



LEEDS CASTLE INTERNATIONAL TOURNAMENT

RULES 2023

The tournament comprises of two teams, each represented by five competitors. The competition is sports jousting, set in a historical period (the 1470s).

The tournament consists of four events, and is run over three days:

- The Foot Combat (three sessions)
- The Joust (three sessions)
- The Mounted Skill at Arms (three sessions)

Points will accumulate across all three days. A prize will be awarded to the competitors from the highest scoring team.

Active competition days are set out as below. Each competition day comprises of three event slots. A detailed agenda with running order and timings will be circulated separately.

	Morning	Noon	Afternoon
Saturday	Foot Combat	Mounted Skill at Arms	Joust
		Arm of the Knight	
Sunday	Foot Combat	Mounted Skill at Arms	Joust
		Arm of the Knight	
Monday	Foot Combat	Mounted Skill at Arms	Joust
		Arm of the Knight	

The Tournament – Qualification Requirements

Although the team consists of five competitors, only three competitors will represent their team in each of the three events. The team may choose which three competitors will compete in the events each day, and the same three competitors do not need to participate for all three sessions that event is held over. The team must declare during the evening briefing which competitors will represent the team during the following day. The team will declare three competitors for the foot combat, three competitors for the mounted skill at arms & mounted melee, and three competitors for the joust. After declaring the competitors for the next day, the teams cannot make changes to the line-up, without discussing the change with the tournament organizers and Marshal.

Each competitor is required to provide a full, well-fitted and historically accurate harness of armour based on sources dated between 1450 and 1500. A full harness of armour is defined to include a helmet suitable for the joust, mounted melee, and foot combat (armet with rapper, great bascinet, frogmouth, or a closed helm design are highly recommend), a cuirass, pauldrons or spaulders, arm harness (including rerebraces, couters, and vambraces), left gauntlet, cuisses and greaves. Any shoes, clothing and accessories worn with, or underneath, the harness must be historically correct for the time period. Exception will be made for items which must be worn for medical or safety purposes. These need to be discussed prior to the start of the competition with the Marshal.

All components of the harness detailed above should be of sufficient strength to withstand strong impacts from balsa-wood lance tips, aluminium lance sockets, wooden club, sword, and spear, without suffering deformation to a degree to which function or protection of the harness are compromised. While responsibility for adequate equipment lies with the competitors themselves, the tournament organisers will carry out a safety check before each event to ensure sufficient protection.

Each harness of armour is required to be complemented with a jousting targe (“Ecranché”), with minimum dimensions of 14inches height and 13inches width. Targes are to be shaped as is historically correct for the time period; curved vertically but not horizontally, and of a flat surface. It must be securely strapped to the wearer, ensuring correct position throughout all jousting passes. Points may be deducted for targes moving out of position during a jousting pass. The targe design type shall be reviewed by the Marshal prior to the competition commencing. The scoring judges are trained to judge the location of the hit in the targe, as to negate any dramatic size discrepancies across the targes. It is recommended that you adhere to the size detailed within, as any competitor who presents themselves with a targe below the minimum size will be provided with an appropriate targe.

Lances used will be of the standard tapered design, as used by Destrier and the Royal Armouries. The tournament organisers will provide a range of lances for general use. Should a competitor wish to bring their own lances, then the length of the lance from the front of the hand grip to the end of the lance socket must not exceed 70inches. The inner diameter of the lance socket must be 1.25inches to be compatible with the balsa tips provided by the tournament organisers. Lances with other socket diameters will not be allowed.

The use of arrets de cuirass (lance rests) or arrets de lance (grappers) are not permitted. Lances may be fitted with vamplates at the choice of the competitor.

Each competitor is required to provide a caparison in design and appearance correct for the historical period. Competitors are encouraged to bring their own saddles and tack, although the horse master will have saddles for each mount available. Ultimately, the suitability of a competitor's caparison, saddle and tack will be at the discretion of the horse master and the tournament organisers.

Competitors are responsible for ensuring that the lance tips they are to use on the following day have been fully prepared.

The tournament organisers will provide lances for the joust, clubs for the mounted melee, and weapons for the foot combat.

The Joust

The joust will consist of one pass between each of the pairings between the teams (9 in total). After these 9 passes, the highest scoring individual competitor will receive 3 points for his/her team, the runner-up 2 points, the third-placed competitor 1 point, and all other competitors will receive 0 points for their teams. In the event of a draw after all the passes are completed, then the tie will be broken by comparing the number of targe hits which were awarded an extra breakage point. If the scores remain tied after comparing targe hits, then each competitor will be awarded 3 points.

Should there be a draw for 2nd or 3rd position, then the drawing competitors will receive the points which would be awarded for the highest placement of the draw. After the first 9 passes where competitors are ranked individually, the highest scoring individual competitor from each team will go forward to a 3-pass final. The winner of this final will receive 1 additional point for their team. In case of a draw both competitors receive 1 point for their team.

At the beginning of each pass, both competitors are to position their mounts appropriately before the lists to receive their lance. The exact position of the horse is at the discretion of the rider. Once ready, they are to clearly lift their lance to signal readiness to their opponent. Once the Marshal gives the competitors permission, both competitors will canter into the lists, with the intention to meet in the centre of the tilt rail. Having passed each other, they will proceed to the end of the lists, halt their horses and hand their lances to a member of the ground crew.

Should a competitor fail to enter the lists on two consecutive occasions, he/she will be judged to have failed to engage in that pass. In such a case he/she will receive no points, while the opponent will receive maximum points (full score including breakage). Failure to engage in two separate passes during a jousting round will lead to disqualification of the offending competitor for that jousting round. However, at any point a competitor can ask to be lead into the list, this of course will forfeit any horsemanship points.

Competitors are to retain their lances until it can be safely handed to a member of the ground crew at the end of the list. Loss of a lance before handing it to the ground crew for any reason will lead to the competitor not receiving a breakage point. The Marshal will issue a first warning to the competitor for dropping their lance. If the competitor drops their lance for a second time during the session, then they will receive no points for that pass unless the Marshal deems that the force of the impact would endanger either horse or rider should the lance have been retained. At this

point it will be at the discretion of the Marshal if points will be awarded for the strike, no breakage points will be awarded.

If a competitor is unhorsed during a pass, then they can receive no points for that pass, and their opponent will receive maximum points (including breakage).

Once a pass has begun, competitors are permitted to interrupt the pass before the strike for a perceived safety issue, or inadequate timing. Competitors will signal a pass interruption by holding their lance clearly upright with their arm outstretched to the side. In such a case both competitors will refrain from striking each other, but continue to ride the pass to the end of the tilt. The competitor must explain the reason he/she felt unable to strike to the Marshal. Under the Marshal's discretion the pass can be repeated. Any strikes during an interrupted pass are void. The number of voided passes by each competitor is under the discretion of the Marshal.

Competitors are expected to handle their horses and lances safely, behave in a courteous manner to all ground crew, and keep the safety of the ground crew in mind at all times. They must present their targe so as to show a clear target. Should a competitor fail to present the targe as a clear target, the scoring judge may award points based on where the targe should have been.

The Joust - Scoring

Two experienced and impartial scoring judges will observe the strikes delivered during each pass from an elevated position at each end of the list. They will judge if, and how a strike has been delivered, indicating the relevant score to the Marshal and score keeper.

Different strikes will be awarded points as follows:

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| 0 points | will be awarded for any contact between coronel and a valid target area not causing the lance to break ("attaint") |
| 0 points | will be awarded for any lance broken without the coronel making contact with a valid target area at the same time (i.e. lance broken from the side, "sweep" or "barricade") |
| 0 points | will be awarded for any strike to the opponent's vamplate (if such are used) |
| 1 point | will be awarded for any lance-breaking strike to the opponent's arms, beginning from the shoulder joint and including the hand |
| 2 points | will be awarded for any lance-breaking strike to the opponent's breast plate, plackart or gorget (between the two shoulder joints, not including bevoir/rapper and fauld) |
| 3 points | will be awarded for any lance-breaking strike to the opponent's targe (or the area usually covered by the targe), or the opponent's head (not including the gorget plate of any bevoirs or rappers worn) |
| 2 points | will be awarded for any lance-breaking strike to the opponent's lance-tip (tip to tip breaks) |

1 point	will be awarded in addition to the score for the strike if the lance's breakable tip is broken by more than half its length; the Marshal will judge the competitors' lances at the end of each pass to assess whether the additional point can be awarded ("breakage"). No point for breakage will be awarded if the lance is dropped.
0 points	Will be awarded for striking an opponent's crest, as this is not considered a valid target.
Illegal Strike	will be given for any strike (with the coronel) on the opponent below the waist-line (beginning with the fauld) or to the saddle; the offending competitor will receive a warning at the first incident. In case of a repeated offense within a jousting round, the offending competitor will be disqualified for that round
Disqualifying Strike	will be given for any strike (coronel or ferrule) to any horse. The offending competitor will be immediately disqualified for that jousting round. In case of a second Disqualifying Strike in any jousting round, the offending competitor will be disqualified from the entire competition.

The Foot Combat

The foot combat will consist of one match between each of the pairing between the teams (9 pairing in total). The highest scoring individual competitor will receive 3 points for his/her team, the runner-up 2 points, the third-placed competitor 1 point, and all other competitors will receive 0 points for their teams. In the case of a draw for highest score between at least 2 competitors from opposing teams, the number of matches won will be compared, followed by comparing the raw scores. Should a tie remain for both matches won, and raw points, then a tie-break will be used. Each team will send one competitor to the tie-break, where the first competitor to score 2 legal blows will win. Should there be a draw between two members of the same team, or a draw for 2nd or 3rd position, then the drawing competitors will receive the points which would be awarded for the highest placement of the draw.

The competitors will use poleaxes. The tournament organisers will provide poleaxes.

At the start of each match the competitors will stand in their indicated starting positions, and signal readiness to the scoring judges. After each legal strike, the scoring judges will stop the competitors, and ask them to return to their starting positions, before resuming the match.

The Foot Combat – Scoring

The first competitor to achieve 3 legal strikes to their opponent will be the winner of the match.

A strike must be above the knee, or above the elbow. The head is a legal target, but a THRUST to the head is an illegal blow. Should a competitor strike an illegal blow, the match will be paused, and they will be warned by the scoring judges. Repeated illegal strikes will result in disqualification for that match, at the discretion of the head scoring judge, and the opponent will be ruled the winner of the match. The legal strike zones are highlighted in the image in green.



Disarming a competitor will be scored as a legal strike. If a competitor drops his/her weapon, a legal strike will be awarded to the opponent.

The scoring judges can pause or stop a match at any point for the safety of the competitors, ground crew, or spectators. Once a match has begun, a competitor may pause the match for a perceived safety reason. To do so, the competitor must clearly indicate to the head judge that there is a safety concern/ issue. The judge will review the issue, and decide if the match can be restarted.

The Mounted Skill at Arms

The mounted skill at arms is a team competition. Points will count towards team scores. The competitors will pass at the rings and cabbage/ apple targets in formation (3 riders abreast). Each round will consist of the team starting with the ring lance in hand, taking the rings at a canter, slowing to a walk to exchange the ring lance for a sword from the ground crew, before finally turning to cut the cabbages at the canter. The riders must maintain the line formation throughout the round. There will be two rounds. The skill at arms will be done in full harness, including helmets.

The team with the higher combined score from the first round of formation team riding will be awarded 3 points, the team with the lower combined score will be awarded 0. In the event of a draw then both teams will be awarded 2 points.

In addition, and scored separately each team will choose one competitor for each of the following games:

Mini Quintain – Onside & offside targets.

Money Bag – Pick a bag of gold and deposit it in the deposit box.

Big Quintain

The individual competitor with the highest score for each game will receive 1 additional point for their team. In case of a draw both competitors receive 1 point for their team.

The Mounted Skill at Arms – Scoring

Points will be awarded for the mounted skill at arms competition as follows:

Rings: Three ring targets, one ring target per competitor. Rings will be taken with the spear.

- 1 Point For each ring dislodged with the spear
- 2 Points For each ring carried on the spear through the outer circle
- 4 Points For each ring carried on the spear through the inner circle

Cabbages/ Apples: Three cabbage/ apple targets, one per competitor. Cabbages or apples will be taken with the sword.

- 1 Point For a cabbage/apple cut from the forehand, or struck with the point of the sword
- 2 Points For a cabbage/ apple cut from the backhand
- 3 Points For a cabbage/ apple which is carried on the sword after a thrust

Formation: Points for maintaining formation will be awarded at the discretion of the Marshal.

- 1 Point For a pass where the team successfully hold the line

Mini Quintains - Has to revolve once to count as a solid hit.

- 1 Point For onside hit
- 2 Points For offside hit

Retrieve and Deposit Money Bag

- 1 Point For picking the money bag
- 1 Point For hitting box with the money bag
- 2 Point For the money bag stays in box

Quintain: Competitors must use a jousting lance without a balsa tip.

- 1 Point For each full revolution of the quintain

Injury or Disqualification

Should a competitor become injured, disqualified, or otherwise be unable to complete the tournament, then the other competitors from that team will be asked to take the place of the injured/ disqualified competitor during the remaining sessions. Where possible, the team should attempt to replace the injured/ disqualified competitor from one of the two team members who would not have been participating in that event. Should this not be possible, and the team only has two competitors for that event, then those two competitors will take the passes/pairings of the missing competitor, or the organizers will request one of the opposing team to stand down for the session, depending on which event is being considered. For example, during the joust or foot combat, team members B & C would do extra pairings to replace team member A. The points that B&C score during these extra passes or pairing will not count towards their individual totals, but be awarded to the team in A's name. During the mounted melee or skill at arms, team member 1 would not score or participate, so that only 2 members from each team compete (1&2 v B&C). In the event of injury or disqualification of one competitors,

the event organizers will endeavour to provide all remaining competitors with a fair competition with equal opportunities to participate and score.

Any queries regarding the rules should be directed to either the event organisers, or the Marshal.

Good Luck!