

The Conduct of the Prize (Vespers) Tournament:

Each combatant seeking to fight in the Prize Tournament shall contribute at least one item to the prize table. A suggested value is around \$10, however, this is up to the combatant's discretion. Prizes may include equipment, books, gift cards, handmade items, etc. Due to the location, prizes of alcohol and tobacco shall be written on an index card and kept in your vehicle until claimed.

Combatants shall be divided into three pools. Each pool will be assigned to one weapon- the lance, two-handed sword, or the sword and buckler. Each combatant will conduct three passes against every other combatant in their pool. After these passes have all been fought, half of each pool will move to a different weapon. That is, if the lance was the first weapon, half will move to fight with the two-handed sword, and the other half shall move to fight sword and buckler. If numbers necessitate more than three pools, by-rounds will be included as needed.

For the two-handed sword, the hand protection listed above is appropriate. For the sword and buckler, rigid protection for the wrist, metacarpal, and knuckles is required.

For the lance, padded gloves are sufficient.

The lance shall only be used with the point for this tournament.

Scoring shall be done as follows-

A clean strike to the head is worth three points.

A clean strike to the torso is worth two points.

A clean strike to a limb is worth one point,

A strike to the hands scores no points.

A clean disarm scores nine points and ends the bout.

Grappling actions are limited to pushes and disarms. Throws and joint locks are expressly prohibited in this tournament.

A double, defined as two successful strikes thrown before either has landed, shall reduce your score by double the value of the location you were struck in. That is, if a double occurs where one combatant is struck in the head and the other is struck in the leg, the one struck in the leg scores

negative two points, and the one struck in the head scores negative six points.

An afterblow, defined as a strike delivered in the tempo following being struck anywhere but the hands, reduces the number of points scored by the attacker by the value of the location struck with the afterblow.

A strike to the hands grants an afterblow to the striker except in the case of a double.

A pommel or buckler strike to the head shall act as a strike to the hands.

Points will be tallied for each weapon after the pools have concluded, and any ties will be fought as a single exchange with the weapon. This does not affect score, but only serves to define order for prize selection and weapon-specific champions, if applicable. If more than two are tied, preference shall go to visitors over UWF, and UWF over Schola Saint George. During this time, one list will be open for free use. After points have been totaled, the victor for each weapon will be announced, followed by the overall winner. Prize selection shall begin with the overall winner, and names will be called in ranking order. Once all combatants have claimed a prize, the victor shall have the final say in how the remaining prizes are distributed. After prizes are claimed, if time permits, a game of Calcio Storico shall be played. Weapons used, by position, are Lance for the goalkeeper, Sword and Shield (no larger than two-hundred square inches) for the defense, Two-Handed Sword for the Centers, and Single Sword for the Wings. Further rules will be explained on site.