

Toust #1

Sir Darf

vs.

Sir Leland of the Pond



PASS #1

The Dwarf Knight – Sir Darf faces the brave Sir Leland of the Pond. Both knights gallop towards each other at a thundering pace. Sir Darf's lances nearly pushes Sir Leland from his set, but the knight somehow manages to remain in his seat as his own lance shatters against Sir Darf's shield.

- Sir Darf got a "U" result but Sir Leland made his save.
- Sir Leland got a "B" result (1 point) but the shield did not break.

PASS #2

The knights turn and race off again down the lists, Sir Darf crashes his lance into Sir Leland's shield but the wood holds. Sir Leland's lance also splinters against the shield of his opponent.

- Sir Darf gets a "B" result but the shield saves. (1 point).
- Sir Leland gets another "B" result but the shield again saves. (1 point).

PASS #3

Again the Knights turn to make their pass, Sir Darf's lance slips off the edge of Sir Leland's shield and goes wide. Sir Leland's strike is again true and his lance shatters the shield of the dwarf Knight. Giving Sir Leland the victory. The crowd cheers for both victor and his small brave opponent (Dwarves are not native to Normandie and are considered "little people").

- Sir Darf gets a "G" result.
- Sir Leland again gets a "B" and the shield breaks this time (2 points).

WINNER: SIR LELAND OF THE POND

Sir Darf: 1 point

Sir Leland: 4 points

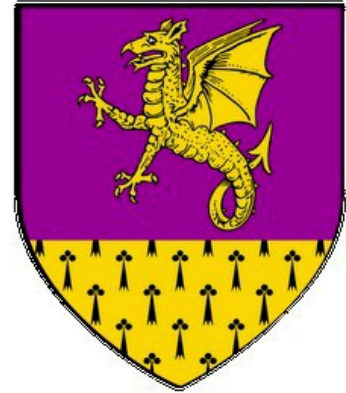


Joust #2

Lady Isris Zime-Dulac

vs.

Sir William "The Turtle"
Rocastle



PASS #1

As the Knights take to the field, a raucous cheer goes out for Lady Isris, a local favorite. Both knights take position and spur their mounts onto the lists. The Lady's first pass is unsteady and her lance skids off the shield of Sir William. Sir William, a little unnerved at facing a Lady, misses the mark.

- Lady Isris got a "G" result.
- Sir William got an "M" result.

PASS #2

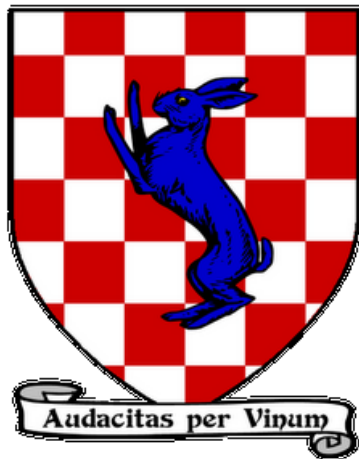
The Knights turn and make another pass, their horses' hooves pounding out great clods of mud. Lady Isris manages to shatter her lance against her opponent's shield, however Sir William's aim is true this time and the crowd gasps as his shatter lance sends the lady flying to the mud of the lists. Many in the crowd boo and complain as Sir William takes the win.

- Lady Isris got a "B" result but the shield saved. (1 point).
- Sir William got a "B/U" result. The shield saves, but Lady Isris did not make her save. (4 points).

WINNER: SIR WILLIAM "THE TURTLE" ROCASTLE

Lady Isris: 1 point.

Sir William: 4 points.

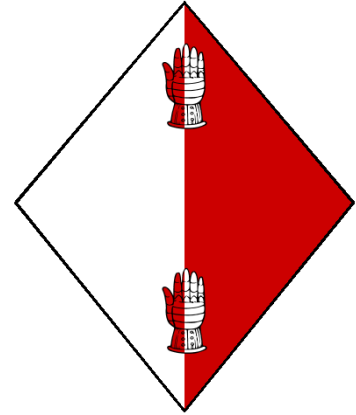


Joust #3

Sir Hugo le Batard

vs.

Dame Constance Du
Martier



PASS #1

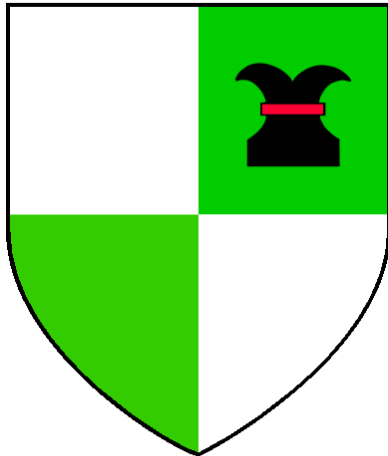
The crowd roars as both Knights take the field, both being local favorites. The knights thunder down the lists for their first pass. Sir Hugo's lance swings wide and glances harmlessly off of the Dame's shield. The Dame has a somewhat better aim, and sends her lance shattering into Sir Hugo's shield, the veteran of many campaigns is staggered as the lance punctures his armor and sends him crashing to the ground. The crowd roars as the Dame is victorious. Sir Hugo stumbles to his feet and is helped from the field with fresh battle scars.

- Sir Hugo got a "G" result.
- Dame Constance got a "B/U/I" result. The shield saved, but Hugo failed his save and then a 19 was rolled to hit, causing 5 points of damage to Sir Hugo. Beaten but not dead.

WINNER: DAME CONSTANCE DU MARTIER

Sir Hugo: 0 points.

Dame Constance: 5 points.

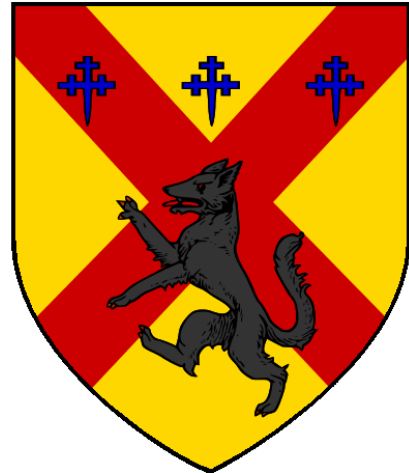


Joust #4

Sir Sancius

vs.

**Sir Jordans the
Pious**



PASS #1

The two knights thunder down the lists and collide in a shower of splinters as both knights break their lances upon their opponents shields. Both shields succumb to the force of the impact and are torn asunder. The crowd erupts in cheers at the powerful impact.

- Sir Sancius got a "B" result and the shield breaks. (2 points).
- Sir Jordans also got a "B" result and the shield breaks. (2 points).

PASS #2

The knights make another pass, both more cautious in their approach after losing their shields. Sir Sancius makes a solid hit against Sir Jordans, but the knight manages to stay in his saddle, as his lance misses Sir Sancius.

- Sir Sancius gets a "U/I" result, but Sir Jordans makes his save, and the 'to-hit' roll misses badly.
- Sir Jordans gets an "M" result.

PASS #3

The knights turn and make their final pass, Sir Sancius misses his mark as the lance of Sir Jordans hits him squarely in the chest and shatters as it knocks Sir Sancius tumbling from his saddle.

- Sir Sancius got an "M" result.
- Sir Jordans got a "B/U" result. (4 points).
-

WINNER: SIR JORDANS THE PIOUS

Sir Sancius: 2 points.

Sir Jordans: 6 points.



Joust #5
Sir Trevrizent
vs.
Sir Basil of Lyonesse



PASS #1

Both knights thunder down the field, but neither is able to connect in any significant way.

-Both knights get a “G” (glances off) result.

PASS #2

Both Knights turn and spur their mounts forward. Sir Trevrizent connects with the helm of Sir Basil and sends the helm flying, knocking Sir Basil from his mount. However Sir Basil’s lance finds the base of the up raised shield of Sir Trevrizent and passes beneath nearly penetrating his armor. With a crash, Sir Trevrizent is sent flying as Sir Basil’s lance shatters into fragments.

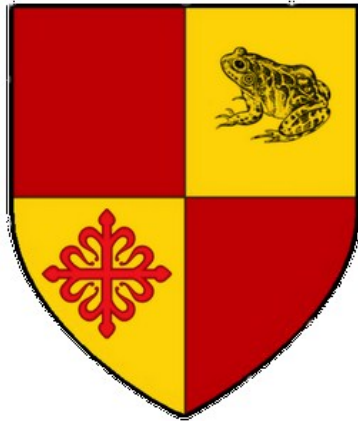
Both Knights hit the ground in a clatter of armor and shields. However Sir Basil scores more points for the broken lance.

- Sir Trevrizent scored a “H” result and Sir Basil failed his save to remain mounted.
- Sir Basil scored a “B/U/I” result and broke his lance (the shield did not break), Sir Trevrizent failed his save, and the “to-hit” missed so no damage to Sir Trevrizent.

WINNER: SIR BASIL OF LYONESSE

Sir Basil: 4 points

Sir Trevrizent: 3 points

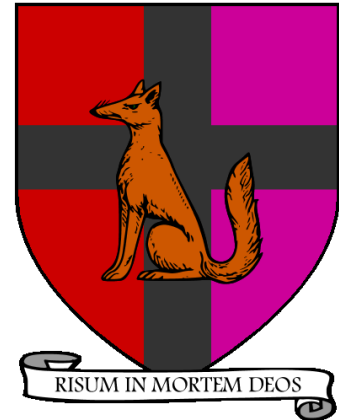


Joust #6

**Don Alonzo de
Calatrava "El Zapo"**

vs.

**Sir Bramof
Duquesne**



PASS #1

With a roar of the crowd the two armored knights dash towards each other and lances crash into shields with a boom. Both lances send splinters arching through the sky. Though never knight falls or has his shield torn asunder.

- Don Alonzo gets a "B/U" result with a broken lance but both Knight and shield make their saves.
- Sir Bram gets a "B" result but again the shield holds.

PASS #2

Both knights turn and charge again, with Sir Bram glancing off the shield of Don Alonzo, whose own lance misses the mark.

-Don Alonzo gets an "M" result.

-Sir Bram gets a "G" result.

PASS #3

Again the knights charge, knowing this is their last pass to make a name for themselves on the first day of jousting. Both hit and Don Alonzo's lance breaks into shards, while Sir Bram nearly knocks the Don from his horse, but at the last minute he is able to pull himself upright.

- Don Alonzo scored a "B" result but the shield holds again!
- Sir Bram should have won with a "B/U/I" but the knight and his shield remain intact and the "to-hit" roll missed widely.

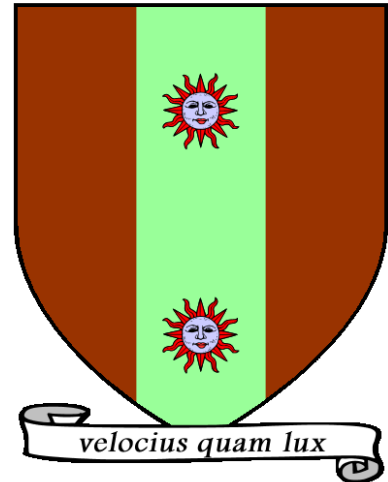
THE CONTEST IS A DRAW! BOTH KNIGHTS ADVANCE!

Don Alonzo: 0 pts.

Sir Bram: 0 pts.



Joust #7
Sir Eusyram
vs.
Sir Bosun



PASS #1

The Knights charge out to laughing shouts of “The Knight of the Ark! Brave Sir Noah”. Sir Bosun seems unnerved by the crowd as his lance misses the mark. Sir Eusyram bolstered by the support connects solidly with Sir Bosun’s shield and shatters both lance and shield on his first pass.

- Sir Bosun gets an “M” result.
- Sir Eusyram gets a “B” result and the shield breaks (+2 points).

PASS #2

Both knights turn and race towards each other again, but both lances glance off their opponent’s armor.

-Both get a “G” result.

PASS #3

Sir Bosun still cannot seem to find the mark, however Sir Eusyram connects again with his lance and it shatters against Sir Bosun’s armor.

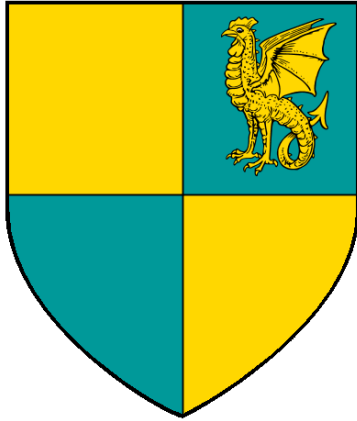
-Sir Bosun gets an “M” result.

-Sir Eusyram gets a “B” for another 1 pt.

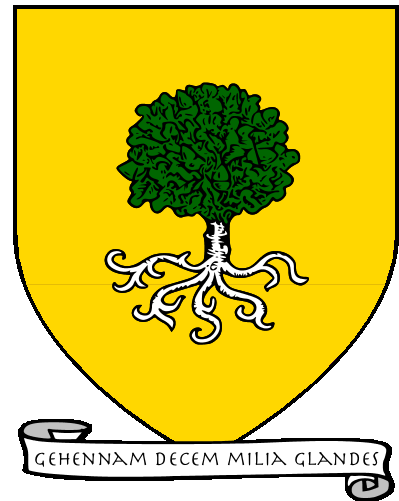
WINNER: SIR EUSYRAM

Sir Eusyram: 3 points

Sir Bosun: 0 points



Joust #8
Sir Isaac Crabbot
vs.
Sir Acred of
Arcadia



PASS #1

The knights begin their charge and the crowd is electrified. They meet with such a fierce clangor that it seems the whole field is shaking. Sir Isaac's lance smashes into fragments and pierces the shield of Sir Acred, the shield is torn asunder. Sir Acred's lance tears the helm from Sir Isaac as both knights drop from their saddles as the crowd roars.

Both lay motionlessly upon the field as squires run forward to check on their knights. The crowd has grown silently (some quietly hoping to see the first death of the tourney). Both knights seem to come to at the same time, and both struggle to their feet as the crowd roars once again.

- Sir Isaac got a "B/U" result, and both the knight and shield failed their saves (+5 points, 1 for lance, 1 for shield, and 3 for unhorsing).
- Sir Acred got an "H" result, and Sir Isaac failed his save as well (+3 points).
-

Both fought a good fight, but the win goes to ...

WINNER: SIR ISAAC

Sir Isaac: 5 pts.

Sir Acred: 3 pts.



Joust #9
Sir Ward
vs.
Sir Samson



PASS #1

The mighty steeds charge towards each other in a thunder of mud and dirt. Both Knights hit each other squarely and both almost pitch backwards from the mounts, but manage to stay in the saddle. Splinters of lance go flying as Sir Samson smashes his lance against the shield of Sir Ward causing the shield to splinter.

-Sir Samson got a B/U result (Sir Ward makes his save but his shield breaks) : +2 Points to Sir Samson

-Sir Ward got a U result (Sir Samson makes his save).

PASS #2

Again the knights charge down the field, Sir Ward's lance splinters against the shield of Sir Samson to no effect. The lance of Sir Samson is steady and with a terrible clang, the helm of Sir Ward goes flying as the crowd gasps in shock. Sir Ward is knocked silly and tumbles from the saddle.

-Sir Ward got a B result . +1 Point

-Sir Samson got an H result and Sir Ward fails his save. +3 Points.

WINNER: SIR SAMSON

Sir Samson: 5 points

Sir Ward: 1 point



Joust #10

Sir Donnal McDonnal

vs.

Sir Raedgard of House
Ohtelwyn



PASS #1

The two knights plummet towards each other in a mad charge, with a splintering crack, Sir Donnal's lance breaks against the shield of Sir Raedgard (but the shield holds firm). Sir Raedgard drives his lance into Sir Donnal's shield and the novice horseman almost falls from his mount. The joust continues.

- Sir Donnal got a result of "B" breaking his lance but the shield made its' save.
- Sir Raedgard got a result of "U" but Sir Donnal makes his save to remain mounted.

PASS #2

Again the knights charge headlong at each other. Sir Donnal adjusts his position and drives another lance into the shield of Sir Raedgard, splintering upon impact, yet the sturdy shield still holds firm. Sir Raedgard also shatters his lance against Sir Donnal's shield. Both knights sway in the saddle but somehow manage to remain seated after the murderous collision.

- Sir Donnal got a "B/U" result breaking his lance (but both shield and knight make saves to remain mounted). Sir Raedgard also scored a "B/U" with a breaking lance (but again both knight and shield remain intact).

PASS #3

With a final pass both Knights are desperate to advance, Sir Raedgard's lance dips at the last second and scrapes harmlessly off of Sir Donnal's shield. The young Sir Donnal connects solidly with his opponent's shield and again his lance shatters. Some in the crowd suspect "fixed" lances, but most rejoice at the Knight's triumph.

-Sir Donnal gets yet another "B" result with his 3rd broken lance for +1 point. The shield makes its' save again.

-Sir Raedgard gets a "G" result.

WINNER: SIR DONNAL McDONNAL

Sir Donnal: 1 point

Sir Raedgard: 0 points



Joust #11

Sir Polycarp the
Dubious

vs.

Brother Garard of
Karog



PASS #1

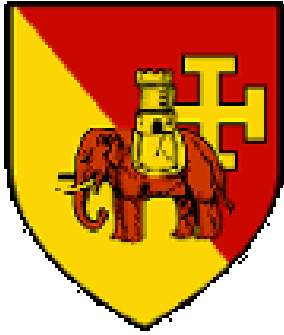
The knights charge down the lists intent on winning this bout. Sir Polycarp splinters his lance against the Shield of Brother Garard, but the shield does not break. A shocked gasp erupts from the stands as Brother Garard's lance splinters against the shield of Sir Polycarp and the jagged broken end penetrates the Knight's armor causing a font of blood to erupt from his chest. Amazingly the knight does not fall from the saddle, but as his horse nears the end of the lists, all can plainly see that Sir Polycarp has fallen. A hushed silence descends on the crowd as all mourn the loss of the knight.

- Sir Polycarp got a "B" result but Brother Garard's shield held firm.
- Brother Garard got a "B/U/I" result in which his lance broke, the shield held firm, and Sir Polycarp was able to remain in the saddle despite suffering a grievous wound that killed him instantly (he made 2 saves to remain mounted)! Our first death of the tourney!

WINNER: BROTHER GARARD OF KAROG

Sir Polycarp: 1 point

Brother Garard: 4 points

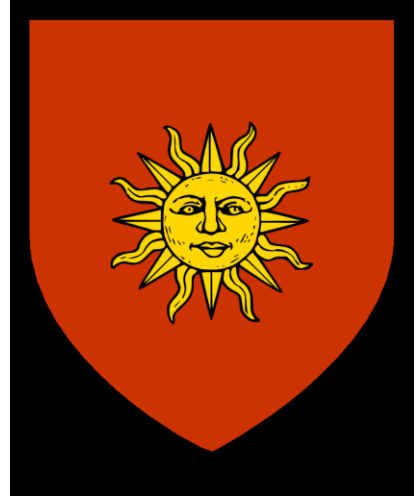


Joust #12

Sir Antonio of San Pedro
"Knight of the Golden
Elephant"

vs.

Sir Eld the Equipollent



PASS #1

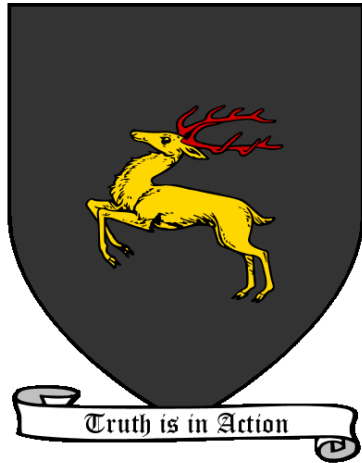
The two mighty knights thunder across the field, intent to do the other harm. Clods of dirt and mud fly from their mighty steed's hooves as they close the distance. With a shuddering impact the lance of Sir Eld splinters into fragments against the shield of Sir Antonio. At the same time the lance of Sir Antonio clangs against the helm of Sir Eld, and sends his head back at a terrible angle, the helm flies into the mud as the brave Sir Eld is sent crashing arse over shoulders into the mud. The crowd cheers at such a terrific joust, and Sir Antonio is cheered as the victor.

- Sir Antonio got a "H" result, and Sir Eld failed his save. (3 points).
- Sir Eld got a "B/U" result, but both shield and knight made their saves. (0 points).

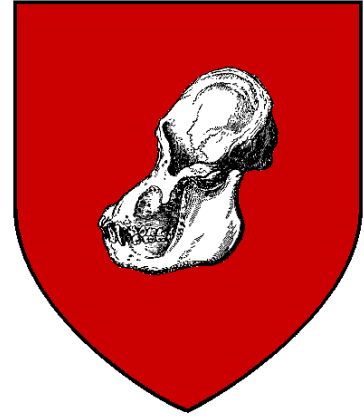
WINNER: SIR ANTONIO OF SAN PEDRO "KNIGHT OF THE GOLDEN ELEPHANT"

Sir Antonio: 3 points.

Sir Eld: 0 points.



Joust #13
Sir Theon Stoutheart
vs.
Sir Taurus "Hell's Heart"



PASS #1

The knights charge down the lists in a cloud of dirt and mud. Sir Theon's lance shatters against the shield of Sir Taurus, and Sir Taurus' lance slips off the shield of his opponent.

- Sir Theon got a "B" result, but the shield saved. (1 point).
- Sir Taurus got a "G" result.

PASS #2

The two knights turn and charge at each other again. Sir Taurus misses his mark, as Sir Theon's lance hammers his shield and Sir Taurus can't manage to hold his seat even with divine intervention. He tumbles to the mud, giving Sir Theon the victory.

- Sir Theon gets a "B/U" result, but the shield saves. Sir Taurus fails his save badly (even after being "Blessed"). (4 points).
- Sir Taurus gets an "M" result.

WINNER: SIR THEON STOUTHEART

Sir Theon: 5 points.

Sir Taurus: 0 points.



Joust #14

Sir Eustace

vs.

Father Gideon
Sababel



PASS #1

Sir Eustace races headlong to face Father Gideon and they meet with a mighty crash of arms. The lance of Sir Eustace shatters and sends a mighty crack down the shield of Father Gideon. Father Gideon's lance strikes true to the shield of Sir Eustace and the knight holds dearly to his mount as he almost tumbles from his set.

- Sir Eustace gets a "B" result and the shield shatters. +2 pts.
- Father Gideon gets a "U" but Sir Eustace makes his save.

PASS #2

Both knights turn and charge again. Both lances shatter against their opponent's armor and shield. Sir Eustace's shield splits and he casts it away as he gallops to the far end of the lists.

- Sir Eustace gets another "B" result. +1 pt.
- Father Gideon gets a "B" result as well and the shield shatters. +2 pt.

PASS #3

The knights make their last pass at a thundering gallop. Sir Eustace knocks Father Gideon with a powerful blow, but the Father somehow manages to remain in his seat. Meanwhile the Father's lance glances off the armor of Sir Eustace. A close fought battle indeed.

- Sir Eustace scored a "U" result but the Father made his save.
- Father Gideon missed with a "G".

WINNER: SIR EUSTACE

Sir Eustace: 3 pts.

Father Gideon: 2 pts.

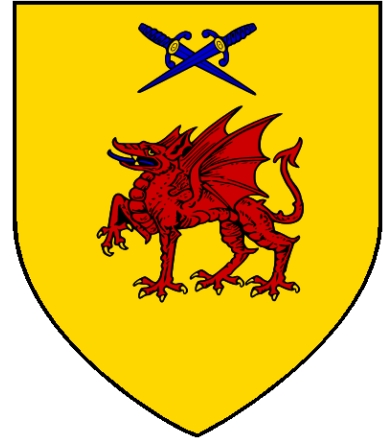


Joust #15

**Sir Sigbert of
Stretchwight Corners**

vs.

**Sir Warchop (Baron of
Chesterfield)**



PASS #1

The jousting thunder down the lists and Sir Sigbert's lances skids off Sir Warchop's shield. As it does, Sir Warchop shatters his lance against the shield of Sir Sigbert and the shield splinters into pieces.

- Sir Sigbert got a "G" result.
- Sir Warchop got a "B" result and the shield failed its' save (1 pt. for lance, 1 for shield).

PASS #2

The chargers are turned and headed back towards the pass, Sir Sigbert's greedy eye for the Baron's horse cause his aim to go wide. Sir Warchop's lance glances harmlessly off of the armor of Sir Sigbert.

- Sir Sigbert gets an "M".
- Sir Warchop gets a "G" result.

PASS #3

On their final pass, both knights manage to shatter their lances, but the Baron's shield holds true. Neither knight is un-mounted, however Sir Warchop has scored more points and wins the day.

-Sir Sigbert gets a "B" result, and breaks his lance for 1 point, but Sir Warchop's shield breaks.

-Sir Warchop manages to break another lance for 1 more point against Sir Sigbert.

WINNER: SIR WARCHOP –BARON OF CHESTERFIELD

Sir Sigbert: 1 point

Sir Warchop: 3 points