

## **IV. Medieval Cavalcade, tournament in Zsongvölgy**

The Traditional Tournament Association of Zsongvölgy announces a traditional competition in the year of 2014. called IV. Medieval Cavalcade tournament in Zsongvölgy.

We would like to invite your ladies and knights, your group to take part in this tournament

Competition information in general:

Each group and each person will take part In the Medieval Cavalcade in at your own risk.  
The place of the competition: Hungary, Ebes, 4211 Kossuth street 32-34, at the Community Center.

Competition date: Saturday 28 th of june, 2014. Will start at morning 8.00 o'clock

The entry fee is 1 000 HUF (one thousand Hungarian forint, approximately 3,5 Euros)

Entry registration at last the start of the competition. Pre registration is possible in the Zsongvölgyi Hagyományőrző Haditorna Egylet, to Horváth Sándor Cornaille captain, by phone: +36-30-9431-267, or e-mail: [cornailles@freemail.hu](mailto:cornailles@freemail.hu) .

We will have different categories for all of the ladies, the adult men 17 years old and older, and the third is the men under 17 years old. We need 5 participants for all of categories to start the competition.

For the ladies only the archery will be available.

For the men each the adult and younger, will be 4 event available to play.

In each event depends on the results we will to make a list of the racers. The best racer will to get the most of points. He's points equal for the numbers all of the racers. The others depends on they status in the list will to get less points.

The end of the day, after all 4 events we will to summarize all of the points for racers and we will to know who the Champion of Zsongvölgy is.

Isn't mandatory to take part all 4 events but recommended it. Because we will to looking for the Champion of Zsongvölgy among them, who is will to play all of 4 events.

After the competition the racers in the first 3 places will get in each category a diploma, and a plate. For the winners all of categories we will give a souvenir, or a gift. For example the Champion of Zsongvölgy will get a long sword in XIV. century style.

Bellow I give an explain how you can collect your points.

Each event will same ratio when we take a scale. Therefore in the winners for the events will get same points. This number of the points is the number of the all racers in that category. For example: assuming that we will have 26 racers. The 1. table shows how we can give the points them, if all of the racers take part in the event of fencing.

Yellow color shows the racers who will lose out in the first round. In the blue box shows who is winner in the fencing. In the red boxes shows the racers who can get one more chance because of the odd numbers for the racers. In that case if we will have odd numbers of the racers in the 2. round we will to draw somebody from the lost out racers.

1. table

number of racers	winners of the 1. round	winners of the 2. round	winners of the 3. round	winners of the 4. round	Winner of the fencing	Their points after the fencing
1	1	1				20
2						1
3	3					12
4						1
5	5	5	5			23
6						1
7	7					12
8						1
9	9	9	9	9	9	26
10						1
11	11					12
12						1
13	13	13				20
14						1
15	15					12
16						1
17	17	17	17			23
18						1
19	19					12
20						1
21	21	21				20
22						1
23	23					12
24						1
25	25	25	25	25		25
26						1
	23	21				

If an odd number for the racers: we will to draw somebody from the lost out racers

The table 2. shows: In the fencing took part 26 people before, and here from them only 12 people will participate in the wrestling, so even the weakest racers can take on 15 points, one point against the former event.

**Competitors who cannot able, or do not want to participate in each event, will improve the chance of the first round loss competitors, based on data from the scoreboard.**

2. table

nr racers in the wrestling	winner of the 1. round	winner of the 2. round	winner of the 3. round	Winner of the wrestling	Their points after the wrestling
1	1	1			23
2					15
3	3				23
4					15
5	5	5	5		25
6					15
7	7				21
8					15
9	9	9	9	9	26
10					15
11	11				21
12					15
	3	3			

## **Events in IV. Medieval Cavalcade Tournament (2014.06.28):**

### **1. Fencing (Swordsmanship):**

The fencing to avoid accidents wooden swords will be made. The size of the sword: blade length is 90 - 100 cm, the hilt up to 25 cm, cross iron binding. The maximum weight of the sword is 2 kg.

In the fencing, to each participant we will provide wooden sword, but if you have own sword what is meet to the above parameters, you can use it.

Instead of the sword is in optional sword-shield is used. The shield you must provide yourself. In the fencing cannot use for large shields only in the medium and small size. This means that the useable shield size is 60 x 60 cm. With the shield can be used only for a short sword, blade length of 65-80 cm, the length of the hilt up to 20 cm.

The fencing athletes participating in mandatory minimum protective gear: Helmet plate or fencing mask, for protect their hand plate gloves, or chains gloves, binding to wear a breastplate or use of chain mail. It is recommended to use elbow and knee pads. Each competitor must provide for himself protective equipments. The mandatory protective equipment in the absence of any racers may not participate in the fencing.

The fencing rules:

The match consists of 6 rounds. The round will finished by the first hit. Should be separate the fencing parties after each round.

The hit area: The head and the neck results in 3 points, the part above the belt, abdomen, chest, back are 2 points. The shoulders and other body parts result in 1-1 points. Without points: groin, gloves, and feet.

If they have "all at once hits", each competitor get the proper point for his result and the fencing will following from next round. To disarmament of the enemy with keep hand own sword means 1 point. If the sword fall down from hand of a racers during the fencing round, it is mean the other racers collects 1 point

If they have same points after the sixth round they will play an extra round until the first valid hit. In the extra round in case of "all at once hits", the higher point value body surface hit wins.

Racers will be paired up in each case by drawing lots.

During the fencing all of the racers have one possibility to change his weapons from long sword to sword-shield or change back in each match

The field of fencing is a 6 x 6 meter level area will be clearly marked.

### **2. Spear throwing duel:**

For the spear throwing duel the racers will be paired up in each case by drawing. They will to play in a straight loss system.

They have to throw one piece target both of them. They will to start from target the distance of 50 meters at the same time with 3-3 pieces spears in their hands. Must not gone closer to the target than 15 meters under age 17, this distance is 10 meters.

After open the round can be throw the spear anywhere between 15 meters and 50 meters. The winner is who first hit the target. The hit means if the spear hit the target with the peak and remains in there. We will accept the hit if the spear fall down from the target. We cannot accept the result if the spear hit the target by handle or or the side of the metal peak. We can accept result that spear which is first fall down to the ground and after jump to the target before stop.

If the racers cannot hit the target any spear they can repeat that round up to twice. In case of the end of 3 round they cannot collect any result they will to lost that round both of them. If

this situation will appear in the final match to the 1th and 2nd places, they can fight again and again until somebody can hit the target.

### 3. Archery:

There are three target made of compressed hay and for the competitors has to hit them. There are 3 shooting stage.

The target diameters are 70-80 cm.

Faces of each target are colored sheets with different circles. The middle of the target will 5 point and the outside toward circles decrease by 1. The side of colored sheet and the hay target only 1 point

The competitors take 3-3 arrow to the first and second shooting stage. They need to hold 3 arrows in their hand when will to leave the start line.

After the start for the play they need to go to the first shooting stage and have to shooting for the first target. After this they need to pick up the other 3 arrows from there and go to the 2. stage. Shoot again at the stage 2. After that, pick up the other 3 arrows and go to the 3. stage and shooting. After the shoot of the last arrow they have to go back to the start line because we will to measure how long time they need to do that all.

They can collect maximum 45 points by arrows.

The time level of the match is 1 minute 15 seconds for the adult men, 1 minute 30 seconds for the ladies and 1 minute 40 seconds for younger men

If the competitor will done a shorter time like the level he will get extra points as much as saved seconds. Do not collect extra point that competitor who done the round in the level time or longer. Do not get extra point if they have not valid results from the hit the target by arrows. Must be shoted all 9 arrows to the target.

Competitor with the most point wins in the archery. Primary list will be about the total points (targets plus extra) secondary list, if the competitors have same points, about the running time.

### 4. Belt - Wrestling:

For the wrestling the competitors will be paired up in each case by draw. They will to play in a straight loss system. There are no weight-classes.

For the competitors will have to wrestle bare-chested, without any clothes on their torso with a belt on their waist.

Each match contains only 1 round. The goal of the match, take down the other competitor to the ground.

That competitor loses the match if another of his body parts touches the floor than the palm of his hand or the sole of the foot.

Punches and kicks are not useable techniques. Allowed to sweep the feet, and grab the neck up to 5 seconds.

If both of them fall down to the ground, they have "all at once hits", then they need to carry on, stand up and start again.

The referee will make a decision in any uncertain questions

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