

Here are the descriptions of the fighting activities I have line up for Friday at War of the Rams.

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Friday 10:30 A.M.

"It's All about the Violins"

Hold the field style

This will be held on the bridge. Once the tourney starts, there will be no more 'Lay on" calls. Stepping onto the bridge constitutes a fighter acknowledging a readiness to fight. No shields, single weapon, all weapons allowed, bouts MUST be resolved in 30 seconds or both fighters must step off the field. 1 point for taking the field, and one point for each win.

This will run for approximately 60 minutes

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Friday 12:00 P.M.

Ysfael's Pit-O'-Death

Small Unit Resurrection Melee

Teams will consist of three fighters. Some adjustments may be made to avoid the formation of any 'Dream Teams" as this is as much about training as it is about fun. No alternates are allowed. All heavy list hand held weapons are allowed. No missile weapons. Victory condition is for one team to eliminate the other team entirely, which means that they need to have every team member dead before any member of that team can resurrect. The field is small, about the half the size of a tennis court, and resurrecting can occur anywhere on the perimeter by stepping fully out and then back in. Each round will last until victory conditions are met or 10 minutes.passes. No points are awarded if there is a draw (if it goes to 10 minutes)

This will be run for a maximum of 90 minutes depending on interest.

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Friday 2:00 P.M.

Civilian combat - Sword and Buckler vs. Cudgels Tourney

Fighters will take the field with long sword and buckler. After the first round, all of the fighters who lost will rearm with cudgels and gauntlet (short sword or short mace will do as well). Winners will have to face increasingly larger teams in each successive round until

there is only on person left undefeated at the end of the round. This means that the winner must be victorious in his round, or all of the sword and buckler fighter of that round will get to fight again. In other words, if there are three fighters left in round five, and two of them lose, the third must win his bout or else all three start that round again. This will either take place on the bridge or in Earl Daffydd's "House of Pain" (the 'house like' structure built of pipe)

This will run until there is a clear victor.

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Friday 3:30

"Beat down at the Barrier"

Counted Blows Tourney

Counted blows, matched weapons, 'hold the field' style.

Weapons will be spear, single sword, great sword, and chappa. Combatants must keep one hip touching or very nearly touching the barrier at all times. In the case of single sword, the off hand must stay on the railing. Failure to do so means losing. Each fighter will count out their own blows. Strikes must be above the hip. Striking an opponent below the hip means losing. In the case of single sword, the off side arm is an illegal target as well and a blow that is clearly directed at that target will cost the one who throws it a loss. Victor is by overall points accrued. Each style will run approximately 15 minutes.

This will run for a little more than 60 minutes overall.

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Friday 5:00 P.M.

"Meanest Mutha" - Single sword grand Melee

All fighters must be equipped for fighting with single sword. At the start of a round, each fighters sword will be thrown into a pile in the middle of the field. One will be removed ... Fighters will turn their backs and stand a few yards distant from the pile of weapons. When lay on is called, fighters will run to the weapons pile, and violence ensues accordingly.

This will run for as long as there is sufficient interest.

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