

# Pas du Saint George

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### Saint George's Béhourd



On the 7<sup>th</sup> of April, in the Year of Our Lord Two Thousand Eighteen, the Schola Saint George will hold a pas d'armes, in order to exercise ourselves in arms and to celebrate the office of knighthood. A knightly exercise in harness, it shall be known as the *Pas du Saint George*.

As has been the tradition of our ancestors, on Friday, the 6<sup>th</sup> of April, we will hold a béhourd, that those without armour sufficient for the office of knighthood may compete using today's version of weapons of ash or baleen, which we call "synthetics." This tournament will be known as *Saint George's Béhourd*.<sup>1</sup>

Both tournaments shall be fought in the traditional manner by a number of challenge passes, the combatants separated into *venans* and *tenans*. The form of combats will be chosen by the challenger and agreed to by the gentle so challenged, but may include only the most common weapon forms, which include the sword in one hand, the sword in two hands, speare, poleaxe (in the pas only), and sword and shield.

As always, both combatants must agree to a given form of combat and no shame shall accrue should a combatant not wish to face or wield any particular weapon. There will be no judges; combatants will adjudge blows upon their own persons, and the winner of each tournament shall be by acclaim from all combatants. As is the tradition in such feats of arms, personal gifts awarded for acts of prowess and/or character are *strongly* encouraged.

All combatants as expected to compete with full chivalric courtesy, celebrating their opponent as much as themselves, and under the authority of the tournament hosts. The intent is to show prowess through skill in arms.

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<sup>1</sup> Today, some tournament companies have initiated a tournament format they call the "béhourd" or "bohurt," but in the days of our ancestors, such tournaments were often fought with baleen or ash weapons, rather than steel, and were often held the day before the main tournament. The Company of Saint George used to hold similar tournaments on Friday night—a "vespers" tournament—for those who could not yet afford a full medieval harness. Here, we wish to rekindle this tradition and reclaim the use of the word "béhourd." Weapons allowed will depend upon the armour worn by the defender—for those without hard defenses at the joints, gauntlets and a helmet, only the softer class of simulators, equivalent to Revival's poly sword or the Rawlings nylon.

## ITEMS PERTAINING TO *Saint George's Béhourd*

**First**, Saint George's Béhourd shall begin at 3pm on Friday, the Sixth of Aprille.

**Second**, all combatants shall be lightly armyd at their pleasure, but are advised to avail themselves at least of an arming cotte, padded gauntlets for the hands, and at least light head protection, commonly known as a reinforced "mask". Helmets and gauntlets are strongly recommended. Only weapons equivalent to "Rawlings" or "Revival's" poly sword or spears may be used; heavier weapons may be selected if both combatants are protected at the joints by rigid protection. Authentic medieval appearance is *strongly* encouraged.

**Third**, combats will be made by touching an escutcheon upon a **Tree of Shields**. The **escutcheon argent will signify counted blows thrown**, a form which emphasizes precision. The **escutcheon purpur will signify counted blows received**, in the number of 1, 3 or 5, a form which emphasizes the traditional "myriad blows" method recounted in romance and chronicle. The **escutcheon rouge will reflect blows according to armour as worn**, while the **escutcheon sable will signify a fight to "satisfaction."** Each combatant may only choose this form of combat one time during the course of the tournament.

**Fourth**, a **marshall** will closely observe all fights, but will only cast the baton stopping the fight, saying, "gentles you have done enough" if the fight seems, in his sole judgement, out of control or breaching reasonable safety.

**Fifth**, the numbers of the day's passes will be **four**, with one intermezzi and an opening melee. The melee will be fought with sword in one hand only, to the number of three counted blows received.

**Sixth, edge and point of the weapon only may be used in this format.** Those using the *lanze* or spear may only use the point for thrusting, and may not strike with the haft except to a helmet-protected head or to a gauntlet-protected hand. The intent is to emphasize *zogho largo* or *zogho stretto* weapon skill, rather than grappling. Blows must be sufficiently powered—this is not a game of "tag," but excessive force to unarmoured or lightly armoured locations must be avoided. Control is important in the béhourd.

**Seventh**, full body targeting will be used. Blows will not be "acted out" but will be called by the gentle struck. Combatants are responsible for knowing how many blows have been struck against them.

**Eighth, open-handed pushes and strikes are allowed**, but **prese must be limited to a single hand only**. Weapons and shields may be grabbed. Throws, and prese may only be made between combatants who have agreed in advance that such grapples are allowed, signified by the wearing of a **purple ribbon**.<sup>2</sup>

**Ninth**, for fights "as armour worn," strikes to unarmoured locations are considered wounding—3 wounds ends the fight—while strikes or thrusts to an open or mesh-defended face, neck or armpit end the fight immediately. Strong thrusts against mail may end the fight if they are made to the torso, neck or face. Unusually heavy gambesons may be considered equivalent to mail.

**Tenth**, for fights "to satisfaction," the combatant in their judgment, according generosity to their opponent, must determine when they have lost the fight. Note that courtesy dictates fights cannot go on indefinitely.

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<sup>2</sup> Combatants are responsible for providing their own ribbon.



## ITEMS PERTAINING TO *Pas d'Armes du Saint George*

**First**, the Pas du Saint Georges shall begin at 1pm on Saturday, the Seventh of Aprile.

**Second**, all combatants shall be arrayed at their pleasure, but they must bear themselves in a medieval harness. At a minimum, combatants must wear a stout helmet—segmented oculars are strongly recommended but not required<sup>3</sup>—neck protection such that a point will not easily find its way to the face or head, armour for the torso, elbows, shoulders, knees, and groin. Hands must be protected by metal or *cuirboille* gauntlets. Rebated steel or synthetic swords, rubber poleaxes and spears may be used, as well as shields. High quality, well maintained equipment shall be strongly encouraged as it shows respect to the other combatants, to the tournament host. Pennants and heraldic display is expected. A **red ribbon will signify willingness to fight with rebated weapons** (rather than synthetics) while **purple indicates a willingness to grapple** (though this must be agreed upon in each fight).

**Third**, there will be several intermezzi bouts; the last two passes are open for combatants without full harness and may be fought with béhourd-style weapons. Therefore, a combatant without full harness may participate in the intermezzi and the last two passes.<sup>4</sup>

**Fourth**, combats will be made by touching an escutcheon upon a **Tree of Shields**. The **escutcheon argent will signify counted blows thrown**, a form which emphasizes precision. The **escutcheon vert will signify counted blows received**, in the number of 1, 3 or 5, a form which emphasizes the traditional “myriad blows” method recounted in romance and chronicle. The **escutcheon rouge will reflect blows according to armour as worn**, while the **escutcheon sable will signify a fight to “satisfaction.”** Each combatant may only choose this form of combat one time during the course of the tournament. A barrier will be available for combatants who wish it.

**Fourth**, a **marshall** will closely observe all fights, but will only cast the baton stopping the fight, saying, “gentles you have done enough” if the fight seems, in his sole judgement, out of control or breaching reasonable safety.

**Fifth**, the numbers of the day’s passes will be **five**, with several intermezzi (to be announced on the day of the tournament), and an opening melee fought with sword in one hand only, to the number of three counted blows received.

**Sixth, the whole weapon may be used**, including the haft of spears and poleaxes, though the striking with shields has been disallowed. Steel weapons shall have rounded tips and rebated edges. All strikes are counted, including “doppio”s or double strikes.<sup>5</sup> Fights ended on a double are **not** refought.

<sup>3</sup> Grilles are specifically disallowed, unless they are enhanced with mesh. Pierced or mesh visors will be considered an “open face” for the purposes of the tournament.

<sup>4</sup> **Combatants are expected to supply their own red and/or purple ribbons. A single black ribbon will be provided** and can be “spent” once per day for a fight “to satisfaction”. Only the challenger must spend his/her ribbon.

<sup>5</sup> A blow that begins before or within the same rhythm of a “phrase” of blows is considered to be valid, even if it lands after the combatant has been struck. Combatants are strongly advised to maintain cover during their strikes—“double-strikes” signal a mutual fail, and win little renown.



**Seventh**, full body targeting will be used. Blows will not be “acted out” but will be called by the gentle struck. Combatants are responsible for knowing how many blows have been struck against them.

**Eighth, open-handed pushes and strikes are allowed**, and prese must be limited to a single hand only UNLESS both combatants wear a **ribbon purpur** AND declare their intention to allow grapples before-hand. In this case all throws MUST be made with the usual Schola Saint George requirement that the combatant making the throw do so under control. Weapons and shields may be grabbed. Note that ONLY combatants with training in falling (SSG purple or higher) or guests with similar training MAY opt for the purple ribbon. Under these conditions, locks may not go further than the initial attempt. Locks and throws must be halted just prior to the lock or throw being accomplished, and may be finished only by mutual consent. If two combatants go to the ground the fight is stopped and both lose.

**Ninth, for fights “as armour worn,”** strikes to unarmoured locations are considered double-wounding; while strong blows or thrusts to areas protected by mail or small-plated brigandine take two blows to create a wound (hit in the same spot). A blow to the fingers not in a mitten gauntlet is wounding. **Three wounds ends the fight** – while strikes or thrusts to an open or mesh-defended face, neck or armpit end the fight immediately. Strong thrusts against mail may end the fight if they are made to the torso, neck or face.<sup>6</sup> Blows to the hand when a weapon is gripped *mezzamente* are considered wounding in any gauntlet.

**Tenth**, for fights “to satisfaction,” the combatants use their judgment, giving generosity to their opponent, must determine when they have lost the fight. Note that courtesy dictates fights cannot go on indefinitely.

**Done by Our Hand this Tenth Day of December, in the Year of Our Lord Two Thousand and Eighteen, Brian R. Price and Sam Fishburne.**

### About the Medieval Faire

These deeds of arms will take place at our encampment at the Normal Medieval Faire, at Reaves Park in Norman, Oklahoma. See the website at <https://medievalfaire.org/> for event details. Contact one of the SSG members below for more information about attendance, logistics or the tournament itself.

We are asking for a donation of \$20 or more to help offset the cost of the event. Find out more about the Schola Saint George school of Chivalric Martial Arts at [www.scholasaintgeorge.org](http://www.scholasaintgeorge.org) or on our [FaceBook page](#). At the Faire we will be hosting a medieval encampment, classes, and demos by “fellow travelers” in the medieval martial arts community. Limited camping might be available. We request combatants to reserve their space in advance.

#### Logistics, Attendance

Sam Fishburne  
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#### Tournament

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<sup>6</sup> Strong thrusts are those which are either gripped *mezzamente* (*halbschwert*) or made with strong body support.

