



Joust 1
Sig Sigbert
Vs.
Sir Alexander



PASS #1

The two knights charge down the pass, their mounts throwing up clods of dirt and muck as they make their way. Sir Sigbert's lance glances harmlessly off of the shield of Sir Alexander, while his lance smashes into Sir Sigbert's shield and cracks both lance and shield with a terrible blow. Both knights turn and make ready for another pass.

- Sir Sigbert scored a "G" result.
- Sir Alexander scored a "B" result breaking his lance (1 point) and shield (1 point).

PASS #2

Again they charge down the lists, Sir Sigbert adjusts his aim and scores a hit upon the shield of his foe, shattering his lance. Sir Alexander hits his mark as well and breaks his second lance.

- Sir Sigbert scored a "B" result, breaking his lance (1 point) but the shield held true.
- Sir Alexander scored a "B" result again breaking his lance (1 point).

PASS #3

The knights turn and make their final pass down the lists. Sir Sigbert aims high, and with a crack nearly takes the head from his opponent, the helm of Sir Alexander is dented and sent flying through the air. Sir Alexander manages to break his lance upon the breast of Sir Sigbert, but the force of the blow has knocked him senseless and he reels, tumbling from his saddle to land in the muck. Sir Sigbert has won the day!

- Sir Sigbert scored an "H" result and Sir Alexander fails his save (4 points).
- Sir Alexander scored a "B" result again breaking his lance (1 point).

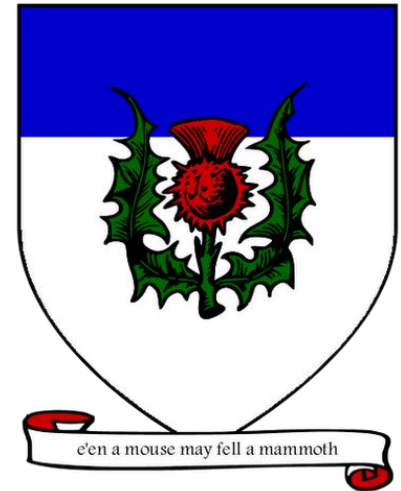
WINNER: SIR SIGBERT

Sir Sigbert: 5 points

Sir Alexander: 4 points



Joust 2
Sir Ward
Vs.
Father Tobit



PASS #1

The two knights gallop down the lane and slam into each other in a thunderous crash. Sir Ward's lance shatters upon the shield of the Father. Father Tobit shatters his lance and cracks the shield of Sir Ward.

- Sir Ward scores a "B/U" result, his lance breaks (1 point) but the shield and rider both make their saves.
- Father Tobit scores a "B" result and both lance and shield break (2 points).

PASS #2

The two knights turn and thunder down the lists again. Sir Ward hammers his lance into the shield of Father Tobit and both lance and shield are cracked asunder. Father Tobit's lance slides harmlessly off of the armor of Sir Ward.

- Sir Ward scores another "B/U" result, and both lance and shield break (2 points). Father Tobit makes his save.
- Brother Tobit scores a "G" result.

PASS #3

They turn and make their final pass down the lane, Sir Ward hits hard and shatters his final lance against the good Father. Father Tobit also shatters his lance upon the armor of Sir Ward but both knights, while struggling, manage to keep their seats. Sir Ward is declared the victor by points!

- Sir Ward scores a "B/U/I" result. The lance breaks (1 point), but Father Tobit saves, and the to-hit roll is a miss.
- Brother Tobit scores a "B" result and breaks his lance (1 point).

WINNER: SIR WARD

Sir Ward: 4 points

Father Tobit: 3 points



Toust 3
Sir Raedgard
Vs.
Sir Eustace



PASS #1

The two knights thunder down the lists, and collide with a terrible crash. Sir Raedgard's lance strikes hard and true, even as Sir Eustace's lance shatters upon Raedgard's shield. Sir Eustace is sent tumbling arse over head off the back of his mount. To land unceremoniously in the muck of the field. Unhorsed in the first pass. The crowd erupts in cheers and jeers.

- Sir Raedgard got a "U" result and Sir Eustace failed his save. (+3 points).
- Sir Eustace got a "B" result (1 point) but the shield did not break.

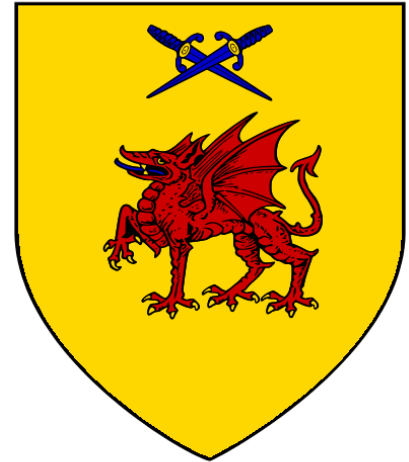
WINNER: SIR RAEDGARD

Sir Raedgard: 3 points

Sir Eustace: 1 point



Joust 4
Sir Basil
Vs.
Sir Warchop



PASS #1

The two noble knights take charge of their mounts and gallop down the lists with great clouds of dirt kicked up by the beasts. Both knights lower their lances and make ready to strike. Sir Basil is last to steady his aim and his lance dips to slide off the shield of Sir Warchop. Sir Warchop's lance strikes hard and true, and as it shatters his lance lifts and the broken jagged remains thrust upward under the mail coif and into the throat of Sir Basil. A gasp goes up from the crowd, as it seems time has stood still. It appears almost to everyone as if it happens in slow motion. Sir Basil is driven backwards and over the rump of his mount, a large splinter of wood protruding from his neck as a fountain of blood pours from his wound. He lands with a thud in the muck as the horses complete their pass. Squires rush to his side as does the master of ceremony the Herald of Xemes (Sir Greyc). Alas, there is nothing to be done, he has bled out before anyone was able to attend him. All bow their head as the local cleric prays for the soul of Sir Basil. The first death of the jousting season. Sir Warchop though victorious, is dismayed at this win.

- Sir Basil scored a "G" result.
- Sir Warchop scored a "B/U/I" result, the lance broke (1 point) but the shield held true. Sir Basil easily passed his "U" save, but the to-hit roll (for 1) was enough to hit. The damage was a 6 +1 for STR (no bonus for mount) which was more than enough to snuff out poor Sir Basil who then slid lifelessly from his mount (+1 for injured, +3 for unhorsed).

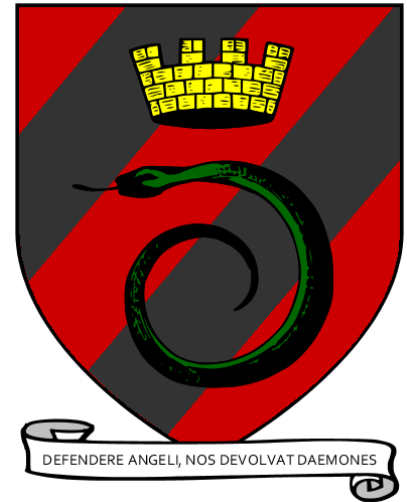
WINNER: SIR WARCHOP

Sir Basil: 0 points

Sir Warchop: 5 points



Joust 5
Father Gideon
Vs.
Count Athalos



PASS #1

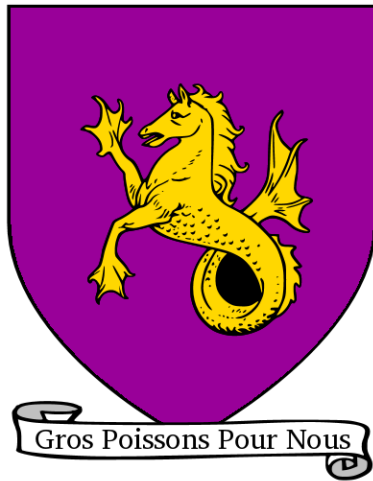
The knights gallop down the lists with a thunderous roar. Both knights seem to be aiming high, and with a sickening crunch, both lances strike a helm. Father Gideon manages to hold his seat even as his head is snapped back. The Count is not as fortunate, even with his fine armor and steed, his head is hammered and he loses his grip in the last second and tumbles sideways from his beast as he falls with a crash into the mud of the field. The crowd roars as Father Gideon wins the day!

- Father Gideon got "U" result and Count Athalos failed his save (3 points).
- Count Athalos also got a "U" result, however the Father made his save. Divine intervention? Or just bad luck of the dice for the Count?

WINNER: FATHER GIDEON

Father Gideon: 3 points

Count Athalos: 0 points



Joust 6
Father Guillaume
Vs.
Sir Leland



PASS #1

The contestants charge down the field. The Father's lance shatters upon impact with Sir Leland's shield, as the lance of Sir Leland smashes into the wood of Father Guillaume's shield and breaks it under the impact.

- Father Guillaume scored a "B" result (1 point) but the shield did not break.
- Sir Leland also got a "B" result (1 point) but the shield did break (1 point).

PASS #2

Again they thunder down the lists, again the good Father's lance shatters upon the shield of Sir Leland. Sir Leland's lance shatters upon the breast of Father Guillaume, nearly tossing him from his seat.

- Father Guillaume scored a "B" result (1 point) but the shield did not break.
- Sir Leland also got a "B" result (1 point) .

PASS #3

The two knights turn and make their final pass down the lists. Father Guillaume's lance again shatters upon the stout shield of Sir Leland. Sir Leland again shatters his lance upon the breast of the good Father, and again he manages to hold onto his seat. However Sir Leland wins the day with his score of 4 points!

- Father Guillaume scored a "B" result (1 point) but the shield did not break.
- Sir Leland also got a "B/U" result, the lance broke (1 point) but Father Guillaume made his save.

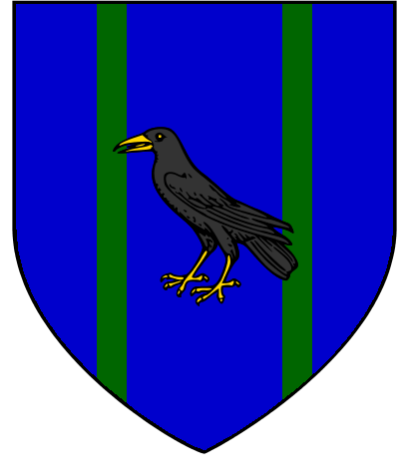
WINNER: SIR LELAND

Father Guillaume: 3 points

Sir Leland: 4 points



Joust 7
Sir Ba Chim
Vs.
Vicar Cadfael



PASS #1

The knights charge down the pass, eager to win the day. They collide in a shower of splinters as both lances are torn asunder as they crash upon each knight's shield. Both shields survive the impact and the knights head for their next pass.

- Sir Ba Chim scored a "B" result (1 point) but the shield did not break.
- Vicar Cadfael also got a "B" result (1 point) but the shield did not break.

PASS #2

The knights turn and make another pass. Again they collide with a clatter and both lances splinter and crack, Sir Ba Chim's shield holds true, while Vicar Cadfael's shield is split and ruined, he tosses it aside as he makes ready for his next pass.

- Sir Ba Chim scored a "B" result (1 point) and the shield breaks (1 point).
- Vicar Cadfael also got a "B" result (1 point) but the shield did not break.

PASS #3

The knights make their final pass and again Sir Ba Chim cracks his lance on the armor of Vicar Cadfael causing his aim to miss the mark as his lance glances off the armor of Sir Ba Chim.

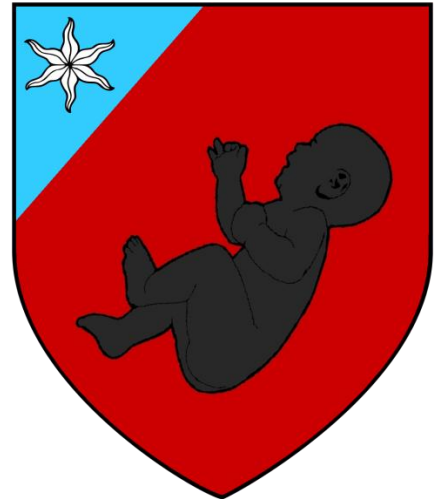
- Sir Ba Chim scored another "B" result (1 point).
- Vicar Cadfael also got a "G" result.

WINNER: SIR BA CHIM

Sir Ba Chim: 4 points

Vicar Cadfael: 2 points.

Joust 8
Sir Petru
Vs.
Vicar Howitt



PASS #1

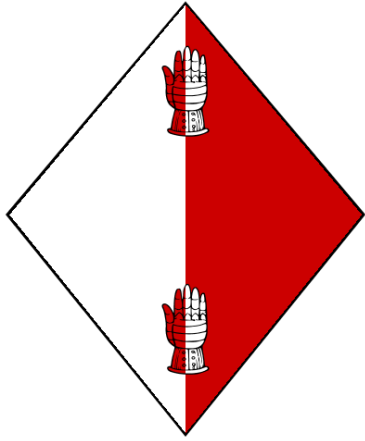
The knights make their charge, many in the crowd stare in wonder at the hirsute knight Vicar Howitt. They race down the lists to collide in a crash, Sir Petru's lance misses its' mark as Vicar Howitt drives his squarely into the shield of the knight, tossing him backwards from his saddle over his mounts' arse and into the muck. A roar from the crowd erupts as the hirsute knight is victorious in one pass!

- Sir Petru scored a "M" result.
- Vicar Howitt scored a "B/U" result, breaking his lance (1 point), the shield made its' save, but Sir Petru failed his save (3 points).

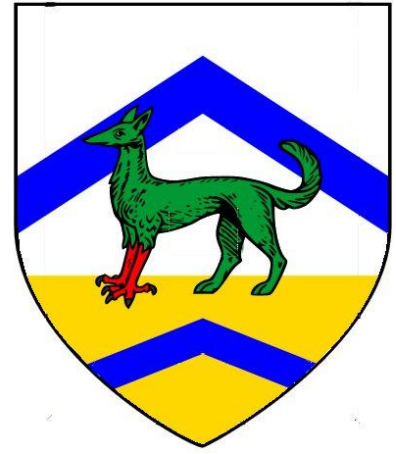
WINNER: VICAR HOWITT

Sir Petru: 0 points

Vicar Howitt: 4 points



Joust 9
Dame Constance
Vs.
Brother Garard



PASS #1

The two contestants thunder down the lists. Dame Constance strikes hard and true almost unhorsing Brother Garard from his mount. Brother Garard manages to hold his seat and shatters his lance and cracks the Dame's shield.

- Dame Constance scored a "U" result, but Brother Garard made his save.
- Brother Garard scored a "B" result and broke his lance (1 point) and broke the shield (1 point).

PASS #2

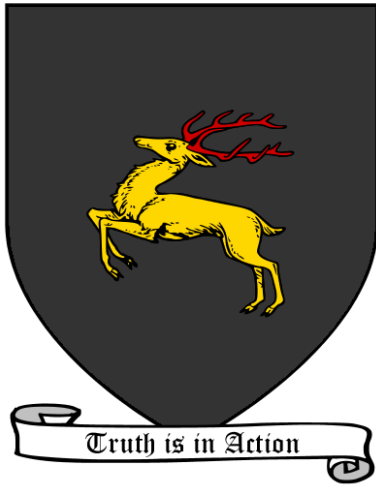
The knights turn and make their charge down the lists again, Dame Constance strikes her lance solidly against the shield of Brother Garard. The lance and shield both shatter into splinters. Brother Garard is sent flying off of the back of his horse, his strike misses the target completely as he falls to the muck.

- Dame Constance scored a "B/U" result, breaking her lance (1 point), his shield (1 point) and Brother Garard missed his save (3 points).
- Brother Garard scored an "M" result.

WINNER: DAME CONSTANCE

Dame Constance: 5 points

Brother Garard: 2 points



Joust 10

Sir Theon

Vs.

Sir Avid

PASS #1

The two knights enter the lists, and many in the crowd jeer at the halfling knight. "He's fighting a child!" many yell. The knights ride on, intent on their contest. Sir Theon nearly tosses the half-man from his saddle as they collide on their first pass. Sir Avid's lance contraption (a device he has made to help him hold a full sized lance) glances harmlessly off of Sir Theon's shield.

- Sir Theon scored a "U" result, but Sir Avid made his save.
- Sir Avid scored a "G" result.

PASS #2

The knights turn and make their next pass down the lists. Sir Theon's lance shatters upon impact with Sir Avid's shield and a great "crack!" is heard as his shield is split asunder. Again Sir Avid's contraption does not find the mark and slides across the face of Sir Theon's shield.

- Sir Theon scored a "B" result. The lance broke (1 point) as did the shield (1 point).
- Sir Avid scored a "G" result.

PASS #3

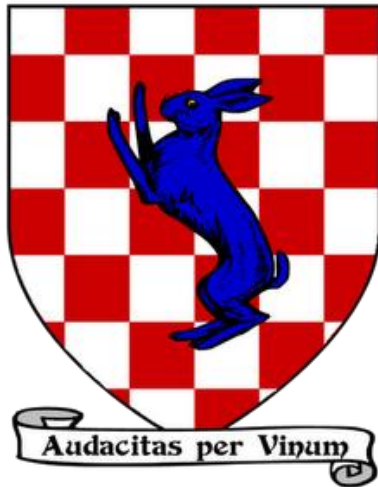
The knights turn and make their final pass. With a crash they collide and both lances are snapped in twain but the stout shield of Sir Theon proves true. Sir Theon wins the day with 3 points to Sir Avid's 1.

- Sir Theon scored a "B" result. The lance broke (1 point).
- Sir Avid scored a "B" result. The lance broke (1 point) but the shield did not.

WINNER: SIR THEON

Sir Theon: 3 points

Sir Avid: 1 points



Joust 11

Sir Hugo

Vs.

Sir Mimdalf



PASS #1

The two knights charge headlong down the lists intent on winning the day. They collide in a shower of splinters as both lances and both shields are torn asunder. During the impact both knights are thrown backwards from the seat of their horse and land with a thud in the muck of the lists. The crowd erupts in a cheers, it seems we have a draw!

- Sir Hugo scored a "B/U" result and both shield and lance broke (2 points) and Sir Mimdalf failed his save (3 points).
- Sir Mimdalf also scored a "B/U" result and again both shield and lance broke (2 points) and Sir Hugo failed his save (3 points).
- Both knights will advance to Day Two of the Xemes Faire.

DRAW!

Sir Hugo: 5 points

Sir Mimdalf: 5 points



Joust 12
Lady Isris
Vs.

Ahd ar-Rahman ibn Nassr



PASS #1

The two knights charge down the lists. Lady Isris slams her lance into the foreign knights' shield shattering her lance but his shield holds firm. Ahd ar-Rahman misses his mark.

- Lady Isris scores a "B/U" result, the lance breaks (1 point), the shield saves, and Ahd makes his save.
- Ahd ar-Rahman scores an "M" result.

PASS #2

Again the knights thunder down the lists, Lady Isris again hammers her opponent almost sending him flying, but he manages to hold his seat. Ahd ar-Rahman also makes contact and shatters his lance upon the shield of the Lady and splinters her shield as well.

- Lady Isris scores a "B/U/I" result, the lance breaks (1 point), the shield saves, and Ahd makes his save; and the to-hit roll misses.
- Ahd ar-Rahman scores a "B" result, his lance breaks (1 point) and the shield breaks (1 point).

PASS #3

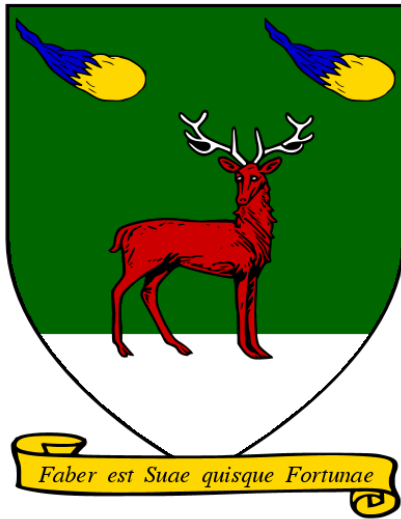
The knights turn and make their final pass down the lists. For a third time the Lady hammers into her opponent and shatters her lance on the foreign knights' shield and with such force that he slips from his saddle and slides sideways off of his horse and into the fence of the lists where he flips and falls into the mud. His own lance skids harmlessly off of the armor of the Lady.

- Lady Isris scores a "B/U" result, the lance breaks (1 point), the shield saves, and Ahd fails his save (3 points).
- Ahd ar-Rahman scores a "G" result.

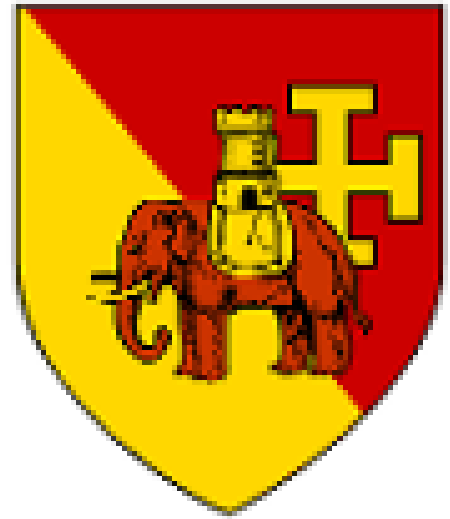
WINNER: DAME CONSTANCE

Lady Isris: 6 points

Ahd ar-Rahman ibn Nassr: 2 points



Joust 13
Sir Baldric
Vs.
Sir Antonio



PASS #1

The two knights spur their mounts forward down the lane. Clumps of mud tossed about as the great beasts churn forward with a snort. Sir Baldric strikes hard and true sending Sir Antonio head over arse from the back of his mount. Sir Antonio's lance misses the mark as he goes tumbling to his fate. Sir Baldric wins in an impressive first pass, and the crowd erupts with a cheer for such a fine display of arms!

- Sir Baldric scored a rarely seen "U/I" result, Sir Antonio failed his save (3 points) but the to-hit roll missed badly.
- Sir Antonio got an "M" result.

WINNER: SIR BALDRIC

Sir Baldric: 3 points

Sir Antonio: 0 points