

Mutiny on the Dragon's Pride: An authentic accoutrements, dagger only, bear pit tourney

Before entering the list, participants will be scored on their kit.

Clothing

Points - Rationale

- 0 – No effort - No attempt at Viking kit. Not allowed in tourney. Sorry.
- 1 – Minimal effort – T-tunic obviously just thrown on over regular rapier kit
- 2 – Some effort – Regular rapier kit well disguised by T-tunic
- 3 – Modest effort – Rapier legal armor under “period” Viking garb (Something better than a T-tunic)
- 4 – Significant effort – Viking garb and rapier armor are smoothly integrated
- 5 – Top notch effort – Wow. Everyone take pictures

Helm

Points - Rationale

- 0 – No effort - Undisguised rapier mask or non-Viking rapier helm
- 1 - Minimal effort – Rapier mask / helm is downplayed (e.g. covered by hood)
- 2 - Some effort – Rapier mask / helm is disguised by either a mock Viking helm, fake hair or a face is painted on the mesh.
- 3 – Modest effort – Rapier mask / helm is disguised with two items from “Some effort”
- 4 – Significant effort – Rapier mask / helm is disguised with all three items from “Some effort”
- 5 - Top notch effort – Rapier mask / helm disguise is exceptional or combatant has a steel Norman rapier helm (e.g. www.mkarmory.com/helm)

Weapon

Points - Rationale

- 0 – No effort - Flexi-dagger blade with late period hilt (Ick. Just ick)
- 1 – Minimal effort – Non-Flexi-dagger blade with late period hilt
- 3 – Modest effort – Dagger that looks like a dagger
- 4 – Significant effort – Dagger looks like a Viking dagger
- 5 - Top notch effort – Cut & Thrust legal Viking short sword
- 5 bonus points – Two, Cut & Thrust legal Viking short swords and you let me fight you Cut & Thrust.

Combat

Defender will be on-board ship, laden with recently acquired merchandise from the successful raid, er, excursion. The defender will hold said merchandise in his/her off hand (The merchandise is NOT to be used as a parry object). The challenger enters the ship. Dagger fight ensues.

Part One - The challenger automatically becomes the defender until all participants have been the defender.

Part Two - The fight continues bear pit style.

In case of double kills, no one wins, both combatants leave the ship. Next person in line becomes the defender.

Fighting ends when one combatant has accumulated 5 wins.

All points are totaled to determine tournament winner.

Immediately following bear pit tourney all combatants will compete in a Valhalla Circle of Death (because it's a Viking theme. Duh).

Oh. And everyone needs to have a 4-letter Viking name.

In Service,

Baron Maximilian der Zauberer called Sven