Tournaments

Promotion to Man-At-Arms

* earn a first-level promotion certificate in Kitchens, Forestry, Engineering, Blacksmithing, Stables, Grains, Chirurgeoning, and Reeving, meaning third level minimum (nominally one working month on the job)
* In a single tournament, advance in three-of-four double-elimination contests in chivalric combat (weapon and shield, or Florentine), pole arms, karate, and bow. To advance means to win two of the first three rounds.

These are boy-only tournaments. There are ten per year: twelve minus two senior promotion tournaments.

# Biannual Tournaments

Promotion to Sergeant

* earn a second-level promotion certificate in all the boy offices, meaning fourth level minimum (nominally two working months on the job) plus
* first-level promotion certificates in Clothery, Hides, Letters, and Heraldry plus
* In a single tournament, advance in a majority of contests in (1) chivalric, Florentine, or kenjutsu (2) bow (3) pole arms (4) riding, and (5) karate. To advance means winning at least two of the first three rounds. A majority is three of the five contests.

.

Promotion to Bachelor

* earn a third-level promotion certificate in one the Offices, meaning sixth level minimum (nominally twelve working months on the job) plus
* be a deputy officer plus
* In a single tournament, advance in a super-majority of contests in (1) chivalric or Florentine, (2) bow (3) pole arms (4) mounted chivalric (5) kenjutsu (6) karate-jutsu or aikijutsu and (7) jousting. To advance means winning at least two of the first three rounds. A super-majority is at least five-of-seven contests.

These are school-wide tournaments. There are two per year, nominally at the Equinoxes. The first round is single elimination, and all *belted* contestants (more senior than *boy*) are matched with *boys*. Subsequent rounds are double elimination, and matchings are random.

# Fee Schedule for a Kingdom Tournament

Kingdom tournaments are held at the pleasure of anyone with the wherewithal to hold it. They are fee-based: contestants must pay the House a fee to enter. The winner of each round wins a fixed amount that is always less than the entry fee. The spreadsheet below shows the profit/loss for everyone in a nine-round, single elimination tournament.

Kingdom tournaments – especially belt-only tournaments – are usually double elimination but variants exist. If there is a very large field and non-belted fighters are allowed, then the first round (only) is typically single elimination and the belts are matched up with the dog meat, then the remaining rounds are double elimination with random pairings. Sometimes very large tournaments are split over several days and the entire tournament is double elimination. Open tournaments (non-belts allowed) often have one or more rounds with belts fighting non-belts until there aren’t enough non-belts to follow the rule.

In the following spreadsheet, the entry fee is 1.5 and the per-round payback by the house is 1, so the house makes enough on the affair to cover expenses and then some. There are 512 contestants, and half are eliminated each round, so there are nine rounds. The *Number to Progress* column shows the number of contests in the that round, the number of winners in that round, and the number of losers in that round. The *Winner, Loser,* and *House* columns show how much money that actor has in their pocket after that round. For example, a winner in the third round has made a profit of 1.5 over what they came with. The House handles all the money, which avoids a lot of squabbling among the contestants.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Entry Fee: | 1.5 |  |  |  |
|  |  |  |  |  |
| Round | Number to Progress | Winner | Loser | House |
| 0 | 512 | -1.5 | -1.5 | 768 |
| 1 | 256 | -0.5 | -1.5 | 512 |
| 2 | 128 | 0.5 | -0.5 | 384 |
| 3 | 64 | 1.5 | 0.5 | 320 |
| 4 | 32 | 2.5 | 1.5 | 288 |
| 5 | 16 | 3.5 | 2.5 | 272 |
| 6 | 8 | 4.5 | 3.5 | 264 |
| 7 | 4 | 5.5 | 4.5 | 260 |
| 8 | 2 | 6.5 | 5.5 | 258 |
| 9 | 1 | 7.5 | 6.5 | 257 |