

# *The Calontir SCA List Table*

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## **Introduction**

This document is a compilation of information that relates to tournaments held in the Kingdom of Calontir. It is not intended to be a substitute for Corporate Policy, Kingdom Law or office procedures. Every attempt has been made to be current as of the time of publication but the author makes no guarantees. If you question something found in these pages, research further until you are confident that what you are doing is good and just.

The intended audience for this document is any member of the SCA who is interested in the behind-the-scene work that becomes a tournament. Also included is a section for those who have never quite understood what it is they are watching or how to follow the action.

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## Explanation for the General Populace

One of the most visible and attractive activities at SCA events is the tournament. If you are new to watching tournaments or have never quite understood how a victor is determined, understanding the tournament's structure can help. This document contains a basic overview of various tournaments and how they are commonly done in Calontir. There are also sections describing the duties of those who work tournaments.

To understand a tournament, listen to the heralds. They announce the names of the combatants as well as upcoming opponents. If you are cheering on a particular fighter, this can help you know when he/she will be on the field. The herald also announces the victor. This may sometimes be necessary because neither or both fighters may fall down and then both leave the field. If you do not understand (and even if you do) how victory is determined, you may need the herald's assistance in knowing who won. The herald will also announce special conditions that must be met. For example, one fighter must defeat the other twice to continue or this fight will be the best two out of three. In some instances, the marshal acts as the herald in announcing the victor.

SCA rules of combat apply to determine victory. When a struck blow lands with enough force to damage through mail (regardless of the armor the fighter is actually wearing), the blow is considered good. So, if the blow landed on the leg or arm, the limb is lost. If the blow was to the head or body, the fighter dies. All weapons except for single-handed swords can also kill with a blow to the hip or shoulder. Hands and knees and below are illegal targets. When watching, it is difficult to know the difference between tip, glance, light and good shots. The honor of the fighters, not the observers, determines whether a blow was well struck. In unusual instances, the marshal or either combatant may stop the fight and discuss questionable shots.

Melee tournaments are more difficult to follow unless you know all the combatants and which team they are on. Victory conditions are for the entire team, not the individual. The herald's role is critical in reporting victory, as the last man standing may not be the one whose name is called as victor. The warlord tournament, a traditional Calontir style, builds from one-on-one bouts to full melee teams. If you pay attention at the beginning, it is easier to remember which fighters are on each team.

There are several conventions that apply to tournaments. Since mistakes will drastically alter the tournament, it is important that no one walk between the list table and the list field. This way the list personnel can supplement both the marshals and heralds as witnesses. Similarly, if the Crown is present at the event and the thrones are set up next to the list field, do not walk between them even if the thrones are not occupied. The only exception to this convention is when the distance is greater than about twenty feet and even then you should give a reverence as you pass the thrones.

There are many words you will hear that have special meanings at a tournament. Here are some of them:

- ◆ Hold                      Everybody freeze and take a knee  
                                    (all children should know this to help them learn not to run onto the fighting field)
- ◆ Lay on                    Begin fighting
- ◆ List                        1. Entrants in the tournament  
                                    2. Tournament field
- ◆ Honors                    Courteous acknowledgment to remind fighters why they fight
- ◆ Point of honor          A fighter assumes the same or equivalent injury/disadvantage as his/her opponent
- ◆ Tree                        The progression of the tournament as combatants are advanced/eliminated
- ◆ Bye                        A fight that is either not fought or fought but the results do not affect the tree  
                                    Byes may be destructive (elimination from tournament) but this is very rare in Calontir
- ◆ Eric                        The tournament field marked by the ropes, not commonly used in Calontir

## **Teamwork**

A tournament is the result of effort put forth by a team of people. The three critical areas are marshaling, heralding and listing. There are aspects more closely associated with event autocrating that will not be covered in this document (setting up the tournament field, determining if crown will be in attendance, etc.). What follows is a brief synopsis of the role of the three primary functions.

### ***Marshals***

Every tournament needs a Marshal-in-Charge (MIC). This person is responsible for organizing the tournament; making the decisions about where, when, how, and who; and submitting the reports after the event is over. Other warranted Marshals usually assist the Marshal-in-Charge. Because of the paperwork issue, it is recommended that the MIC be a member of the hosting group. The sole exception is Crown tourney and other kingdom-level events such as Lilies War when the MIC is a Crown appointment.

The MIC is ultimately responsible for all decisions about a tournament. The Crown, Baronage, autocrat, tradition, etc may determine certain aspects of the tournament such as tournament style, weapon limitations, and conditions for entry/victory. The MIC will decide details such as when to begin and close signup, start time and how many fields will be used. These decisions are influenced by the event's schedule of activities. A large tournament that must be completed by a certain time may require more fields. A tournament at a camping event may start a little later as people wake up from reveling or traveling the night before. In all cases, the Crown may override the MIC's decision.

Weather plays a critical role in organizing tournaments. The best temperatures seem to be 50°-75° F. Typically, the hotter the day, the longer the tournament runs. Rain and snow cause the ground to be slick and footing uneven. High humidity shortens tempers and making sure everyone has plenty to drink becomes important. Even indoor events can be affected by weather. On a bitterly cold day, people crowd inside and may force the tournament field to be smaller than originally intended.

Unfortunately, there are no rules for how long a tournament will run. Experience is the best way to estimate how much time is needed. The key variables include weather, number of combatants, number of list fields, and tournament style. If the MIC does not personally have this experience, other marshals, the list personnel or heralds may be consulted to determine an estimate of the time needed.

While the MIC makes the decisions, he/she is part of a support team. However, the MIC is responsible for assembling the support team and being the leader. People to assist include other marshals, list minister, herald, waterbearer and surgeon. The list minister, waterbearer-in-charge and/or surgeon should be contacted prior to the event. The herald-in-charge should be contacted prior but for a small event may be arranged on site. Assisting marshals are usually contacted on site but, for a large tournament, the MIC may want to talk with a few prior to the event. Typically, the MIC need only designate someone to lead the others. Determining additional assistance in these areas has now been delegated to someone else. In most cases, the MIC is no longer concerned about the delegated details.

Some tournaments also give recognition beyond victory. Most chivalrous or best death may receive a prize or public kudos. Judges who are committed to watching the entire tournament are necessary. Again, they may be contacted prior to the event (such as only Ladies of the Rose may judge) or on site (when any skilled observer is acceptable). Sometimes the list personnel or heralds (who are required to observe) may do double duty but their attention may be distracted during some fights or in a large tournament. The autocrat staff, depending on the event, may also arrange for judges and who is sponsoring the prize.

Once the tournament begins, all marshals perform their duties as determined by the Office of the Marshalate, including watching for safety, providing fair witness and keeping the tournament pleasant for

the populace. The MIC must also confirm authorizations to fight. If the rules of three are in effect, it is up to the marshal to enforce. Briefly these rules are 3 minutes late reporting, 3 times into the ropes, 3 dropped weapons, 3 times grounding the weapon against the ground or shield, 3 blocks with an illegal target and 3 falls. The marshal should also be prepared to assist the herald in reporting the victor. The MIC can also call a break in the fighting, generally on the advice of the list table or to allow the combatants time to rest.

## ***Heralds***

Most tournaments need a Herald to call out the sequence of bouts. While it is helpful to have someone in charge, it is not always necessary. Often heralds will rotate in and out in order to save their voices under strain.

The herald is a position that does not have to be provided by the hosting group but the MIC should make the arrangements. These arrangements can be made prior to the event but may be done as late as the morning of the tournament. For small tournaments, a single herald should be able to work alone. For larger tournaments, including those with multiple fields, assisting heralds will be needed. Indoor events are not necessarily easier, and in some cases are harder, on the vocal cords due to factors such as echo and spectator noise.

The herald's primary functions are to inform the combatants when they will be fighting, serving as witness to the fighting and reporting the victor to the list table. Prior to the tournament, find out what general announcements need to be made such as sign-up opening and closing. After sign-up closes, read through the names on the list to confirm pronunciations. At this time, the herald and the list minister should determine a method of communication. Typically, the herald will be given the cards for the next three bouts. When a bout is over, the list prefers that the victor's card be on top. Additionally, announcing the victor immediately after the fight helps ensure that you are reporting it correctly – either the fighters or the marshal may make the correction.

Each combatant in a tournament should do his or her 'honors' at least once. They are done during the first and/or second round if needed. Honors include to Their Majesties, to the one whose favor you bear, to the populace and to your most noble and worthy opponent. Once honors are done, turn control of the field over to the marshal. Some marshals do the honors instead of the herald. This is usually due to inexperienced heralds or to save the herald's voice in a shortage.

In most tournaments, the herald will have three pairs of cards. They are in a very specific order so do not mix them up. The first set should 'report to the list', the second set should 'be arming' and the third set should 'prepare to arm'. When calling the names, say the names first, then what they are to do. Make sure you speak loudly and in the direction of the fighters. Use your voice correctly and make sure you gain volume from using your diaphragm. This helps prevent voice strain and loss. Ask an experienced herald to demonstrate if you are not sure of your procedure.

Again, remember to put the winner's name on top before giving them back to the list table and getting a new set. The new set becomes the last in your call and everyone else moves up. Some heralds will get the new set of cards (holding four, instead of three sets) before the bout is complete so that as soon as they announce the victor they can immediately begin the call. Another option is to stand near the list table or have a runner turn in the results and get the new set to the herald before the call is complete. Some experienced heralds prefer to reverse the order of the call so that they announce the names of the fighters on the field last. This is by preference only – it is more important that the call itself be accurate so that the fighters know what to do.

As the tournament gets close to the finish, three pairs may no longer be available. The fighters, marshals and populace expect this so don't panic. Often a break will be called just before the quarter- or semi-finals to give the fighters a chance to rest and to organize the finals. The list table should keep you informed of the progress of the tournament.

## ***Ministers of the List***

Most tournaments need a List Minister. This is the individual who keeps track of who is fighting, who has won, and the order in which they will enter the field. Sometimes this involves simply writing down names while other tournaments require advance knowledge so that appropriate paperwork can be available.

Like the herald, the list minister does not have to be from the hosting group and the MIC is responsible for retaining his/her services. Unlike the herald, the list minister should always be contacted prior to the event. There are more specialized skills needed and fewer people who have them. The list minister is then responsible for recruiting additional help. Depending on the estimated size or style of the tournament, the list minister's experience may be a factor to be considered. The MIC should clarify all known details with the list minister to make sure he/she is not caught unprepared. Sometimes the autocrat contacts the list minister but the responsibility is still the MIC's.

The list minister has more advance prep work than any of the other tournament personnel. Most tournaments have paperwork to keep track of the fighting, index cards to give to the herald, markers to write names, pens/pencils to record results, blank paper for sign-up. Optional supplies include a 3-minute timer, sticky notes (to give info to the herald about a specific bout), paperweights, and a ruler (to create trees on blank paper without using the last original). Based on information from the MIC, the list minister needs to bring all expected paperwork such as trees or sequentials. If no list minister has been contacted prior to the event, the MIC must bring all needed supplies.

One experienced list minister can do a small tournament. Assistance is needed for larger tournaments. First, consider someone to help with the cards. This individual will read the tree and communicate with the herald. If more than one field will be used, you will need someone for both the tree and the cards for each field. For a warlord tournament, a runner for each field is recommended. The runner can be a teenager with lots of energy. The runner carries cards between the list table and herald since the fighting is usually far away because of the space required in the later rounds.

All tournaments follow the same general sequence. First, open the list sign-up. Sometimes the MIC will do this before you arrive. While the fighters are signing up, prepare the index cards with the names. This saves time later. Consult with the MIC about when to close sign-up. Make sure heralds announce both the opening and closing of the list. Tell the MIC how much time you need to create the tournament tree. As soon as sign-up closes, begin creating the tree. When this is done, tell the MIC he/she can gather the fighters to hear the first and/or second round pairings. The tournament is run at the discretion of the MIC and/or Crown. When the tournament is over, hand all paperwork to the MIC for his/her event report.

Of course, the best run tournament is faultless. However, mistakes can and do happen. The best strategy is identifying the problem as quickly as possible. Try to resolve the situation to everyone's advantage. If this is not possible, talk with the MIC. Explain what happened and give a couple of different options if you can. The MIC will decide how to proceed. As a rule, if the mistake is caught before the next round is fought, no harm, no foul. If a subsequent bout based on erroneous results is fought, there is no fair way to resolve the situation. Tell the MIC promptly. This may involve talking with the combatants involved as well. Make sure you fully understand the final decision and proceed accordingly.

## ***How to assist at the List Table***

If you really want to understand how a tournament operates, volunteer to assist at the list table. Both heralds and list personnel are needed for most tournaments. Even if all positions have been filled, ask if you can sit and observe. During slower moments, ask questions about things you do not understand.

## Sequentials

For a true novice, filling in sequentials is the best place to start. You may even want to consider bringing your own copies of sequentials (not all list ministers use these) and start honing your observation skills. The sequential is simply a record of each pair of combatants who take the field, a notation of their weapon system and who won. Double kills and forfeiture should also be noted.

The main skills learned are identifying the fighters as individuals with names, waiting patiently for the end of the fight and accurately recording the results. Since fighters often do not fall when dead and you may not have realized a killing blow was struck, you may have to ask the fighters or the marshal to identify the winner. If you cannot identify either fighter, ask as they enter the field (either the fighters or the marshal). Sometimes one fighter will obviously die and then a discussion occurs. Wait until after the discussion because it could turn into a double kill or a non-killing blow. Accuracy is probably the most important skill as tournament victory is at stake.

The sequentials also serve as a record of the weapons used. The reason is that if the results of a bout are questioned based on the tree, the choice of weapon each combatant chose can help the fighters recall exactly what happened. Learning the different weapon systems is sometimes the hardest part as there is so much variety. Never be afraid to ask a fighter what type of weapon he/she is using. Eventually, you will know the basics that define the weapon classes.

For a low stress practice, go to your local fighter practice and run a sequential. This has the additional benefit of letting you learn the names of all your local fighters and what they look like in armor so you may know at least one of the two combatants in the bout at an event. For a heralded tournament, ask to see the cards while the herald is waiting to report the victor. You will at least get the spelling correct and can write down the next pairing. Ideally, you will sit next to the list field's entrance so you can ask the fighters their names. Practicing with sequentials also enables you to become comfortable with the bout sequence: combatants entering the list, honors, fighting and final decision. When you can tell at a glance which stage of the bout on a field is in, you can spend more time thinking about others things like trees and less time actually watching parts of the field action that have no bearing on the tournament outcome.

## Cards

Once you can identify the weapon systems and differentiate between fighters, you are ready to handle the cards. This position is a middleman between the one filling in the trees and the herald. You will be expected to confirm the results as the herald reports them to you so you should also be watching the bouts. You should also know how to read the trees. This is not a difficult skill and can be easily taught during the tournament.

Before the tournament begins, assist the list minister by preparing the fighters cards. For an experienced list minister, there may be a box of cards to look through and only make a new card for someone not in the box. Use a marker and print large and legibly so that the names can be read by the herald. Write pronunciation and titles in pencil. If titles are not to be used, make sure the herald knows. Because titles can change, convention dictates only grants titles and above are called in tournaments when titles are called at all. The highest earned titles are used, not just fighting titles (Master/Mistress for a Laurel, His Lordship/Her Ladyship for a Calon Cross, Duke for a Knight who has reigned twice, etc.). For round robin tournaments, pencil the number in a corner of each card to make it easier to pair up the rounds. You may be asked on to help randomize the tree by shuffling and holding the cards.

Each list minister has his/her own method of fighting the rounds and should tell you which rounds are next. You must also make sure the cards are handed out in the order the list minister indicates. If you are running low on pairings to give to the herald, gently remind the list minister and find out which round will be done next. Even if you have worked with the same list minister before, still confirm which cards should be handed out next.

Always remember that you are reading three bouts ahead of the completed tree since that is how many pairings the herald must have to prepare the fighters. There always comes a point late in the tournament when you can no longer hand out cards. As the fighters dwindle, so do the number of bouts per round. Often you know that the winner of the fight being fought now will be paired with a card but since you do not yet have that second card, you cannot give the set to the herald.

Be alert when a tournament has byes. Sometimes (Crown Tournament) byes are fought with the results not affecting the tournament. A sticky note stuck to the advancing fighter's card assists the herald in announcing the outcome. When assisting with a double elimination tree, make sure the winners and losers are sorted appropriately. It is very easy to mix up the cards of those with no deaths and those with one, even if you have a system. Double-check all cards before giving them to the herald. Start a dead pile in the first round of the elimination tree. When the tournament slows down, you can file these cards away if there is a permanent card box. There may also be byes in the elimination tree that are rarely (Crown Tournament) fought.

Some tournaments use cards instead of trees to record the entire tournament. See specific examples below in the tournament section.

## **Trees**

In large and all double elimination tournaments, more than one tree may be needed. The list minister may ask for help with one of the additional trees. Depending on the list minister and the size and style of the tournament, you could be given either the initial or the elimination tree.

Remember that the list minister is in charge of the tournament trees and makes the major decision like which order the rounds will be fought and how names are to be filled in. Before the tournament begins, you will probably help randomize the tree by drawing cards.

Probably the most important skill in filling in the trees is confidence in what you are doing. If you second-guess yourself, then the tournament has moved on. Then it is easy to get flustered and make mistakes. If you have mastered assisting with the cards, then filling in the trees is easy. As in all aspects of listing, accuracy is important. It is amazingly easy to know who won and still write the loser's name down. The double elimination tournament is more prone to this type of mistake since both the winner and the loser may still be in a tree somewhere.

At some point, there will be too few fights to continue multiple list fields. At this point, your job is typically done but you are welcome to stay at the list table until the end of the tournament. You may have more questions to ask and as the tournament is generally slowing down at the same time, you should have an opportunity to ask them. You can also continue to assist the list minister as witness to the fighting.

## **Running a Tournament**

Each tournament style differs in some way. There are often variations in each class that are common. This section describes the basic styles, common variations and gives pointers for the typical tournament.

### ***Randomizing a Tournament vs. Seeding a Tournament***

Most tournaments are randomized for the first round. This is done to avoid ranking the fighters, which is a subjective process and inherently biased. Some events will have two or more tournaments and base entry on achievement in the fighting ranks. While not a true seed, some balance is gained. A marshal will probably tell fighters who are new to the kingdom which tournament to enter based on personal knowledge, experience and/or number of tournaments won. Another reason to randomize is to reduce the chance of those signing up together facing each other in the first round.

The archery field may desire a true seeded tournament. Archers may run preliminary rounds for qualification scores. The top archers will then go head-to-head to be eliminated. Because of the qualification scores, there is a definite ranking available. In a seeded tournament, the first rank will face the lowest rank, the second rank will meet the second lowest, etc. This adds a new element to the tournament that needs to be thought out in advance.

Not all tournament styles are appropriate for a seeded tournament. The single elimination is the easiest to setup and run. A double elimination is more challenging but is possible. Trees are now available which make seeded tournaments a matter of filling in the blanks. In double elimination seeded tournaments, the MIC will need to decide which has greater impact, the seed or not facing the same opponent twice.

There are several methods for randomizing a tournament. For most tournaments, shuffle all the index cards face down, then draw one card at a time and fill the tree from the top to the bottom. Even round robins should make some attempt at randomization for assigning team numbers.

Crown tournament has a very specific double blind method required by Kingdom Law. A set of counters representing each fighter and a hat are needed. You begin by putting counters numbered one and two in the hat. One index card is drawn face down to start the tree. Repeat the following steps until all cards have been added: draw a new index card face down, draw a counter, put the just drawn card so that it's position in the stack is the same as that on the counter, put the counter back in the hat and add the next sequential number counter. This process is difficult to understand without being shown first.

### ***Single Elimination Tournaments***

The single elimination tournament is at the heart of many seemingly different tournaments. Of course, there is the true single elimination tournament that is rarely seen in Calontir. More often, it is the underlying structure of the popular torchlight tournament modified so that each bout is a best two out of three. It is also the basis of warlord tournaments (see next section).

The single elimination tournament is the easiest to follow. Once an entrant is killed, he/she is no longer eligible to fight and win. This means that approximately half of the entrants will never make it past the first round. Many of the variations are based on the idea that everyone wants to fight more than one fight in a tournament.

A single elimination tournament will have bouts totaling one less the number of entrants. To determine how long the tournament will last, take into consideration the actual format of the bouts. Best two out of three will have anywhere from twice to three times the number of entrants in actual fights. Weather can also play a factor in the length of any tournament.



The Calontir Book of Trees includes the single elimination tree up to 32 entrants. It is possible to combine two trees of the same size (or different by one) to create a tree for up to 64 entrants. Four trees are needed for tournaments 65-128 entrants with each tree of the same size (or different by one). For a very large tournament of 129-256 entrants, it is necessary to begin with eight trees of the same size (or different by one). To calculate the size of the trees needed, divide the number of entrants by the number of trees needed. You will need at least one tree of this size. For each remainder in the division, you will need a tree of one larger. All other trees will be of the original size. For example, for 77 entrants, you will need 4 trees.  $77 / 4 = 19$  with a remainder of 1. You will use 3 trees of size 19 and one tree of size 20. When more than one tree is used, it is necessary to use a supplemental tree to finish the final rounds. When using two trees, there is a single final fight remaining. When using four trees, there are two more rounds left using a 4 entrant tree. When using eight trees, there are three more rounds left using an 8 entrant tree.

A condensed tree has also been developed which combines several trees together. Each round of the single elimination tree represents a progression of powers of two. Each line is numbered so that you use only the lines equal or less than the number of entrants in the tournament. The benefits of this system are a reduction in the paperwork to take to an event and an ability to add a latecomer to the tournament. The disadvantage is that there are extra lines that must be ignored. For a beginner, the Calontir Book of Trees is easier. Once you have the basics, the condensed trees are more convenient.

If you do not have access to the Calontir Book of Trees or the condensed trees, understand that the basic principle involves making sure that all byes are handled in the first round to ensure that there is no chance of ending up with three fighters at the end. Exact powers of two create tournaments with no byes. This is why torchlight tournaments may be limited in size to 16 or 32.

## ***Warlord Tournaments***

The Warlord tournament is such a common and specialized case of the single elimination tournament that it deserves it's own discussion. A warlord begins like a normal single elimination tournament but turns into melee bouts of increasingly larger size. The teams are determined by the results of the previous bouts in which defeated opponent(s) become part of the team led by the victorious opponent(s). The warlord tournament is the only tournament which having a bye the first round is a disadvantage – the fighter will be short one fighter on his/her team in subsequent rounds.

The biggest challenge of this tournament style is having enough space for the melees. This generally involves moving the later rounds away from the list table. The list table's direct line of sight is often interrupted so it is even more critical that marshals, heralds and/or runners be correct. As mentioned before, determining the victor may also be hard since the last fighter(s) standing may not be the team captain whose name is on the card.

Sometimes, as a team is built, the combatants decide that they want to rename their team. If you're comfortable with this process and the MIC agrees, go ahead with their wishes. However, keep the captain's name with the team name on the card. Let the herald know that the team name is to be announced. This type of communication with the herald can be done through sticky notes and a word of explanation to the runner.

In recent years, the warlord tournament has been used to determine team captains for a day of melees. The tournament needs to be completed as quickly as possible to allow time for the rest of the fighting. The Mongol start (named after the event it was first used) allows the first two or three rounds to be fought simultaneously, using the entire battlefield. The fighters are on their honor to report to the list the results. When this is complete, there is usually only 3 or 7 bouts left in the tournament which are then announced and fought in sequence. Before each Mongol round, all combatants are assembled to hear the pairing.

## ***Double Elimination Tournaments***

The double elimination tournament is a perennial favorite in Calontir. By Kingdom Law, Crown Tournament is fought by double elimination. Some of the largest tournaments in the kingdom (Valor Tourney, Toys for Tots and Chieftains) are double elimination. Most variations on the double elimination tournament involve weapon restrictions instead of changing the basic structure of the tree.

The double elimination tournament is one of the most difficult to follow as a spectator. All entrants will remain in the tournament until they have been killed twice up until the finals that are usually fought best two out of three. It is traditional in Calontir for those who have died once to fight only against each other in order to equalize the incentive to win any given bout. However, those who have not yet died continue to fight each other, adding more potential opponents for those who have already died once. By tradition, the semi-finals are between the top two finishers of those who have not died at all and the top two finishers who have died once. The pairings are determined based on who has already fought as long as one fighter from each of the two trees is in each bout. It is necessary for the ones who have not yet died to be slain twice before they are eliminated while those who have already died once have but a single life remaining. In the finals, both entrants start out as equals with no reckoning of past bouts. Usually, since there will be at least two fights, each of the two entrants will select the weapon system for one of the first two fights with the final weapon system, if needed, being agreed upon by both. The efforts of many individuals in recent years have led to several conventions: clarifying for the entrants which herald should be listened to, eliminating or reducing the possibility of facing the same entrant twice and reducing the amount of wait time for those who experience their first death late in the initial tree of large tournaments.

The double elimination has bouts numbering anywhere from about twice to three times the number of entrants. Tournaments with just over a power of two number of entrants have a lot of byes, not only in the initial tree but in the elimination tree as well. While this reduces the number of overall bouts, it does cause some disadvantage for the entrants who do not receive a bye. Crown Tournament requires that all byes be fought, usually by Huscarls or member of the Chivalry, to reduce the advantage of fighting one less time though they retain the advantage of automatically advancing to the next round of the initial tree.

The Calontir Book of Trees also contains double elimination trees for up to 64 entrants. For tournaments of 65-128 entrants, it is necessary to use 4 initial trees and 2 elimination trees. For tournaments of 129-256 entrants, you must use 8 initial trees and 4 elimination trees. These are calculated the same as for large single elimination trees. For a tournament with 86 entrants, use 4 initial trees,  $86 / 4 = 21$  with a remainder of 2, or two trees of size 21 and two of size 22. You will need 2 elimination trees,  $86 / 2 = 43$  with no remainder, or two trees of size 43. Be careful when filling the elimination tree from the initial trees. If the initial trees are of two sizes, balance them between the elimination trees. For the above example, one each of size 21 and 22 are needed for each elimination tree of size 43. Notice that  $21 + 22 = 43$ . You will also need extra rounds for both the initial tree and the elimination tree. The initial tree will be fought down to two entrants. If you are using 4 initial trees, you will need to pair them up to end up with two entrants. If you are using 8 initial trees, you will need to use an 8 entrant initial tree, fought until two entrants remain. The elimination trees also will need to be merged into one tree. If you are using 2 elimination trees, re-write the 8 entrants remaining in the second column of lines of the 8 entrant elimination tree. This tree allows for the remaining entrants from the initial tree to enter the elimination tree at the proper point. If you are using 4 elimination trees, re-write the 16 entrants remaining in the second column of lines of the 16-entrant elimination tree. You will fight the finals as normal.

Again, a condensed tree has been developed to reduce the amount of paperwork that must be brought to an event. As with the single elimination tournament, the lines are numbered. Only use the lines that are equal or less than the number of combatants. Each bout is also lettered. The letters are used to complete the elimination tree.

If you do not have the Calontir Book of Trees, it is possible to run a simplified double elimination tree but it is difficult to meet all of the above conventions that Calontir is accustomed to. Ending up with the correct number of entrants at the end while maintaining even numbers of fights for all entrants and making sure previous bouts are not repeated are very difficult with other systems. These are as simple as two stacks

of cards, one for those who have not lost and one for those who have lost only once (once an entrant has lost twice, his/her card is removed). In this format, write on the back or bottom of the card the opponent names and/or byes. Another version lists all fighters in a single list, tallies how many times they have fought, and crosses them out when they have lost twice. The *Knowne Worlde Handbook* shows yet another method that was developed in the West Kingdom. While the latter two methods attempt to ensure that all entrants fight approximately the same number of bouts, there are no guarantees that those who have not yet lost will face only each other. Neither of these methods usually involves the traditional Calontir-style semi-finals and finals rounds. All of these variations may end up with three combatants in the finals. A round robin (see next section) is typically fought to try to obtain a victor but this may take several repeats.

The process of actually placing names in the elimination tree is mostly concerned with avoiding repeating a previous pairing. The fastest way to do this is to look at the initial tree and follow the name of the combatant who just lost, looking for names that are still in the elimination tree.

## ***Round Robin Tournaments***

Round robin tournaments involve every combatant facing all others once. Local champion tournaments are often done in this style. There are also many variations. The most common is the Swiss Five (or any other number) which involves five rounds of a round robin. Sometimes, there is a requirement that a different weapon system is to be used for each bout for each fighter. The round robin is also a good format for large melee team tournaments. One method to balance melee teams is to assign point values based on each fighter's fighting awards (for example, man-at-arms = 1, fyrdman = 2, huscarl = 3, chivalry = 4) with out of kingdom fighters being given a point value by the MIC.

The number of bouts in a round robin has an exponential progression for each additional fighter. In other words, add one combatant but add many fights equal to the number already signed up. For this reason, a round robin may be modified after the sign up is complete. Discuss with the MIC the number of expected bouts. Consider the time allocated for the tournament. Several options are possible. The most common is to decide that only x rounds of the tournament will be done. A second option is to create more list fields, thus reducing the time necessary. Another modification is to change to an elimination style tournament. Ten entrants mean 45 bouts that can be completed in an afternoon. Eleven entrants need 66 bouts to be completed so modification is recommended.

Before beginning a round robin, discuss with the MIC how scoring is to be done. Of particular note are double kills and forfeiture. Many options are possible. Count only true victories with double kills fought until there is a victor. Do not count double kills for either combatant but do not refight. Count double kills as  $\frac{1}{2}$  for each combatant. Count wins by victory double with a single point for winning by forfeit.

Forfeiture is common in the later rounds of a large round robin. This can be due to injury, armor failure and/or exhaustion. With each combatant that pulls out, several bouts in each round will not be fought. This can cause some rounds to be very short. Develop a method for tracking forfeiture.

Trees have been developed for round robins. There are SCA specific ones that deal with real-time and commercial ones used by team leagues. These latter ones may have a combatant fighting back-to-back since the league format is usually one match each week. This will not matter if there are enough list fields to fight all bouts in a round simultaneously.

## ***Bear Pit Tournaments***

The bear pit tournament has basically a hold the field format. The winner stays and fights the next in line. Some variations include wounds retained or double kill means both fighters exit the field. Most fighter

practices are some form of the bear pit though the results are not tallied. Other variations for the bear pit include limiting the weapon choice, limiting the size of the list field or having multiple fields.

The bear pit is probably one of the simplest tournaments to list. Sequentials are the only paperwork needed. The herald need only announce the victor and the next challenger. Scoring can be as simple as one point per victory. If the event organizers want to reward endurance, a point can be given for challenging or defending the field and a bonus point for winning. The MIC determines when fighting will begin and end.

### ***Challenge Tournaments***

The challenge tournament has no randomization. Of all the tournaments, this style has the strongest basis in historical tournaments. An entrant chooses whom he will fight, informs the list, the herald announces the pairing and the fight is done. The Pas d'Arms is a common variation in which knights are not allowed to choose but can be chosen by all others. Pageantry and chivalry on the field are encouraged. Victory is incidental. Often the bout is determined by x counted blows with killing and non-killing blows rating equally. This allows the unbelted fighter the chance to better his/her own skills. Sometimes the challenger may have a choice to fight over a barrier of various heights. This is to simulate mounted combat.

Often, there is no winner of this tournament so no formal list table is required. If a victor needs to be determined, the sequential will record all challenges made and the results. Whatever the victory conditions, the sequential can be used to record the necessary information.

## **Tournaments in History**

This section is not yet completed.