of two fighters will be called to fight a duel with the weapon of their choice. The chosen weapon can change between each duel.

The aim of the fights of Saturday is to accrue as many points as possible.

On Sunday, the tournament will go on, organized as a tree with direct elimination to reach the semi-finals and final. The score obtained on Saturday will be used to determine the place of the fighters in the duels tree.

Depending on the number of fighters, Sunday may begin with fights for points based on the same principle as Saturday, then continue with the semi-finals and final.

Sunday, at the end of the day, the three best fighters will be known. Of course, the final duel will be the main spectacle for the public.

After the end of the tournament, a ceremony will be held where the three best fighters will receive their well-deserved price.