

Storvik Novice Tournament 2026, A.S. LX

04/25/2026

Patuxent River Park, 16000 Croom Airport Road , Upper
Marlboro, MD, 20772

Schedule:

- 9:30 AM: Minister of Lists Opens/Inspections & Authorizations Start
- 10:00 AM: Morning Court, List Field Closes
- 11:00 AM*: Inspections & Authorizations Restart
- 12:00 PM**: Academie d'Espee Oaths (for those who are interested)
- 12:15 PM**: Rapier Novice Tournament Starts
- Immediately after the Rapier Novice Tournament ends: Provost Prize Fight for Lord William Mac Dhomhnaill
- Immediately after Prize Fight Ends: Bearpit Tournament and Never Won a Cut & Thrust (C&T) Tournament Tournament (both tournaments will run simultaneously)
- 15 minutes after Tournaments End: Capture the Fort Melee
- 3:30 PM: Field Closes and List Fence Tear Down

Note 1: First time rapier authorizations will be prioritized. Additional authorizations may be moved to a time when we have a moment, as the priority is getting fighters authorized for the Novice Tournament.

Note 2: As always, rules for the day's activities are subject to change depending on the number of participants, number of available marshals, time remaining in the day, weather, and other unanticipated factors.

*These will restart as soon as morning court ends and the field is clear.

**Approximate time as this will depend on the number of authorizations and the length of morning court.

Novice Tournament:

1. Eligibility:
 - a. No more than 2 years from your first rapier authorization.
 - b. Have never won a rapier tournament at an event before.
2. Disallowed weapons forms:
 - a. Rapier spears
 - b. Cut & Thrust (C&T)
 - c. Daggers only
3. Valid blows:
 - a. Thrusts
 - b. Draw Cuts
4. Valid targets:
 - a. Standard SCA rapier targets (e.g. the entire body)
5. Bring your best. Matching weapons forms is not required.
6. The tournament will be fought as a pooled round robin best 2 of 3 passes.
7. Double kills will be refought until there is a clear winner of the pass.
8. Both fighters report the results to the MOL.
9. The top 1 or 2 fighters (depending on numbers) from each pool will be fed into a single elimination best 2 of 3 passes tournament.

Never Won a C&T Tournament Tournament:

Note: The tournament will not be run unless we have at least 3 participants.

1. Eligibility:
 - a. Authorized in any Cut & Thrust (C&T) form. (Rapier spear is not included).
 - b. Have never won a C&T tournament. (If you've won any other rapier or light rapier tournament, but not a C&T tournament, you're still eligible.)
2. Disallowed weapons forms:
 - a. Rapier spears
 - b. Mixing of two hand and single hand weapons forms (e.g. No rapier versus longsword)
 - c. Daggers only
3. Valid blows:
 - a. Thrusts
 - b. Draw Cuts
 - c. Percussive Cuts
 - d. Percussive Tip Cuts
4. Valid targets:
 - a. Standard SCA C&T targets (e.g. the entire body)
5. Bring your best. Matching weapons forms is not required.
6. The tournament will be fought as a round robin best 2 of 3.
7. Double kills will be refought until there is a clear winner of the pass.
8. The winner reports the results to the MOL.
9. Prizes:
 - a. Overall winner: Period Pin
 - b. Highest placing member of: (prizes to be determined)
 - i. Order of Defense
 - ii. Order of the White Scarf (or rapier GOA award from out of kingdom)
 - iii. Order of the Sea Dragon (or rapier AOA award from out of kingdom)
 - iv. No rapier award

Bearpit Tournament:

1. Eligibility:
 - a. Any authorized rapier fighter.
2. Disallowed weapons forms:
 - a. Rapier spears
 - b. Cut & Thrust (C&T)
 - c. Daggers only
3. Valid blows:
 - a. Thrusts
 - b. Draw Cuts
4. Valid targets:
 - a. Standard SCA rapier targets (e.g. the entire body)
5. Single pass bearpit. Wounds not retained.
6. Double kills count as a loss for both fighters.
7. You can stay in the pit for up to 3 wins. Once you have lost or hit 3 wins, you report your wins to the MOL.

Capture the Fort Melee:

Whichever team can defend the Fort the longest will be the victor for the day.

The scenario will be run such that each team will have a chance to both attack and defend. Ideally this will be run such that each team attacks and defends 3 times. Times will be averaged over the number of times we run the scenario. The scenario ends when someone from the attacking team enters the Fort and raises the attacking team's flag or when the defending team kills all of the attackers. See the rules for details.

Each team will select a Captain for the day from the novice fighters (authorized 2 years or less and never won a rapier tournament before). The Captain will be designated by a golden baldric. It is up to the team to decide what responsibilities, if any, the Captain will have. The Captain cannot change unless the Captain must drop out of the melee. **The novice fighter must consent to being the Captain.**

The Captains will not be allowed to fight each other during the melee unless they are the last two remaining fighters on the field.

Should the average time to defend of both teams be within +/- 15 seconds, the Captains will have no choice but to fight a single pass one-on-one fight to determine the winner. Choose your Captain wisely! There will be a time limit of 10 minutes for this fight. If that time limit is reached a draw will be declared.

Rules:

1. Disallowed weapons forms:
 - a. Dagger only
 - b. Two handed swords (even those used with only one hand)
2. Rapier spears and Rubber Band Guns (RBGs) are explicitly allowed in this melee.
 - a. No collecting fired RBG ammo from the field while the melee scenario is active.

- b. You are allowed to reload your RBG during the scenario, just not with ammo you have already fired.
- 3. Valid blows:
 - a. Thrusts
 - b. Draw Cuts
 - c. Death From Behind (DFB)
- 4. Valid targets:
 - a. Standard SCA rapier targets (e.g. the entire body)
- 5. If any marshal sees a bad DFB, then DFB will no longer be allowed for the remainder of the day.
- 6. If any marshal sees a single bad spear shot, the offending fighter will not be allowed to use a spear during a melee for the remainder of the day.
- 7. Knee walking to engagement is allowed.
- 8. Running to engagement is allowed. You cannot attack until you have stopped running.
- 9. Resurrections:
 - a. Both the Attackers and Defenders will have a number of team resurrections based on the size of the team.
 - b. Resurrections will be designated by strips of fabric hung at the resurrection point. When you resurrect you remove the fabric strip from the line and place it in the bucket.
 - c. When there are no more fabric strips for your team, your team is out of resurrections.
- 10. Team Makeup:
 - a. The Rapier Marshal in Charge (RMIC) will make sure that each team has as even a distribution of fighters as possible based on the number and award level of the fighters at the event.
 - b. Fighters will line up by award level and a marshal will walk down the line and count off “one,” “two” as they pass by fighters. The fighters will then split off into a group of the “ones” and a group of the “twos.” The RMIC may make some adjustments if the teams seem unbalanced.

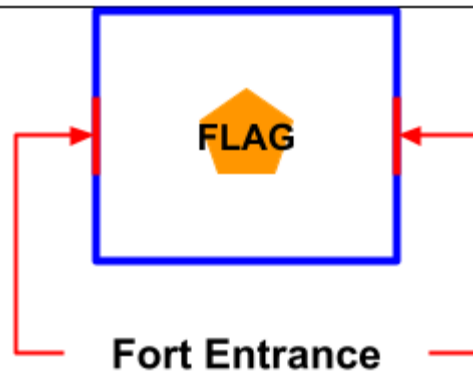
- c. For the purposes of this lineup, Free Scholars of the Academie d'Espee can line up between the White Scarves and those with a Sea Dragon only.
11. Timing:
- a. If a Hold is called the stopwatch will be stopped, but note that since safety is the priority there may be a delay in stopping time.
 - b. Each run of the scenario will run for no more than 5 minutes. If the attacking team is unable to raise the flag within that time, the defending team will have won that run of the scenario and be awarded 5 minutes of defense time for that run of the scenario.
 - c. If the defending team kills all attackers before the attacking team is able to enter the Fort and raise the flag, the defending team will be awarded 5 minutes of defense time for that run of the scenario.

Fort Rules:

Note: The field setup in the diagram below is subject to change.

1. Defending team fighters are not allowed inside of the Fort. That means that the entrance to the Fort is the edge of the world for the defending team.
 - a. If the defending team enters the Fort for any reason other than being forced into it by the attackers, the offending member of the defending team will be dead and need to resurrect (if there are any resurrections for their team remaining!).
2. No fighting over or through the Fort Walls or through the Fort Doors.
3. The attacking team can only enter through the Fort Doors.
4. Rubber Band Guns cannot shoot through or over the walls of the Fort and are also not allowed to be shot into or from the Fort Doors.
5. The flag must be raised as high as it will go in order for the time keeper to call hold and stop the timer.

DEFENDER RESURRECTION



ATTACKER RESURRECTION