

Tyger Hunt XXXII
Sunday July 10, 2016

Rapier Activities

TIME	LIST 1 - Adult	LIST 2 - Adult
10:00 am	Adult and Youth Rapier Lists open for inspections, authorizations, and sparring.	
11:00 am	A Simple Tourney	Sparring
12:00 pm	Lunch Break	
1:00 pm	Handicap Dice Tourney	Cut & Thrust
2:00 pm	Pentamere Regional Rapier Practice	
3:00 pm		
4:00 pm		
5:00 pm		
6:00 pm	List Closes	

Tourney Descriptions

A Simple Tourney

- Everyone fights single rapier
- Fight each opponent 5 passes
- Report the number of passes you win to the list.
- The tourney will last for 30-45 minutes.
- Depending on the number of fencers, you may fence each opponent more than once.

Handicap Dice Tourney

- Look on the two tables below to find your total roll modifier. The total roll modifier will be:

$$\text{Years of Fencing Modifier} + \text{Award Modifier} = \text{Total Roll Modifier}$$

Years of Fencing Modifier		Award Modifier	
0-5 Years:	+0	No Awards:	+0
6-10 Years:	+1	Cavendish Knot:	+1
11-15 Years:	+2	Bronze Ring:	+2
+15 Years:	+3	M.o.D	+3

- Roll 1 d6 and add your roll modifier to the result. Look at the table below to determine what style you will be fencing:

Roll	Style
1	Rapier Style of Your Choice
2	Rapier Style of Your Choice
3	Rapier and Buckler
4	Case of Rapier
5	Rapier and Non Rigid Parry
6	Rapier and Dagger
7	Two Handed Sword
8	Single Rapier
9	Case of Daggers
10	Rapier and Buckler
11	Single Rapier in off hand (primary hand is available to parry)
12	Single Dagger

Plank Tourney

- Fought in a bear pit format, combatants must keep both feet on the plank or they will fall in the “water” and forfeit the match.

Weapon Elimination Tourney

- This is a quadruple (4) elimination tourney.
- Fencers chose which styles to fence with (Single, Dagger, Defensive Secondary, Case, Two-Handed)
- If they loose a match, they loose the ability to use that same weapon style for the remainder of the tournament.
- If a fencer is not authorized in a specific style, that style is substituted for Single Rapier if the missing style is Dagger or Defensive Secondary; Dagger or Single Rapier will be substituted if the missing style is Case of Rapier.

A Purposeful Challenge Tourney:

- Each fencer shall draw a card before entering the list. The card will give them a challenge to accomplish during the match. For example: “Disable but do not kill your opponent” or “Disable your opponent’s leg”). Each card will have a different point value associated with it based on the difficulty.
- This tourney will be fought in challenge tourney or pool format
- Fencers receive one point for winning the match, and additional points based on accomplishing the goal on their card.
- The fencer with the most points at the end wins.
 - Fence with your rapier in your off hand
 - Survive a match after loosing your primary arm
 - Survive a match after being legged

- Disable one arm of your opponent
- Leg your opponent
- Kill your opponent with a head shot
- Fence using a period style
- Kill your opponent with a draw cut
- Purposefully discard your parry device or secondary weapon after starting the match
- Perform a dramatic death
- Make your opponent laugh during the match
- Disable one hand of your opponent
- Disable but do not kill your opponent
- Defeat 3 opponents in a row
- Offer to teach your opponent how you beat them after the match & teach them.

The “Family” Team Tournament

- A team can enter the tournament with up to 5 members: 1 Division I, 1 Division II, 1 Division III, 1 Adult Fencer (No higher than award Cavendish Knot), 1 Warder or M.o.D.
- Teams will compete against each-other in single combat, with the individuals on the team competing against their opposing team’s counterparts.
 - Teams that do not have a member in a particular category will either forfeit that match, or a suitable alternate method will be determined by the MIC and the teams involved.
- Teams shall earn points for each match won by a member of their team.
- The team with the highest score wins.