

2007 Calaveras International Jousting Championships

Tournament Entry

The tournament is open to any established jouster meeting the requisite safety and equipment guidelines. For entry information contact Marti Miernik at marti@joustingchampionships.com or 800-350-1814.

COMPETITION RULES / GUIDELINES

Competitors

1. All riders shall obey the instructions of the Knight of Honor / Field Marshal.
2. All riders shall abide by the decision of the event's Knight of Honor / Field Marshal on the allocation of horses to riders, whether a horse or a rider is deemed unfit to ride, or if tack is deemed to be unsafe.
3. Riders must use equipment that conforms to at least the minimum specifications as laid down by this tournament.
4. Riders are required to attend all tournament meetings at the event.

Skill-At-Arms

The skill-at-arms will consist of:

Rings

These are normally set up either in double or a triple sets with each ring being approximately 8 metres apart. The rings will be captured with jousting lances.

Quintain

The spinning quintain is struck with a jousting lance with a solid tip. Either a full 1 point or a ½ point will be awarded for each ½ rotation.

Spear Throw

A spear throwing target at a hay bale and a target drawn upon it. A light throwing spear will be used. The throwing distance will be determined mainly by the size of the lists.

JOUSTING TOURNAMENT

Match = consists of 3 passes and possible tie breakers between two competitors

Round = consists of number matches needed to eliminate the riders necessary to move up to the next round

Each day competitors will joust in two sets of elimination rounds. A knight with the most won matches will be the winner of that round and will move up in ranking.

Competitors will be awarded a point for winning each match. These points will then determine the over all standing in the competition. The top two riders will then compete in a final match.

Judging Team

Judging team will consist of 3 judges, and a score keeper under the direction of a Field Marshal.

The Jousting Match

A jousting match consists of a number of contacting passes.

Each jouster will be given a different color tip to ease the scoring as well as helping the spectators to see how the match is progressing.

A field marshal will signal to the knights with a white baton that he is ready to receive the pass. Each rider will then raise lance to the other rider. Once both riders have indicated that they are ready then they may charge.

3 contacting passes are run. At the end of the last contacting pass the points are totaled. If the result is a draw knights will continue until the match is settled.

If a rider is unhorsed, he has 5 minutes to recover and mount up again or he will lose the match.

The Field Marshal's call is final on all scoring and judging matters as they unfold on the field, no revision of scores will be done after the fact.

Target Area

The target area includes from the waist line to the bottom neck line. In the case of the tie breaker, breaking a point on the grand guard proper will garner a bonus point.

Scoring

- **0 points:** No points will be awarded for any lance breaks behind the van plate.
- **0 points:** No points will be awarded for not dropping the reins before the hit.
- **1 point:** For a light or glancing hit to the target area that does not break the tip.
- **3 points:** For a hit on the target area that breaks the tip off.
- **5 points:** For a hit on the target area that breaks the handle between the collar and the van plate.
- **8 points:** For unhorsing.

Penalties

- **-1 point:** For failing to present the target area fairly plus loss of any points scored during that pass. If the rider re-offends again during the match then he or she automatically loses that match.
- **-1 point:** For trotting or walking at the point of impact during a pass.
- Any shots below the waste will result in a loss of that match.
- A strike that directly hits a horse will usually result in automatic disqualification from the tournament unless the strike is the result of a deflection off the target area or as a result of the horse's own actions, e.g. throwing its head in the air immediately prior to impact.
- Any un-chivalrous or dangerous behavior that could adversely affect the public profile of the tournament can also result in a penalty or disqualification. This penalty is at the

discretion of the Field Marshal / Knight of Honor (who may or may not decide to consult with others) and depending upon its severity can result in either the deduction of either match points or tournament points. The offender can also be disqualified from the tournament if the severity of the offence warrants it.

Prizes

SKILL-AT-ARMS COMPETITION GUIDELINES

- Rings \$50
- Spear \$50
- Quintain \$50

JOUST

- 1st \$1500
- 2nd \$1000
- 3rd \$500
- 4th \$350

Travel

1. \$1000 travel consideration paid per first 10 competitors who turn in waivers. Competitors must compete in all events during the weekend. Payout will happen at the end of the event.
2. All competitors must provide their own horse, unless otherwise arranged prior to the event and a banner depicting their nationality.
3. Competitors must send a picture of themselves armored.
4. Jousting Championships will furnish joust lances to insure competition uniformity and safety.
5. Jousting Championships will furnish water and stabling for horses. Riders are responsible for the care of their horse including feeding, watering and cleaning.
6. Competitors must sign and return the enclosed waiver agreement, and perform in all events and activities to receive money.
7. Proof of insurance must be provided. Jousting Championships is not responsible for injuries.

Please note, horses ridden in competition must be minimum 15 hands.

Armor & Equipment Specifications

All costume for riders, horses, foot men, foot fighters and other supporting personnel must be as authentic as possible and reflect renaissance era. This also applies to the other effects used during events.

Below specifications are the suggested equipment minimum. Competitors must have their equipment inspected by Field Marshal / Knight of Honor prior to entering the field to compete in the event

1. Helms, minimum 14 gauge, with a locking visor and a ¼ maximum eye opening

2. Gorget, minimum 18 gauge
3. Breast Plate, minimum 14 gauge
4. Back Plate, minimum 18 gauge
5. Elbow and Knee Cops, minimum 16 gauge
6. Vambraces, Rearbraces, and Cuisses, minimum 18 gauge
7. Pauldron, left side, minimum 14 gauge
8. Manifer, minimum 14 gauge
9. Brayette, no specs given
10. Chain Skirt, no specs given
11. Gridded Grade Guard and Buff, minimum 14 gauge
 - a. Must be mounted to the breast place with 2 bolts
 - b. Minimum 12 wide by 8 high. Grids on the grand guard must be a minimum of 1/8 high, round or square bar stock
 - c. There should be minimum of 9 squares making up the grid on the grand guard

The Tilt and Counter-Tilt

The tilt will consist of a center and counter-tilt both of which will be of rope construction, open ended, 200 feet long by 6 feet from center tilt to counter rope.