



A TOURNAMENT PRIMER

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Elimination Tournaments

The elimination tournament may be the most common tournament format of the SCA. They can be run using printed tree formats or index cards.

Single Elimination

In this tournament, a fighter is out of the tournament when they suffer their first loss. It is a quick format, usually used when the number of fighters is very large, the space is confined, or the time in which to hold the tournament is limited. A 100-person single elimination tournament has only seven rounds, and can be fought in under two hours. There are no printed trees for single elimination tournaments. Using index cards to call fighters to the field and keep up with the losses is the quickest and easiest method for running the list. However, a single-elimination tournament can be run on a double-elimination list tree, using only the winner's side of the tree, and with no final crossover from the loser's bracket in the semi-finals.

Double Elimination

The double elimination tournament is one of the most popular tournament styles in both the SCA and collegiate sports. A fighter is removed from the tournament when they have lost twice. This is a slower format, and allows for one mistake before being removed from the field. Running one or more list field helps speed the Double Elimination tournament. Double eliminations can be run from index cards or printed formats.

There are several concerns when running a list of this type for the SCA. First, we want to reduce the possibility that a fighter will have to fight the same person several times. This is best done using the crossover technique, described later, to reduce the possibility of duplicate fights.

Another concern is what to do with uneven numbers. The only ideal numbers for a double elimination list are even divisions of 8. In other words, 8, 16, 32, 64, 128, and so on. If you have any other number of fighters, then you will have to use bye fights, challenge-ins, and possibly a round robin in the semifinals to get your two fighters. These are described in more detail in the next sections.

Byes

Byes are placed in a tournament to even out the number of opponents. A bye can be fought (with no effect, other than to tire the fighter with the bye) or not fought, at the discretion of the MiC. Byes must be carefully placed in a tree to ensure that no combatant has an unfair advantage. Unless the tournament has a "perfect tree" (16 combatants, or a multiple thereof), there will be the possibility of byes. It takes a great deal of practice to get comfortable with how to introduce byes, though there are a few general rules:

- A fighter should not receive two byes within the same tournament.
- If you have to place more than two byes in a tournament, make sure they are evenly spaced through the initial bracket. This reduces the chances of the same fighter repeatedly receiving a bye.

- All byes should be eliminated in the earliest possible rounds. For instance, in a double elimination tournament, the byes should be eliminated by the end of the 2nd round of fighting. If they are not, something is wrong with the list.
- It is unfair to use byes in the higher rounds, since this allows some fighters to advance towards the finals with less effort.

Challenge-ins

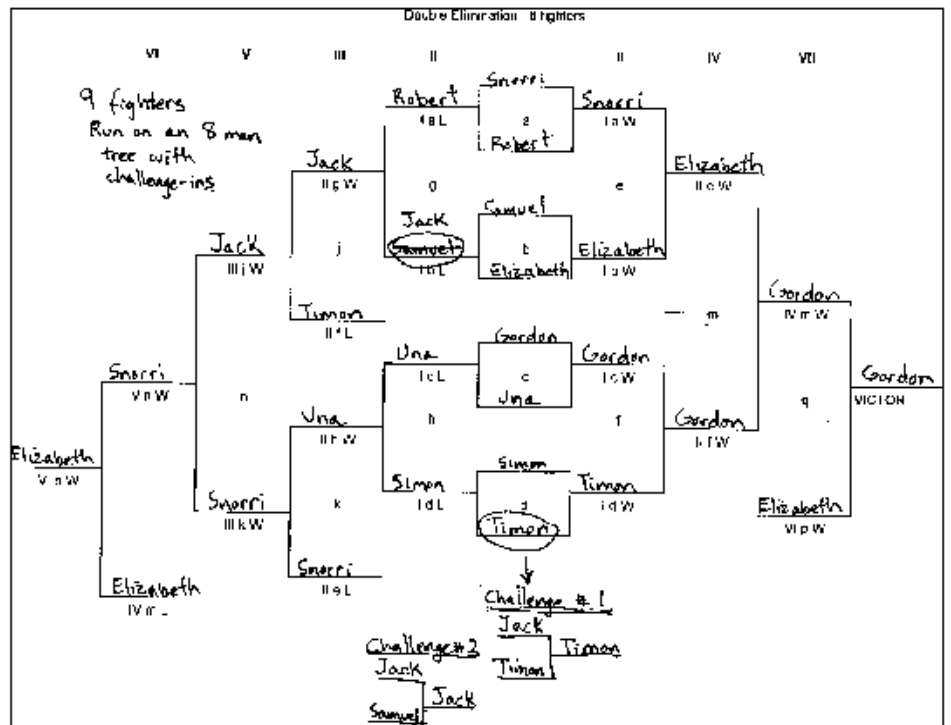
Used for double elimination tournaments, a challenge-in is a method of bringing a tournament to a "perfect" number of fighters. This is usually done when there are 18-28 fighters, and the MoL is trying to get to a "Sweet 16". The advantage of challenges is that no matter how many challengers there are the "extra" fighters will be eliminated by the end of the 2nd round of fighting. Assume 18 fighters. This is a perfect 16, and two extra fighters. The initial pairings are made, and then the two fighters challenge for space in the first round. They fight, and there are now two people with one loss. Those two people move out of the tree, and they still have eight pairings. The first round is fought. Now there are two brackets - people with one loss and people with no losses. The two challengers now challenge into the loser's bracket for placements. This is pre-second round fighting. Those two matches are fought, and two people will now have two losses, and are eliminated from the tournament. The tournament proceeds from that point as a normal 16-person tournament.

Crossovers

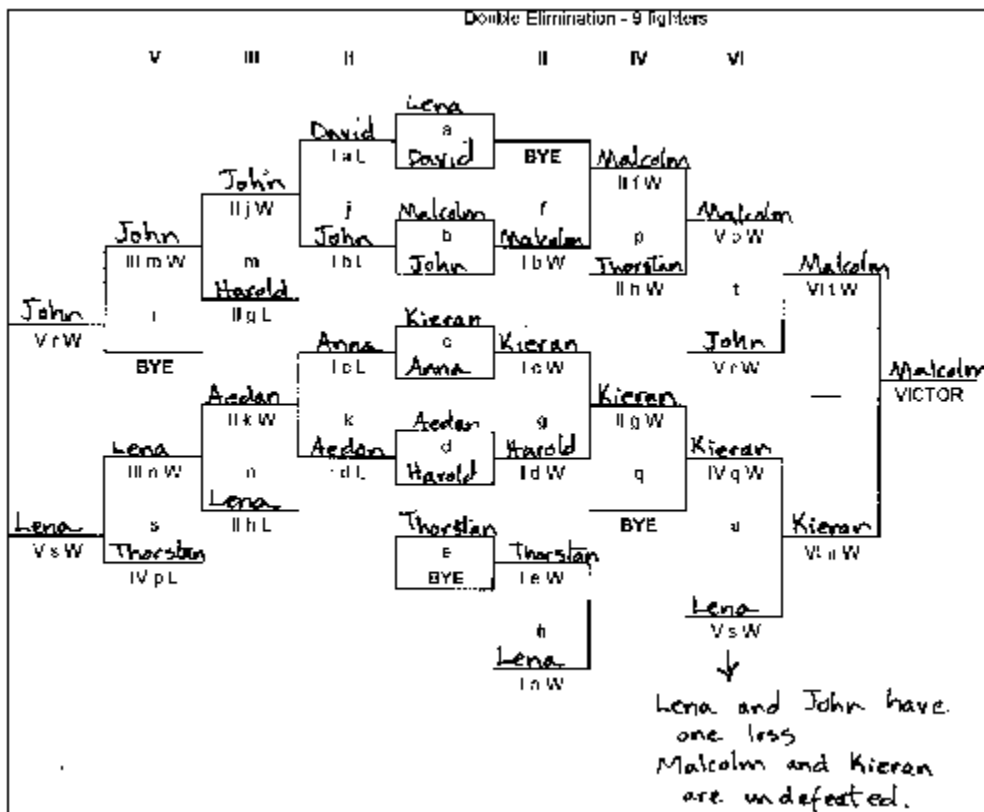
The crossover technique, used with printed trees, is a way to make meeting the same opponent in a later round less likely. This entails moving defeated fighters from the winners' bracket to the losers' bracket in a top right to bottom left method (or the opposite), and then carrying them straight back over to the winners' side when they reach the semifinals. (Re-crossing the fighters diagonally would negate the first cross so the crossing back is done straight across.) The crossover should happen in the third round ideally, but may happen in the fourth round if necessary.

Two example tournament trees are provided, demonstrating the techniques described above.

This is a 9 man double elimination tournament, run on an 8 man tree. To even the numbers, the odd man out (Jack) is forced to challenge in. After the initial pairings are chosen, Jack chooses to challenge Timon for his place on the tree. This is a pre-round one fight. Timon is victorious, and retains his place on the tree. The Round I fights



are completed. Then, Jack is given a second chance to challenge-in. Have Jack challenge someone from the Round II Losers side. That way, whoever loses this second challenge-in bout will have two losses and be out of the tournament. For this second challenge, Jack fights Samuel and emerges victorious. Samuel is eliminated, with two losses, and Jack takes his place on the tree.



If you study this tree, you will also notice the 'crossovers'. From the Round II Winners bouts, Elizabeth defeats Snorri. This is Snorri's first loss, so he crosses diagonally to the loser's side and is paired with Una. (If Snorri had been crossed straight across, there is a chance he might face the same opponent from his initial Round I. In this example, if Robert had defeated Jack and Snorri had been moved straight across, Snorri and Robert would have fought again in Round III.)

Also notice this example crosses the best fighter from the Loser's side (Elizabeth) to meet the best fighter from the Winner's side (Gordon) in the finals. In this final bout, Gordon has no losses and Elizabeth has one loss. Each fighter is entitled to two losses before being eliminated. This means Elizabeth must defeat Gordon twice to triumph or Gordon must defeat Elizabeth once. Alternatively, the final bout may ignore the previous win/loss record and have the two finalists fight a best two out of three. However you and the MiC choose to handle the win/loss issue at the finals, decide before the tournament and announce it to all the fighters.

This shows an alternate way to run a 9 man double elimination. This tree is drawn completely different from the first example. In the first round, Thorstan receives a bye and advances. To spread the byes evenly, Lena is crossed to the bottom of the Round II Winners side to face Thorstan. This doesn't work completely. Notice that Lena ends up meeting Thorstan again in Round V. Also notice, four byes are required, some of them in the higher rounds. Redrawing a perfect 8 person tree to include a 9th combatant creates a much messier solution. Always use byes or challenge-ins to fit the number of fighters to one of the 'perfect' trees (8, 16, 32, ...), as shown in the previous example.

There are a few other differences to note. In this tree, rather than crossing back a single fighter from the loser's side, the crossing back is done a round earlier. Here, the top two fighters from the loser's side face the top two fighters from the winner's side. When to cross back from the loser's side is a personal preference. Discuss the issue with the marshal and decide before beginning the tournament.

Just as in the first example, whenever you cross losers back to the winner's side, the win/loss record must be taken into account. In Round VI, Lena and John have one loss, where Malcolm and Kieran are undefeated. Lena and John must win twice to advance, whereas Malcolm and Kieran must only win once.

Bear Pits

A bear pit tournament consists of a lone fighter holding the field until they are defeated. The tournament begins with two fighters facing each other in single combat; the remaining fighters form a line waiting to challenge the survivor. The winning fighter remains on the field and faces the next challenger. The losing fighter reports the winner's name to the MoL table. Fighters receive one point for each victory and the person with the most points at the end of the time period is the winner. Sometimes extra points are awarded for defeating fighters of higher rank. For instance, a Duke might be worth 4 points, a Count 3 points, and so forth. Depending upon the number of fighters and time period allowed two bear pits can be run simultaneously.

Round Robins

This type of tournament operates on the principle of having each combatant fight all other combatants an equal number of times. There is no dropping out or elimination of entries. The participants continue to fight whether winning or not.

Round robins are ideal for a small number of participants. In a round robin, each fighter will fight one bout with each other fighter. The number of rounds will equal the total number of fighters minus one. For example, ten fighters - one = nine rounds.

In this example, the fighter is given a number to ease bookkeeping. Write out the numbers by pairs. If they have an odd number add a bye fight to make it even. This is their first round. Subsequent rounds are arranged by leaving the left top number in place and rotating the numbers counter-clockwise around it. This procedure is continued in the remaining rounds until all participants have fought each other with no duplication or repetition of pairings. (See example at end)

Keep a list of the fighters so that you know what number belongs to the fighter. Also put that number on the Herald's cards. As each fight ends, circle the winner's number for that round. Total up the number of wins for each fighter to determine the winner.

An example of a round robin with 6 fighters:

1 = Norbert	3 = Gordy	5 = Dirk		
2 = Sven	4 = Hugh	6 = Igor		
I	II	III	IV	V
1 vs. 4	1 vs. 5	1 vs. 6	1 vs. 3	1 vs. 2
2 vs. 5	4 vs. 6	5 vs. 3	6 vs. 2	3 vs. 4
3 vs. 6	2 vs. 3	4 vs. 2	5 vs. 4	6 vs. 5

To verify that you have set up the round robin correctly, rotate the numbers one last time. This final list should be the same as the first round.

If you have three or more fighters with the same number of wins, then you will want to do another round robin with just those fighters. If there are two fighters with the same number of wins, then you will want them to fight a final round. This can be a best two out of three or a straight one-time fight. The MoL and the Marshal should discuss what method they will use to break a tie before the tournament starts and then inform the fighters when the tournament begins.

Larger Groups

If you have larger numbers of fighters, you can divide them into manageable-sized pools where each pool fights a round robin. For example, fifty fighters would mean 49 rounds. Since it takes about three hours to complete twelve rounds, it would take far too long to run one round robin, so divide the fighters into pools of twelve or less. Then, the top few fighters from each pool advance to the next round whereupon another round robin is fought. This can be repeated until a single round robin exists, or a single winner is achieved.

Swiss 5

This tournament style is a variant on a round robin with six-fighter groups. It is administered identically to a round robin, but the fighters are forced to change weapons styles with each fight. For example, in rapier combat, each fighter has to alternate between single rapier, single rapier and soft-parrying object (e.g., cloak), single rapier and hard parrying object (e.g., scabbard, buckler), rapier and dagger, and case of rapier. The sizes of each round robin group can be adjusted based on the number of weapon styles to be rotated through.

Magic Tournaments

Magic Tournaments are for fighters who love to fight and MoLs who are not afraid to do a little addition. This style of tournament works well for moderate to large numbers of fighters and ensures that fighters generally fight individuals of their same skill level.

Magic Tournaments must be run on cards. While this card is very useful and makes the addition easier, it is not necessary and a plain index card may be used. When using a plain card, write numbers corresponding to the rounds down the edge of the card for ease of marking later. The number of rounds will be pre-determined by the Marshal and may be changed in mid-tournament depending on circumstances.

Each fighter's name should be placed on individual index cards along with a number so you can track the pairings. The initial pairs are achieved by shuffling the cards and pulling them in pairs. This assures an unbiased initial pairing. Each pair of fighters will fight up to three times. The number and sequence of wins and losses determines the amount of points awarded to each fighter. The amount of points for each round always equals ten. When an individual has lost twice the round is over for that pairing.

One fighter wins the first 2 fights	10 points to the winner; 0 to the loser
A win, a loss, a win	7 points for two kills; 3 for one kill
A win, a loss, a loss	7 points for two kills; 3 for one kill
A win, a double kill	7 points for two kills; 3 for one kill
Double kill, double kill	5 points/5 points split

Record the points on the card. Next to each round, note the number of their opponent and the number of points awarded. Calculate the total number of points accumulated. Subsequent pairings are made by matching fighters closest in points. Check the opponent numbers on the card and try to avoid re-fighting the same fighters.

The best way to match up the numbers is to place the cards on the table in a horizontal pattern with lower numbers on the right and becoming sequentially higher as they move left. As the tournament progresses the numbers will begin to separate and you will need to pair individuals with numbers close to their score but fighters could be paired with different scores for some variety. Example: a fighter with 28 points might fight a round with an individual with 32 points.

Example: 32 28 24 15 10 7
 32 27 21 15 9 3
 30 24 18 13 9 3

In this example the fighters with 3 and 3 would be paired, 7 with 9, 9 with 10, 13 with 15, 15 with 18, 21 with 24 and so on. As more rounds are completed scores get higher.

This can be a long tournament and individuals can drop out or may be allowed to enter the list field after the tournament has begun. Make a bye card. The bye card can be slipped out or in as needed. It's always a good idea to slip the bye card in to the sequence after all the cards have come in. Try to make sure it goes into the middle so that fighters on either end aren't as affected. This is especially important if the bye is a non-destructive bye. If their Marshal has arranged for a fighter to fight the bye fights then placement of the bye card isn't as much of an issue.

If you are running a magic tournament with more than 20 fighters, get some help. It's good to have one person taking down the points as the fighters report them and totaling them up. Then another MoL checks the addition and places them in the sequence.

Have your Marshal tell the fighters to report to the MoL table after the completion of their fights. The fighters should be able to tell you their names and wait for you to locate the cards before reporting the results. Some fighters may give you the point totals, some will just tell they who won which fights. Another option is to get a runner. You don't have time to run cards to the field and hunt down fights that are completed.

You may have to shuffle the fighters in the low end of the sequence a bit. If they have two fighters that are always on the low end of the sequence and are fighting each other over and over shuffle in the next two lowest fighters. This principle applies for the top of the pile as well. Do not make two fighters fight each other repeatedly when there are individuals close to their scores, even if they don't have the exact same score.

Example: Duke Bob 50 Lord Joe 49
 Duke Fred 50 Lady Jane 48

Duke Bob and Duke Fred fought each other two rounds back. Go ahead and mix up the fight and give the fighters new people to fight.

Dice Tournament

In this tournament, a pair of dice is rolled to determine weapons form and limitations for each bout. This is easiest done for rapier tournaments, as there are only two rapier authorizations (rapier and schlager). Take two pieces of paper. Number 1-6 on lines going down each piece. Beside each number on the first page, name weapons forms. On the second piece of paper, number limitations. For Example:

Page 1	Page 2
1. Single Sword	Draw cut
2. Dagger and Rigid Parry	2 "kills"
3. Dagger and Other	3 "kills"
4. Sword and Soft Parry	head shot only
5. Sword and rigid parry	arm shot only
6. Case	Fought from knees

Using two dice (easier with dice of different colors) allows each pairing to roll for weapons form and limitations. In this case, a 1 and a 6 result in the match being single sword, fought from knees.

Creative Tournaments

Movie Madness

Movie Madness is a fun tournament where you get to be the hero and the villain. Utilize the sheet of 'cards' provided later in this packet or make up your own. The first round is one on one. You randomize the cards for the fighters and then pull two. You pick a villain and a hero. Have the next villain always be the person who was just the hero. So, in round 1, you're the hero in your story, and the villain in the next guy's story. The villain can't use any cards; the hero can use any of his. Record the win or loss.

Second round, randomize the cards and select 3 cards. There are two villains and one hero.

Hero's can use their cards. In round two, you fight as hero, then 2 turns as villain.

Record how many kills the hero takes.

Third Round select 4 cards. It is three on one, the hero vs 3 villains. Again the villains cannot use any cards. I use the same system for switching people out.

Again record how many people the hero kills.

If there is a tie you can have people use up their remaining cards or you can have the people tied select a few more cards and use them against one another. There can be multiple winners from the hero with the most kills, the best villain, the most creative use of cards or the least use of cards (although the cards are what makes this tournament such a favorite).

There really are no hard and fast rules for it. Just try to make some scenarios that are fun.

Chaos Caravan

This is a great tournament for a site with trails. Basically there are two teams, one at each end on the trail, one team is the caravan (they start out with the "Mules") the other team is brigands (They try to steal the "Mules"). The object is for each team to get as many "Mules" to the opposite end of

the trail. Each "Mule" is worth a different amount of points, so at the end of the time limit, or when all "Mules" are accounted for, the points are added up and a winner declared.

Now, it has been run several different ways in the past, but the basics stay the same.

1. Teams will be divided up by the marshals prior to melees start.
2. The object is to get your caravan from point A to point B with all as many mules as possible.
3. Only 1 mule per fighter.
4. PLEASE REMEMBER that the Mules are non-combatants, and cannot be involved in the fighting.
5. Fighting cannot take place until the mule is at a reasonable distance from the fighters.
6. Any fighter caught fighting too close to a mule will be immediately disqualified and asked to leave the field.
7. If within 10ft radius of res point when fighting, dead combatants must move on to or back to the next closest res point.
8. Once a mule has been delivered to end point the combatant can return and try to obtain additional mules.
9. Only mules can carry treasure, a combatant cannot take the treasure card as their own and try to deliver it.
10. A fighter with a mule may leave the trail, **Only If the Mule wants too.**

Rules for Mules

1. PLEASE REMEMBER you are non-combatants, and not to participate in any way with the fighting.
2. You are to stay with your fighter/handler unless they engage in combat, and then you are to "Wander" away from the fighting for safety reasons.
3. Once the fighting is over you will leave with the winner whichever direction they are heading
4. Do not run from fighters.
5. If you are wandering and found by an unoccupied fighter they can claim you and lead you to their end point.
6. Do not stop and pretend to be grazing or otherwise impend the trip.
7. Once a fighter delivers you to an endpoint you are no longer in play and are not to return to the trail.
8. As a mule it is at your discretion whether or not you wish to trek off the trail with the fighter, you do not have to if you do not want to.

Additional Rules

1. No rubber band guns allowed.
2. Death from behind is allowed

In addition to delivering mules to the endpoints for points, you will have to opportunity to gain extra points by capturing a Warder and delivering them to the appropriate endpoint.

1. To capture a warder you must disable them by taking their arms so they cannot fight.
 - 1a. No you cannot take their weapons after their disarmed because you don't like the style you brought out.
 - 1b. No you cannot "raid" the disabled warder, whatever in your mind that means.

2. Once you have disarmed the Warder you must deliver them to your endpoint
 - 2a. No the warder can't run away after they've been disarmed.
 - 2b. Yes, if the warders own team can, they are allowed to kill the warder before he reaches the other teams endpoint.
 - 2c. No, the warder cannot commit suicide if taken captive.
3. Once the warder has been delivered to the appropriate endpoint, they may return to the fight with all injuries magically healed.

Bar Brawls

For bar brawls the scene needs to be set. That is tables and sometimes props such as break-away bottles, buckets, hams, cheeses, tankards, anything you can think that would be in a bar. Sometimes weapons aren't allowed into the bar and participants must be creative in how they 'sneak' the weapons past the bouncer. Matches are fought to the last man standing. The final match is between the winners of the previous matches. The only scoring required is the winner of each match.

Bushkazi / Home Game

Bushkazi is a game played in Afghanistan that reflects the way of the horse-mounted warrior. Originating from a time when horsemen swept into villages to raid livestock or other possessions, this contest of strength and skill seems to reflect a Mongol raid. The Boz (a prepared calf or goat carcass weighing perhaps 170 pounds) is the "ball" that has to be snatched from the ground by a rider on horseback and carried some distance to achieve victory. Apparently there are many versions of this game. In the Home Game a bag with armor or chain mail is used. It becomes more like a football game. This game may also be played with rubber band guns, depending on the conventions of the day or match.

Naval Battles

This tournament takes a bit of preparation. First you need to make PVC 'boats'. Let the fencers either choose their own crew or assign a crew to each boat. Rubber band deck guns and hand guns really give the naval feel. One or two people need to be carrying the boat, depending on the size, while the rest of the crew directs and shoots. To fight with the swords, boats must be placed on the ground. You can step into another boat to fight if you wish, but if you are knocked out of the boat, you drown (because, of course, many sailors couldn't swim.) You may team up with other crews. Play with it. The last boat, or allied boats, still afloat wins.

Animal Hunts

In a Hunt, some fighters play the roll of 'animals' while the other fighters form hunting teams. This is a popular tournament format for woods fighting. Animals will usually have special abilities and restrictions on how they must be killed. For instance, a 'Boar' may only be killed by thrusting blows. A 'Lioness' is invulnerable until her 'Cubs' are killed. A 'Turtle' has an invulnerable 'shell' and can only be killed by a head blow. The MiC will recruit fighters to take the rolls of animals and brief all combatants on the rules before beginning the fighting. When a team defeats an animal, the animal will give them a token. Each animal must have distinct tokens, since different types of animals are worth different points. At the end of the tournament, the teams report to the list table with their 'kill' and turn in all the tokens to be counted.

As an example, a hunt might include the following 'animals'. Point values are determined by how difficult it is to kill the 'animal'. An example might be

Bear	10	Stag	10
Boar	15	Turtle	20
Dragon	125	Unicorn	15
Lion	15	Wolf	10

With imagination, you can include almost any type of animal.

Hunts run much more smoothly with advance preparation. The 'animals' will have time to make themselves tabards or costumes reflective of their animal persona. The MiC can assemble tokens for the animals at leisure, rather than scrounging around the day of the event. The MoL will know in advance what the rules and points are for each animal and can speed things along by helping brief the fighters.

Melees

The word "melee" comes from Old French and is defined as "a confused, general hand-to-hand fight between groups." In the SCA, it can refer to anything from 5-a-side combat at a local event to the massive battles at Pennsic, with hundreds of fighters on each side. Depending upon the scenario, victory is achieved by either killing all of their opponents or having control of the objective(s) at the end of a designated time period.

Field Battle

In its most basic form, a field battle consists of two teams of approximately equal size lining up on opposite sides of the field, and fighting until only one team has any members left alive. An advanced version is the resurrection field battle. An objective will be given, such as possession of a banner or control of a specific piece of land, and a time limit set. A location for resurrection (called a resurrection point) will be set for each team, and the fighting begins. Anyone who is killed returns to their resurrection point to be healed and then can return to the fighting. There is usually no limit on how many times a person can be healed. At the end of the time period, whichever team is controlling the objective wins the battle. If the outcome is still in doubt, one method for settling the dispute is for a Marshal to make a complete circle from the middle of the objective with a nine-foot spear. All fighters falling inside the circle are still alive, and everyone else is removed from the field. Those still alive fight until only one side is left standing to settle the outcome.

Grand Melee

A grand melee is a hybrid between an individual tournament and a group melee. It is often fought as a warm-up battle to start the day. All fighters form a large circle. When "lay on" is called, the fighters can strike a blow at anyone except the two people who started lined up on either side of them. When fighters are killed they are out of the fight. Some fighters will initiate single combat with an opponent. Others will form an alliance with one or more other fighters for self-preservation. Often, multiple small teams spontaneously form which might temporarily combine their efforts to take on an opposing team. The last person alive wins the melee, so eventually the teammates have to turn on each other after eliminating their rivals.

Warlord

Warlord is another hybrid form of tournament. The first round is set up like a normal elimination tournament. The winner of each fight in the first round becomes the warlord for a two-man team of himself and the fighter he defeated. They will then fight another two-man team; the winner becomes the Warlord for a four-man team, which will fight another four-man team, etc. (see example below). Eventually, there will be two large armies fighting a melee, with the leader of the winning team being the overall warlord winner.

Ex.	1st Round	A defeats B, becomes Warlord for Team AB C defeats D, becomes Warlord for Team CD
	2nd Round	Team CD defeats Team AB, C become Warlord for Team ABCD
	3rd Round	Team ABCD defeats Team EFGH, C is now Warlord for Team ABCDEFGH

If the numbers don't work out there are a couple things you might try. Get extra fighters to volunteer to be "mercenaries". You can slip them into the teams when the number of teams equals the number of fighters. Another way is to see if you can factor the number creatively. Going again with 24, you make them all go out in groups of three and make them determine their leader by combat. At the end of that process, you have 8 teams, each with a single fair and square leader.

Obstacles and Restricted Forms

In addition to the standard field battle, there are a number of modified melees. Among the more common are:

Bridge Battle

A bridge is formed with parallel rows of hay bales. The length varies depending on the number of fighters; the width should normally only allow four to five fighters to stand side-by-side. The two armies start at opposite ends of the bridge. At the onset of fighting, each side stakes a position near the midpoint of the bridge, forming shield walls with rows of reach weapons behind them. Fighters are allowed to brace themselves against the hay bales, but cannot sit or walk on them. If they step over or are forced over the edge of the bridge, they are dead. Bridge battles may be fought to last man left alive, in which case a battle of attrition follows, until only one side remains. Alternatively, bridge battles may be fought for a designated time period where the side which controls the majority of the bridge when time expires is the winner.

Woods Battles

Banners

A capture the banner scenario is the most common form of woods battle. The two armies enter the woods from separate locations, each carrying a banner, while a third banner is hidden in the woods by the Marshals. Whichever team controls two of the three banners at the end of the time period wins the battle. Each side will have a resurrection point; anyone killed must return there to be resurrected.

Capture the Gold

This is a scenario that can be fought with multiple smaller teams. Trash bags stuffed with leaves (the bags of gold) are hidden in the woods by the Marshals. The teams search the woods to find the bags to turn in to the scorer's table. The team actually turning in the bags gets the credit for them, so it becomes a tactical decision whether to hunt for bags or lie in wait and try to capture them from another team. No fighting is allowed within a specified distance of the list table, which can double as the resurrection point. The team turning in the most bags at the end of the time period wins.

Town Battle

An odd number of huts are formed from hay bales within the perimeter of the town. The two armies start from opposite sides of the town. The objective is to control the majority of the huts at the end of the time period. Fighting occurs throughout the town, but the battle for possession of a hut can only occur through the doorway; blows cannot be thrown over the hay bales.

Castle Battle

At Gulf Wars, in the Kingdom of Meridies, a castle has been built on site for this battle. For a smaller event, a castle can also be approximated with a number of hay bales. Set the bales up in a square or rectangle with spaces for one or more doorways to defend. Fight until only one side is alive, then switch and have the attackers defend and defenders attack.

Broken Field

This is one of the war point battles at the Pennsic Wars. The battlefield is broken up by two hay bale obstacles; three banners are fixed in the passages between the obstacles. The banners can be defended, but not moved. No combat takes place across the bales. Each side has a separate resurrection point. Victory goes to the side controlling two of the three banners at the end of the time period.

Maze

A maze is built with hay bales to head height, to obstruct the views of the opposing sides. Blows cannot be thrown over the corners; they must be thrown face-to-face. It can be fought either like a bridge battle, with the two sides fighting for position, or like a castle battle, with one side defending and the other trying to break through. Because of the close quarters, it is also similar to the fighting for possession of a hut in a town battle.

Sources

<http://mol.atlantia.sca.org/Handbook/Types.html>

Cecil Dupont and Christian Fournier for the Movie Madness Tournament

Aidan MacDhughail the BlackHand for the Chaos Caravan Tournament

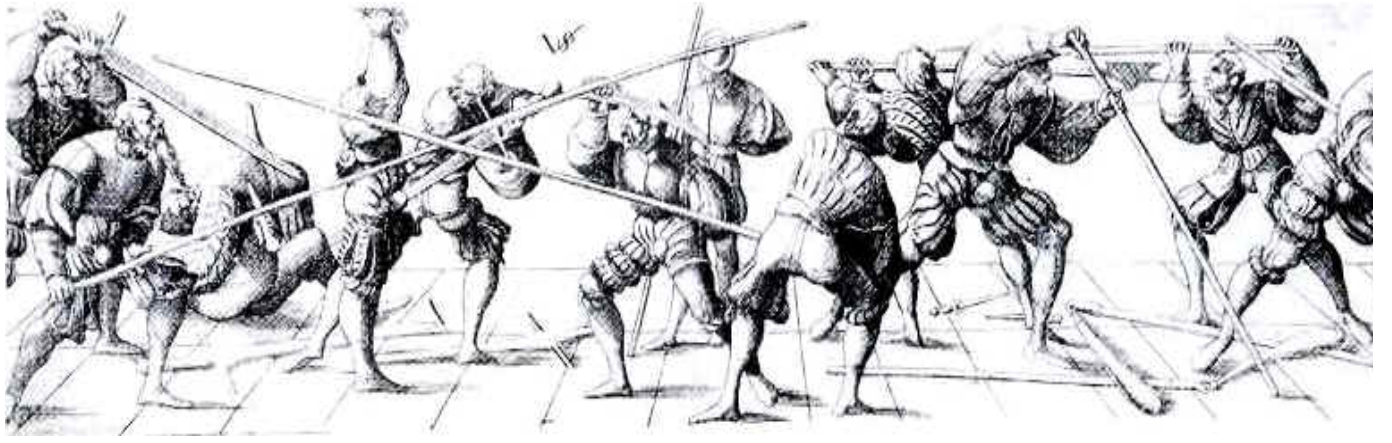
Forms

Round Robin Scoresheet , 8-Person Double Elimination Tree, 16-Person Double Elimination Tree, Magic Tournament Card (other numbers of Double Elimination Trees can be found here as well)

<http://mol.atlantia.sca.org/Handbook/TourneyForms.html>

Movie Madness Cards

MKMOF list on Yahoogroups



Finis

