

## **Grand Day of Tournaments in the Barony of Cynnarbar [update 28 SEP 2025]**

### **Armored Combat – Important Overall Rules:**

All fighters MUST present Proof of Authorization and site token at the list table before signing in to fight - THERE WILL BE ABSOLUTELY NO "VOUCHING" FOR FIGHTERS.

Also, note that we will be strictly enforcing the Society appearance standard rules for combatants upon the field: All authorized combatants and warranted Marshals shall disguise, cover, or remove modern corporate logos and sport gear unless necessary for medical reasons. Special attention should be paid to appearance and the atmosphere of a medieval event should be maintained.

### **Rules for all Armored Tournaments:**

- Combatant must follow General Appearance guidelines: No blatantly modern sport equipment, no visible modern logos, any plastic armor should be hidden or constructed to appear as a historical representation (I.e. Plastic Lamellar).
- All weapon styles are permitted - with the following exceptions:
  - Single handed weapons may only use one thrusting tip.
  - Two weapon: - must consist of single handed weapons only.
- No Backup Weapons
- Weapon lengths should not exceed 6ft
- Shields must be of a reasonable size (do not bring a war shield to a tournament)

### **Armored Combat Schedule**

930am-10am - List open for Sparring/Authorizations

10am-1030am - Break for morning court

1030am-1100am - Continuation Sparring/Authorizations

1100am - Grand Tournament Sign-In CLOSED

1130am - Grand Tournament Begins

4pm - Additional Armored Tournaments (time permitting) see below

### **Grand Tournament Format**

**Pool Tournament:** Multiple rounds of Round Robin style combat: Each round will be reduced by those combatants who have the least number of victories in their respective pools. Pools will be fought until 16 combatants remain. The final round of 16 will be fought as a double elimination tournament. Finals will be best two of three bring your best weapons form.

### **Additional Armored tournaments**

#### **Double Elimination Speed tournament (Will take place prior to round of 16)**

- Entry into this tournament requires that a combatant not to have advanced to the final 16.

#### **Buckler tournament (Will take place prior to round of 16)**

- Fought as double Elimination Speed tournament

#### **Single Elimination 3 Person Melee Tournament Sponsored by Their Majesties**

- All tournament rules still applicable.
- Unlimited shield size.

**Time Permitting:****Gladiatorial Spectacle (aka Persecuted Faithful vs Lions)**

- Four Gladiators enter Arena.
- Gladiators will be armed with only a single handed weapon.

As in ancient times the Gladiators must fight among themselves for the entertainment of the attending Royals/Nobility/spectators. Should these Gladiators not provide such entertainment a Lion may be introduced into the arena. The Lion will be armed with Two Weapons and will be leashed. The Lion will attack any Gladiator in its vicinity in order to provide entertainment.

Finally there may be only one victor, be that a Gladiator or the Lion.