

The Conduct of the Pas d'Armes:

The combatants shall be split into two groups- the Venans and the Tenans. The Tenans shall consist of Schola Saint George Pensacola, the University of West Florida, and other Schola Saint George members as needed to even the sides. A short melee will open the Pas. After the melee, each combatant from the Venans shall introduce themselves, followed by each of the Tenans. After introductions, the Gallery, made up of all non-combatants, shall determine the order for challenging among the Venans. Criteria may include best dressed, best introduction, and so on. After each name is called, they shall challenge one of the Tenans, after which they shall leave the field to discuss the further terms. Once all challenges have been made, they shall be fought in the order they were made. After all challenges have been fought, each combatant may cast a vote for up to three other combatants whom they believed to be the greatest that round. Each member of the Gallery shall also cast a vote, however, their vote shall count for three. Once votes have been collected, the Tenans shall make their challenges. After fighting these challenges, another round of voting will occur. After each side has challenged, a group event shall occur. After this event, both sides shall do a second round of challenges and voting. Upon conclusion of this round, a discussion will be had to determine whether a further round is held. Upon conclusion of the Pas, the Gallery shall tally votes and declare the two victors. These two shall have one last fight with whichever terms they wish.

Rules of the List-

Armor worn counts as armor, not protection. Masks, padded HEMA gloves, and plastic protective gear do not count as armor.

Unless otherwise armored, all combatants are assumed to be in 14th century civilian clothing with thin leather gloves.

SCA-approved Cut & Thrust clothing shall count as civilian clothing as worn. A gambeson shall prevent slices to any area covered and negates incidental strikes.

Maille will protect against unsupported thrusts.

Plates will protect against weapon strikes, excepting the axe.

Other armor pieces will be ruled on-site.

Any helmet with a perforated plate visor, aside from breaths, shall count that visor as being an open face, and thus offers no protection to the face.

Fighting with the Axe requires the following minimum armor for both combatants beyond the standards- Steel helmet, no lighter than 14g, gambeson, breastplate, coat of plates, or cuirass, steel couters, steel gauntlets, and steel poleyns.

Challenges may be fought with any weapon, paired or mismatched.

Grappling, by default, is limited to presses. However, if both combatants are wearing either a purple belt or band AND agree to do so, disarms, throws, and locks are permitted.

The nature of the challenges are as follows-

Counted Blows Received- Passes are fought until one combatant has been struck in a manner that would have defeated their armor a set number of times. Between three and five is recommended, however, up to seven is allowed.

Counted Blows Thrown- This pass is fought until each combatant has attempted to strike the other an agreed-upon number of times. As above, between three and five is recommended, and up to seven is allowed. This format is excellent for showing your accuracy and control of a fight. A strike is considered thrown when it passes through Posta Longa, Posta Breva, transitions from one side to the other, or is delivered as a thrust.

Satisfaction- Each combatant may make one challenge to Satisfaction during the Pas. It is fought until both parties are satisfied with the fight, regardless of the victor.