

What you need to know about the Barony of Selveirgard Pas d'armes

What to wear and bring:

If you are fighting you will need a Sur Coat to cover your armor, a Display shield for the wall/tree of shields and a banner on a pole. All three should have your device or the symbol you use to identify you to others on the field of honor.

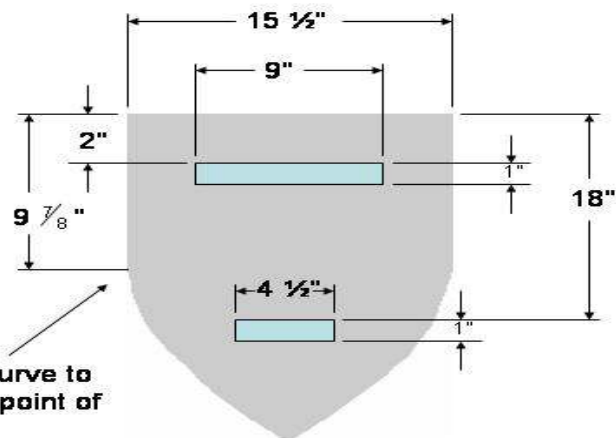
- Shields can be rectangular, or you can use the example AEMMA shield pattern below without the cleats. The shields will be hung using a screw onto the shield wall representing the side you are fighting for after the grand entry. $\frac{1}{4}$ " plywood of like material. Rectangular shields need to have the same width and height shown.

AEMMA "standard" arms specifications

1. $\frac{1}{4}$ " plywood
2. max width $15 \frac{1}{2}$ "
3. max length $23 \frac{1}{2}$ "
4. suggest priming the plywood
5. use acrylic paint for good depth of colour and coverage
6. bottom back plate optional

Note:
White bristle board
pattern at the salle

begin the curve to
the bottom point of
shield.



- Surcoat: Any standard design you want to use with your device/symbol on it. If you're a squire you should check with your knight before making this item.
- Banner of arms: a rectangular banner is recommended; the pole shall not exceed 9' in height and needs The banner will require a sleeve along the long edge able to allow for a 1" pole for insertion, and a second sleeve along the top of the banner to allow for a $\frac{1}{2}$ " to $\frac{3}{4}$ " dowel to provide the horizontal support. Size from 61 - 82 cm (24" - 32") in width, to 92 - 122 cm (36" - 48") in height.



- Once your side is selected you will also be identified by a strip of cloth tied to your left arm by the one who's favor you carry for this tourney. The cloth/scarf will be provided by the Baroness at the event.
- Each fighter MAY have a helmet crest, the crest's worn will be judged by the consorts.
- Each team needs to have a HERALD for the team, you can have individual heralds also if enough are available. The herald needs to have a tabard if they are in service to an individual
- The use of SQUIRES to help with armor is also encouraged. They should wear a tabard identifying the team or individual they are serving.
- Pages (smalls) can be used by the teams as well. The pages will need to have a tabard to identify them and the team/individual they are serving.
- Each team needs to make plans for the hydration and feeding of the combatants during the field. Keep them hydrated and supplied with snack food.
- All fighters need to have a consort they are fighting for on the day. The consort should have a favor for the fighter to carry onto the field.

The Teams:

- There shall be two teams. GOLD (Or) shall be the home team (Appellants) and the RED (Gules) team who shall be the challengers (Venans)
- Knights and Squires and retainers shall serve on the same team unless the Knight who these people are in service to allows them to be on the opposing team.
- If you have a team assembled, please provide a roster to the sponsor of the Pas (the baroness of Selveirgard) as soon as possible.
- Each side will need a **"Ransom"** stock to buy back the services of the defeated fighter from the victor. The ransom can be anything from Candy to beads, crafts etc. Being mindful that a Knight should bring about a higher ransom price than a squire, etc.

Weapon styles to be fought

- Spear or Pike
- Sword and Shield
- Great Sword
- Mace and Shield

Conventions of combat

- The Pas will start at 10:00 AM – no entries on the list will be accepted after that time.
- The right to challenge rests with the Venans and the weapon choice with the Appellants. Select with honor if an individual is not trained with the weapon selected then the combatants should select weapons to allow for a safe fight.
- All combat will be in accordance with SCA and Kingdom of the West standards for the style of combat to be conducted.
- NO THRUSTING TIPS on swords.
- NO LEG shots.
- NO Killing from behind
- A round will be three counted blows or three minutes, after three minutes the fighter who has the least amount of blows will be the victor.

ORDER OF FIGHTS:

HARD SUIT

- Grand Mêlée (last fighter standing)
- First round Single combat open field or over the barrier.
- Second round Two on Two combat open field or over the barrier
 - BOFFER COMBAT FOR SMALLS
- Third Round Three on Three Open field or over the Barrier
- Divided Field Res Battle (6 min)
- Grand Mêlée (last fighter standing)

RAPIER

- First Round Single combat open field or over the barrier
- Second round Two on Two combat open field or over the barrier
- Grand Mêlée

Who to contact:

Baroness Etain O'Rowarke 907-357-1434 b3nelsons@gci.net (tourney sponsor)

Baron Stephen de la Bere 907-495-1969 stevel@mtaonline.net (Autocrat)

References:

AEMMA References: <http://www.aemma.org/misc/medievalTournament.htm>