

The Adrian Empire, Inc.

MASTERS OF DEFENSE

Guild Manual



March 2002

© 2002 The Adrian Empire Inc., all rights reserved.

Anyone is welcome to point out any error or omission that they may find.

Guildmaster MoD@adrianempire.org

Empress empress@adrianempire.org

Emperor emperor@adrianempire.org

TABLE OF CONTENTS

I.	Introduction	3
II.	Purpose	3
III.	History	4
	London Masters of defence	4
IV.	Membership	5
A.	Requirements	5
B.	Dues	5
V.	Guild Structure	6
VI.	Rank Structure	6
A.	Introduction to the Ranking System	6
B.	Ranks and Their Attributes	7
1.	The Recruit	7
2.	The Schollar	8
3.	The Free Schollar	10
4.	The Provost	12
5.	The Master	13
VII.	Training Program	14
A.	Program Structure	14
B.	Training Principles	14
C.	Basic Fight Principles	14
1.	Physical Balance	14
2.	Mental Balance	14
3.	Position	14
4.	Timing	15
5.	Distance	15
6.	Momentum	15
D.	Safety Precautions	15
E.	Exercise Forms	16
1.	Other Weapons Training	16
2.	Deployment of Strikes and Guards	16
3.	Folgen (Sword Drills)	17
4.	Reihenfolgen (Sword Sequences)	17
5.	Fechten (Fighting Engagements)	17
6.	Theory and History	17
VIII.	How to Conduct Prizes	18
A.	Of the Undertaking of a Tournament (Prize)	18
B.	Planning the Tournament	18
C.	Defining the Rules	18
D.	Of the Role of Judges and their Selection	19
E.	Announcing the Tournament	20
F.	Conducting the Tournament	20
1.	Armor Inspections	21
2.	Forms of Combat	21
3.	Victory Conditions	22
4.	In Closing	23
IX.	Weapons & Armor	23

I. INTRODUCTION

The study of swordplay has been a passion of man throughout the centuries. From the very beginning, since the invention of the sword, man has worked to perfect it and the use of it. Swords and other medieval weapons were the primary instruments used in combat and warfare for many centuries. Swordplay and warfare in the Middle Ages was brutal at best. Armor was developed to defend against the improving weapons and weapons changed to overcome and penetrate newer armor. With the evolution of the sword, heavy armor began to be reduced and ultimately set aside. Speed and agility were far more important than mass and weighty armor. The need for increased proficiency with swords and other hand weapons to defend oneself grew, although swordplay did have a few barriers to clear. Through much of the Middle Ages and Renaissance, the study of swordplay outside of the military or for warfare use was not looked upon favorably and was considered to be for thieves and actors or performers. The study of defense was not accepted for civilians. Weapons and the knowledge of weapon making and materials expanded with time, reaching all new heights by the end of 1400's. Our social views and acceptance of civilian swordplay began to change as well. Scientists, mathematicians, and philosophers began to study this new field. Crowns and wealthy nobility alike began to commission these men to develop studies and better understanding of this new science. Some people, very few, began to teach this new art, mostly to the rich, wealthy and influential members of the court. A new wave of fascination and interest had rolled over most of Europe. By the early 1500's, schools were opened for the purpose of teaching swordplay. It was at this time in 1540 that King Henry the VIII issued the first charter, for a school of this type, to the Company of the London Masters of Defence. A new art was born – the Art of Defence.

II. PURPOSE

The purpose of the Masters of Defence Guild of Adria is to help promote true historical swordplay – in all forms – and the study of swordplay in the Empire. There are many forms and types of combat provided to us in the combat manual. For the most part, swordplay in Adria has been concerned with the 'What,' what target to hit, what weapons to use and what armor you need to wear. It hasn't been concerned with the 'How,' as long as it was done safely. Our combat structure has been based strictly on points, not on how the point was scored. What we have left is a game of 'sword-tag.'

The purpose of the guild is to allow its members to study and practice historical 'sword-play' in a structured method, without the focus on just points. It places more weight on how the combat takes place, with style and form being more important than touches. By no means does the Guild belittle or criticize the normal combat system or structure, for both types have their place and enjoyment. Instead, the Guild hopes to encourage its members to research and study period styles of swordplay to help enrich the Empire's overall combat system.

The Masters of Defence Guild will also serve other purposes as well. Besides researching historical styles, it will be a test group for new types of combat and for new weapons for use in the regular lists. It would be a group of experts on combat to play-test and review new ideas, weapons and armor. The Guild would act as an advisor to the Crowns and Ministers of Joust & War. The Guild would also be able to produce training materials, instruction videos, etc., for new members and remote regions to help unify combat in Adria. Most of all, the guild would provide an outlet to Adrians who truly love historical Swordplay.

III. HISTORY

LONDON MASTERS OF DEFENCE

The Company of the Masters of Defense of London was an officially recognized guild of teachers of fencing in England (centered mostly around London). Henry VIII gave the guild a charter in 1540 granting it a monopoly to teach proficiency in all of the weapons of war that a gentleman should know. The concept behind the guild was not unique: there are hints of similar schools to teach equestrian, painting, dancing and song. The charter, like most Court documents, needed to be renewed by each new monarch. Edward VI renewed it, but there are no documents showing that Mary, Elizabeth or James I renewed it. This guild divided its membership into 4 ranks: Schollar, Free Schollar, Provost and Master. At the top of the structure were the Four Ancient Masters, who ran the business of the guild itself; below them were all of the other Masters. The Four Ancient Masters apparently changed as time progressed, but there is no mention in the manuscript of a 'changing of the guard.' Each Master had students from the lower ranks who swore an oath of loyalty to their master. To advance through the various ranks a student, or Schollar, would study weapons for a minimum specified time, then, with permission of their superiors would 'play the prize' for advancement to the level of Free Schollar. The next level for the prize was Provost, which allowed Provosts to open up a school in their master's name, where they would pay their master a small fee for each student. The last level was that of Master. The prizes for each level generally involved more and varied weapons than the previous. Incidentally, this is where the term 'prize fight' evolved.

The best source of information we have on the guild is a book entitled: 'The Noble Science' which is a study & transcription of the Sloane Manuscripts 2530, Papers of the Masters of Defence of London, from the 1540s to the 1590s. The author, Herbert Berry has published several works on Elizabethan England/London, including one on Shakespearean Playhouses.

First and foremost, the guild was a business. This business made money in three areas: charging money for lessons in various forms of combat, through a fee structure (for both normal business as well as penalties) for the guild and by charging for attendance to its public functions (prizes). Master William Mucklowe's school charter stated that a scholar must pay half of his tuition up front for learning, and half at some unspecified later time. His charter suggests 30 or 40 shillings for the fee, which was quite a bit of cash back then. In addition to paying out all of this money, the scholar must bring own weapons or make prior arrangements for their procurement. Since the manuscript only mentions 78 people in the guild, beginning students, or 'scholars' were probably the main source of income for the company, which depended on high turnover, much like today's health clubs do. The second form of income for the guild was a fee charged to members and schools. A scholar had to pay 12 pence upon taking an oath to a master and 4 pence for entrance into the guild. When a candidate successfully played the prize, he also had to pay a fee in order to advance to the next rank. The Company benefited from the success of the individual members in a profit sharing system, almost like a multi-level marketing scheme. The provosts gave 2 pence to their master for every student they had, and all masters put 2d. per scholar in a box and gather twice a year, presumably to divide it (the rest of this piece cuts off in the manuscript.) In addition to the regular fees that the Company charged for its day to day affairs, it also charged penalty fees to members who failed to carry out guild business in a proper manner. A penalty fee of 5s. per Provost was charged to prize candidates who did not properly notify other members of the Company about the upcoming prize. A penalty of 6s. 8d. was charged to Provosts who did not show up to prizes without a valid excuse (such as illness, service to the crown or distances involved).

Playing the prize was also quite lucrative. The Company charged the public for attendance of the prize, and the public was encouraged to throw money if they liked the bouts as well. The candidate had to pay for the posting notices about the prize, and in some cases had to pay half of the travel expenses of Company members, but the candidate also received some of the money generated by the prize. There is no direct evidence of how much money a prize generated, but in one prize, a tavern owner demanded a cut of the proceeds and received 40 shillings, which was more than he earned for most plays.

Prizes were more than just a direct revenue stream; they were also a form of advertising for the masters and provosts. The teachers had the opportunity to publicly display both their skills, and the skills of their students for the benefit of the audience. This would then draw interest in their individual schools and hopefully attract more students.

Unfortunately, we don't know much about the actual playing of prizes. Prizes were held in public places like markets, inns and theaters and were a popular form of entertainment, drawing a paying audience. In fact, prizes were banned in times of plague or infection for fear of spreading disease through the crowds.

Prizes usually began with a procession, very often starting in Black Friars, going through the Ludgate and into the City Proper. Company members marched in the procession by rank. It tended to swell as it went along, with people joining and following it to its destination. This caused problems for merchants who either had no business or too much business as a result. Many of the earlier prizes were played in market places, which had no rent, but as things evolved, the theaters and inns seemed much more popular, probably because the raised stage/scaffold gave access to larger audiences. The area that the fencing took place could be anywhere from 20-60 feet on a side.

IV. MEMBERSHIP

A. REQUIREMENTS

Membership to the Guild is open to all paid members of the Empire, who have an interest in historical swordplay. Membership to the Guild is not restricted to combatants only; anyone with a historical interest of combat during our time period may join. Participation in combat is required for normal advancement within the Guild ranks. Non-combatants may work to become a Historical Scholar, a member who has conducted research on period swordplay (see section on Guild Structure). Members who do take part in combat are required to have signed an Adrian combat waiver / release form, prior to participation in any combative activities or practices.

Joining and leaving the guild involves:

- A letter of intent submitted to the local Guild Master or Ancient Master
- A membership form filled out
- Payment of annual dues

Once all three requirements have been fulfilled, the member will be entitled to all rights and benefits of membership. More specific information is found in the Guild Charter.

B. DUES

Currently, the dues are set at twenty-five (\$25) dollars per year.

V. GUILD STRUCTURE

The Masters of Defence Guild is an Imperial Guild that will hopefully build to the point that it will have chapters in every Chartered Subdivision in the Empire. The Guild is going to a structure that will allow it scale and grow within the Empire and maintain an effective management system. There will be two levels of the governing body. The Local and the Upper or Executive.

The upper structure or Executive Governing Body of the Guild will be comprised of five (5) members. These five (5) members will have the power to change the guidelines and structure of the Guild by a 3/5 vote. The Guild manual, organization, rules / safety enforcement and reporting to the Imperial Crowns and Ministers shall be performed these individuals. Using the historical titles from the London Masters, they shall be referred to as the "Ancient Masters". (Note: the title Ancient Master should not be confused the rank of Master. The rank of Master is earned by the guidelines provided. The Ancient Masters could also be referred to as the Guild board of directors). The Ancient Masters should be from separate chartered subdivisions as to allow for a good representation from within the Empire.

The five Ancient Masters are:

- Sir Trakx Greenwood (Castilles)
- Sir Arion von Schutzhundheim (Brandenburg)
- Sir Coda der Drachsohn (Esperance)
- Sir William Baine (Aragon)
- Sir Nicolas (Tierra del Fuego)

The Local Governing Body shall be made up of the senior three (3) most members, at a minimum. Any member with the rank of Provost or higher will automatically be a member of the Local Body. If the local Guild or 'Chapter' has more than three (3) members with the rank of Provost or higher, then the local body will be comprised of all of those members. There is no limit to the number of Local Guild Masters. If there are three or more members of the rank Provost or higher, then there shall be no members on the governing body of less rank.

The local governing body shall be local the organizers of practices, workshops and prizes and will be advisors to the Ancient Masters. The local Guild Masters shall have no power to change the guidelines or rules of the Guild.

VI. RANK STRUCTURE

A. INTRODUCTION TO THE RANKING SYSTEM

The ranking system described below is based on a similar ranking system first employed by academic institutions around the 15-16th century to determine the individual's position within a hierarchical system of competency. Ranking includes five (5) distinct levels: recruit, Schollar, free Schollar, provost and master. The word Schollar is derived from a Latin word "schola" or "school". Therefore, given that a scholar or Schollar (old English) is someone who studies an academic subject (using the "under-graduate student" analogy), this was found to be applicable to the initial rank of a western martial arts student. Taking this further, a free Schollar is one who is undergoing advanced training, similar to a graduate student from an academic perspective. The academic or research component of this ranking system begins early in the "Schollar" rank during the student's training with his/her participation in an existing or ongoing research project. The designation provost is granted by the school's governing body and is achieved when the student has achieved the highest technical skill of a weapon and that a research project is completed along with a research paper submission. A provost, by definition is an individual who is the head or master of a particular college or

subject. Using this definition with respect to martial arts would also include weapons skills, relevant techniques and their surrounding history. One can use the analogy that a provost has obtained a doctorate in this particular weapon's type. A master is one who has achieved the highest technical and intellectual skills with a minimum of five (5) weapons types (an individual who holds multiple "PhD's").

One of the most important steps in the progression from the rank of Schollar to Master is the concept of "prizes and challenges". The quest for the prize of promotion is a fundamental cultural component of the Guild, in which most, if not all students desire to obtain the prize through a minimum of 3 challenges against individuals in the next rank desired for each weapon currently being trained in. The play for the prize is comprised of two steps. The first step occurs as an event internal to the Guild in which the Master of Defence governing body assesses the student's skills in private. The second step is for the student to submit a challenge for the prize of Schollar; however, no student is allowed to submit challenges until the private examination is complete and deemed successful. There is no real time span before the student can play for the prize once the challenge has been submitted, however, it is usually left up to the student. Only the recruit and Schollar have this prize option in the promotion to Schollar and free Schollar rank respectively. Higher ranks prizes are governed on a time basis structure.

The expectation of training is that the student, with regular practice and commitment can achieve the highest ranking and competency level, master in approximately 5 to 10 years. This has great variations, depending upon the commitment of the student to training, attendance to classes, research project development, availability of the student to training, physical capabilities, stamina and their natural physical skills of the student. Skill and safety are paramount in the training program. The ranking and competency levels are described below.

B. RANKS AND THEIR ATTRIBUTES

1. THE RECRUIT

The Recruit is an entry-level student of the Guild. The student begins their training with an overview of the Guild, the key ideals of the Guild, overview of the training program, and begins with instruction on the basics of grappling, dagger and swordplay. As a recruit, the student is provided the opportunity to assess whether or not to pursue this form of martial art with commitment. In terms of equipment requirements, the initial cost to begin training is low in this level.

ATTRIBUTES

- Completed administrative requirements in terms of fees payments, membership and waiver forms
- The application has been approved and accepted by the Guild
- Satisfies the recruit equipment requirements (Basic personal gear and pads)
- Has attended no less than three (3) training sessions

RESPONSIBILITIES

- Read and study the recommended historical manuscripts that are available online and other contemporary sources, and be able to recognize and distinguish the manuscripts and their authors
- Continue practicing outside the formal training session of the Guild
- Can volunteer and assist in the general operational and administrative aspects of the Guild/chapter (workshop coordination and setup, equipment administration, etc.)
- If the recruit is serious about pursuing this training, the acquisition of the relevant Schollar-oriented equipment must occur

SKILL DEVELOPMENT AND TRAINING SPECIFICATIONS FOR RECRUIT

Theoretical

- The structure and nomenclature of the sword
- Familiarity with the various armor components
- Familiarity with the English nomenclature of the sword forms and some elements of the classical Italian and German derivations
- A familiarity with the historical swords master's treatises and their relationship to the training received
- Understands the mission of Masters of Defence

Martial

- A basic understanding and demonstration of the classic guards and wards, of both early and later period swords
- Basic sword and dagger techniques
- A basic understanding and demonstration of footwork, including both passing and gather steps
- The ability to deliver all of the folgen trained in this skill level both from an individual perspective and in pairs

TRAINING POINTS

- Recruit training includes internalizing the exercise forms (both with and without the sword), i.e. the exercises that will enhance sword control and the strength and flexibility of shoulders, arms, wrists, and forearms along with footwork
- Cross-training techniques are introduced
- The student will learn all of the guard positions, offensive and defensive forms
- Elemental structured folgen are introduced to provide the opportunity of the students to engage (sword-on-sword) with partners
- An introduction to cutting with the long sword using steel swords
- All forms, including exercise, offensive and defensive that employ the sword will be wooden wasters
- Estimate completion of this level of training is a 2-6 month period depending upon frequency of attending practices

DESIGNATION

Designation of a recruit rank is achieved when the following is satisfied:

- The student has successfully completed a private oral examination and test conducted by the Guild/chapter's governing body, in which one is assessed on technique, the initial defensive and offensive movements of sword handling, sword control and history based on the material provided in this training program
- Membership dues are paid for on a regular basis and there are no outstanding dues
- Has satisfied the minimum equipment requirements for the recruit level

2. THE SCHOLLAR

The Schollar is a student of the arts and has committed to learning and training in the arts. The Schollar recognizes that this is a lifetime commitment to achieve the level of excellence that will enrich the student's life. The Schollar must abide by the rules and guidelines of the Guild, and be prepared to obtain the relevant historically accurate arms & armor for those weapons trained with. Schollar training is the longest and most intense of all the ranks.

ATTRIBUTES

- Possesses basic skills in at least three weapons/fighting styles (e.g. rapier, dagger, long sword)
- Has succeeded in obtaining the prize of Schollar by successfully completing a public Schollar test for the rank of Schollar (public in the sense that the test is witnessed by the membership)
- Rank of Schollar granted by the Guild's governing body
- Possesses the minimum equipment components as specified for Schollar rank

RESPONSIBILITIES

- Participate in the challenges of other students for the playing for the prize of a Schollar rank
- Participate in the challenges of other students for the playing for the prize of a Schollar rank in other schools upon invitation by that school
- Assists in the general operational and administrative aspects of the Guild (workshop coordination and setup, equipment administration, etc.)
- Can participate in the governing body of the Guild in an advisory capacity
- Participates and contributes to research & development projects, under the direction of a Free Schollar, Provost or Master
- Provides assistance in training classes when called upon by the instructor or teaching assistant

REQUIREMENTS

- The student must successfully complete a private oral examination and test conducted by the Guild's governing body, in which one is assessed on technique, the initial defensive and offensive movements of sword handling, sword control and history based on the material provided in this training program
- The student must be successful in his/her winning the prize of promotion to Schollar by completing a public Schollar test against no less than three (3) challenges
- Annual membership dues, monthly training dues or quarterly training dues (depending upon how the fees structure is implemented in the Guild) are paid for on a regular basis and there are no outstanding dues before the test may be administered
- The student must satisfy the minimum equipment requirements for training, tournament and presentation purposes
- The student must apply for participation and contribution to an existing research project, under the direction of a Free Schollar, Provost or Master

SKILL DEVELOPMENT AND TRAINING SPECIFICATIONS FOR RANK

Theoretical

- Increased familiarity with the classical Italian and German naming conventions
- Enhanced understanding and integration of concepts as hard pressure, soft pressure or kinesthetic awareness into training
- Enhanced understanding and integration of timing, distance and placement in terms of attack, defense, parry (flat vs. edged), riposte

Martial

- Advanced sword techniques
- Higher skill level with dagger techniques and its integration into engagements (structured fight training)
- Enhanced abilities to deliver all of the folgen trained in this skill level both from an individual perspective and in pairs

TRAINING POINTS

- Additional forms are introduced that require practice with a partner in order to increase the level of experience in defensive and offensive movements
- Individual-oriented folgen sequences of repetitive forms include a series of offensive-oriented forms and defensive-oriented forms, of which they are "complementary" so that individual-forms can be practiced with partners
- Fechten introduced (with limited range of defensive and offensive movements) limited to the employment of wooden waster swords
- Advanced grappling techniques, half-sword techniques, and defensive to offensive positioning
- Estimate that Schollar training is at least a 6-12 month period before the student is able to consider challenging for the prize of free Schollar
- Competition/tournament participation with the weapon of skill and with the approval of the Guild's governing body

DESIGNATION

Designation of a schollar is achieved when the following is satisfied:

- The student has successfully completed a private oral examination by the Guild's governing body and a public Schollar test conducted by both the Guild's governing body and the student's peers
- The individual has satisfied the required arms & armor
- Recorded attendance and participation in practices on a regular basis
- Demonstrated ability to teach and train students
- Acknowledged contribution to the general operational and administrative functions of the Guild
- Acknowledged participation and contribution on a minimum of one research project
- Membership dues are up to date, and paid for on a regular basis and there are no outstanding dues

3. THE FREE SCHOLLAR

The Free Schollar is a student of the historical martial arts that has developed skills in a multiple number of weapons types, such as long sword, poleax, rapier, rapier & dagger, sword & buckler to name a few. A Free scholar with skills in any of these weapons types is also in a position to provide instruction to students in any or all of the weapons skilled in. The Free Schollar may often be requested to provide the supporting role of teaching assistant (TA) provided a letter is granted by the Guild/chapter's governing body to those who had successfully achieved the prize of Free Schollar. The Free Schollar must abide by the rules and guidelines of the Guild and must have in possession all of the relevant arms & armor for those weapons types that the student has skill in. The rank of Free Schollar is the minimum required in order to create a chapter of the Guild.

ATTRIBUTES

- Possesses a minimum of Schollar ranked skill in at least one weapon type.
- Has succeeded in obtaining the prize of Free Schollar through no less than three (3) challenges and has successfully completed a public test for the rank of Free Schollar (public in the sense that the test is witnessed by the membership)
- Rank of Free Schollar granted by the Guild's governing body
- Is able to startup a chapter of the Guild in a location remote to the parent Guild

RESPONSIBILITIES

- Represents the Guild or chapter at symposiums, workshops and conferences as lecturer, presenter, board memberships, etc.
- Participate in the challenges of students for the play for the prize of either Schollar or Free Schollar ranks
- Participate in the challenges of students for the play for the prize of ranks in other schools upon invitation by that school at the Schollar and Free Schollar ranks only
- Actively participates in the general operational and administrative aspects of the Guild (assist in the defining guidelines, rules, policy making, program development, etc)
- Actively participates in the acceptance of newly created policies in the Guild
- Participates, contributes or develops a research & development project(s), under the direction/guidance of a Provost, Master or another Free Schollar
- Provides instruction and training classes in the skilled weapons type and teaching assistance to other instructors or TAs when called upon

REQUIREMENTS

- Successfully completed a private oral examination by the Guild's governing body and a public Free Schollar test conducted by both the Guild's governing body and the student's peers
- Arms, armor satisfies all equipment requirements for practice, tournament, presentation purposes
- Successful in his/her winning the prize of promotion in a contest in public against no less than 3 challenges and by successfully completing a public test (public in the sense that the test is witnessed by the membership)
- Identified and initiated a research project which has been accepted and approved by the Guild's governing body
- Able to assist in training classes in the weapon of skill with permission of the instructor or TA
- Noted contributions to the development, promotion and enhancement of the Guild (through training, research projects, operational, etc.)

SKILL DEVELOPMENT AND TRAINING SPECIFICATIONS FOR RANK

Theoretical

- Greater emphasis on study of the historical treatises and manuals
- Examine in detail, training principles and theory as presented in the historical treatises

Martial

- More work on tuning judgment, distance, timing and placement, single time parry & offense

TRAINING POINTS

- Intellectual training in the philosophy and principles in the art of combat, manipulation of the opponent, control of battle, control of opponent
- Fechten continues (planned defensive and offensive movements), but will employ steel swords
- Contact free-form Fechten introduced, but will initially use wooden-waster swords
- Advanced folgen sequences of repetitive forms are introduced
- Introduction to manipulation of the opponent, learning the art of control of battle
- More and advanced sword techniques, sword grabbing, defensive to offensive positioning
- Introduction of alternative weapons combat, e.g. long sword engaged with pole arms (halberds, bills, pikes, etc.), long sword engaged with sword & shield, etc.
- Estimate Free Schollar training duration of up to 6-18 months
- Competition/tournament participation with the weapon of skill and with the approval of the Guild's governing body

DESIGNATION

Designation of a free schollar is achieved when the following is satisfied:

- The student has successfully completed a private oral examination conducted by the Guild's governing body and a public Free Schollar test conducted by both the Guild's governing body and the student's peers
- The student's arms & amour satisfies all equipment requirements for both practice and competition
- Has completed, concluded and submitted a research project which has been accepted, reviewed and approved by the Guild's governing body
- Membership dues are up to date, and paid for on a regular basis
- Provided acknowledged contributions to the development, promotion and enhancement of the Guild (through training, research projects, operational, etc.)

4. THE PROVOST

The Provost, for all intensive purposes, is a local master without the official designation of master. The Provost must demonstrate exceptional skill in at least five (5) weapons and demonstrate skill in any combination of those weapons (e.g. dagger against sword, etc.). The Provost has developed an intimate understanding of the different characteristics, underlying principles and theoretical approaches to each of the weapons skilled with. This individual has obtained this rank after many years of study and training. A key responsibility of the provost is the training and teaching of students. An official teaching license or letter is granted, by the Guild/chapter's governing body, to those who have successfully prized at this rank. The Provost also must abide by the rules, similar to those rules of the master which describes ones responsibilities of this rank, which includes stating one's allegiance and loyalties to the organization (in this case, to the Guild/chapter), and an all-encompassing code of conduct and behavior which the provost is expected to abide by within the context of historical martial arts. The provost must abide by the rules and guidelines of the Guild, and promote the principles of historical martial arts and organizations that are focused on the formalization of these arts.

ATTRIBUTES

- Demonstrates teaching skill in both individually oriented training and group-oriented training sessions
- Possesses a high degree of skill in multiple weapons in no less than five (5) types. Demonstrates skill at handling multiple opponents
- Rank of provost granted by the Guild's governing body

RESPONSIBILITIES

- Representation of the Guild or chapter at symposiums, workshops and conferences as a lecturer, presenter, trainer
- Agrees to accept challenges for the prize of provost by students in a position to deliver the challenge
- Participate in the ranking of students and their designation within the Guild/school at the Schollar, Free Schollar and Provost ranks only
- Participate in the ranking of students in other chapters upon invitation by that chapter at the Schollar, Free Schollar and Provost ranks only
- Deliver instruction and training to students of all ranks
- To be a liaison with specific academic and or museum institutions (with permission from Guild/chapter's governing body)

- To be a liaison with other specific training academies (assume the role as the primary contact within the Guild/chapter for one or two other training academies) (with permission from Guild/chapter's governing body)
- Participate and contribute in creating and implementing policies within the Guild/chapter and the external governing body
- Has submitted a research paper on a relevant subject and which the Guild's governing body has accepted and which has been published in the Research\White Papers area of the web (www.mastersofdefence.org).

REQUIREMENTS

- The student must successfully complete a private oral examination and test to determine the candidate's viability and which is conducted by the Guild/chapter's governing body, the provost candidate is assessed of one's weapon proficiency through a review of planned defensive and offensive movements, adequate footwork expertise, sparring capabilities, swordsmanship competency all with steel weapons
- Must be of at least 25 years of age, and possess at least 5 years of skills development in historical fencing and fighting techniques
- The student is successful in his/her winning the "prize" of provost in a contest public testing public, which has the following attributes:
 - Achieve success against no less than six (6) challenges that covers various weapons and fighting techniques
 - Demonstrate knowledge of fencing & fight theory by responding to queries by the Guild's governing body or by his/her peers.
 - Demonstrate teaching skill by giving an individual lesson(s) and group lesson(s) to the other candidates or students identified by the Guild's governing body.
 - Demonstrate fencing and fighting proficiency in a practical test against one opponent, then two, using a weapon of choice
 - Demonstrate knowledge and history by analysis of a weapon chosen randomly by the Guild's governing body or by his/her peers.
 - Analyze an unfamiliar treatise plate, chosen by the Guild or peers, and describe the possible techniques and methods therein
- Has submitted a research paper submission to the Guild/chapter's governing body, its review and acceptance
- Acceptance into the Guild's governing body

5. THE MASTER

All of the responsibilities and attributes of a provost extend to this rank. The additional responsibility may be the active participation on the governing body of Guild, providing the master a responsibility with respect to the promotion and formalization of historical fencing.

CRITERIA OF THE CANDIDATE FOR THE RANK OF MASTER

The criteria & attributes of the Master are still being developed.

VII. TRAINING PROGRAM

A. PROGRAM STRUCTURE

The training program designed and employed by Masters of Defence is the result of extensive research & development of the historical treatises and manuals, most notably, Hans Talhoffer's "Fechtbuch aus dem Jahre 1467", 1443, "Alte Armatur und Ringkunst 1459" and Fiori de'Liberi's "Flos Duellatorum", as well as other secondary sources, including George Silver, Giacomo di Grassi, Capo Ferro and Achille Marozzo to name a few. The objective of the R&D effort was to create a modern interpretation of the training methods as described in the various and relatively abundant medieval period manuscripts and then consolidate them into a viable training program employed today. There is nothing "unique" about the training program, nor is it a "Masters of Defence" training program or methodology. It is simply a consolidation of historical techniques and methods as a result of the study and research conducted.

B. TRAINING PRINCIPLES

The training program has evolved over the last number of years, originally developed in northern Italy and revised and enhanced to achieve the state it is in today. The program's objectives is for the students to internalize the following principles:

- Basic sword exercises and movements
- Footwork
- Competency in sword technique
- Ability to redirect and/or manipulate your opponent
- Ability to direct your opponent without physical contact

C. BASIC FIGHT PRINCIPLES

The following briefly describes the basic fight principles that the student must know and apply to successfully defeat an opponent. These principles are consistent with today's combat training systems.

1. PHYSICAL BALANCE

This refers to the student's ability to maintain his/her equilibrium and remains in a stable fight position during an engagement. This is critical for deploying a defensive maneuver or posture, and for launching an effective attack against the opponent. There are two aspects of balance that the individual must possess:

- The ability to move the body, utilizing such concepts as passing steps and gathered steps as an example, and to ensure that the feet do not cross, are kept apart at approximately shoulder's width, the need to lower the body's center of gravity to enhance stability.
- Be able to (through training and experience) move his/her body in an engagement to maintain balance and stability, while at the same time, exposing the opponent's weak points.

2. MENTAL BALANCE

A successful student must also maintain mental balance, in that he/she must not allow fear to overcome his/her ability to concentrate or react instinctively during an engagement.

3. POSITION

This refers to the location of the student in relation to the opponent. An important principle when being attacked is to move the body to a safe defensive position in order to prevent the student from being hurt. Then, the student would look for a counter-attack opportunity. This principle would apply in both armed and unarmed engagements. Movement to an advantageous position will require accurate timing and distance perception.

4. TIMING

The student must learn through experience, the best time to move to an advantageous position in an attack. If the movement is too soon, the opponent will anticipate the movement and deploy a counter or adjust his/her attack. Similarly, if the student moves too late, the opponent will be successful in delivering his/her strike or attack at the instant when the student is most vulnerable.

5. DISTANCE

This describes the relative distance between individuals engaged in a fight. The student must learn how to position oneself at a distance that is most advantageous. Adjustments to this distance are continuous during an engagement to ensure that the student maintains the most advantageous range between himself/herself and the opponent.

6. MOMENTUM

A critical principle that the student must learn to acquire is the understanding of the physics behind the momentum. Momentum describes the body's tendency, while in motion, to continue in the direction of motion unless acted by another force. The greater the mass or speed of the movement the greater momentum is going to be. This is a key principle that can be effectively employed during long sword attacks, whereby the student can leverage the momentum of an attack, and redirect the momentum behind the strike, and counter (parry) with an attack. This principle applies to other forms of attacks, and provided the student understands the principles behind momentum, the following can be deployed:

The student can use the opponent's momentum to the student's advantage by introducing an imbalance on the part of the opponent by exploiting the opponent's own momentum.

- The opponent's momentum can be exploited by forcing it to extend further than is expected by the opponent, thus causing imbalance.
- Student must also be aware that the opponent can also use the student's own momentum to the student's disadvantage, and therefore, must avoid placing the student in an awkward and vulnerable position.

D. SAFETY PRECAUTIONS

In order to prevent injuries or at least reduce the probability of injury during training and fighting, the student must consider the following before and during training:

- Follow the instructor's direction, instructions and guidance, and request clarification if needed.
- Not get ahead of the instruction, regardless of the skill the student may possess
- Offer no resistance and allows each maneuver to be freely executed during training stages to allow for the perfection of the movement.
- Remove any jewelry, watches, chains, etc. that might interfere with the drills and possibly result in injury.
- Understand that strikes are to be simulated, especially during the learning stages. It is not important to be quick nor to place any power behind the strikes
- Learn to establish a consistent signal to indicate to the partner to stop applying the pressure during training, or to stop delivering sword strikes during training drills.
- Undergo an adequate warm-up exercise period, along with stretching to reduce the possibility of injury.
- Ensure that the required protective equipment is worn during training drills.

Periodically, the student must inspect their equipment to ensure that it is kept in optimum condition. If the equipment is deemed unsafe, or not optimal, the instructor will terminate the training for that student which requires the equipment.

E. EXERCISE FORMS

The above statement rings true in that in order to achieve perfection in any craft or skill, practice... practice... practice... is required. The swordsmanship-training program is no different. The exercise forms enhance flexibility and strength with respect to wielding the sword. Therefore, the exercises are repetitive, difficult and long. This discipline forms the core of the training program.

In the opening of every training session:

- The students are positioned into a circle, each able to see the other and everyone able to see the instructor without any obstructions
- A ritual opening of the training is delivered by everyone.
- Warm-ups without the sword follow the opening.

Other exercise forms will incorporate the sword, which is why the sword is placed on the floor at the feet, at approximately 45° from the vertical with respect to the student. This reflects the student's "readiness" to arm himself/herself in the event of a surprise attack.

Historically, training schools, while in sessions, were occasionally attacked by their enemies, and therefore, the student had to be prepared for battle and remain close to the sword at all times during practice.

1. OTHER WEAPONS TRAINING

The purpose of cross-training is to expand and enhance the student's "experience" with respect to long sword training by incorporating training drills based on other weapons types. These would include unarmed combat techniques (some aspects of "ringen" from Talhoffer's manuscript), unarmed vs. knife combat (Talhoffer, Liberi and Marozzo) and knife vs. knife (Talhoffer, Liberi and Marozzo) and sword & shield. Many of the subtleties of combat cannot be adequately learned and trained with when the focus is only on a single weapons type, and therefore, this training system present certain elements to expand one's expertise and experience in martial training.

2. DEPLOYMENT OF STRIKES AND GUARDS

Students are instructed the variations and deployment of strikes, guards and wards from a trajectory perspective, physical attributes such as stance, angle of attack, parrying and re-directing, integration of footwork, and drills. They are performed repeatedly by the student, along with variations introduced into the drills. In any delivery of a strike or deployment of a guard must demonstrate absolute control and discipline when wielding of the blade. Any delivery must be able to be stopped instantly by the student in order to change strategy, direction or execution of the form. These forms practiced in this component will be used as a basis for sequences of delivery and deployment, which is comprised of one or more, strikes and or parries. These basic forms must be internalized and delivered naturally and with fluidity. Sword drills are initially employ wooden wasters and in later ranks utilize combat-ready, steel swords, depending upon level of competency.

3. FOLGEN (SWORD DRILLS)

The term "folgen" is a German term that means "following". It adequately describes the aspect of training comprised of sword drills. The term "folge" is more of a singular term, which means, "follow". The purpose of the drills is to introduce the student into structured contact drills. This will begin the process of striking an opponent with the sword, and to receive strikes in which the student invokes an appropriate defensive form. The practice drills in the this level provide the student the opportunity of practicing in a highly structured drill in which all offensive angles are practiced, along with the basic defensive forms with a partner. Each student will take turns in progressing through an offensive and defensive drill.

Each student, when practicing in pairs will take turns progressing through an offensive and defensive folgen. The ultimate objective of the folgen in later levels of skill is to achieve full free form fighting. The folgen in later levels of competency can include practice with steel swords, however, in this level of training, the students are limited to wooden wasters only. In later skill levels, all of the sword folgen are done utilizing combat-ready, steel swords, depending upon level of skill competency achieved and availability of a steel sword.

When the student is familiar with the folgen, depending upon the competency levels, structured sword fighting and free form sword fighting may be introduced with wooden wasters provided the minimal protective equipment is available

4. REIHENFOLGEN (SWORD SEQUENCES)

The reihenfolgen are series of patterns of movements, which contain a series of logical and practical attacking and blocking techniques. Although it is not known if this form of training was used in the medieval period, the reihenfolgen are an extremely useful mechanism to practice the offensive and defensive forms outside of the training Guild. The objective of the reihenfolgen, is to enhance the fluidity of movement of the sword, increase the students confidence and comfort wielding a sword, provide a safe and relatively structured mechanism for steel-to-steel demonstrations, and to facilitate training so that the student can enhance higher skill at a more rapid pace. In each reihenfolgen there is a certain set of predetermined movements that the student can practice alone, without a partner. Some reihenfolgen have been created by the Guild as a result of the research of medieval swordsmanship and medieval training. The utilization of the techniques in the reihenfolgen evolved from and has been tested in the Guild during training and research. In this way, each sequence has been improved and refined, and have evolved into the sequences practiced in the Guild today.

5. FECHTEN (FIGHTING ENGAGEMENTS)

An effective way of incorporating the techniques and principles from training is to apply them in fighting engagements. This is known as "fechten" or fighting. To fight is referred to as "fecht". This is an old German word that is referenced in historical documents written by Talhoffer and others previous to him. These were known as "fechtbuch" or fighting books. At this level of training, fechten is done with wasters only. Simple techniques are practiced at ½ speed, under the close supervision of the instructors. As students progress to higher levels (not covered in this book), steel swords and armor are utilized and the speed and intensity of the fechten is increased.

6. THEORY AND HISTORY

This last part will provide the necessary theoretical and historical intelligence necessary to satisfy the requirements for advancement. It is extremely important that the student begin to develop a deep level of understanding of swordsmanship and all the aspects that surround it, i.e. the theoretical aspects as well as the historical aspects.

VIII. HOW TO CONDUCT PRIZES

A. OF THE UNDERTAKING OF A TOURNAMENT (PRIZE)

The Masters of Defence mission is to resurrect and formalize medieval and early renaissance martial arts. It is understood that training in the medieval martial arts for the sake of training is not satisfactory in the long term. Tournaments are a logical extension of the study of these western martial arts. The desire to test oneself against other practitioners is clearly a motivating factor in personal training.

The work entailed in creating this document is the result of a collective initiative of input and material from various organizations including The Chicago Swordplay Guild, The Company of Maisters in the UK, and Tournament Productions, California to name a few. Most of the material in this document is sourced from the "Book of the Tournament" to define the basic format of the tournament. In addition to the references identified, I have also distilled and incorporated the results of a small survey circulated by myself within our community. The survey indicated trends of preference for tournament structure and function that I attempted to effectively incorporate into to this tournament document.

It is no doubt that a document such as this will continue to evolve as more data and information is gathered, and to add to this, our own experience in tournament engagements.

B. PLANNING THE TOURNAMENT

Tournaments will be planned between two parties a challenger known as the Appellant and a defender known as the Defendant. Once the intent to hold a tournament is decided by the appellant, the agreement of the defendant to accept the challenge should be secured prior to announcing the tournament. Within the initial agreement should be all the details describing the types of combats to be undertaken. More on this topic will appear under "defining the rules". Once agreement is secured then the details of date and place must be determined. The appellant and defendant may, if agreed, decide to share the cost of the tournament.

Generally the appellant will define the type and style of combats to take place and also set the rules and guidelines within the body of the challenge and announcement. Prior to the announcement these details should be negotiated between the appellant and defendant.

C. DEFINING THE RULES

The rules of the tournament must be clearly defined and known to all participants well in advance of the day of combat. The set of common rules that apply to all combats are listed below/

- All combat must cease at the command or signal of 'HOLD' from any of the judges.
- All armor and weapons must be inspected and approved by the judges before the commencement of the tournament. The inspection of harness must be done while the combatant is wearing it.
- Thrusting may only be allowed if both combatants agree to allow thrusting.
- Judges may disallow thrusting in any combat regardless of the wishes of the combatants,
- Refusing a challenge or yielding forfeits victory in the tournament,
- Willfully striking an unarmored part of your opponent or thrusting when no agreement to do so may induce the judges to stop the fight and forbid the offender from reentering the lists,
- Entering the lists presumes the ability and willingness to fight. Unskilled or novice fighters may not enter the lists. The judges may bar any fighter, who does not display the ability or skills necessary to defend themselves at any time before or during the conduct of the tournament,
- Any injury stops the combat immediately,
- Additional rules may be defined in the announcement of the tournament,
- There may be no fewer than three judges overseeing any tournament. All judges must be mutually acceptable to both defendant and appellant.

D. OF THE ROLE OF JUDGES AND THEIR SELECTION

The primary role of the judges is to preserve and maintain the safety of the combatants at all times. The Judges:

- Have the authority, by all participants, to stop any fight at any time for any reason.
- May refuse to allow any combatant to fight if it is deemed in their opinion to be in the service of safety to do so.
- May disallow the use of any armor or weapon that they deem to be unsafe or to offer undue advantage to the user.
- Must agree that it is not their role to interfere in the conduct of combat. The combatants must be allowed to fight without hindrance up to the point of victory according to the agreed rules or to the point that safety may be compromised.

The combatants must understand that the judges must make split second decision and will always strive to err on the side of safety. Injuries in the lists are expected and are in no way the fault of the judges. Combatants accept the risk when they step into the lists. Every combatant must fight with the safety of his opponent in mind.

The secondary role of judges is to announce victory in a combat. In most cases this role will be simply to announce victory in a combat. In most cases this role will be simply the posture of the combatants.

- In some combats victory may not be clear. Judges will strive to only stop fights and announce victory when such victory is clearly won. In the case of lethal attacks the judges will be looking for a well executed and delivered blow to a vulnerable point. The actual armor worn by the victim can and will have an effect on the judgment. Superior harness provides superior protection.
- It is important to remember that the tournament is designed to allow participants to display skill at arms not just accumulate touches. The number of victories is not the only element used to determine overall individual victory. A particularly large fighter who wins all his victories by "throwing his weight around" will be found lacking when compared with fighters who display more skill at arms.

In many tournaments the selection of judges will be problematic as judges must be experienced persons in both the skills of armor assessment and fight judging. Initially it is expected that judges will also take part in the tournament and the role of judge may be passed on to many people in the course of a tournament. This situation is due only to the limited number of participants. Ideally judges would be non-participants in the combat and would be entirely impartial observers skilled in observation of combats and universally acceptable by all fighters as fair and just.

It is suggested that in the planning of the tournament the identity of likely judges be part of the agreement between the defender and challenger. If possible there should be one non-fighting judge from each side that will share the duties as principal judge. Other judges may be combatants but they must be identified and acceptable to both parties before the tournament begins. All single combats must have not less than three judges observing; one principal judge and two assisting judges. One of the judges should be in the lists with the combatants.

All judges will carry a red & yellow baton not less than 3 feet long. The baton will be held out and accompany a call of "HOLD" when combat is to stop. The judge in the lists will resolve disputes between combatants. The fighters may appeal to the principal judge if they disagree with the list judge's decision. The ruling of the principal judge is final. Other non-combatants may be employed by the judges to record victories and defeats and to introduce and announce the combatants.

E. ANNOUNCING THE TOURNAMENT

Once all of the details of the tournament have been worked out between the two principal sponsors (the defendant and the appellant) then the tournament may be announced to the community. The announcement should contain certain key elements outlined below.

1. Date and place of the tournament
2. The identities of the appellant and the defendant and of the principal judges
3. The styles of weapons to be employed
4. The form the combat will take
5. The agreed victory conditions to be used
6. The prize

For example:

1. On the 23rd of May in the 2000th year in the Kingdom of York a grand tournament of arms will take place
2. Bill Fighter, the appellant and Jim Swordsman, the defendant invite all good Men of Arms to join them in contests of arms with Swords, Poleaxes, and Rapier & Dagger. The judges of the day will be judge 1 and judge 2 assisted by those deemed fit and acceptable to the Appellant and Defendant.
3. The combats will be fought on foot between single combatants à outrance and forgoing the point at the pleasure of the combatants.
4. The combats will be conducted until 60 blows have been scored.
5. Combats of counted blows with wasters may be conducted at the pleasure of combatants.
6. Thereafter a Grande Melee à plaisance will occur.
7. The one who in the day conducts him\herself with the most skill and prowess in the opinion of the judges, the Appellant and Defendant shall be awarded with (place nifty prize here)

F. CONDUCTING THE TOURNAMENT

Conducting the tournament is balancing acts between making sure that the combatants get enough fighting and controlling the flow of the day to ensure the tournament is not rushed. Once all the details of the tournament are agreed and the announcement goes out then it is simply a matter of managing the day. The judges and the local Guild Masters are responsible for the actual organization of the running of the tournament. It is suggested that they enlist some help to look after the recording and announcing of fights.

The Tournament will be conducted as follows:

- One of the appellants will enter the lists and announce the style of combat desired.
- The defendants will then send out one combatant to meet the appellant.
- The combat will be conducted until a victory condition is met or the judges stop the fight.
- Once stopped the fight may be restarted at the pleasure of the judges until a victory is achieved if safety allows it.
- The combats continue in this manner until all combatants have fought and the set time elapses.
- A set start and finish time, for the tournament, will be set in advance.
- Once the time elapses the tournament must end.

Other informal combats may be conducted thereafter. For example a Grande Melee may follow the single combats. After the tournament the judges will retire to tabulate the victories and award the day to either the appellant or the defendant. They will also in consultation with selected parties decide what individual combatant should win the prize.

1. **ARMOR INSPECTIONS**

Prior to the commencement of the tournament on the day all prospective combatants must present themselves to the principal judges in full harness with all of the weapons they intend to use. The judges will determine the fitness of the armor and weapons and approve the combatant for combat (see armor requirements). The judges may disallow any fighter from participating if the fighter does not possess appropriate armor. The judges may restrict the type of combat approved for any combatant not allowing them to participate in thrusting or restricting them to waster fighting only. Broken, poorly fitting or inauthentic harness will be rejected. Inappropriate dress or deportment is also grounds for rejection. Every combatant must have their own harness although weapons may be shared.

On the day of the tournament after armor inspections the appellant and the defendant will appear on the lists and again announce their intention to hold a tournament.

2. **FORMS OF COMBAT**

Eskermir à plaisance

Combat fought primarily for tournament purposes for the demonstration of prowess (swordsmanship skills and techniques), historically using specially modified weapons with no sharp edges and points removed or blunted. Frequently, modified armor was also worn which was especially adapted for the needs of this particular form of tournament.

For the modern day Eskermir à plaisance tournament, this form of tournament emphasizes the same skills and techniques. It does not permit grappling, charging or throws. Thrusting is permitted with the agreement with the judges. However, the target area is limited to the general torso area only. This form of engagement would present to the spectators the exceptional skill possessed by the participants required to land a strike on the torso as a result of compromising the opponent's defenses.

Eskermir à outrance

Combat fought under war-like conditions, that is, using the normal arms and armor, combat techniques and survival instincts found in warfare.

For the modern day Eskermir à outrance tournament, this form of tournament includes other fight attributes, over and above swordsmanship as described in Eskermir à plaisance such as grappling, kicking, punching, thrusting, charging and throws. In other words, "no holds barred" and no conditions are permitted. The entire body is a viable target, including hands, wrists, legs, feet, face and head. The weapons and armor requirements are shared with both Eskermir à plaisance and Eskermir à outrance. The Eskermir à outrance engagements possess the highest risk of injury. The contestant must ensure that he/she possess the necessary skills and "intestinal fortitude" to participate in this form of tournament and care must be taken during the engagement to reduce the possibility of injury.

Weapons: blunted, non-pointed weapons as defined in these rules below. Permitted weapons include long sword, poleaxe, sword and shield/buckler, spear, and dagger.

Grand Melee fought à plaisance

The Grand melee should be thought of as multiple single combats occurring simultaneously. More historical research is required in this area before a structure; rules and policies can be defined to determine the viability and credibility of such an engagement. These are to be used for the entertainment and education of those watching.

3. VICTORY CONDITIONS

The victory conditions for the fighting may be variable depending on the format of the tournament. For reference the following common victory conditions are offered. It is suggested that all fights include all the common victory conditions listed below.

Unbalanced and Cast Down

Meaning that one of the fighters has lost their balance and placed some part of their body other than the feet in contact with the ground. This could include a hand, one knee or the entire body, depending on style. In all cases the judges are the final arbitrators if a combatant is cast down and combat will continue until stopped. The victor is the combatant remaining standing. If both are carried to the ground then the combat will continue until stopped. Ground fighting may be allowed or the combatants may be required to regain their feet at the judge's pleasure.

Mortal Wound

A single well delivered attack may be judged as a mortal wound and may cause the judges to stop the fight. Thrusts to the armpit and groin are considered potentially mortal. Any attack to an "open" face is considered debilitating and will stop the fight. In all cases the judges are the final arbitrators and combat will continue until stopped.

Overmatched (beaten)

The judges may stop any fight in which one of the fighters is unable to effectively defend against attack and is at undue risk of injury. (Usually one of the other conditions will occur before this one is needed).

Disarmed

If an opponent is disarmed and unable to attack or defend himself, the judges may stop the fight.

Yield

If a combatant of his or her own choice stops fighting and gives up.

Take the Door

If a combatant is forced out of the list field or willfully or in error leaves the lists, the combat will be stopped.

Optional Victory conditions

It is possible for combats to be conducted that may not afford clear victory. Some examples are timed bouts or counted blow formats.

- In timed bouts the combatants will agree to fight for a set period of time. It is possible for the time to elapse without a decisive outcome. In this case the victory could be judged to be a tie or victory could be awarded based on the merits of the fight.
- In counted blow formats the combatants may agree to a set number of exchanged blows. For example two combatants could agree to fight to 60 exchanged blows. Once the tally of blows thrown by both fighters reached 60 then the fight would be stopped. In this case no decisive victory may be evident. Again the judges may award victory based on the merits of the fight or judge it a tie.

In both the above cases all of the common victory conditions could be retained in addition to the timed or counted blow format.

4. IN CLOSING...

The tournament is much more than a sporting event, it is a venue where the principles of Historical Martial Arts can be practiced. Some may feel that the above outlined tournament pays far too much homage to the medieval era. The Masters of Defence have tried to create a format that is both workable and historically based. Many of our tournaments will be presented in the public view and so we should endeavor to imbue our tests of skill with the history that formed the art.

IX. WEAPONS & ARMOR

All weapons and armor must meet with the approval of the Minister of Joust and conform to the standards of the current Combat Manual.