

Overall Rules

Best Overall

Champion of Champions Invitational

Encampment

Combat Tournaments

Any Weapon (7, 5, 3)

Any Weapon Pairs (6, 4, 2)

Combat Archery (7, 5, 3)

Combat Spellcasting (10, 8, 6)

Epic Great Weapon (5, 3, 1)

Florentine (7, 5, 3)

Grand Melee (10, 8, 6)

Knights & Squires (6, 4, 2)

Longsword (7, 5, 3)

Support Spellcasting (10, 8, 6)

Sword & Shield (7, 5, 3)

Arts & Sciences Tournaments

Calligraphy (7, 5, 3)

Chronicling (7, 5, 3)

Embroidery Skills (7, 5, 3)

Engineering (7, 5, 3)

Horseback Archery (6, 4, 2)

Magical Knowledge (7, 5, 3)

Musical Performance (10, 8, 6)

Property Reallocation (3, 2, 1)

Provisioning (7, 5, 3)

Ritual Performance (10, 8, 6)

Spell Verbal Writing (7, 5, 3)

Storytelling (10, 8, 6)

Tactics (7, 5, 3)

Full Day Honorifics

Heralding (10, 5)

Most Honorable (15, 5)

Attending (10)

Overall Rules

- All competitors are expected to seek honorable victory. All spectators are similarly expected to conduct themselves with honor throughout the day.
- Unless otherwise specified, each tournament will run separately for either two or three divisions:
 - Knights and Unbelted, or
 - Knights, Attendants, and Untitled.
- No one may judge or marshal a tournament in which they are an entrant, but entrants of one division may be allowed to judge or marshal other divisions.
- Upon arriving at the event, for the purposes of the combat tournaments any spellcaster may decide to set aside their magic at the Altar to Rawonam and any attendee may decide to gain a full set of spells at the Altar to Antioch. This is a one-time option - while any attendee may later decide to revert to their regular capabilities, they will not be able to participate in any subsequent combat tournaments and will not be allowed to switch again.
 - Attendees forgoing their spells for the combat tournaments must leave a physical representation of their magic (a spellbook, implement, familiar, etc.) at the Altar to Rawonam. They will then be permitted to ignore their weapon and armor restrictions to wield weapons and shields and benefit from armor during combat tournaments as though they knew no spells. Anyone choosing this route must still wear armor to call it.
 - Attendees forgoing their full combat capabilities or regularly-known spells to use magic in the combat tournaments must leave a physical representation of their fighting ability (armor, a weapon, etc.) or current spells (a spellbook, implement, familiar, etc.) at the Altar to Antioch. They will then be permitted to register a temporary spellbook with a magic marshal, usable only during the combat tournaments. This temporary spellbook may be prepared ahead of time or at the event, and must meet all requirements set forth in the Omnibus.

Best Overall

Almost all tournaments will carry a corresponding point value for placing (1st, 2nd, 3rd) or winning and receiving honorable mentions, with 1 point being granted to all competitors in each combat or arts and sciences tourney. Exceptions are the Champion of Champions Invitational and Encampment tournaments, which will not contribute to the Best Overall rankings. At the end of the day, the competitors with the highest point total in each division (Knights and Unbelted, or Knights, Attendants, and Untitled) will be awarded with "Best Overall" award for their division.

Winners will also be granted free entry to any one future Chimeron event (Black & White Masquerade, Feast of Chimeron, Green and Gold, Tournaments of the Branch, Chimeron Questing, or others that may arise.) Other events run by members of Chimeron but not the Kingdom itself may choose to accept the voucher at their discretion.

Champion of Champions Invitational

The Champion of Champions Invitational is limited to Player-Character competitors who can provide:

1. Written declaration of their Champion status signed by the highest authority (or authorities) of their nation, kingdom, or faith.
2. A standard bearer carrying the banner of that group any time the Champion is in combat.

This tournament is not divided into separate divisions for Knights and other competitors. All entrants will compete on equal footing regardless of belts or titles or lack thereof. Each Champion may only represent one group should they be Champion for multiple.

This tournament will consist of a single-fight Any Weapon round-robin across all Champions followed by a Grand Melee. Each victory in the round-robins will confer 1 point, and points conferred during the round-robin fights will determine starting positions in the subsequent Grand Melee circle. Placing first, second, and third in the Grand Melee will confer 10, 6, and 3 points respectively. The Champion with the most cumulative points from this tournament will be declared the victor.

The winner of this tournament will receive free entry to any one future event in the Realms. Those placing second and third will receive free entry to any one future Chimeron event.

Encampment

Groups who have members pre-registered before September 9th will be allotted space to set up their seating and shade around the main tourney ring according to the number of attendees they have registered. Each section will be scored for comfort, aesthetics, refinement, and thematic cohesion.

The winning group will receive free entry for three of their members to any one future Chimeron event.

The tournament information below is arranged first by category, then alphabetically by tournament name.

Combat Tournaments

- All melee weapons, projectile weapons, and bows must be checked by a designated marshal before they may be used at this event.
- Unless otherwise specified, all combat tournaments will be one-on-one fights, with the winner of two of three progressing to the next round of the single-elimination tourney bracket.
- In bracketed tournaments, the winner(s) of the final match will be declared the victor(s).
- Competitors in brackets will fight round-robin bouts in cases where the number of competitors in a bracket tier is uneven.
- Before each round of fights, the matchups and order will be announced. Competitors not present when their name is called will forfeit the tourney and the bracket will be adjusted accordingly.
- Each fight will be observed by at least two combat marshals. Unless otherwise noted, their decisions are an extension of the Event Holder's.
- Each final fight must be preceded with an introduction of the finalists by their respective heralds. A competitor is not required to be announced by the same herald the entire day.

Any Weapon (7, 5, 3)

Competitors may use any one legal combination of weapons in each fight. Each competitor may use different weapons combinations in different fights.

Any Weapon Pairs (6, 4, 2)

As with Any Weapon, but competitors enter the tourney and each fight as a team of two. Pairs proceed through the tourney bracket together. Substitutions part-way through the tournament will not be allowed.

Combat Archery (7, 5, 3)

Competitors may only use a bow and arrows in these fights.

Combat Spellcasting (10, 8, 6)

Competitors may use armor if permitted, but may only use spells and weapons affected by their spells in this tournament.

Epic Great Weapon (5, 3, 1)

Competitors may only use melee weapons longer than 5' and up to 6'6" in length in this tournament. At least two seconds must pass between any competitor's attack or parry movement and their next. This bracket will be fought with one fight per bout rather than best two of three, and each competitor will be scored from 1 to 3 by their marshals on style, with 1 being low and 3 being high. Each competitor's scores from the marshals will be added together, with the higher cumulative score winning the fight. In the event of a tie, the competitor who died will win (because they were just as stylish while "losing" the fight).

Florentine (7, 5, 3)

Competitors may only use up to two single-handed melee weapons in these fights.

Grand Melee (10, 8, 6)

Instead of fighting in a ring, competitors will be randomly arranged in a large circle by the marshals in an open field. When the lay on is called, each competitor is expected to fight the others to the best of their individual ability. The last competitor standing will be declared the winner, with the second- and third-to-last standing competitors taking second and third place respectively.

Knights & Squires (6, 4, 2)

As Any Weapon Pairs, but one person in each pair must be a Knight and the other must be a Squire or other Attendant. Knights pairing with their actual Squires is preferred, and then those affiliated with the same order, but otherwise any Knight may enter alongside any Squire.

Longsword (7, 5, 3)

Competitors may only use hand-and-a-half melee weapons in this tournament.

Support Spellcasting (10, 8, 6)

Competitors must enter alongside a fighter. While the fighter's performance is not being evaluated in this tournament, the spellcaster's ability to work with them will be. Competitors unable to find a fighter to work with may request that a member of Chimeron stands in for them as their fighter. In the interest of fairness, rather than fighting live opponents each spellcaster-fighter pair will have 3 minutes to survive a timed set of damaging blows while navigating a course of traps and hazards.

Blows from simulated opponents will be called out by a dedicated marshal as "High", "Mid", or "Low". Each blow must be taken and verbally acknowledged by either the spellcaster or their fighter within two seconds of the call being made. "High" blows must be taken to the top of the head, "Mid" blows must be taken to the chest, back, or an arm, and "Low" blows must be taken to a leg. Blows may not be assigned to damaged parts of the body, but blows without a viable target location may be disregarded. (For example, while neither the spellcaster nor their fighter have legs, "Low" calls may be ignored. A fighter without legs cannot call "Leg" to a "Low" blow to prevent that blow from hitting their spellcaster.) Any other blows not taken will end the current attempt.

At the beginning of this tournament, spellcasters will walk through the course with a marshal and have an opportunity to ask questions about the visible hazards. A list of possible trap effects will also be posted the day of the tournament and competitors may ask clarifying questions if needed, but during competition trap effects will be called out by a dedicated marshal rather than being indicated visibly on the course. Failure to properly respond to hazard or trap effects will end the current attempt.

Each spellcaster will have two attempts at the course, with all spellcasters completing their first attempts before any begins their second attempt. The spellcaster who reaches the end of the course with their fighter fastest will be declared the victor. Should a spellcaster fail to complete the course on either attempt due to death or running out of time, their amount of progress through the course will serve as a tiebreaker against any competitors who also did not complete the course.

Sword & Shield (7, 5, 3)

Competitors may only use a single-handed melee weapon and a shield or buckler in this tournament.

Arts & Sciences Tournaments

Each of the tournaments listed below are tests of skill and knowledge in arts other than combat, though many compliment the life of an adventurer or warrior well. Each will have its own unique criteria, and some will require preparation before the day of the tournaments. Those where entries are judged on subjective criteria will be scored by a panel discerning Chimeronian judges who are reasonably qualified in the subject matter.

Calligraphy (7, 5, 3)

Competitors will be given pens, ink, and cards. They will design and create a wedding invitation with details provided at the event. Entries will be judged on legibility, visual presentation, accuracy, and refinement.

Chronicling (7, 5, 3)

Entrants are to write as complete a historical chronicle of the Insectafae as possible. Chronicles should be turned in upon arrival at the tournaments. Chronicles will be graded on completeness and accuracy of information.

Embroidery Skills (7, 5, 3)

Entrants will be given a piece of fabric, thread, and a needle as well as instructions for specific stitches and skills to demonstrate. Submitted swatches will then be graded on accuracy, completeness, neatness, and overall execution.

Engineering (7, 5, 3)

Competitors in this tournament will be provided with a topographical map with points of interest marked, and tasked with drawing the best plan for fortifying a particular area against an attacking army. Entries will be judged on relative defensibility, cost of materials, required construction time and effort, and capacity for people, animals, and supplies.

Horseback Archery (6, 4, 2)

Competitors in this tournament may wield a bow even if it is normally outside their weapons restriction. Additionally, they will be required to ride a horse of their own, find one to borrow, or pay 1 gold to the Chimeron Militia Stables for temporary access to a horse for this tournament.

A number of targets will be hung along a dedicated path, with smaller targets being worth more points than larger ones. Competitors will be allowed a bow and 4 arrows (their own or another's), and 30 seconds to ride their horses at a gallop along the path without stopping until their time is up or all four arrows have been fired. During that time they may attempt to hit as many targets as possible, not shooting any single target more than once per attempt.

Each competitor may have three attempts, submitting the best score and its time against the best attempts of the other competitors. The competitor scoring the most points will be declared the winner, with ties being broken by the shortest time to reach the tied score

Magical Knowledge (7, 5, 3)

Competitors in this tournament will be presented with a series of challenges and a wand granting one use of each commonly-available spell of a particular strength. (OOC: one use of each spell within a designated circle in the omnibus.) Using only their mundane abilities and the spell uses granted by the wand, each competitor must resolve as many challenges as possible within five minutes. Should multiple competitors resolve every challenge, the fastest to complete the final challenge will be declared the victor.

Musical Performance (10, 8, 6)

Individual competitors will be invited to perform a musical piece, either sung or instrumental, not to exceed three minutes in length. Depending on the number of competitors, performances may be scheduled together or throughout the day in between final rounds of combat tournaments. Performances will be evaluated on originality, proficiency, and audience reactions to the performance.

Property Reallocation (3, 2, 1)

Interested competitors may ask Sir Saka for instructions for this tournament in person on the day of the event.

Provisioning (7, 5, 3)

Competitors are invited to prepare their most inspired adventuring food and bring at least three servings for judges to sample. Entries will be judged on ease of transport and consumption, nutritional quality, and taste in decreasing order. All competitors must provide a full list of ingredients used, and bonus points will be awarded for those who bring enough to share with other attendees at the event.

Ritual Performance (10, 8, 6)

Competitors in this tournament will be tasked with cooperating to perform a single ritual lasting no more than 5 minutes, with 10 minutes to prepare once the competitors are told the goal of the ritual. Each competitor will be evaluated on preparedness coming in to the tournament, communication and cooperation during the preparation period, and the quality of their performance during the ritual itself.

Spell Verbal Writing (7, 5, 3)

Competitors will be given a particular spell that they must each write a new verbal for. They will have three hours to work, during which they may participate in other tournaments as they wish, but they may not receive assistance in this tournament from anyone else. After the three hours are up, competitors will each be asked to provide judges with a written copy of the verbal and recite it from memory three times. Entries will be judged on originality, thematic appropriateness to the spell, lyricism, intelligibility, and recitation accuracy.

Storytelling (10, 8, 6)

Individual competitors will be invited to perform a spoken piece, true or fictional, not to exceed five minutes in length. Depending on the number of competitors, performances may be scheduled together or throughout the day in between final rounds of combat tournaments. Performances will be evaluated on energy, vocabulary, and audience reactions to the performance.

Tactics (7, 5, 3)

Entrants will be challenged with commanding a simulated battle by utilizing a map and tokens. Each commander will be graded based on understanding and application of field tactics and strategy, clarity of communication, and creativity. The commander with the highest score will win.

Full Day Honorifics

Heralding (10, 5)

Before the initial Grand Melee, and preceding each final round of the various combat tournaments, each competitor must be introduced to their fellows and any gathered spectators. Marshals will be observing and making notes of each herald's performances throughout the day, and awards will be given to the best Herald as well as various unique honorifics for other noteworthy performances.

Most Honorable (15, 5)

Marshals and judges will be observing and making notes of each competitor's conduct throughout the day, and the competitor in each division perceived as holding themselves to the highest standards of honorable behavior will receive this honorific. Additional individuals seen conducting themselves particularly honorably may be given honorable mentions as well.

Attending (10)

Not all heroes make names for themselves on the field or in the study. Marshals and judges will be observing and making notes of those seen attending to the needs of others - helping them don and doff armor, carrying equipment, bringing them water or food, etc. Those receiving this assistance are encouraged but not required to tip those attending to their needs with gold or silver as they are able and see fit. Despite the name, this honorific is not restricted to the Attendants division - one person from each division seen as being the most helpful to others throughout the day will be named Most Attentive.