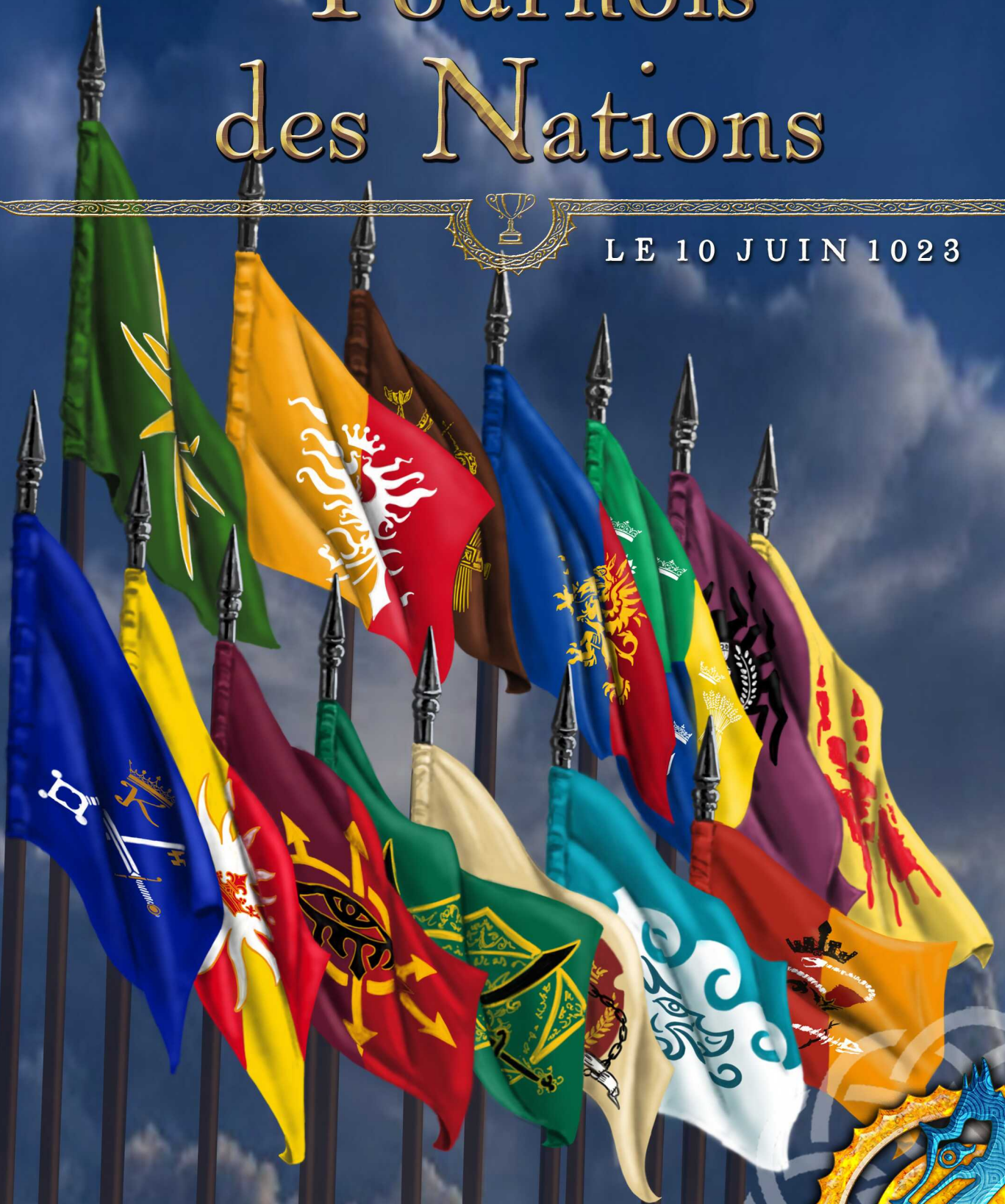


# Tournois des Nations



LE 10 JUIN 1023



DUCHÉ DE BICOLLINE





## Tournament of Nations - Lusignan 1023

It is in the beautiful City of Lusignan, property of Edouard de Tarpignan, that all the athletes of Mundus are invited for the second edition of the biennial competitions that is the Tournament of Nations. It is by a unanimous vote that the Interregional Oberant Committee has chosen this estate to hold its event.

As resplendent as the jewels of the new King Myriam, the City is located in the province of Moussillon in Andore. Considered by the nobles of the region as the birthplace of chivalry, the Andorian Olympic Committee promises competitions that will be held under the sign of honor and pride! Athletes are invited to compete as hard as possible, but also with the utmost respect.

The spectators will not be left out, because in addition to the architectural marvel that its amphitheatre has represented for many generations, the City of Lusignan boasts the warm bonhomie of its inhabitants. Inns abound and merchants' stalls are bustling with activity; there is something for everyone.

The organizing committee assures anyone wishing to join the festival that their safety will be guaranteed. Hopefully they will keep their promise, because with the threat of a peasant revolt that seems to be igniting the entire world, it's a safe bet that Lusignan 1023 will be one of the last great peaceful gatherings in the months to come...







# Tournois des Nations

## Table of contents

<b>Tournament of Nations - Lusignan 1023.....</b>	<b>1</b>
<b>About the event.....</b>	<b>4</b>
Schedule and access to the site.....	4
Registration and fees.....	4
Restaurant and bar services.....	5
For the belly.....	5
For the mind.....	5
Approval.....	5
General information about the delegations.....	5
To join a delegation.....	6
Earnings .....	6
<b>Information booth.....</b>	<b>7</b>
<b>Map of locations.....</b>	<b>7</b>
<b>Tournaments.....</b>	<b>7</b>
General schedule.....	8
Artillery - 2:00 to 3:30 pm .....	8
Arm wrestling - Male from 10:00 to 12:00, Female from 12:00 to 14:00 .....	9
Loren Circle - 10:00am to 12:00pm, Final at 5:00pm.....	11
Champions - 2:00 to 4:00 pm.....	12
Archery fights - 10:00 am to 6:00 pm .....	13
Baron's Chess - 10:00 am to 2:00 pm.....	14
Warrior Endurance - 10:00 am to 12:00 pm .....	15
Fine Blades - Mixed from 10:00 to 12:00, Ladies from 12:00 to 13:00.....	17
Francs archers - 1:00 pm to 4:00 pm.....	18
Gladiators - 4:00 pm to 6:00 pm.....	20
Petanque - 10:00 am to 5:00 pm.....	22
The Speed of Knowledge - 1:00 to 4:00 pm.....	23
Tug of War - 3:00 to 4:00 pm.....	24
Tactika - 10am to 7pm.....	25
Trollball - 10:00 am to 7:00 pm.....	26
Other festivities and places of interest.....	27
Betting office - 10:00 am to 12:00 pm (Paris).....	27
Plume Contest - 10:00 am to 6:00 pm.....	28
Closing Ceremony - 8:00 pm to 9:00 pm.....	29
Closing show - From 9:00 pm.....	29
The Seahorse Bank and the Transplantation Counter - 1:00 pm to 5:30 pm.....	29
Syta Drawings - 5:45pm to 6:45pm.....	29







# Tournois des Nations

<b>Appendices (rules for certain tournaments) .....</b>	<b>30</b>
Appendix A: Archery Combat.....	30
Appendix B: Petanque.....	32
Appendix C: Tactika.....	34
Appendix D: Trollball.....	36
<b>Regulations.....</b>	<b>40</b>
Warnings and penalties.....	40
<b>To reach us.....</b>	<b>44</b>







# Tournois des Nations

## About the event

The Tournament of Nations event is a large sports and immersive gathering held in the game universe of Bicolline. It will be held on June 10th at the Duché de Bicolline (1480, chemin Principal, Saint-Mathieu-du-Parc, Quebec, G0X 1N0).

Participation in the Tournament of Nations competitions is reserved for individuals 16 years of age and older (participants). Participation as a spectator is open to all. For the youngest, the Squires' Tournament will be open to them as early as 10am. (See details in the document)

## Schedule and access to the site

The site opens its doors at 7am on Saturday morning for the registration of the participants and the homologation of the weapons. The tournaments will take place from 10am to 7pm. The closing ceremony will start at 8:00 pm. The evening festivities will start at 9:00 pm with the concert of Crapaud Hurlant, who will make the whole population dance and sing!

The Auberge will be open from 12:00 noon on Saturday until 3:00 on Sunday morning.

The Market will be open from 9:00 a.m. until the evening.  
Grantees will be allowed to stay on site and sleep in their building on Saturday night. No camping tents or lodging houses may be set up.

Everyone must be off site by 2:00 p.m. on Sunday, June 11.

Only pavilions housing embassies will be allowed to be set up at the locations designated by the organization.

## Arrival on Friday and instructions

The site will be accessible on Friday from 5:00 pm until 9:00 pm (no entry and access possible after 9:00 pm) only to participants who meet at least one of the following two criteria

- Be an owner of an allotment
- Be a participating player having paid 80\$+tx or 90\$+tx

This extra accommodation is to facilitate the logistics for our grantees and participants coming from far away or having taken the initiative to set up a game embassy representing their region.







# Tournois des Nations

## Steps to follow:

- Go to the Accueil Building for your registration.
- Tournament of Nations, Lusignan 1023 Page 5 Park your vehicle on P1 in the space provided and walk back to your camp.
- For Old Town residents, the small landing at 1540 will be available for you to unload your vehicle, which must be parked immediately at P1 once unloaded. You can then walk back to your camp.
- No vehicles on the field!

## Registration and fees

### Registration and fees

Registration is now open on our website. The registration period will remain open until Thursday, **June 8 at midnight**. You must register in advance to participate: no on-site registration will be possible.

- The price of the activity for participating players is **\$80.00 CDN** (plus taxes) for members and **\$90.00 CDN** (plus taxes) for non-members.
- The price of the activity for "spectators" is **\$50.00 CDN** (plus taxes) for members and **\$55.00 CDN** (plus taxes) for non-members.
- The price of the activity is **30\$ CDN** (plus taxes) for children between 10 and 15 years old.
- The activity is free for children 0 to 9 years old.

The Squires' Tournament is waiting for them (see details in the document)

\*\*\*Important reminder for people who are new to the event. This is a medieval fantasy immersion event where all participants must be in costume to gain access to the site.

All members who are 16 years old or more, registered to the activity, will be granted a population card, as well as five solars!

- A Tournament of Nations card for players registered as participants.
- A Ducasse card for the "spectators".

All of these will be given to you upon your arrival at the registration desk.

**All competitors must be registered to the activity in order to join one of the nations. The registration for a delegation is done with the head or the representative of this one, see below the addresses.**







# Tournois des Nations

## Restaurant and bar services

A food and beverage point will be available throughout the event to serve all participants.

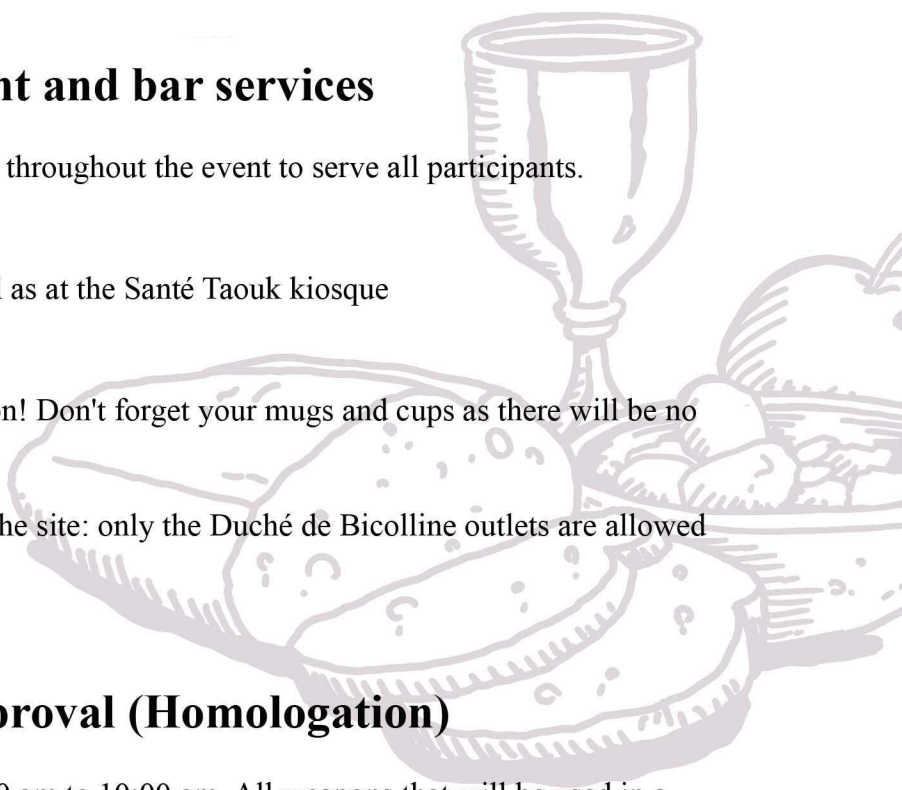
### For the belly

There will be a food offer at the Inn, as well as at the Santé Taouk kiosque

### For the mind

Come and quench your thirst starting at noon! Don't forget your mugs and cups as there will be no plastic cups at the serving points.

No outside alcohol will be tolerated inside the site: only the Duché de Bicolline outlets are allowed during the event.



## Weapons Approval (Homologation)

The registration desk will be open from 7:00 am to 10:00 am. All weapons that will be used in a tournament must be certified!

## General information about the delegations

Each region must identify an ambassador, a herald and a banner bearer. The ambassador and herald are the points of contact with the management and the banner bearer will be responsible for the banner (provided by the Duché de Bicolline for those nations without a banner) for the day. The banner must be returned to the Reception at the end of the event.

With the exception of the ambassador, the herald and the banner bearer, participants must be registered in at least one tournament. A participant who registers for multiple tournaments may be unable to participate in all of them. Tournaments will be run according to a set schedule and a participant who is unable to attend a tournament due to a schedule conflict will be deemed to have forfeited the tournament.

**A participant does not have to be a resident of the region to be part of the team representing the nation. However, each participant may represent only one nation. An independent character may participate, but may only represent one nation.**

Tournaments have limitations on the number of participants or teams from the same region.







# Tournois des Nations

## To join a delegation

To join a delegation, you must register with the Head of Region. Only the official lists of participants provided by the Heads of Region will be considered.

RÉGION	CHEF DE RÉGION	COURRIEL
Andore	Roy Myriam / Gunthar Ashendorf Contact : Joey Kryszewski/ Gilles Marcus Flaminius	joey@joink.tv
Berkwald	Gabriel 1 <sup>er</sup> Contact : Jean-Francois Chabot / Bjorn Hergersson	maeglys@hotmail.com
Carcosa	Rakim Changedenom	royaumejaune@gmail.com
Cité des Sables	Sultan Nakkam Ossan / Saïd Bassam Ibn Abdi Contact : Simon Lavallée / Isid	slavallee31@gmail.com
Empire	Karl Von Schlaffenmark Contact : Frédérique Roussel / Kahaïa de Bourgogne	kdb.bico@gmail.com
Fédération argannaise	Hubert d'Haldorf Contact : Julien Charlebois / Florent de Brahma	julien_charlebois@hotmail.fr
Irendille	Roi Celebrimbor / Sadjhi Oromë	etienneouimet@hotmail.fr
Nasgaroth	Varania Do Denir	blk_lotus24@yahoo.ca
Ozame	Sven Aegirsson	demianfuica@gmail.com
Pays de Kafe	Gabriel Lunelame	pilotesebastien@hotmail.com
Terres d'Auquesse	Morcius Sicarius Hakasson	terresdauquesse@outlook.com
Terres du Sud	Rathan Rex	rekko666@hotmail.com

## Earnings

**Prizes:** A purse of solars will be given to the winners of the different tournaments (1<sup>re</sup> , 2<sup>e</sup> and 3<sup>e</sup> positions for each tournament).

**Victory Points:** Victory points will be awarded for 1<sup>re</sup> , 2<sup>e</sup> and 3<sup>e</sup> positions for each tournament. The first place region in a tournament will receive three (3) victory points, the second place region will receive two (2) victory points and the third place nation will receive one (1) victory point. The winning nations: At the end of the day, according to the victory points amassed in all the tournaments, three (3) nations will emerge as the big winners of the clashes. According to their ranking, the victorious nations will be awarded the following prizes:

### 1<sup>re</sup> place :

- The Region Leader will be able to identify three (3) deserving guilds in their region to offer them each two (2) fame points. Guilds must be selected and sent to [gestion.jeu@bicolline.org](mailto:gestion.jeu@bicolline.org) by Wednesday, June 14 at 11:59 pm.
- Two (2) lordly award seals (single use) will be given to the Region Chief during the income of the Great Battle 1023.







# Tournois des Nations

## 2e place :

- The Region Leader will be able to identify two (2) deserving guilds in their region to offer them each two (2) fame points. Guilds must be selected and sent to [gestion.jeu@bicolline.org](mailto:gestion.jeu@bicolline.org) by Wednesday, June 14 at 11:59 pm.
- One (1) lordly seal award (single use) will be given to the Region Chief at the time of the Great Battle 1023 revenues.

## 3rd place:

- The Region Leader will be able to identify two (2) deserving guilds in their region to offer them each two (2) fame points. Guilds must be selected and sent to [gestion.jeu@bicolline.org](mailto:gestion.jeu@bicolline.org) by Wednesday, June 14 at 11:59 pm.
- One (1) lordly seal award (single use) will be given to the Region Chief at the time of the Great Battle 1023 revenues.

## Information booth

An information booth will be located at the entrance of the Quartier marchand. Schedules will be available and results will be posted there.

Tournois des Nations								
Tactika	Gladiateur	Artillerie	Champion	Bras de Fer Hommes	Bras de Fer Femmes	Combats d'archers	Concours de Panache	Trollball
1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3
Bouque à la corde	Francs Archers	Pétanques Royales	Échecs du Baron	La Rapidité du Savor	Fines Lames Mixte	Fines Lames Dames	Endurance du Guerrier	Cercle de Loren
1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3







# Map of locations



- Accueil
- Banque de l'hippocampe
- Marché du Duché
- Auberge
- Santé Taouk
- Point d'eau
- Scène
- Kiosque Informations
- Bureau des Paris
- Édhecs du Baron
- La Rapidité du Savoir
- Allée Marchande

Duché  
de  
Bicolline







# Tournois des Nations

## Tournaments

### General schedule

Tournoi	Lieu*	10h00	10h30	11h00	11h30	12h00	12h30	13h00	13h30	14h00	14h30	15h00	15h30	16h00	16h30	17h00	17h30	18h00	18h30
Artillerie	Chemin principal									14h00-15h30									
Bras de fer, Féminin	Pavillon en Haute-Ville					12h00-14h00													
Bras de fer, Masculin	Pavillon en Haute-Ville	10h00-12h00																	
Cercle de Loren	Ordo Cervi ou Valraven	10h00-12h00																	
Champion	Devant le Bock de fer									14h00-16h00									
Combats d'archers	À la droite de l'Auberge					10h00-18h00													
Échecs du baron	Pavillon en Haute-Ville	10h00-14h00																	
Endurance du guerrier	Ordo Cervi	10h00-12h00																	
Fines lames, Dames	Devant le Bock de fer					12h00-13h00													
Fines lames, Mixte	Devant le Bock de fer	10h00-12h00																	
Francs archers	Ordo Cervi								13h00-16h00										
Gladiateurs	Devant le Bock de fer													16h00-18h00					
Pétanque	Derrière l'Auberge					10h00-17h00													
Rapidité du savoir	Devant l'Auberge							13h00-16h00											
Souque à la corde	Plaine du monastère											15h00-16h00							
Tactika	Plaine du monastère					10h00-19h00													
Trollball	Ordo Cervi ou Valraven					10h00-19h00													

\*Le lieu d'un tournoi peut être changé sans préavis selon l'état du terrain

### Artillery - 2:00 to 3:30 pm

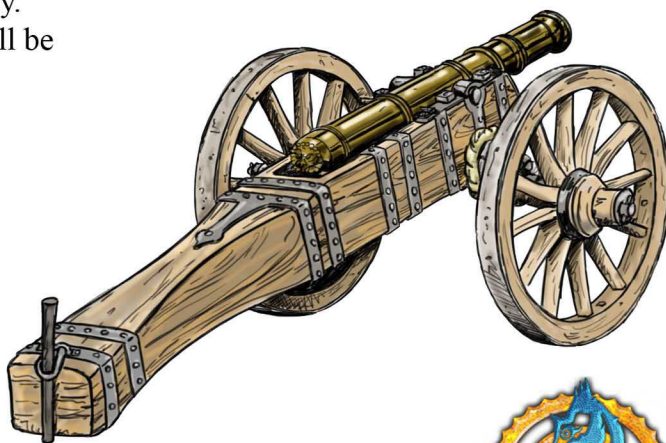
War machines represent the pinnacle of human engineering. The greatest minds strive to conceive the invention that will be able to claim the greatest number of lives, in the most efficient way possible. Will the gunners be able to make two deaths from one projectile? Or more?

This is the time when all the engineers and guilds with war machines, ballistas, trebuchets, catapults and cannons compete in a shooting competition on different targets. The purpose of the competition is to evaluate the speed of the war machine and the efficiency of its operators, the rate of fire, the aesthetics of the machine and the accuracy of the shots.

This year again, the guns will be put in a separate category. They will participate in the same tournament, but they will be evaluated separately.

#### Location and number of participants

- The tournament takes place on the main path in the section between the Reception and the Monastery.
- Team of a maximum of six (6) participants.
- Each region may enter only one team.







# Tournois des Nations

## Important information

- Each war machine must present itself with its operators and all its projectiles.
- Each war machine must be homologated on site.
- The precise instructions of the tournament will be communicated to the participants on site.

## General principles

- Help the referees by remembering your fair play and not arguing with their decisions.
- Spiked shoes are not allowed.

## Earnings

- 1re place, Category "Mixed Artillery": 500 solars + A flag of the region that the team represents
- 1re place, Category " Canons " : 500 solars + A flag of the region that the team represents
- 1re place, Category "Pompous Radiance": 500 solars + A flag of the region that the team represents

## ***Arm wrestling - Male from 10:00 to 12:00, Female from 12:00 to 14:00***

Instead of crossing swords, the opponents have to hold hands. This is not a friendly handshake, the only objective is to break the mental and physical strength of the opponent and make them bend their backs. Make sure your mug is full of booze and beware of coughing enemies, they might overpower you with the plague rather than their muscles.

## Location and number of participants

- Pavilion in Upper Town
- Each region will be able to present one (1) female and one (1) male champion to represent it in the female and male components of the tournament.







# Tournois des Nations

## Important information

- In both cases, it is a single elimination tournament.
- The initial opponents will be randomly selected
- The participant has 30 seconds to get to the table, a delay is considered a defeat.
- If there is an odd number of participants, the winners of the Duché 1022 Heavyweight Events will receive a first round bypass. If they are not present, there will be a random draw.

## General principles

- Each participant must come to the competition with a mug containing liquid.
- The referee will be responsible for ensuring the fair position of the participants before announcing the start of the match.
- Arms should be bare from hand to 4" above the elbow, hands should be in the center of the table and wrists should be straight.
- The free hand must wrap around the opponent's elbow between the thumb and forefinger and remain so throughout the bout.
- The referee will be assisted by two (2) marshals, who will also be responsible for monitoring the position before the beginnin, as well as during the round
- The competition will be held sitting down and the buttocks must not come off the seat under any circumstances.
- During the confrontation, under no circumstances should the participants be touched.
- It is the responsibility of the participants to dress appropriately so that the referees can confirm, without contact, that the participant's buttocks are still on the seat.
- At no time may the free hand leave its position. If the free hand leaves its position, the referee will call a foul and restart the round. On the second foul, the win will be awarded to the opponent.
- If the hold is released, the referee will have the round restarted and may tie the opponents' hands together if necessary.
- The victory is acquired when a participant succeeds in putting the back of his opponent's hand in contact with the table.

## Earnings

- 1re place male and female: 300 solars
- 2e place male and female: 200 solars
- 3e place male and female: 100 solars







# Tournois des Nations

**Loren Circle - 10:00am to 12:00pm, Final at 5:00pm**

Famous in the Duché de Bicolline, this strange competition, born of ancient elven traditions, pits two opponents against each other in a merciless duel, armed only with their bows and their questionable survival instincts.

## Location and number of participants

- The tournament takes place in the plain of the Ordo Cervi or in front of the Valraven depending on the state of the ground.
- Each region may register up to five (5) participants and two (2) alternates in case of absence.

## Weapons

- Participants must have their own equipment.
- One (1) pre-certified bow.
- Three (3) approved arrows beforehand.

## Important information

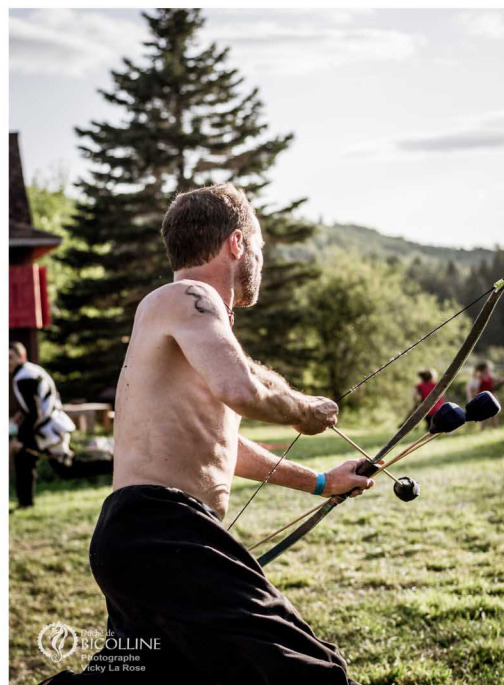
- One on one combat.
- Two (2) archers face each other around a circle 30 feet in diameter.
- They start the round with three (3) arrows in hand and one of them can already be notched.
- Archers must make a half turn (move past their opponent's starting position) before they can take a shot.
- All touches count (hands, bow, held arrows, private parts, etc.).
- The starting position (alternating positions) and the arrows are repeated between each key.

## General principles

- The qualifying round is double elimination. The first archer to score two (2) hits wins the match.
- The final round is single elimination. The first archer to score three (3) hits wins the tournament.

## Earnings

- 1re place : 300 solars + a bow engraved " Tournament of Nations " + 6 arrows
- 2e place : 200 solars
- 3e place : 100 solars







# Tournois des Nations

## Champions - 2:00 to 4:00 pm

Tournament where fighters have the choice between different types of weapons and can use a shield. The best fighters of the Duchy have been competing for years, for our great pleasure.

### Location and number of participants

- The tournament takes place in front of le Bock de Fer camp.
- Each region may register up to four (4) participants and two (2) alternates in case of absence.

### Weapons and armor

- Weapons and shields are those of the participants and must be homologated.
- All approved weapons under 152 cm (60") are accepted.
- Participants may have different weapons.
- Shields are allowed.
- With the exception of the helmet, the pieces of armor do not offer any points of protection.

### Important information

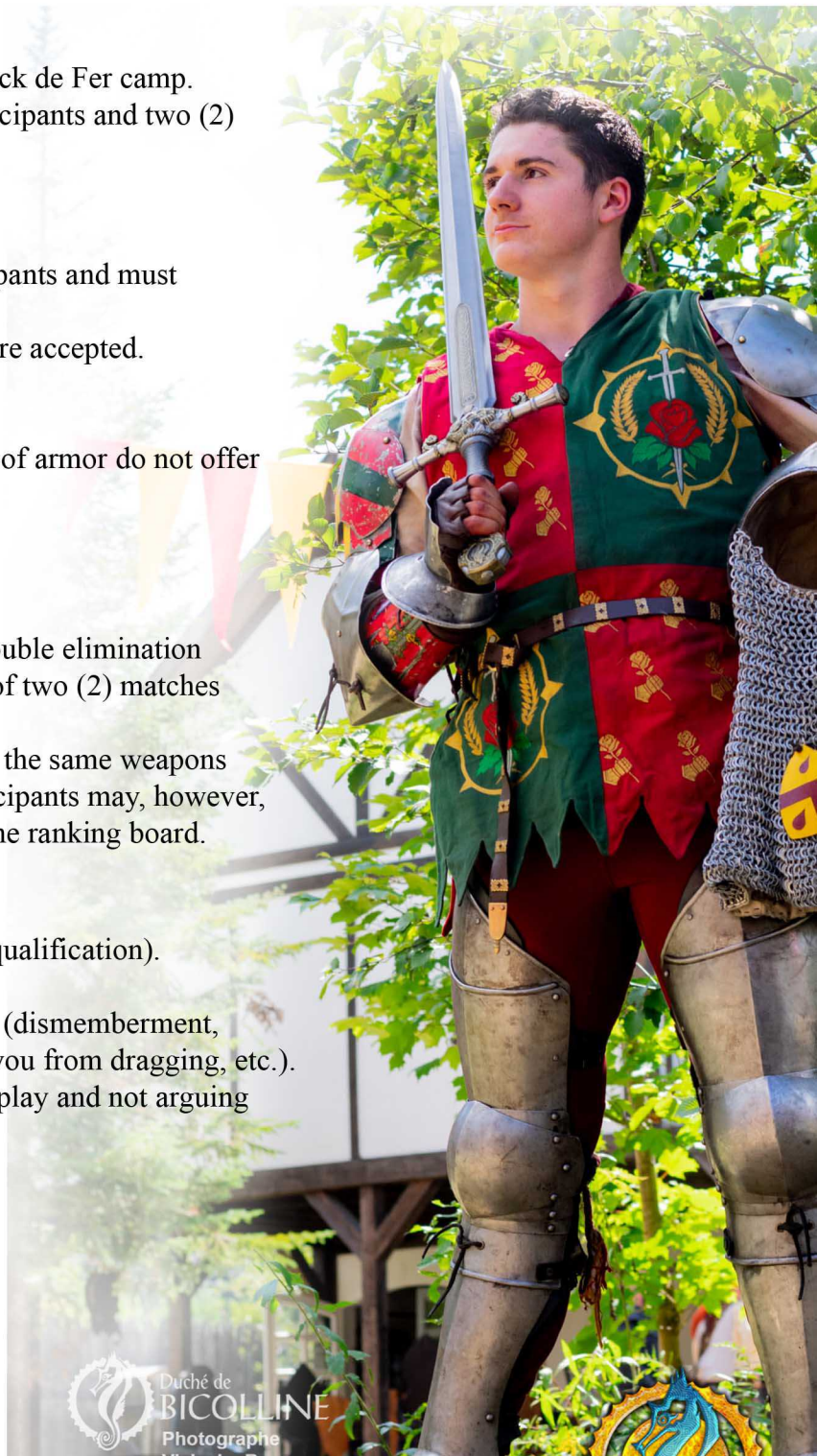
- One on one combat.
- The tournament is set up according to the double elimination principle. Each participant has a minimum of two (2) matches before being eliminated.
- In a two out of three, participants must keep the same weapons and/or shields throughout the matches. Participants may, however, change their equipment between rounds of the ranking board.

### General principles

- NO PHYSICAL CONTACT (automatic disqualification).
- Only the touch counts, not its strength.
- The combat rules are those of the battlefield (dismemberment, head counts, a severed lower limb prevents you from dragging, etc.).
- Help the referees by remembering your fair play and not arguing with their decisions.
- Spiked shoes are not allowed.

### Earnings

- 1<sup>re</sup> place : 300 solars
- 2<sup>e</sup> place : 200 solars
- 3<sup>e</sup> place : 100 solars



Duché de  
BICOLLINE  
Photographe







# Tournois des Nations

## Archery fights - 10:00 am to 6:00 pm

Arrows are flying everywhere. You have to be fast, precise and agile in order to stay alive until the very end of the game rounds. A nice mix of cowardliness and skill. New reputations are yet to be made!

Your best archers will have to face their regional rivals in six-on-six skirmishes, while defending their flags. These archers' battles take place in a defined area and are supervised in collaboration with the Montreal Archers' Battle team.

### Location and number of participants

- The tournament takes place on the right side of the Auberge.
- Each region may enter only one (1) team.
- Each team is composed of six (6) participants and two (2) substitutes in case of absence.

### Important information

- Each game will last 20 minutes,
- All required equipment will be provided at the tournament site,
- In order to participate safely, a briefing on the rules and regulations will be given before each round. There will also be some practice tests and tips,
- The complete rules for the Combat d'archers are available in the appendix.

### General principles

- A mix between archery, paintball and dodgeball.
- Archers compete in a bow and arrow match.
- Participants will fight in an arena with obstacles.

### Earnings

- 1<sup>re</sup> place : 800 solars
- 2<sup>e</sup> place : 500 solars
- 3<sup>e</sup> place : 250 solars



Duché  
BICOLLINE  
Photographie  
Vicki Le Ross







# Tournois des Nations

## Baron's Chess - 10:00 am to 2:00 pm

Every confrontation requires strategists. Some swap the battlefield for the chessboard to demonstrate the ingenuity of their tactics and the unpredictability of their troop movements in order to achieve victory. Nothing is ever black or white in this war of nerves.

### Location and number of participants

- Pavilion in Upper Town
- Each region may enter only one (1) participant.

### Important information

- This is a round robin tournament according to the Swiss system.
- The rounds are divided into three tables (A, B and C). There are four chessboards per round. Board A contains chessboards A1 to A4, board B contains chessboards B1 to B4 and board C contains chessboards C1 to C4.
- In the event of an odd number of entrants, a bye of one (1) point will be awarded to one entrant by random draw.

### General principles

- Semi-fast game, 25 minutes per participant.
- Chess piece touched, chess piece played.
- Participants will be ranked by level if known, then by random draw if not.
- The following rounds will be established according to the rules of the Swiss system.
- One (1) point per win. One-half ( $\frac{1}{2}$ ) point per tie game.
- The winner is the one with the highest total. In case of a tie, a win with black wins over a win with white.
- Tie-breaking: In the event of a tie at the end of the rounds, there will be a tie-breaker by five-minute blitzes. The winner will be the one with a two (2) win advantage.

### Earnings

- 1<sup>re</sup> place : 300 solars + a sword " La Duchesse
- 2<sup>e</sup> place : 200 solars
- 3<sup>e</sup> place : 100 solars
- Blitz victory against the Baron: 20 solars







# Tournois des Nations

## Warrior Endurance - 10:00 am to 12:00 pm

Losing a duel is sometimes due to a single wrong move, or a particularly vicious attack that you failed to anticipate. For those who consider it unfair to bite the dust early on with no chance of redemption, you can participate in this spectacular tournament where you can get crippled again and again...

The Duché de Bicolline is full of fighters and we're looking for the toughest of them! Warriors will have to duel in an arena. Fighters receive points for winning, but also for losing! A fighter must get as many points as possible during the whole tournament.

### Location and number of participants

- The tournament takes place in the plain of the Ordo Cervi.
- Each region may register up to three (3) participants and two (2) alternates in case of absence.

### Weapons and armor

- Participants must have their own equipment.
- The weapons are those of the participants and must be homologated.
- Whether wearing armor or not, participants have one point of protection on each limb, in addition to the basic life point. Wearing a helmet is strongly suggested for safety reasons.
- All approved weapons under 152 cm (60") are accepted. No throwing weapons.
- Participants may have different weapons.
- Shields are allowed.
- With the exception of the helmet, the pieces of armor do not offer any points of protection.







# Tournois des Nations

## Important information

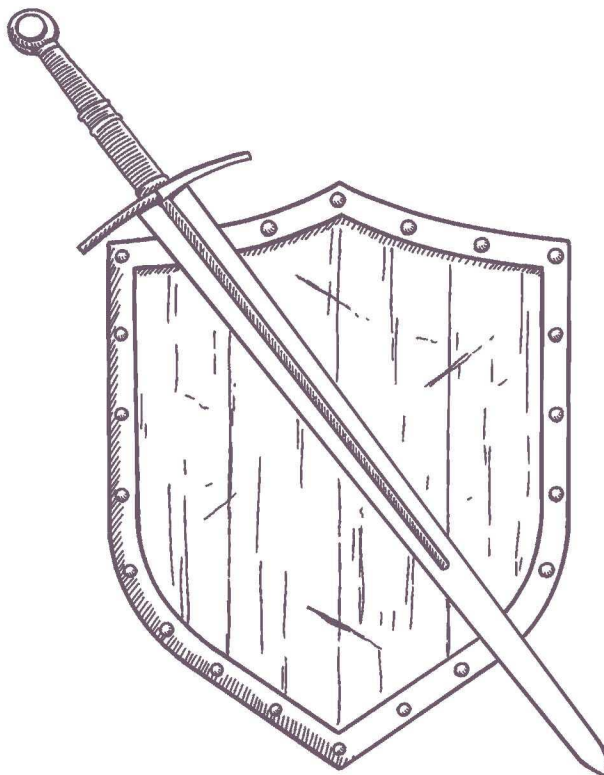
- Each participant will be numbered and the field will be divided into several lanes so that at least four (4) duels will take place at the same time.
- When a participant wins his duel, he remains in his lane and immediately faces another opponent. If he has lost armor or life points during the previous duel, these losses are applied to the following duel.
- When a participant loses his duel, he goes before the marshal in charge of points and gives him two (2) pieces of information: i) the number of the winning participant (the marshal adds two points to his card) and ii) his own number (the marshal adds one point to his card). If desired, the participant then returns to the line to fight again as soon as a lane becomes available.

## General principles

- Only the touch counts, not the force.
- Help the referees by remembering your fair play and not arguing with their decisions.
- The rules of combat are those of the battlefield.
- Spiked shoes are not allowed.

## Earnings

- 1<sup>re</sup> place : 300 solars
- 2<sup>e</sup> place : 200 solars
- 3<sup>e</sup> place : 100 solars







# Tournois des Nations

## **Fine Blades - Mixed from 10:00 to 12:00, Ladies from 12:00 to 13:00**

Skilled swordsmen, expert fencers, experienced swordsmen: this tournament is for you! Come and display your technical expertise against the best swordsmen in the Duché! The competition is fierce and the honor will be great for the one who will be able to demonstrate his or her excellence in an equal-arms confrontation.

### **Location and number of participants**

- The tournament takes place in front of the Bock de fer camp.
- Each region may enter up to four (4) participants and two (2) alternates in case of absence in each category (mixed and female).

### **Weapons and armor**

- Participants must have their own equipment.
- The weapons are those of the participants and must be homologated.
- Only swords of 112 cm (44") and less are allowed.
- The armor pieces do not offer any protection points, but wearing a helmet is recommended for safety reasons.

### **Important information**

- Each hit earns the player one (1) point.
- The head counts.
- Hits to the hand holding the weapon are not counted for this tournament.
- The tournament is set up according to the double elimination principle. Each participant has a minimum of two (2) matches before being eliminated.

### **General principles**

- It's the touch that counts, not the force.
- Help the referees by remembering your fair play and not arguing with their decisions.
- Spiked shoes are not allowed.

### **Earnings**

- 1<sup>re</sup> place mixed and lady : 300 solars
- 2<sup>e</sup> mixed and lady place : 200 solars
- 3<sup>e</sup> place mixed and lady : 100 solars







# Tournois des Nations

## Francs archers - 1:00 pm to 4:00 pm

The logic behind the fixed target tournament is based on three criteria considered crucial by the Iren-dille elves in the practice of archery: accuracy, decision making, and speed of execution. Thus, these three criteria are evaluated in the fixed target tournament in a less daunting context than the Cercle de Loren.

### Location and number of participants

- The tournament takes place in the Ordo Cervi camp.
- Each region may register up to five (5) participants and two (2) alternates in case of absence.

### Weapons

- Participants must have their own equipment.
- One (1) pre-certified bow.
- Between five (5) and ten (10) pre-certified arrows.

### Important information

- The qualification round is done in two (2) stages, the target shooting and the speed shooting:
  - Target shooting:
    - Five (5) targets of identical size will be placed at different heights and distances. They will be identified by different colors and/or symbols.
    - The official will have in hand five (5) flags identified in the same way as the targets.
    - The archer must have an arrow notched, but his bow pointed at the ground.
    - At the archer's signal, the official will raise a flag, then the archer will have three (3) seconds to shoot at the corresponding target. A shot made after this time will be considered invalid, even if it hits the correct target.
    - The hit must be clean, with the tip of the arrow. If the shaft or the feathers cause the target to fall, the hit is not valid.
    - This process is repeated until the participant has completed two (2) shots at each target.
    - The participant accumulates one (1) point for each good target reached, for a maximum of ten (10) points.







# Tournois des Nations

## - Rapid fire:

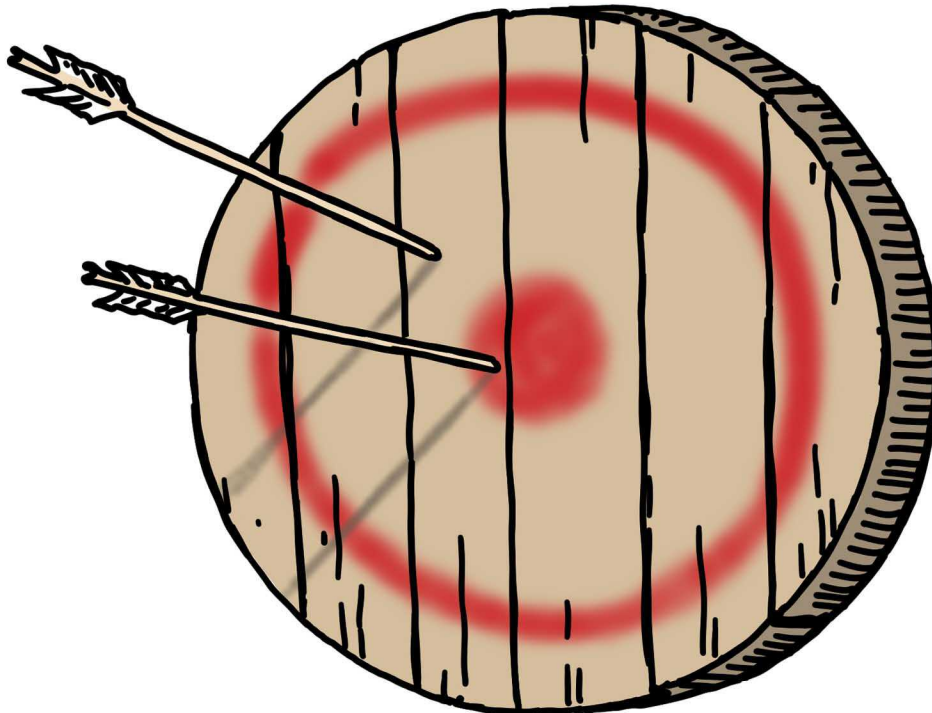
- A single target is placed fifteen (15) feet from the participant. The participant has fifteen (15) seconds to shoot as many arrows as possible at the target, accumulating one (1) point for each arrow that hits the target with a clean shot.

## - Final round:

- Tie breaker by successive shots, until one of the archers misses a target.
- Archers compete for the same targets, side by side on a line, with five (5) arrows each.
- Five (5) targets are placed at equal distance from the two participants.
- Archers can have an arrow notched but the bow pointed at the ground.
- At the official's signal, archers may shoot at will.
- The first archer to hit three (3) targets is declared the winner.
- If none of the archers have hit three (3) targets with all their arrows, they get them back for a second round.

## Earnings

- 1re place : 300 solars + a bow engraved " Tournament of Nations " + 6 arrows
- 2e place : 200 solars
- 3e place : 100 solars







# Tournois des Nations

## Gladiators - 4:00 pm to 6:00 pm

The rules of this tournament are very simple: no finesse, no conventions or etiquette to follow. Opponents battle each other, wielding their weapons of choice and attempting to spill blood in the sand of the arena to the delight of the thrill-seeking crowds. A tournament where fighters descend two by two into the arena and compete in teams. These team duels are spectacular and require good coordination from the fighters. There can only be one winning team.

### Location and number of participants

- The tournament takes place in front of the Bock de fer camp.
- Each region may enter up to two (2) teams.
- Each team is composed of two (2) participants and two (2) substitutes in case of absence.

### Weapons and armor

- Weapons and shields are those of the participants and must be homologated.
- Participants may have different weapons.
- All weapons are allowed with the exception of throwing weapons.
- Shields are allowed.
- With the exception of the helmet, the pieces of armor do not offer any points of protection.







# Tournois des Nations

## Important information

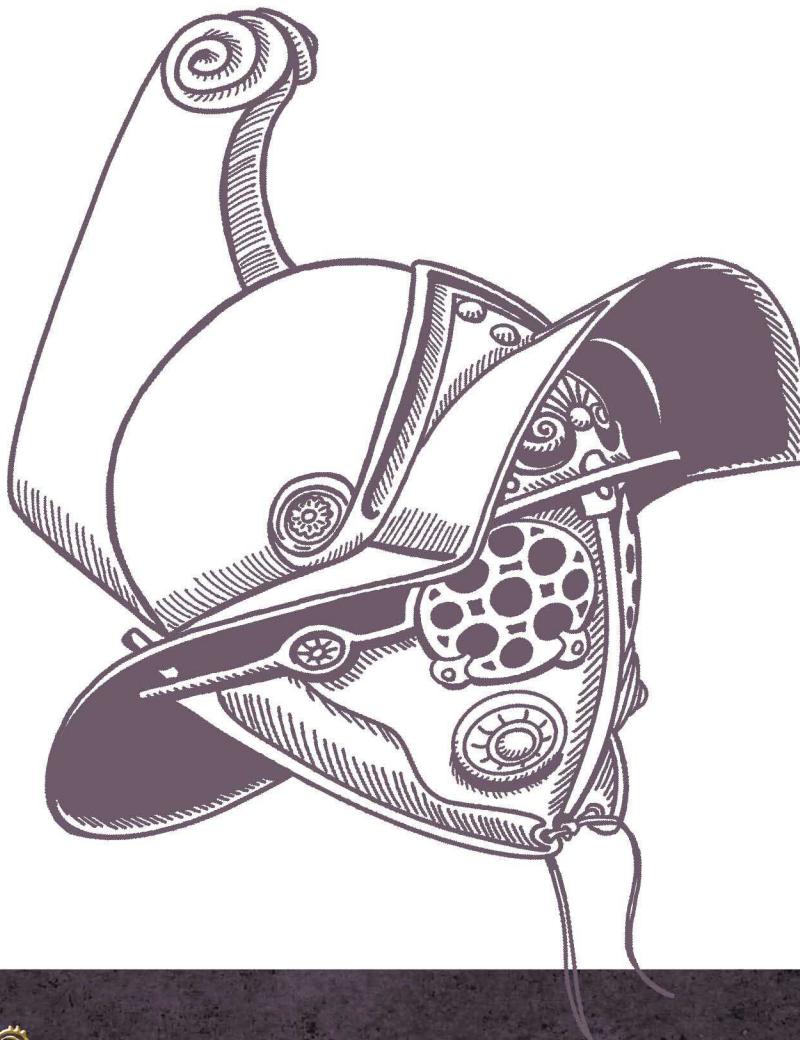
- Two against two combat.
- The tournament is set up according to the double elimination principle. Each team has a minimum of two (2) matches before being eliminated.
- The rules of combat are those of the battlefield (dismemberment, head counts, a severed lower limb prevents you from crawling, etc.).
- Help the referees by remembering your fair play and not arguing with their decisions.

## General principles

- NO PHYSICAL CONTACT (automatic disqualification).
- Only the touch counts, not its strength.
- In a two out of three, participants must keep the same weapons and/or shields throughout the matches. Participants may, however, change their equipment between rounds of the ranking board.
- Spiked shoes are not allowed.

## Earnings

- 1re place : 500 solars
- 2e place : 300 solars
- 3e place : 200 solars







# Tournois des Nations

## Petanque - 10:00 am to 5:00 pm

### Location and number of participants

- The petanque tournament takes place behind the Inn.
- Each region may register only one (1) team.
- Teams must consist of two (2) participants and two (2) alternates in case of absence.

### Important information

- Teams should preferably provide their own balls.
- The complete rules of pétanque are available in the appendix.

### General principles

- In petanque, the objective is to score points by placing your balls closer to the jack than your opponent.
- Games are played in teams of two.
- Each participant has three (3) balls and throws them at each lead.
- A shot that hits the jack immediately scores one (1) point.

### Earnings

- 1re place : 400 solars
- 2e place : 250 solars
- 3e place : 150 solars



Duché de  
**BICOLLINE**  
Photographe  
Vicky La Rose







# Tournois des Nations

## The Speed of Knowledge - 1:00 to 4:00 pm

Welcome, noble participants, to this tournament of speed and intelligence! You are here to collaborate and prove your worth as a runner and polymath of the Duché de Bicolline history.

### Location and number of participants

- Starting line: In front of the Auberge.
- Each region may enter only one (1) team.
- Teams must consist of one (1) runner and one (1) polymath.

### Important information

The challenge is simple: the runner must get to the first designated location as quickly as possible, where he or she must take possession of a snap hook identified with their nation. He must then return to the starting point to hand the carabiner to the tournament leader. This will allow your polymath to take possession of the first questionnaire.

Your knowledge will be put to the test. The questionnaire must be completed as quickly as possible. But beware, because a failure to answer or a wrong answer will result in a deduction that will increase the time of the runner. On the other hand, a correct answer will decrease the runner's time.

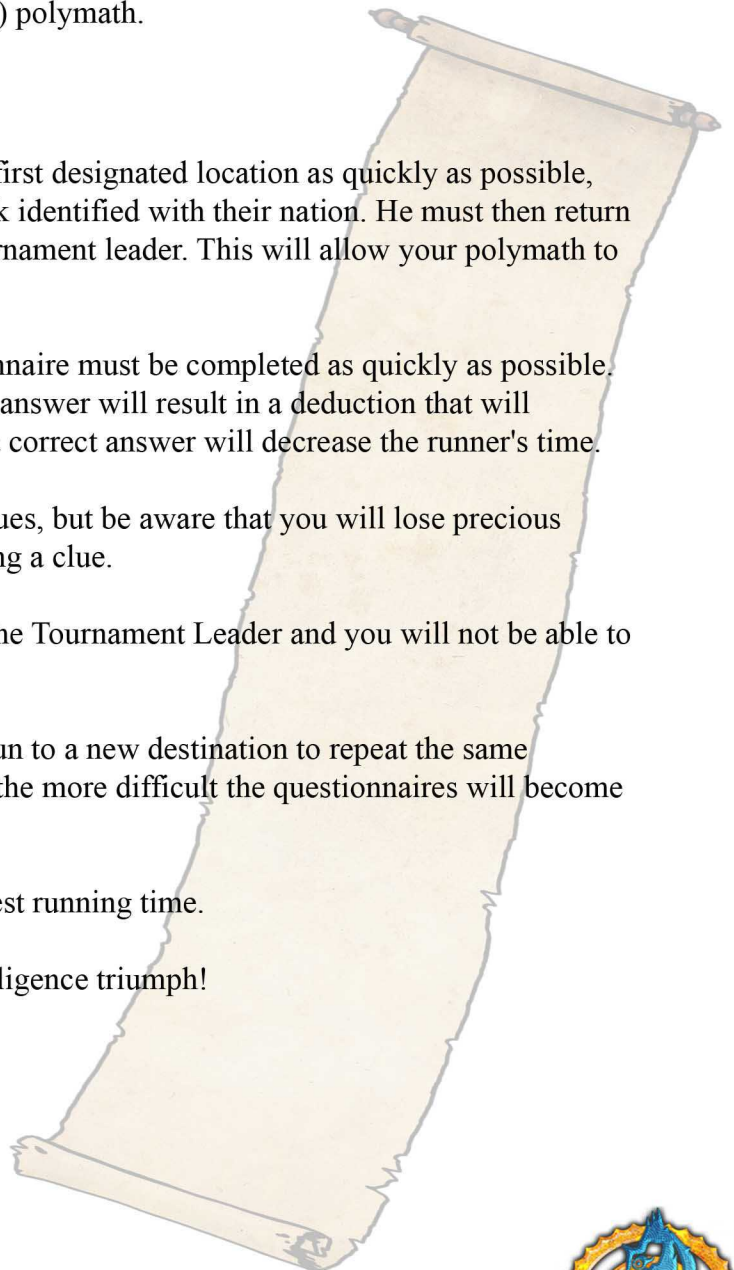
For harder questions, it will be possible to obtain clues, but be aware that you will lose precious time. Be careful and think carefully before requesting a clue.

Once a quiz is completed, it will be turned over to the Tournament Leader and you will not be able to retrieve the quiz or make any changes to it.

The runner, having caught his breath, will have to run to a new destination to repeat the same process. And then a third time! The further you go, the more difficult the questionnaires will become for the polymath.

The champion nation will be the one with the shortest running time.

Let the tournament begin! May cleverness and intelligence triumph!







# Tournois des Nations

## General principles

- There will be three (3) destinations for the runner: the path taken to get there will be up to the runner as long as they do it on foot!
- Only runners may take possession of the d-ring bearing the effigy of their nation. It is forbidden for a runner to move the d-ring of a nation that is not his own.
- The three (3) quizzes will have different levels of difficulty and will focus on the world of Bicolline and its obscure history.

## Earnings

- 1re place : 500 solars
- 2e place : 300 solars
- 3e place : 200 solars

## Tug-of-war - 3:00 pm to 4:00 pm

To achieve victory, everyone must contribute to the war effort. Men and women from all regions will have to join forces to pull their opponents across the line.

## Location and number of participants

- The tournament takes place on a grassy area near the Monastery Plain.
- Each region may enter only one (1) mixed team, which must be composed of two (2) women and two (2) men.
- Each team may have two (2) substitutes in case of absence.

## General principles

- The rope must be grabbed by the participants in a grip of their own choosing behind their boundary line.
- Each team must stand behind its own boundary line at the referee's signal to start.
- Victory is given the first team that manages to bring the colored ribbon (marking the middle of the rope) back over its boundary line.
- Victory can also be achieved by tripping up the entire opposing team.
- Spiked shoes are not allowed.

## Earnings

- 1re place : 500 solars
- 2e place : 300 solars
- 3e place : 200 solars







# Tournois des Nations

## Tactika - 10am to 7pm

The battle of battles. In this tournament, guilds willing to demonstrate their tactical prowess and determination on the battlefield are required to achieve numerous objectives in order to obtain the Tactika Cup.

### Location and number of participants

- The tournament takes place in the Monastery Plain.
- Each region may enter only one (1) team.
- Each mixed team is composed of fourteen (14) participants (10 active, 4 back-up).
- Your team sheet must contain: Team name, leader's name, names of participants, character names of participants.

### Weapons and armor

- Participants must have their own equipment which must be approved.
- Weapons and shields are those of the participants and the weapons must be homologated beforehand (including the equipment of the reinforcements).
- There will be a maximum of three (3) hast weapons (spear and halberd) per team for the duration of the tournament.
- Archers are allowed.

### Important information

- In the event of an injury requiring a participant to leave the game, they may be replaced by one of the four combat-ready backups.
- The complete regulations for the Tactika Cup are available in the appendix.

### General principles

- Only the touch counts, not the force.
- Help the referees by remembering your fair play and not arguing with their decisions.
- The rules of combat are those of the battlefield.
- Spiked shoes are not allowed.

### Earnings

- 1<sup>re</sup> place : 1000 solars + A map of the battlefield
- 2<sup>e</sup> place : 700 solars
- 3<sup>e</sup> place : 350 solars

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Photographe  
Vicky La Rose







# Tournois des Nations

## Trollball - 10:00 am to 7:00 pm

Elevated to the status of national sport in many provinces of the world, its athletes often achieve iconic status in their homeland. Will the gods of the stadium assume their leadership role in guiding their nation to victory or will they blame the referees again and again for their defeat?

Trollball is a demanding, exhausting and extremely spectacular discipline in the Duché de Bicolline universe. The objective is to place a troll head in a well as many times as possible without being cut down by the opposing trolls. Healer, swordsman or reserve, each participant has a well-defined position within his team. The strategy? A good group cohesion and a solid base of fencing are major assets to launch you in this enchanting sport.

The changes are highlighted in bold and italics in this document.

### Location and number of participants

- The tournament takes place in the plain of the Ordo Cervi or in front of the Valraven depending on the state of the field.
- Each region may enter only one (1) team.
- Each team will have between nine (9) and sixteen (16) participants.
- Each team must have a minimum of seven (7) walkers and two (2) healers.
- Each team cannot have more than sixteen (16) participants registered on its form.

### Important information

- Teams may only have twelve (12) participants on the court at the time of their game.
- Each team will play two (2) qualifying games.
- The top four (4) teams will advance to the playoffs. Position 1 vs 4 and 2 vs 3. Loser vs loser and winner vs winner to crown the champion nation.
- The complete rules for Trollball are available in the appendix.

### General principles

- Only the touch counts, not the force.
- Help the referees by remembering your fair play and not arguing with their decisions.
- Spiked shoes are not allowed.

### Earnings

- 1<sup>re</sup> place : 1200 solars
- 2<sup>e</sup> place : 800 solars
- 3<sup>e</sup> place : 400 solars







# Tournois des Nations

## Other activities and places of interest

### Betting office - 10:00 am to 12:00 pm (Paris)

Once again this year, your arrogance has led you to believe that you can predict the future and you are wealthy enough to prove it? The betting shop is there for you.

Are you poor as dirt and think you can get back on your feet thanks to your intuition? The betting shop is there for you.

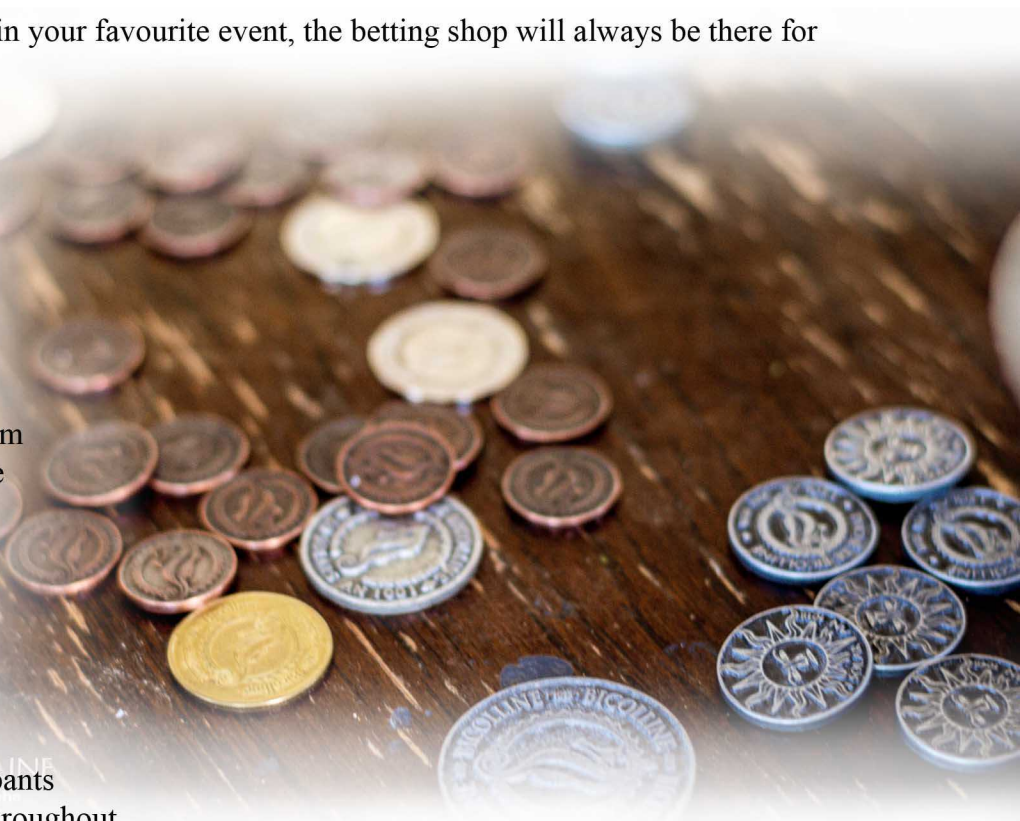
If you are unlucky enough to lose in your favourite event, the betting shop will always be there for you....

#### Location:

- Under the pavilion in Haute Ville

#### Important information

- Between 10:00 am and 12:00 pm (noon), participants will be able to bet on the outcome of three (3) competitions: Trollball, the Combat of the Archers as well as on the region that will win the Tournament of Nations.
- During the arm wrestling and tug-of-war events, bookmakers will be present to allow participants to bet on each of the contests throughout the competition.
- Participants will be able to collect their winnings throughout the day by visiting the Betting Office.
- Bets can be made in cash or cards
- The only cards accepted by the Betting Office are: livestock, grain and victuals
- All cards are considered to have the same face value and will be considered equivalent. For example: a participant could take a three (3) to one (1) bet by giving away one (1) grain and be awarded two (2) cattle and one (1) piece of merchandise as the winning prize.
- Only the Banque de l'Hippocampe will offer the exchange service.







# Tournois des Nations

## General principles:

- Bets in cash will be honored in cash.
- Card bets will be honored in cards in terms of quantity and regardless of the content of the original cards bet.
- Maximum bets will be in effect for each event.
- Ratings are subject to change as conditions change.

## Earnings:

- Variable

## Panache contest - 10:00 am to 6:00 pm

Represent your region! During the day, the Game master of the artistic sphere as well as other members of the Duché de Bicolline organization will walk around the field to observe the panache of the different delegations. Show your colors, make your voice heard, impress the spectators, intimidate your opponents with your victory songs and dazzle the gallery with your eloquent displays or your matching uniforms!

The important thing is to be seen and heard. We want to capture the unique flavor of your region and the special way you will cheer for your champions throughout the tournament.

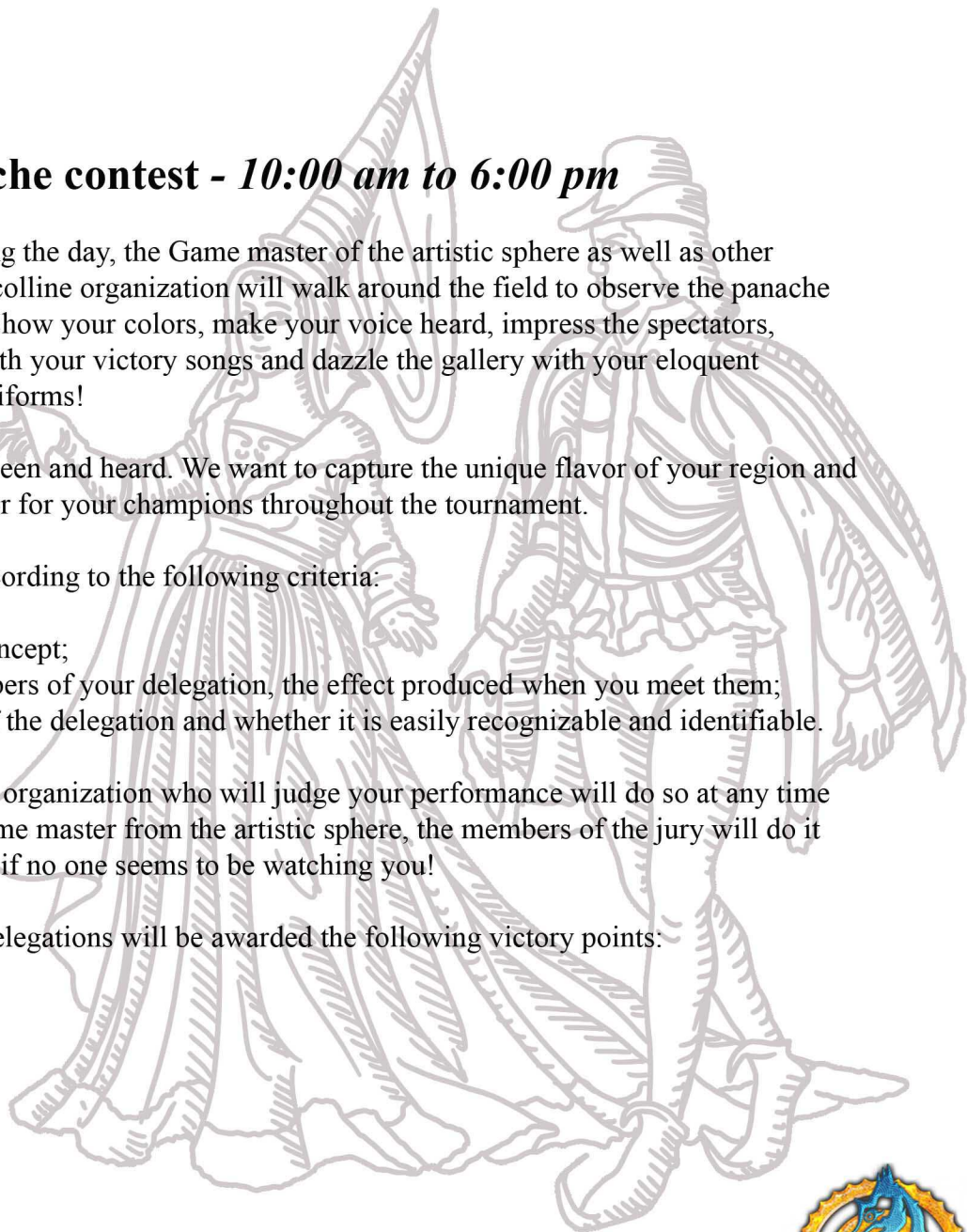
We will judge your worth according to the following criteria:

- The originality of your concept;
- The presence of the members of your delegation, the effect produced when you meet them;
- The overall appearance of the delegation and whether it is easily recognizable and identifiable.

Note that the members of the organization who will judge your performance will do so at any time of the day. Except for the Game master from the artistic sphere, the members of the jury will do it incognito! Be stunning, even if no one seems to be watching you!

The three most spectacular delegations will be awarded the following victory points:

- 1re place : 3 points
- 2e place : 2 points
- 3e place : 1 point







# Tournois des Nations

## Squires Tournament - *10am to 12pm and 2pm to 4pm*

Young squires from all regions are invited to the Squire's Tournament! Archery, sword duels, puzzles and races will challenge their various skills! This is a golden opportunity for the Squires to prove their worth and represent their regions! The experienced Camps Légendaires team will be on hand to ensure the smooth running of the activities, safety and fun of the Tournament participants!

**SCHEDULE:** 10am to 12pm and 2pm to 4pm

**LOCATION:** The Squires Tournament takes place in the Haute-Ville, at the Tonnellerie space.

### EVENTS:

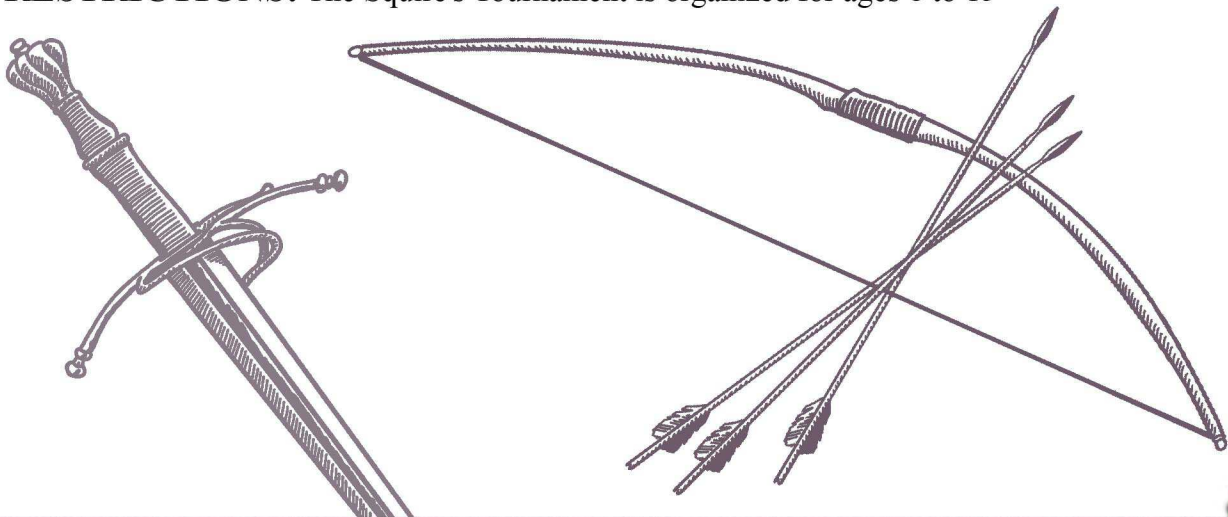
**Archery:** Skirmishers will have to showcase their marksmanship skills through an event that combines precision shooting and speed! Approved bows are provided by Archery Combat for this event.

**Sword Duels:** Our best swordsmen will act in Dueling Circles, choosing participants of similar size/caliber. To win, duelists must not only dominate their opponent, but also show strong technical execution with the sword.

**Riddles:** Since the mind is also a weapon that must be sharpened, a riddle master will be on hand to measure the intellectual abilities of the participants who will have to solve riddles and puzzles!

**Cross Country Running:** The longest event of the Squire's Tournament will test their physical fitness! Participants will have to go on an adventure on the lands of Bicolline to bring back a bundle of resources for their Nation. Beware! There may be surprises along the way...

**RESTRICTIONS:** The Squire's Tournament is organized for ages 8 to 15







# Tournois des Nations

## **Squires Tournament - 10am to 12pm and 2pm to 4pm**

Young equestrians from all regions are invited to Haute-Ville, under the big top in front of the forge. Archery, sword duels, riddles and races will engage their various skills!

It's a golden opportunity for the squires to prove their worth and represent their regions!

## **Closing Ceremony - 8:00 pm to 9:00 pm**

Come and admire the victors of the 1023 Tournament of Nations at the official prize-giving ceremony!

You will be able to discover the different champions from all the tournaments who will finally take their place on the podium for their moment of glory and, of course, for your pleasure.

Practice your shouts of joy and smiles of pride, it's a date on the main stage at 8:00 pm!

## **Closing show - From 9:00 pm**

Starting at 9:00 pm, come and celebrate to the sound of the intoxicating songs of Crapaud Hurlant. For the very first time, come and discover their wild music that will have you dancing until your feet hurt!

It's a date on the main stage of the Tournament of Nations!

## **La Banque de l'Hippocampe and the Greffes Counter - 1:00 to 5:30 p.m.**

La Banque de l'Hippocampe will be open to process all end of season transactions.

The greffe counter will be open in the basement of the Inn for all transactions concerning the game platform.

## **Drawing of Syta - 5:45pm to 6:45pm**

The Scholar Syta drawing will take place at 5:45 p.m. The Trade Routes Syta draw will begin at 6:00 pm. The draw will take place at the Banque de l'Hippocampe.







## Appendix A: Archery Combat

### Land

- Neutral Zone: The neutral zone is delimited by the white lines in the center of the court. A participant must have both feet behind this line to shoot.
- Dead zone: The starting zone is delimited by a yellow line. The dead must stay there and if a participant shoots from the dead zone, he is dead.
- Field Structures: Field structures cannot be moved.

### The arrows

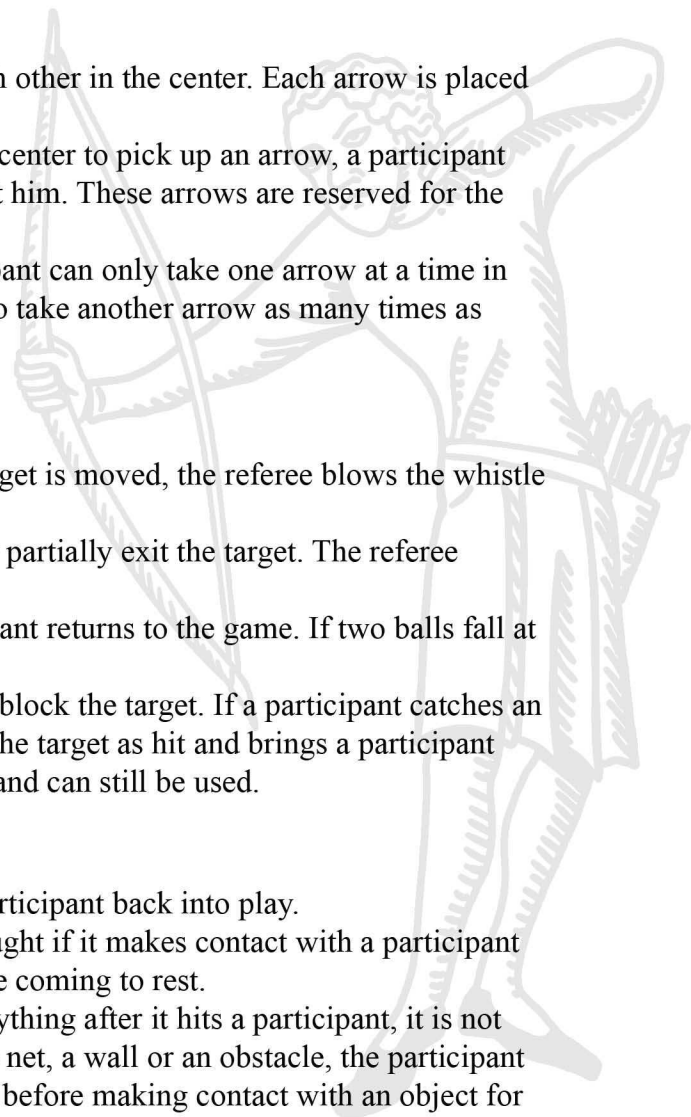
- Placement in the center: Arrows are placed next to each other in the center. Each arrow is placed in the opposite direction of the arrow next to it.
- Arrow selection on the first run: On the first run to the center to pick up an arrow, a participant may not pick up an arrow whose notch is not pointed at him. These arrows are reserved for the opposing team.
- Only one arrow at a time in the neutral zone: A participant can only take one arrow at a time in the neutral zone at any time. A participant may return to take another arrow as many times as desired, but always only one at a time.

### The target

- Moving the target: The target cannot be moved. If a target is moved, the referee blows the whistle to declare a time-out and puts the target back.
- Balloons: The balls are placed in the target so that they partially exit the target. The referee checks the pucks between each round.
- Hitting a ball: When a ball is hit off target, one participant returns to the game. If two balls fall at the same time, two participants return to the game.
- Blocking the target: It is prohibited for a participant to block the target. If a participant catches an arrow or is hit in front of the target, the referee counts the target as hit and brings a participant back into play. However, the ball remains in the target and can still be used.

### Catch

- Caught Arrow: A caught arrow brings an eliminated participant back into play.
- What is considered a catch: An arrow is considered caught if it makes contact with a participant or his bow and then does not touch anything else before coming to rest.
- What is not considered caught: If the arrow touches anything after it hits a participant, it is not considered caught. If the arrow touches the ground, the net, a wall or an obstacle, the participant is eliminated. The arrow must come to a complete stop before making contact with an object for it to count as a catch.







# Tournois des Nations

## The Pan

- A metal plate hangs in the air at the back of the field on each side. Once per game, a team can aim the plate (Pan) to bring back all the dead participants of its team alive. The Pan can only be used once per game.

## Back in play

- When a participant returns to the game, he must touch his back wall before he can be considered in play. He may not pick up arrows while in play and he may not be eliminated until he touches his wall. However, he must touch the back wall within five (5) seconds of a catch or a dropped ball.

## Elimination

- What eliminates a participant: A participant is eliminated if he/she is hit by an arrow without being able to catch it before it hits the ground or an object.
- Bounces: If the arrow touches the ground, wall, net, target, another participant or an inflatable obstacle before hitting a participant, the participant is not eliminated. The arrow is only eliminated on its first contact.

## Release of the game

- When hit, a participant must raise his or her hand in the air and exit the field as quickly as possible, trying to walk along the bottom of the field so as not to interfere with the vision of the other participants.

## Faults

- If a participant commits a foul, the referee blows his whistle and all participants must stop moving immediately.
- Participants who had an arrow in hand must place it on the ground in front of them and must wait for the referee's whistle to continue playing.
- The whistle referee indicates which participant committed the foul and sends him/her to the dead zone.
- The game restarts at the sound of the referee's whistle.

## Fair play

- Hitting the opponent's arrows in the center: It is forbidden to hit the opponent's arrows when taking arrows in the center.
- Hit by an arrow: If a participant is hit by an arrow, he must leave the field. The referee is there to rule if necessary, but a participant who is hit should leave the field by himself. If a participant hits an opponent who does not exit, wait until the end of the round and report it to the referees. Participants who cheat will receive a warning and/or a penalty.
- Hiding in the line of the dead: A participant in the game may not hide near the eliminated participants in order to avoid confusion.
- Any verbal or physical abuse is forbidden: The respect of the participants and the referees is very important.
- A participant may be ejected from the game if he/she commits four (4) fouls or one (1) serious foul.







# Tournois des Nations

## Appendix B: Petanque

You are welcome to bring your own balls!

The tournament will be played on four courts simultaneously in a format where each team will have the chance to play a minimum of two games. If there are less than eight teams, Swiss rounds will be held.

In the case of an odd number of entries, the champion team of the 1021 tournament will be offered a free pass for the 1st round. If the team is absent, the pass will be given by draw.

Each game will be refereed by a scorekeeper. A game is played to 13 points. If after 25 minutes of play, no team has reached 13 points, the participants finish the lead and the team with the most points wins the game.

Once only eight teams remain, the games (and the final game) will be played to 21 points.

### Null Piglet

- The jack is void if it exceeds the limits of 3 meters and 10 meters of distance from the starting line.
- The jack is void if it is not visible from the starting line (hidden by a tree, grass, etc.) unless a ball is hiding it.
- The jack is useless if it floats in a pool of water.
- The jack is void if it is within 1 meter of an obstacle and the team with the most points wins the game.

### Start of the game

- The team that wins the draw traces a line on the floor and throws the jack and the first ball. For the jack to be valid, it must be between 3 meters and 10 meters from the starting line, there must be no obstacle between its position and the starting line, and it must be at least 1 meter from any obstacle or the limit of a forbidden ground.
- The throwing of the jack by the participant of a team does not imply that he is obligated to play first.
- At the next lead, the jack belongs to the team that won the previous lead, or to the team that threw it if the lead was tied. This team throws the jack from a new starting line drawn from the point where the jack was at the end of the previous lead.
- If the throw is not correct, it is taken back by the same participant, or a teammate. But if after three consecutive throws by the same team, the jack has not been thrown in the right conditions, it is given to the opposing team which also has three tries. In any case, it is always the team that scored in the previous lead that retains the priority to play the first ball.





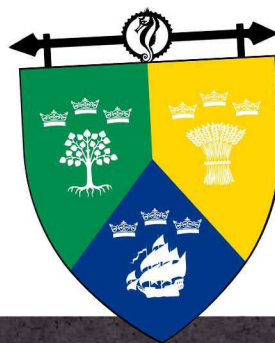
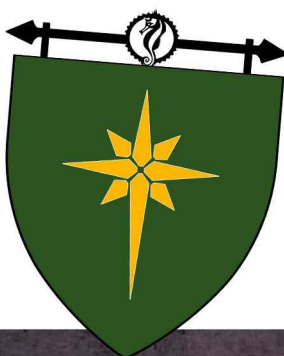


# Tournois des Nations

- A team shoots as many balls as they have, until they place one of their balls closer to the jack than the other team.
- Any ball thrown under illegal conditions is void and anything it has moved in its path is put back.
- However, the opponent has the right to apply the advantage rule and declare the shot valid. In this case, the ball pointed or shot is good and whatever it moved remains in place.
- When all the balls are thrown, all the balls of a team that are closer to the jack than the closest of the opposing balls are counted.
- The jack or a ball stopped by a spectator or by the referee retains its position at its point of immobilization.
- Any ball played, stopped by a participant of the team to which it belongs is void and lost.
- Any ball played or moved, stopped by an opponent, may, at the participant's discretion, be replayed (only if it is the one that has just been thrown), left at its point of immobilization, or placed in the extension of a line that would go from the starting line (or from its place in the case of a stopped ball) to the place where it is.
- If the jack, after being hit, is stopped by a participant, the opponent may leave the jack in its new place, return the jack to its original place, place the jack in the extension of a line from its original place to where it is, or request that the jack be declared void.
- If a stopped ball or jack is moved (by wind or accidentally by a participant, a referee, a spectator, etc.), the object is put back in its place. Please note that if a participant knocks a ball or a jack while making a measurement, the object will be put back in its place, but the measurement is automatically lost for him.
- If the opposing balls are equidistant from the jack and the lead is over, the lead is drawn. If both teams have balls, it is up to the team that played the last ball to play again, then the opposing team, and so on alternately until the point is won by one of them.

## End of the game

- A game is played in 13 points.
- If after 25 minutes of play, no team has reached 13 points, the participants end the lead.
- If after the end of the lead the game is tied, an extra lead is played.







# Tournois des Nations

## Appendix C: Tactika

The tournament takes place in two phases and is followed by a finale (see below).

### Ranking

After each phase, a ranking will be determined and points awarded to the three (3) best performing teams.

- 1re place: 15 points
- 2e place: 10 points
- 3e place: 5 points

### Arbitration

- A first offense will result in a penalty (orange flag), the offending participant will be removed from the scenario for 120 seconds.
- A second offense will result in a penalty (orange flag), the offending participant will be completely removed from the current scenario.
- If a team goes to three (3) penalties during the same scenario, the team will automatically lose the current scenario.
- If the referees agree that a team (not individual participants) did not play fairly in a scenario, then that team will be disqualified from the tournament.

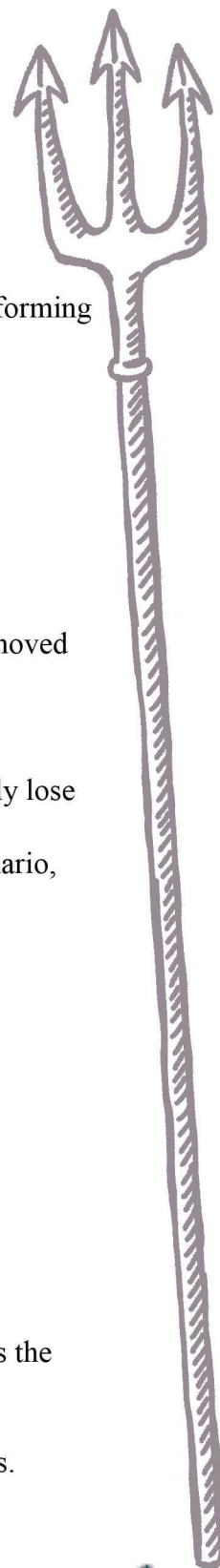
### Scenarios

Each scenario is a maximum of ten (10) minutes in length.

- Phase 1: Annihilate the enemy (100 deaths)
- Phase 2: Protecting Commanders
- Finale : The bell

### Phase 1: Annihilate the enemy (100 deaths)

- Each team has a healing well that can give up to 100 lives. Each time a dead person uses the well, their team loses a point.
- The objective is to make the opposing team lose as many lives as possible.
- Two things can end this event: a team has no more lives or the clock reaches ten minutes.
- Tiebreaker:
  - 1 - Differential (enemies killed  $\pm$  dead within the team)
  - 2 - Time







# Tournois des Nations

- Terrain:



## Phase 2: Protecting the Commanders

- Each team designates three (3) commanders.
- Each team has an infinite healing well.
- The objective is to eliminate the three commanders of the opposing team before eliminating your own.
- When a commander dies, he goes to the healing well and removes his identification sash to become a regular warrior.
- Two things can end this event: the death of the three commanders of a team or the clock reaching ten minutes.
- For the ranking of this phase, the number of surviving commanders for each team is accumulated when all rounds are counted.
- Tiebreaker:
  - 1 - Number of commanders remaining at the end
  - 2 - Time

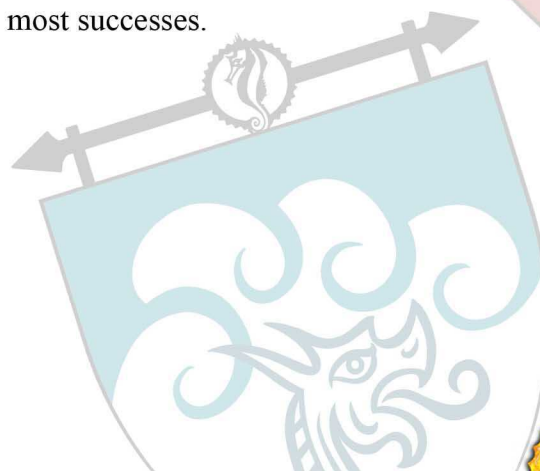
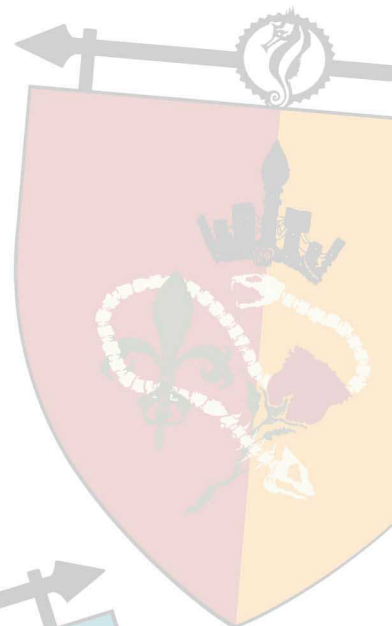
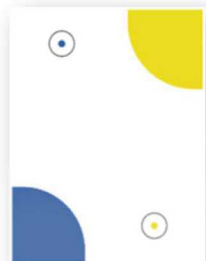
Terrain:



## Finale : The bell

- Ring the bell three (3) times consecutively to accumulate a success.
- The goal is to be the team that has accumulated the most successes.
- Tiebreaker: King of the Arena (free for all)
  - No active healing wells.
  - The goal is to be the last survivor.

Terrain:







# Tournois des Nations

## Appendix D: Trollball



### REMINDER

The courtesy rule implemented in 1016 applies and reads as follows:

Fair play is the number one rule of Trollball. A participant who feels that his or her hit should not be counted by his or her opponent (on a not quite simultaneous hit, for example) is encouraged to signal his or her opponent to get up. The opponent who is relieved in this manner must shout "Alive!" before he/she can go back on the offensive.

The changes are highlighted in ***bold and italics*** in this document.

### Regulations

#### Registrations

Registrations must be made in advance (before the tournament) by means of the form that will be sent to the Regional Heads.

#### Composition of a team

- *A team consists of between seven and ten trollerss, two healers and a maximum of four reservists.*
- There are no restrictions on the role of a participant: they can be a troller or a healer. However, the change cannot be made at any time and must be reported to the commissioner. A time-out must be called ***or the change must be made during the half-time break.***
- There is one (1) time-out per half. The only exception: if a participant is injured during a game, he/she can be replaced by a new participant. At that time, the injured participant will be permanently replaced and will not be allowed to rejoin the team for the current game.
- Each team will have between nine (9) and sixteen (16) participants.
  - Each team must have a minimum of seven (7) trollers and two (2) healers.
  - Each team cannot have more than sixteen (16) participants registered on its form.
  - Teams may only have twelve (12) participants on the court at the time of their game.
- *A substitution of a participant during a game is only possible in case of injury, during a time-out or at half-time. A substitution of a participant between two games is allowed, as long as there are no more than 16 participants on the registration form.*







# Tournois des Nations

- Each team must nominate a captain. The captain is included in the maximum number of participants of a team. His/her role is to :
  - ***Update your participant file throughout the tournament.***
  - Communicate the needs/requests of his team to the Trollball Committee in place.
  - Make sure at all times that the numbers of its participants are visible to the referees (please make them big!).
  - Promote team spirit and fair play within the team.
- Each team can have a coach. The coach is not included in the maximum number of participants of a team. Their role is to :
  - To ensure compliance with the regulations in place and master it.
  - Make sure his team has as few penalties as possible.
  - Remove the swords from the game when a penalty or penalties are announced to its participants.
  - Promote team spirit and fair play within the team.

## Commissioners' requests

Any questions and/or requests to the Trollball Committee must be communicated either before a game, at half time or at the end of a game.

## How the game is played

- The field measures 27 m x 15 m (90 ft x 50 ft) and is surrounded by a 1 m (4 ft) corridor for healers. The entrance for the substitutes is 2.5 m (8 ft.) (Distances in meters have been rounded off).
- The two captains facing each other can do a draw for the choice of the field side if they wish..
- Games last 20 minutes (two 10-minute innings), plus a three-minute break for a change of sides.
- The objective is to drop the troll head into the barrel of the opposing team. The team with the most points wins.
- There is a maximum of five trollers per team on the field, a minimum of two trollers in the substitution area and two healers on each side. A minimum of nine participants is required to form a team.
- Trollers are armed with a maximum of one sword of 112 cm (44") approved by the homologation specialists. There are five swords per team. These must be checked by the referees before the tournament begins. Have spare homologated swords available in case of breakage.
- At the start of each face-off, the troll head is placed on the line in the center of the field. Both teams must be behind their respective goal line and wait for the starting whistle.
- During a trade, only healers are allowed to move behind the barrels between the two substitute areas.







# Tournois des Nations

## The trollers

- The troll head can only be touched with hands, not with the weapon or with the feet.
  - The only exception is if a troller has the troll head in his hand, it is considered an extension of his body and when it is hit by a sword, the troller dies.
  - The head cannot be thrown.
  - Passing to another troller is therefore done from hand to hand.
- A touch to any part of the body, except above the shoulders, puts the participant in a state of death. Pay particular attention to touches on the hands, fingers, wrists, feet and clothing.
- The head of the participants does not count in Trollball and must not be aimed at.
- All blows above the shoulders are forbidden (throat, neck, head, face). The participant who accidentally hits above the shoulders does not die. **However, he will receive a warning at the end of the point.** The participant who receives a blow above the shoulders does not die either. However, he can choose to die if he does not feel able to continue playing.
- Simultaneous hits:
  - All hits (except above the shoulders) count. Everyone is asked to play fair and not to make a hit after being hit.
  - However, such a hit must be counted as valid. It is up to the referees to relieve a participant killed unjustly, according to their own judgment.
- A participant caught hitting after being hit will receive a penalty.
  - Again, fair play is the #1 rule of Trollball. A participant who feels that their shot should not be counted by their opponent is encouraged to signal their opponent to get up.
  - The opponent who is relieved in this way must shout "Alive!" before he can go on the offensive again.
- Substitute trollers waiting behind their line can only re-enter the field if one of their healers hands them a sword.
- When a troller scores a goal, he must bring the troll head to the center of the field and place it correctly on the center line. He announces his goal to the statisticians by showing his number or his name. If a troller fails to do either of these actions, he will be penalized for slowing down the game.
- Participants come back to life after each point.
- Only a referee can decide the validity of a goal by blowing the whistle or, if necessary, by taking the troll head from the bottom of the barrel and putting it back in play when the goal is not valid. The referee should put the goal back in place as soon as possible, without interfering with the game in progress. In the event that the goal has fallen or moved and the referee cannot intervene, the participant may return the head to the location where the goal was originally placed (which will be marked if necessary by the referee).







# Tournois des Nations

## The death

- A dead troller immediately kneels down, turns his sword over and holds it near his shoulder. It is allowed to pivot toward the baseline and not toward the healer. ***This is to limit the risk of injury.***
- A troller may not start in a dead position and then change his mind for any reason, unless the opponent who killed him tells him so clearly or through the intervention of a referee.
- The dead troller can do nothing more. He kneels down where he was hit and waits for one of his healers to come and get his sword to bring him back to life. If he had the troll's head in his hand, he simply places it next to him, without throwing it or hiding it. A dead troller can also receive a warning and/or penalty if necessary.
- A trooper who steps out of the field or steps on a line dies. He kneels at his exit point (one foot and sword inside).
- In the event that a troller goes completely off the field (due to momentum, for example), he dies the second he touches or crosses the line. The troller must return to the field (one foot and the sword inside the field lines) to allow his healer to come and get the sword.
- Once the sword has been taken by the healer, the dead troller must leave the field and go to one of the substitute areas of his team without disturbing the circulation of the participants around.

## The healers

- Healers pick up the swords of the dead trollers on the field and bring them to the replacement trollers waiting in the replacement areas (areas marked on the four corners of the field). Healers can run in and out of the field.
- Healers can only carry one sword at a time and cannot touch the troll head.
- It is allowed to interfere with the movements of a healer, as long as there is no physical contact.
- To heal, the healer must put a foot in play to get a sword back. A healing is counted in the statistics each time a sword is handed over to a substitute.
- Healers cannot heal a troller that is completely outside the boundaries of the field.
- The death of a healer is done in the same way as the death of a troller. Swords carried by Healers count if they are touched by an opponent. A Healer who is hit kneels down at the spot where he was hit and waits for the next point to return to the game.
- ***A healer dies if he receives a valid hit when he is considered in play. If he is outside the boundary lines of the field, he is considered offside. Thus, a healer with his entire body outside the field and one foot on the line is considered safe.***
- Healers cannot throw swords to substitute trollers.
- A living healer may retrieve the sword held by a dead healer and return it to a substitute healer, but this does not bring the dead healer back to life. He must therefore remain kneeling in the place where he died.
- If a team loses both healers, they can no longer heal their dead for the current point. No matter which team scores, the score is counted, the game continues and the healers come back to life.
- The team that manages to kill both of the opposing healers gets five (5) extra points.







# Tournois des Nations

- If a team loses both healers, they can no longer heal their dead for the current point. No matter which team scores, the score is counted, the game continues and the healers come back to life.
- The team that manages to kill both of the opposing healers gets five (5) extra points.

## Equipment

- Authorized weapons
  - Any one-handed sword (112 cm/44 in. maximum) that has been certified, with or without guard.
  - Trollball sword guards are limited to 15 cm (6 in.) in width at the widest point of the guard. The length of the guard is not limited.
- Shoes
  - Spiked shoes are not permitted. Shoes with turf or indoor soccer soles will be allowed or shoes without spikes with flat soles. Barefoot is allowed.
  - We would also like to remind you that, although athletic shoes are permitted for safety reasons, a standard of decorum must still be respected: favor brown, black or gray shoes; avoid very conspicuous trademarks and bright colors.
  - For safety reasons, all participants wearing shoes must show them to a referee or commissioner before the start of their first game of the tournament to confirm that they comply with the rules.
- Other equipment
  - Armor and shields are not allowed.
  - The decorum suit is mandatory.
- Numbers
  - Each participant must present himself at each game with a visible number (BIG AND DARK).
  - Make-up pencils will not be provided by the Trollball Committee: each team must provide its own.

## Warnings and penalties

### Basic principles

- Penalties and warnings may be assigned to an individual participant, a team in general, or both teams as the case may be, at the discretion of the referees and commissioners.
  - Please be indulgent, it is not always possible to see the number of the offending participant.
  - Remember that to err is human, that referees are in the best position to see fouls and that it is their policy never to give a penalty for a foul they are not sure they have seen.
- If a foul becomes recurrent during the same game, the head referee may issue a general warning to both teams to raise awareness.
- Three (3) warnings = One (1) penalty, any type of warning.







# Tournois des Nations

- Three (3) penalties, same participant, same game = Expulsion, all types of penalties combined.
- The basic penalty is the loss of a sword at the next point.
- Any form of physical or verbal violence will lead to the immediate expulsion of the offending participant from the tournament, with no possibility of reinstatement. More serious consequences may apply depending on the case.

## Challenge the arbitration

Penalty - The referees' judgment is final. Neither the participants, nor the team captains, nor the coaches, nor the crowd can contest their decisions. If necessary, the referees may ask to consult with certain participants regarding a situation that needs to be clarified.

## Striking after death

Penalty - Be careful, this penalty is different from the ignored hit penalty. In this case, the troller has been hit and does not ignore the hit, but takes advantage of the simultaneous hit rule to kill one or more opponents before dying himself. It is not expected that troller will stop their hit in mid-stride, but it is not acceptable to make a new strike or wave your sword to hit opponents after being hit yourself.

## Ignored move

Penalty - A participant who ignores a touch will be immediately put down by a referee and receive a penalty at the end of the point (no warning).

*The referees also reserve the right to relieve a participant or participants who have been killed by a troller who has ignored a key.*

*Attention: if the team of the player who ignored the shot scores a point, it will be cancelled in addition to receiving the penalty.*

## Extra participant

Penalty - There may be a maximum of five (5) trolls and two (2) healers per team in play at any time. If there are too many participants (often due to a missed penalty) the point will be stopped and restarted, this time applying the excess participant penalty.

## Unsportsmanlike conduct

Warning or penalty (as appropriate) - This warning can be given for a number of reasons. For example: to a participant who deliberately puts his or her head in front of the opponents' swords so that the opponents get penalties.







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## Physical contact

Warning or penalty (as appropriate) - There are several behaviors that can lead to physical contact. For example: a charge, a poorly controlled jump, a dangerous slip, etc. However, the result (the physical contact) is penalized, not the cause.

## Delayed play

Warning - Several behaviors can lead to a delay of game. For example: excessive antics, a team arriving late to their game, a team taking too long to get back behind their starting line after a point, a troller failing to return their head to center field after a goal (or returning it incorrectly), a participant not giving their number to the statisticians, etc.

It should be noted that a team is deemed to have forfeited after five (5) minutes of delay and is eliminated from the tournament if it forfeits twice (2).

## Striking the dead

Warning - Avoid hitting participants who are already dead. This is unpleasant behavior and causes unnecessary tension.

## Above-shoulder blow (head, face, throat, neck, etc.)

Warning or penalty (as the case may be) - All blows above the shoulders are forbidden (throat, neck, head, face). The participant who accidentally hits above the shoulders does not die. However, he will receive a warning at the end of the point. The participant who receives a blow above the shoulders does not die either. However, he can choose to die if he does not feel able to continue playing. The above-the-shoulder hit may be combined with another foul depending on the strength and height of the hit (e.g. excessive hit).

*Clarification:* A participant who receives an above-the-shoulder blow THAT CONTINUES on a valid part of his or her body (shoulder, arm, torso, etc.) must count the blow and sit down.

## Starting line

Warning - Example of infraction: starting with one foot in front of the starting line.

## Hold the sword out to the healer

Warning - Keep in mind that it is permissible, for safety reasons, for a dead troller to pivot toward the BOTTOM LINE. It is not allowed to swing the sword at a healer.







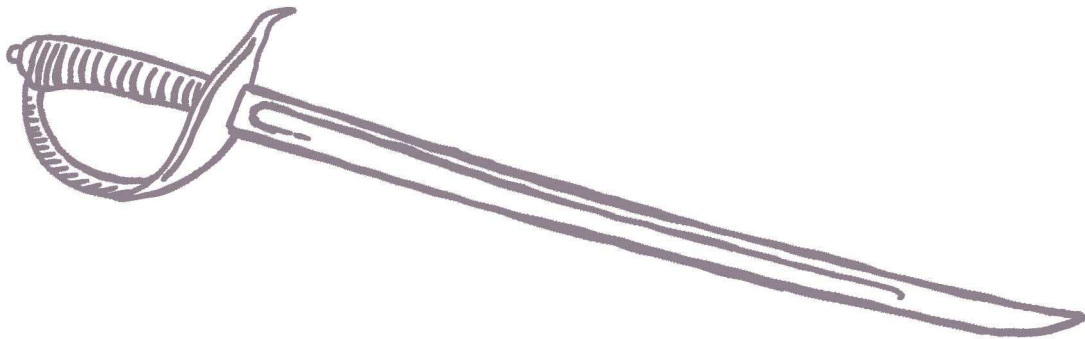
# Tournois des Nations

## **The dead do not speak**

Warning - Dead people do not talk, cheer, give advice or warnings to their team, criticize their opponents or referees' decisions. They are dead.

## **Damage the game material**

Warning - It is forbidden to intentionally hit the troll head, throw it, kick it, etc. Like a healer's sword when he brings it back, it is considered an extension of his body. When it is hit by a sword blow, the troller with the head in hand or the healer with the sword in hand dies.







# Tournois des Nations

## To join us

### Location of the activity:

Duchy of Bicolline  
1480, chemin Principal, Saint-Mathieu-du-Parc, Quebec, G0X 1N0

### E-mails:

**[info@bicolline.org](mailto:info@bicolline.org)**

For all general and logistical questions (registration, welcome, accommodation, etc.).

**[activites@bicolline.org](mailto:activites@bicolline.org)**

For any question related to the tournaments.

**[gestion.jeu@bicolline.org](mailto:gestion.jeu@bicolline.org)**

For any question related to the geopolitical game.

### Phone:

(819) 532-1755

***We look forward to seeing you!***

***The Duchy of Bicolline team***

The masculine gender is used in this document as the neutral gender. The use of the masculine gender is intended only to lighten the text and make it easier to read.

