

Myrgan Wood Anniversary All-Tourney

Updated August 11, 2024

Three days of team-based contests with rapier, armored combat, Arts and Science and missile weapon contests. Not all team members need to compete in all events. We are planning on 10 teams but may allow for more if interest warrants.

- 3 people per team max
- Start working on your Arts and Science entries as soon as you like.
- You can't be on more than one team at a time.

Requirements:

- Team Name
- Team Heraldry
- Name of Each Team Member

Send team submissions to pstmstudio@gmail.com

Contests

Friday night: Rapier contest

Saturday: Crest Fallen Tourney, Myrgan Wood Armored Champions, Delightful Duo Largess Competition, Myrgan Wood A&S Champions, Holmgang

Sunday: Missile/Thrown Weapon contest

Points

Your team wins by amassing the most points. The maximum points you can get for A&S contests and the maximum points you can get for Martial contests are the same. So pick a well-rounded team.

A&S Points

Team Theming - best / most consistently themed team costume, design, colors, etc.

3 pts – 1st place 2 pts – 2nd place 1 pts – 3rd place

Crest / Torse and Mantling – best crest or torse based on design, team theme, fun

7 pts – 1st place team 5 pts – 2nd place team 3 pts – 3rd place team

Delightful Duo Largess competition

3 pts – 1st place 2 pts – 2nd place 1 pts – 3rd place

Myrgan Wood Arts & Science Champions Contest

3 pts – 1st place 2 pts – 2nd place 1 pts – 3rd place

Extra A&S points

11 pts / Each **TEAM** that participates in all A&S competitions

2 pts – Extra per entry, max one per team member, if entering in Myrgan Wood A&S Championship

Martial Points

Rapier Contest, Crest Fallen Contest, Myrgan Wood Armored Championship, Thrown Weapon

3 pts – first place in any martial activity

2 pts – second place in any martial activity

1 pt – participation in a martial activity

1 pt – extra if participating in Myrgan Wood Armored Champions Tourney

5pts / Each team Member that participates in all 4 martial contests

Extra Points

25 pts – Holmgang

Rules for Contests

Arts and Science

All entries for Arts and Science contests must be made by members of the team who they are for. One member may make all the entries for all the team members on a team if they wish but no outsourcing. Outside inspiration and consultation is allowed, but no touchy.

Delightful Duo Largess Contest

Two similar or identical items suitable for Kingdom Largess. Items will not be returned. One item will be donated to Kingdom Largess the other will become a prize for one of the other participants in the contest. Decided by populous.

I'm going to repeat this again just so it's clear.

*** The Delightful Duo entries will not be returned; one will go to Kingdom Largess and the other will go to one of the other competitors in the contest.

Myrgan Wood Arts and Science Champions

Rules to be decided yet

Best Team Theming and Most Enthusiasm

The team with the best overall and consistent theming. Make your team stand out with colors, tabards, banners, etc. Make it fun both on and off the field.

Crest for Crest Fallen Tourney

You don't have to be participating in the Crest Fallen Tourney to submit a crest for consideration, but they must be built on the rules for crests for the tourney, see below. Make them fun and outlandish. Populace will vote on these. Show the best one.

Martial

Crest Fallen Tourney

Wounds taken, killing blows ignored, must remove opponents crest to win. To enter the Crest Fallen tourney each team member entered must have a crest. No sharing crests between teammates.

Crests must be made of foam or other soft material. No metal. Must stand at least 8 inches tall and the base can be measured no more than 4 inches wide in any direction. The crest will be attached with no more than 4 straps 1 inch wide and maximum 8 inches long. Each strap will have one piece of 1"x1" Velcro attached anywhere along its length. Velcro will be provided. Each crest must be robust enough to withstand multiple rounds of being smacked. The straps may be attached to the crest using as much of the strap as you want but that will leave you less length to attach to the helm. These count towards the theming of your teams for the A&S side of things and individually for the best crest contest so make them something special. You may make one backup in case one gets destroyed early on. After that you are out of the contest.



For an example I used a pool noodle cut to the 8 inches decorated with soft 1/8 inch foam and painted it. Attached the 8 inch straps and that's enough to get into the Crest Fallen tourney. It probably wouldn't win the best Crest contest though.

Myrgan Wood Armored Champions

The champions tourney for Myrgan Wood. You do not have to vie for the championship to enter the tourney, although if you are from Myrgan Wood you should. An extra point will be given to any fighter that participates in this contest, so you get 2 points per entrant just for being in this one.

Hall friendly thrown weapon contest

Thrown weapons will be provided. Axes or spears, we'll see.

Holmgang

Have a dispute with another team? Solve it in the Holmgang eric. The Holmgang will be open all day Saturday except during court. Teams can challenge each other to resolve conflict, or for fun and profit. Each team member will be given 5 coins at the beginning of the day, whichever team has the most coins at the end of the day will get a whopping 25 pts. No second place here.

Any team can challenge any other team, you have to accept, if you decline you have to give a coin. If you don't have a coin that's okay why would they challenge a team without money, but you don't have to tell them you don't have any coins.

The team that is challenged chooses how to defend. Heavy, rapier, bardic or thrown weapon.

If the challenger decides to withdraw, they pay 2 coins. Don't have 2 coins, don't withdraw or pay what you have and live with your shame.

After the defending team picks the form of the Holmgang. Any team member may choose to participate for their team.

The challenger decides first, then the team that was challenged.

No one can back out now.

Each participant puts one coin on the table.

If you are a Knight or a Peer, you have to put an extra one down.

If you are a Count/Countess, Duke/Dutchess, then that's another as well. You're rich, you can afford it.

Feeling good about your chances put more coins on the table and get the other team to match it if they want.

If you are dueling in bardic you also need to grab a spectator to judge for your team, the other team does so as well. Bribe your judge for a favorable outcome? I don't care. That seems like it would have happened. Ties are broken by the martial of the Holmgang.

After the victorious team is decided they take all the coins on the table.

End of day Saturday coins will be counted, and the points awarded.

A team with no coins can still challenge but if they are victorious, they can only win one coin maximum.

If a team that has no coins is challenged, then follow as above but the challenged team is not required to put any coinage on the table.

Make noise. Keep it fun.