

Tyger Hunt XXXII  
Saturday July 11, 2015

Rapier Activities

<b>TIME</b>	<b>LIST 1 - Adult</b>	<b>LIST 2 - Youth</b>	<b>LIST 3 – Misc.</b>
9:00 am	Adult and Youth Rapier Lists open for inspections, authorizations, and sparring.		
10:00 am	Handicap Dice Tournament	Authorizations & Sparring	Authorizations & Sparring
11:00 am	A Simple Tourney (Separate Novice Tourney and Un-ringed pools)	A Simple Tourney (Youth pools)	Sparring
12:00 pm	Lunch Break		
1:00 pm	Rapier Tyger Hunt	Plank Tourney (Bear Pit)	Sparring
2:00 pm	North Woods Baronial Rapier Championship Tournament	Sparring	Teacher/Student Tourney
3:00 pm		“Family” Team Tourney	Sparring
3:30 pm	Swiss Five Tourney (Bear Pit)	Sparring	Sparring
5:00pm	Court		
6:00 pm	Feast/Dinner Break		

## Tourney Descriptions

### 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

### 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.

### 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.

### Rapier Tyger Hunt

- This tourney will be fought as an open field melee scenario, with resurrection
- When “killed”, fencers must return to the list minister/mistress to report their death. They will then wait an additional 10 seconds before reentering the field.
- The objective is to find the “Tyger” hidden out in the field and to be the last person with the “Tyger” when the tourney ends.
- Specific additional details to be explained at the event.

### Northwoods Baronial Rapier Championship Tourney

- Format to be decided by Their Excellences of Northwoods

### Teacher/Student Tournament

- Pairs of fencers sign up as Teacher and Student. The students will fencer each other student for 3 passes. After each pass, the teacher will give their student pointers and observations. Students will earn 1 point for each pass they win.
- After completing the 3 passes against 1 opponent, the two teachers shall confer and discuss what advice they had given their students and how well they felt there students performed. Each Teacher shall decide if the opposing student should get a bonus point for learning and instruction. Thus, the total points a student could accumulate against each opponent would be 4 (Winning 3 passes + 1 bonus learning point). A student could lose all 3 passes and still receive a bonus point.
- The team with the highest score wins.

### 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.

### Swiss Five Tourney

- Combatants must select the style which they will fence from their list of authorized styles, and may not use the same style again until they have used all of the other styles from their list. This process will repeat until the end of the tournament.
- Styles are: Single, Rapier and Dagger, Defensive Secondary, Case of Rapier, and Two-Handed Sword.
  - A person with the Defensive Secondary authorization may choose to separate the use of Rapier with Rigid-Parry and Rapier with Non-Rigid Parry as styles for this tournament, making the maximum number of styles available to be 6.
- This tournament will be fought Bear-Pit style. Each combatant will provide the list minister/mistress with a list of fencing styles that they are authorized to compete in. Combatants will be awarded one point for each bout they fence and one point for each bout they win.
- An Adult pool and a Youth Approved/Youth pool will be available so that Division III Youth Fencers can participate.
- At the conclusion of the tournament, each fencer shall cast votes regarding:
  - 1) Which fencer do you feel showed the most honor on the field?
  - 2) Which fencer did you have the most fun fencing on the field?
- Once the votes have been added up, the fencer who won the prowess part of the tournament will be announced, along with the fencers who received the votes for most honorable and the fencer who received the votes for having the most fun on the field. These three fencers will then hold a final round robin (best of 3 passes) to determine the tourney winner.