



# Tournaments

Reference book

Grande Bataille de Bicolline - Edition 1024

Version 1, 2 août 2024



Duché de  
**BICOLLINE**





Please note that this document is intended as a preliminary version until all organizational elements of the Grande Bataille de Bicolline are in place. While some information may be subject to change over the coming weeks, it may nevertheless prove useful in planning your participation in the event.

The "Preliminary version" watermark will be removed once the information has been finalized. Changes or additions to content will be identified in the margin by a triangle and the version number of the document where the change was applied: .





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*The Grande Bataille de Bicolline is an immersive, participatory event at the heart of the largest medieval-fantasy gathering in North America! Let yourself be carried away by the magic of a medieval village and meet unique and colorful characters. Elves, orcs, pirates, monsters, mages, courtesans and valiant knights gather for seven days of shows, banquets, feasts, tournaments, encounters, games and battles, leading some 5,000 participants to an epic battle!*

## Team

Putting on an event of this scale is only possible thanks to the involvement of a dedicated team whose primary concern is the success of the event. The Tournament Coordination Team for the 1024 edition of the Grande Bataille de Bicolline is made up of a coordinator supported by an assistant, managers, team leaders and, of course, a dedicated team of tournament organizers and volunteers.

[tournois@bicolline.org](mailto:tournois@bicolline.org)

## Coordination team



Geneviève Forcier  
Tournament  
Coordinator



Roxane St-Yves  
Tournament Assistant  
Team Leader (VIEILLE-  
VILLE)



Jonathan Verville  
Trollball Manager



Vincent Michaud  
Tournament Manager



François Héroux  
Team Leader (Haute  
Ville)



## Tournament organizers

Artillery: Alexandre Gaboury-Pauzé  
Cercle de Loren: Étienne Ouimet  
Champions : Louis Godbout  
Kroft hunting: Caleb Hand  
Bow fights: Olivier Ulysse  
Kroft race: Caleb Hand  
Great Violet Company Cutpurse Challenge: Tanisha Hartigan  
Baron's Chess: Dany Adam  
Warrior endurance: Julien Charlebois  
Tests of strength : Mathieu Dumontet  
Fines Lames : Louis Godbout  
Francs archers: Étienne Ouimet  
Gladiators : Louis Godbout  
Pétanque: Carolyne Ménard  
Tactika: Éric D'Anjou



## Schedule and registration

The schedule for the various tournaments is available in the Grande Bataille de Bicolline programming document: <https://bicolline.org/programmation-officielle/>. Please consult it regularly for any changes.



In order to better plan resources, confrontations and stages, some tournaments now have pre-registration periods before the Grande Bataille de Bicolline.

- Combat d'archers: [Online pre-registration form](#).
- Fines lames: [Online pre-registration form](#).
- Tactika: [Online pre-registration form](#).
- Trollball: [Online pre-registration form](#).

Unless otherwise indicated in this document, registration for other tournaments takes place during the Grande Bataille de Bicolline at the same location where the tournament takes place, 30 minutes before the start of the first tournament time slot.





## Fighting rules

Some tournaments follow the regular Duché de Bicolline combat rules. They are available here: <https://bicolline.org/guide-participant/regles-de-combat/>.

### Awards ceremonies

We are pleased to invite you to the awards ceremony in honor of our valiant champions. Their achievements, determination and talent have illuminated the lands of the Duché de Bicolline, and we look forward to celebrating them together. Prizes will be awarded on the evening of the tournament final, or the following day if the final finishes after 8.00 pm. Prize-giving ceremonies will take place in the VIEILLE-VILLE at the Main Stage at 9:00 p.m., except for tournaments whose finals take place on Thursday evening after 8:00 p.m. and on Friday, for which the ceremony will be held at the Fosse aux monstres on Friday at 7:00 p.m.

### Artillery

#### Description

A unique competition, tinged with medieval brilliance, is fast approaching. The drums are beating, heralding the gathering of eminent minds and the most talented engineers, all gathered for a celebration of human ingenuity and genius.

So, oh valiant architects of destruction, prepare yourselves for the ultimate challenge. Join us in this competition steeped in medieval magic, where machines of war will reveal their true potential. May the gods of battle be with you, and may your genius light up the skies. May history remember your name, and may your eternal creations inspire future generations. Come, and let the competition begin!

#### Mixed and cannons

The competition will not be limited to brute force and firepower alone but will scrutinize every detail with precision. The speed of your war machines, the efficiency of your operators, the rate of fire, the aesthetics of your creations and, of course, the accuracy of your shots, will all be assessed. Your skill and



dexterity may well enable you to etch your name in the annals of the art of war, becoming the heroes of this legendary tournament.

**Test 1**

- The fearsome machines of war take it in turns to launch themselves from the starting line, riding valiantly towards the first firing line on the ground. Their quest: to reach the target as quickly as possible.
- Three shots are allotted to each of these destruction machines, which must aim with precision.
  - The first target, 20 feet away, stands proudly in front of them.
  - Once hit, the machines reposition themselves and fire towards the second target, still 20 feet away.
  - Then, like beasts of war, they dash towards the second firing line on the ground, ready to slash the third target with three fearsome shots.
- When the last projectile is fired, time stands still, freezing the outcome of the event.
- Each projectile that hits its target is worth one point.
- The fastest wins three points, the second-fastest two and the third-fastest one. The others go home empty-handed.

**Test 2**

- Three stationary targets and one moving target stand in front of the machines.
- The stationary targets are positioned 25 feet away, challenging anyone who dares approach them. Teams have two minutes to hit as many targets as possible, firing as many projectiles as they wish.
- But watch out! After a minute, TIBERIUS is summoned! Like a specter, he wanders in front of the targets, daring the machines to touch him. Hitting TIBERIUS just once is worth five points.
- The other targets, equally prestigious, are worth one point for each shot hit.

**Test 3**

- The targets are carefully arranged at distances of 20, 30 and 40 feet, staggered like the events of an ancient challenge.
- Each team has three shots per target.
- Once hit, a target can no longer be aimed at.
- Targets are worth one, two and three points respectively, depending on their distance, giving war machines the chance to accumulate fame and glory.



## Pompous shine

For the most grandiose, captivating and spellbinding war machines, there's a chance to win first place in the Éclat Pompeux competition! Unfurl your banners and sound your trumpets! May the most dazzling triumph!

## Tournament rules

- Teams of up to six operators.
- Each war machine must come with its operators and all its projectiles.
- Each war machine must be homologated at the homologation booth immediately prior to the tournament (refer to the homologation schedule).
- Participants will be given precise tournament instructions on site.
- Help the referees by remembering your fair play and not disputing their decisions.
- Cleated shoes are forbidden.

## Price

### Mixed

1<sup>re</sup> place: 500 solars and 1 fame point  
2<sup>e</sup> place: 250 solars  
3<sup>e</sup> place: 100 solars

### Canons

1<sup>re</sup> place: 500 solars and 1 fame point  
2<sup>e</sup> place: 250 solars  
3<sup>e</sup> place: 100 solars

## Pompous shine

500 solars and 1 notoriety point



## Decorum camp

### Description

The guild with the most beautiful camp will be crowned with a trophy and a reward worthy of its greatness. Let the hammers ring, the torches blaze, the ornaments glitter! Your craft skills, your daydreams, your shared labors will be the jewels of this joust where only originality and charm shine! Who knows what fate awaits you... Perhaps- you'll be the proud winners!

### Tournament rules

The camp with the highest score in the various criteria -below will be declared the winner by the judges. A maximum of five points can be accumulated for each, for a total of 35 points. All camps in the Duché de Bicolline are eligible to win.

The jury is made up of four members of the Tournament Coordination and one member of the previous year's winning guild. They will circulate at any time of the day or evening, without prior notice, between Monday 8:00 p.m. and Thursday 8:00 p.m. The final score will be announced at the awards celebration at the Monster Pit on Friday.

1. General cleanliness of premises and maintenance of building(s) or tent(s).
2. Layout.
3. No visible non-decorum elements.
4. Visual aspects and identification of the guide.
5. Atmosphere, accessibility, hospitality.
6. Originality of concept and level of wonder (wow factor).
7. The level of creativity deployed in camouflaging anachronisms.

### Price

500 solars, 1 fame point and the trophy



## Cercle de Loren

### Description

A legendary competition is underway: the Cercle de Loren tournament. Like flying arrows piercing the sky, the most skilled archers gather to compete in a test of skill, precision and speed. In a symphony of bow and string, the arrows soar, skimming the target with mesmerizing grace. Will you be daring enough to join the ranks of legendary archers and inscribe your name in the annals of the Cercle de Loren, where the mastery of the bow and the elegance of the arrow are brought to their apogee?

### Tournament rules

- Qualifying round, double elimination.
- Single-elimination final round featuring the top 16 archers from the qualifying round.
- One-on-one combat. Two archers face each other around a circle 30 feet in diameter.
  - They start the round with three arrows in hand, one of which can already be notched.
  - Archers must make a U-turn (pass their opponent's starting position) before they can take the shot.
- All touches count (hands, bow, held arrows, private parts, etc.).
- The starting position (alternating positions) and arrows are repeated between each keystroke.
- The first archer to score two hits wins the match.
- Participants must have their own (pre-approved) equipment:
  - A bow.
  - Three arrows.
- Help the referees by remembering your fair play and not disputing their decisions.
- Cleated shoes are forbidden.



### Price

1<sup>re</sup> place: 300 solars and the trophy

2<sup>e</sup> place : 200 solars

3<sup>e</sup> place: 100 solars



# Champions

## Description

In medieval lands, an exceptional tournament is underway. Brave fighters have the opportunity to choose from a wide range of weapons and proudly brandish their shields. For years, the most formidable warriors of the Duché de Bicolline have been competing in this competition, offering a captivating spectacle for all to enjoy.

Prepare to witness the skill, strength and strategy deployed by these valiant combatants. May the gods of war guide you as you immerse yourself in this medieval confrontation, where only the best will emerge victorious and leave their names etched in memory.

## Tournament rules

- One-on-one combat.
- The tournament is based on the principle of double elimination. Each participant has a minimum of two matches before being eliminated.
- Armor pieces, including helmets, offer no points of protection. For safety reasons, we strongly encourage you to wear a helmet and eye protection.
- The rules of combat are those of the battlefield (see section *Fighting rules* above).

**\*\*NEW\*\***



- It's the touch that counts, not its strength.
  - Any participant showing aggression or violence towards other participants or referees may be excluded from the tournament.
  - A move is cancelled if the winner of the exchange is the participant who hit the ball in the face/too hard for a referee to intervene.
  - If the dangerous behaviour highlighted by the referees is repeated, the participant loses his match.
  - NO PHYSICAL CONTACT (automatic disqualification).
- Participants must have their own (pre-approved) equipment:
  - Weapons under 152 cm (60").
  - Shield.
- Participants can have different weapons.
  - In a de deux de trois, participants must keep the same weapons and/or shields throughout the bouts. Participants may, however, change weapons between rounds of the ranking table.
- Help the referees by remembering your fair play and not arguing with their decisions.
- Cleated shoes are forbidden.



## Price

1<sup>re</sup> place : 300 solars

2<sup>e</sup> place : 200 solars

3<sup>e</sup> place : 100 solars



## Kroft hunt

### Description

Can you find a set of random objects across the Duché de Bicolline as quickly as possible? If you answered yes, then this is the event for you.

### Tournament rules

- Participants can register individually or in teams.
- Participants will receive a list of items to collect as quickly as possible.
- Items must be handed in before the end of the tournament to a referee staying at the Auberge.
- The participant or team with the most items on the list will win the prize and the honor of being declared the winner. In the event of a tie, the prize will be shared equally between the participants or teams.
- All items will be returned to participants.



### Price

In the event of a tie, the prize will be shared equally between the participants or teams.

1<sup>re</sup> place: 200 solars

2<sup>e</sup> place : 100 solars

3<sup>e</sup> place : 50 solars

## Bow fights

### Description

A new team-fighting discipline emerges on our soil. Arrows fly everywhere. You have to be fast, precise and agile to stay alive until the end of the various rounds. A fine blend of cowardice and skill. New renames are on the way!





Your best archers will have to face their 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 Combats d'archers Montréal team.



## Tournament rules

Registration for this tournament is by pre-registration. Don't have a team but want to try Combat d'archers? You can come along during the registration period and we'll find a team for you. Please refer to the *Schedule and registration*- above for details.

- Two leagues: competitive and friendly.
- Round robin tournament, elimination mode.
- Two teams of six participants face off.
- Equipment:
  - Participants may use their own bows if they have been approved in advance.
  - An approved bow and mask will be provided for participants who do not have their own equipment.
  - Arrows will be supplied on site.
- The winning team will be the one that wins the most heats in 15 minutes.



## △ Price

### Competitive

1<sup>re</sup> place: 800 solars and 1 fame point  
2<sup>e</sup> place: 500 solars  
3<sup>e</sup> place: 250 solars

### Friendly

1<sup>re</sup> place: 400 solars  
2<sup>e</sup> place: 200 solars  
3<sup>e</sup> place: 100 solars

## Appendix

### Field

- **Neutral zone :** The neutral zone is delimited by the white lines in the center of the field. A participant must have both feet behind this line to shoot.
- **Dead zone:** The starting zone is marked by a yellow line. If a participant shoots from the dead zone, he or she is dead.
- Structures in the field cannot be moved.

### Arrows

- **Center placement:** Arrows are placed next to each other in the center. Each arrow is placed in the opposite direction to the arrow next to it.
- **Selecting an arrow 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/her. These arrows are reserved for the opposing team.
- **Only one arrow at a time in the neutral zone:** A participant may take only 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.



## Target

- **Moving the target:** The target may not be moved. If a target is moved, the referee blows the whistle to declare a time-out and replace the target.
- **Balloons:** The balls are placed in the target so that they protrude partially from the target. The referee checks the pucks between rounds.
- **Hitting a ball:** When a ball is hit outside the 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** forbidden 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

- **A caught arrow:** A caught arrow brings an eliminated participant back into play.
- **What counts as a catch:** An arrow is considered caught if it comes into contact with a participant or his bow and then touches nothing else before coming to rest.
- **What is not considered caught:** If the arrow touches anything after hitting 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 coming into contact with an object for it to count as a catch.

## The pan

- A metal plate hangs in the air at the far end of the field on either side.
- Once per game, a team can aim at the plate (Pan) to bring back to life all its dead team members.

## Back in play

- When a participant returns to play, he must touch his back wall before he can be considered in play.
- He can't pick up arrows as he passes, and he can't be eliminated until he's touched his wall.
- However, he must touch the back wall within five seconds of a catch or dropped ball.



## Elimination

- **Elimination:** A participant is eliminated if he is hit by an arrow and fails 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 eliminates only on first contact.

## Game release

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



## Faults

- Anything that goes against the "fairplay" is a fault. Please refer to the *Fairplay* section below.
- 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 wait for the referee's whistle to continue playing.
- The whistling referee indicates which participant has committed the foul and sends him/her to the dead zone.
- The game restarts at the sound of the referee's whistle.
- A participant may be expelled from the game if he commits four fouls or one serious foul.

## Fairplay

- **Hitting your opponent's arrows in the center:** It is forbidden to hit your 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 will decide if necessary, but the participant should leave the field on his own. If a participant hits an opponent who does not leave, wait until the end of the round and report this to the referees. Participants who cheat will receive a warning and/or a penalty.



- **Hiding in the dead line:** A participant may not hide near eliminated participants in order to avoid confusion surrounding dead participants.
- Verbal or physical abuse is prohibited.
- Respect for participants and referees is very important.

## Kroft race

### Description

Are you fast, clever and dexterous? Are you good with a spear, sword or bow? If you answered yes to any of these questions, then this is the event for you! The Kroft Race is a competition that requires you to move quickly through the Duché de Bicolline while completing a series of different challenges. Some are physical, some are intellectual, but all are fun.

### Tournament rules

- Teams of between three and five participants.
- At the start of the tournament, a referee will explain the first challenge to be completed.
- Once the first challenge has been completed, teams will receive an envelope containing a card and four further challenges.
  - These challenges can be completed in any order.
  - A team receives one token for each successful challenge.
- Once all five tokens have been collected, teams must return to the starting point of the race to find out the final challenge.



### Price

1<sup>re</sup> place: 200 solars

2<sup>e</sup> place : 100 solars

3<sup>e</sup> place : 50 solars



# Great Violet Company Cutpurse Challenge



## Description

Think you're smart, sneaky and, above all, patient? Take part in the Great Violet Company's Cutpurse Challenge! The challenge runs from Monday to Friday, day and night. When you sign up, you'll receive a red pouch with clothespins attached. You must always wear the pouch and protect your clothespins from theft during the challenge while trying to steal other people's clothespins. Whoever has the most clothespins at the end of the challenge will be named King of the Pickpockets and will have all the glory that goes with such a title. May the best pickpocket win!

## Tournament rules

- Special conditions
  - The tournament runs from Monday 2pm to Friday 9am.
  - Registration for this tournament takes place on Mondays from 12:00 to 14:00 at the Old Tavern in VIEILLE-VILLE with Wren de March Wardens or Kitsune or Harley d'Été invincible.
  - Registrations between Monday 2:00 pm and Wednesday 11:00 pm are also accepted, but you'll have to find an organizer to do it!
  - Registration is on a first-come, first-served basis, with a limit of 150 participants.
  - Points are counted from 9:00 to 10:00 a.m. on Fridays at the Old Tavern, or by finding an organizer before then. Don't be late, as a no-show declares a forfeit.
  - Please return the bags and clothespins to the organizers at the end of the tournament.
- Participants will receive a red pouch with clothespins attached:
  - The pouch should be worn on the front of your belt or waistband (avoid the crotch or any other private area of the body).
  - The pouch must be visible and must not be covered or hidden.
  - A participant may not attempt to steal another participant's clamps if his or her own clutch is not visible.
  - The pouch must be worn at all times during the tournament, except when swimming or fighting.
  - You can't steal if the victim isn't wearing his wallet: that's no indication of your pickpocketing skills!
- A participant must attempt to steal another participant's clips without being caught. If the victim reports the theft within three seconds, the stolen pliers must be returned.



- As a target, it is possible to quickly push away the hand that is trying to prick your pocket, but this must be done in a respectful manner. If contact is made with the thief's hand, the thief is obliged to hand over one of his clips to the target.
- All clips, including those successfully stolen, must be attached to the outside of the red pouch, even if there are a large number of clips. No clips should be inside the pouch. It's up to the pickpocket to find a way to display them!
- Clothespins lost through neglect, accident or misfortune will not be replaced.
- Broken clothespins don't count.
- Deception, skill and distraction are the tools of choice for acquiring all clothespins. However, it is forbidden to trade, buy, negotiate or murder an opponent in order to steal them! The Cutpurse Challenge is a skills-only tournament.

## Price

In the event of a tie, the prize will be shared equally between the winners.

1<sup>re</sup> place: 200 solars

2<sup>e</sup> place : 100 solars

3<sup>e</sup> place : 50 solars

## Baron's Chess

### Description

An exceptional tournament takes shape. Here, battles take a different turn, as strategists swap the battlefield for the chessboard, revealing the ingenuity of their tactics and the unpredictability of their troop movements, all in the quest for victory. Nothing is ever clear-cut or obvious in this war of wits, where every decision can change the course of destiny.

Prepare to plunge into this battle of wits, where the most brilliant minds compete for dominance. Let your strategy be daring and your moves unpredictable, for in this merciless confrontation, only the most cunning thinking will triumph.



## Tournament rules

- Semi-quick game, 25 minutes per participant.
- This is a round robin tournament based on the Swiss system.
- Piece touched, piece played.
- Participants will be ranked by level if known, then by draw if not.
- Subsequent rounds will be drawn up according to the rules of the Swiss system.
- One point for each win, 0.5 points for each draw.
- The winner is the player with the highest total. In the event of a tie, a win with black wins out over a win with white.
- In the event of a tie at the end of the rounds, a five-minute blitz will be used to break the tie. The winner will be the first player to accumulate a two-victory lead.
- In the event of an odd number of participants, a bye of one point will be awarded to one participant by random draw.



## Price

1<sup>re</sup> place: 300 solars and the trophy

2<sup>e</sup> place : 200 solars

3<sup>e</sup> place: 100 solars

Simultaneous blitz victory over the Baron: 20 solars

## Warrior endurance

### Description

The Duché de Bicolline is populated by intrepid warriors, and we're on a quest to find the toughest soul among them! Combatants will have to duel in a merciless arena. But here's the twist: points are not only awarded to the victors, but also to those who suffer defeat! A fighter must accumulate as many points as possible throughout the tournament, demonstrating his courage and perseverance.





Rise to the challenge and prove your worth in this tournament, where every fight is an opportunity to excel. May every blow you receive bring you one step closer to glory. Show the world that you're ready to endure the trials of the arena, fight with honor and rise again, ever stronger. The ultimate victory awaits you, offering you a place among the living legends of the Duché de Bicolline.

## Tournament rules

- Whether wearing armor or not, participants have one point of protection on each limb, in addition to the basic life point. For safety reasons, helmets and eye protection are strongly encouraged.
- The rules of combat are those of the battlefield (see section *Fighting rules* above). Touch counts, not strength.
- Each participant will be numbered, and the field will be divided into several lanes so that at least four duels will always take place at the same time.
- A contact between the two weapons must be made to mark the beginning of the fight.
- When a participant wins his duel:
  - He stays in his lane and immediately faces another opponent.
  - If he lost points of armor or life during the previous duel, these losses apply to the next duel.
- When a participant loses his duel:
  - He presents himself to the marshal in charge of the points and gives him two pieces of information:
    - ♦ The number of the winning participant (the marshal adds two points to his card).
    - ♦ His own number (the marshal adds one point to his card).
  - He gets back in line to fight again as soon as a corridor opens up.
- Participants must have their own equipment (pre-approved, if applicable):
  - Weapons 152 cm (60") and under.
  - Shields are allowed.
  - Throwing weapons are forbidden.
- Help the referees by remembering your fair play and not disputing their decisions.
- Cleated shoes are forbidden.



## Price

1<sup>re</sup> place : 300 solars

2<sup>e</sup> place : 200 solars

3<sup>e</sup> place : 100 solars





## Tests of strength

### Description

The Duché de Bicolline trials of strength are back. The brute strength of Gorghor Baey and the legendary finesse of Lotus No Chi join forces once again to officialize the biggest strength tournament in the Duché de Bicolline. Under the watchful eye of officials, participants will have to perform in five events, five challenges, for a single first place in each category.

Come and see exploits that will go down in legend, or even better, sign up to become -a legend yourself-!

### Tournament rules

- The first day will be used to get to know the different events. Jux Ap Vorgrumm will be on hand to tell you all about the tournament, its events and how scoring will be done. You'll also have the chance to handle the equipment and practice your skills at the same time. Attendance on this day does not obligate you to take part in the tournament, but it does give you the opportunity to learn about the commitment and effort required. Registration will take place immediately after the trials.
- Four categories in all:
  - Heavyweight - Female (no weight limit).
  - Heavyweight - Male (no weight limit).
  - Lightweight - Women (under 70 kg).
  - Lightweight - Men (under 90 kg).
- No participant may be added to the competition once the first round of the tournament has begun.
- Participants must have their own personal equipment (event equipment will be provided):
  - The use of chalk is authorized for all tests.
  - The use of gloves, power lifting belts and tape is permitted as long as it is in keeping with decorum. Tournament organizers and referees reserve the right to refuse equipment if the participant breaks the decorum of the event.
- Help the referees by remembering your fair play and not disputing their decisions.
- Cleated shoes are forbidden.



## Price

### Heavyweight - Woman

300 solars

### Heavyweight - Man

300 solars and the trophy

### Lightweight - Women

300 solars

### Lightweight - Men

300 solars

## Appendix

### Test 1

A race in which participants lift and carry atlas stones and perform deadlifts. Participants will need the crowd to get through this event, so come out in force and give them your energy and encouragement, they'll need it badly.

### Test 2

The strongest people in the world have an iron fist and a will of steel. In this event, participants have to pull a load over a distance: the greater the distance, the heavier the load. Who will have the willpower and strength to go all the way?

### Test 3

The Farmer's March is a classic showdown in the Duché de Bicolline. Strong men and women carry loads that defy the imagination. Speed, strength and determination are the order of the day!

### Test 4

The deadlift is considered the perfect test to determine who has the greatest raw strength. In this event, participants must lift a series of loads that increase in intensity and difficulty with each step. Come and see feats that will go down in legend!



## Test 5 (final)

The last event of the competition will be a surprise for the participants. The required movement and load will only be announced during the qualifying rounds. Could surprise be the weak point for the strongest of them all?

# Fine Blades

## Description

Swordsmanship competitions are back in all their medieval glory! The most bloodthirsty and battle-hardened warriors gather to pit their wits against the best in an atmosphere of open camaraderie. Sparkling blades meet in a ballet of skill and determination.

Whether you're a fearless female or a formidable male fighter, prepare to enter the arena with grace and courage. Competitions include female and mixed duels, as we celebrate the strength and skill of all fighters.

## Tournament rules

Registration for this tournament is by pre-registration. Please refer to the *Schedule and registration* section above.

- Two leagues: mixed and women's.
- The tournament will be run on a double-elimination or pre-qualification basis, depending on the weather and the number of entries.
- The rules of combat are those of the battlefield (see section *Fighting rules* above).
- Each touch earns the player one point. It's the touch that counts, not the strength.
  - All hits, including to the head and to the hand holding the weapon, are counted for this tournament (which differs from the rules of combat).
  - Armor pieces, including helmets, offer no points of protection. For safety reasons, the wearing of helmets and eye protection is strongly encouraged.
- Any participant showing aggression or violence towards other participants or referees may be excluded from the tournament.



- A move is cancelled if the winner of the exchange is the participant who hit the ball in the face/too hard for a referee to intervene.
- If the dangerous behaviour highlighted by the referees is repeated, the participant loses his match.
- NO PHYSICAL CONTACT (automatic disqualification).
- Participants must have their own (pre-approved) equipment:
  - Sword 112 cm (44") or less.
- Help the referees by remembering your fair play and not disputing their decisions.
- Cleated shoes are forbidden.



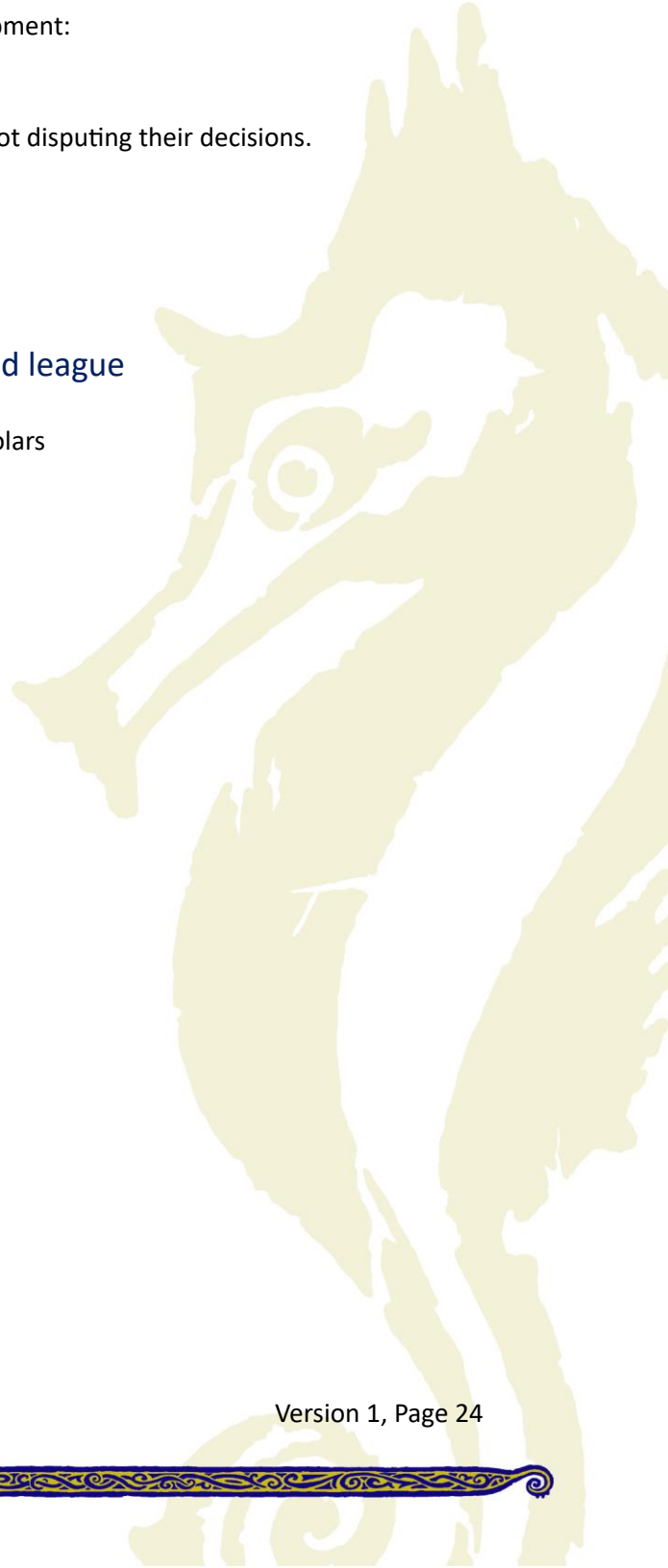
## Price

### Women's League

300 solars

### Mixed league

300 solars





# Francs archers

## Description

In the heart of medieval lands, archers gather for a legendary tournament. Inspired by the Elves of Irendille, they have established a competition that showcases the crucial skills of archery. Precision, quick decision-making and speed of execution are the cornerstones of this fixed-target tournament, offering participants an exciting challenge in a setting less intimidating than the dreaded Cercle de Loren.

Join us in this event where your bow skills will be put to the test, your name can shine and your art of archery can soar in an unparalleled medieval symphony.

## Tournament rules

- Participants must have their own (pre-approved) equipment:
  - A bow.
  - Ten arrows.
- Help the referees by remembering your fair play and not disputing their decisions.
- Cleated shoes are forbidden.

## Qualifications

### 1. Target shooting

- Five targets of identical size and identified by different colors and/or symbols will be set up at different heights and distances.
- The referee will hold five flags identified in the same way as the targets (color and/or symbol).
- The participant must have an arrow notched, but his bow pointed at the ground.
- At the participant's signal, the referee will raise a flag, then the participant will have three seconds to shoot at the corresponding target. A shot taken 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 feathers cause the target to fall, the hit is invalid.
- The operation is repeated until the participant has fired two shots at each target.



- The participant earns one point for each correct target hit, up to a maximum of ten points.

## 2. Rapid fire

- A single target is placed 15 feet from the participant.
- He has 15 seconds to shoot as many arrows as possible at the target, accumulating one point for each arrow hitting the target with a clean shot.

## Finale

- Ties are broken by successive shots, until one of the participants misses a target.
- Participants have five arrows each and compete for the same targets, side by side on a line.
- Five targets are placed at equal distances from the two participants.
- Participants can have an arrow notched, but their bow pointed at the ground.
- At the referee's signal, participants can shoot at will.
- The first participant to knock down three targets is declared the winner.
- If no participant has hit three targets and shot all their arrows, they get them back for a second round.



## Price

1<sup>re</sup> place : 300 solars

2<sup>e</sup> place : 200 solars

3<sup>e</sup> place : 100 solars

# Gladiators

## Description

The rules of this tournament are simple and straightforward: no subtlety, no convention, no etiquette. Opponents face off, wielding their weapons of choice and seeking to spill blood on the arena's sands to the delight of thrill-hungry crowds.





This tournament features team duels, where fighters descend two by two into the arena to compete against each other. These team clashes are spectacular and demand exemplary coordination from the fighters. Only one team will emerge victorious from this intense tournament!

## Tournament rules

- Two against two.
- The tournament is based on the principle of double elimination. Each team has a minimum of two matches before being eliminated.
- Apart from the helmet, armor pieces offer no points of protection.
- The rules of combat are those of the battlefield (see section *Fighting rules* above).
- It's the touch that counts, not its strength.
  - Any participant showing aggression or violence towards other participants or referees may be excluded from the tournament.
  - A move is cancelled if the winner of the exchange is the participant who hit the ball in the face/too hard for a referee to intervene.
  - If the dangerous behaviour highlighted by the referees is repeated, the participant loses his match.
  - NO PHYSICAL CONTACT (automatic disqualification).
- Participants must have their own equipment (pre-approved, where applicable):
  - All weapons are authorized, with the exception of throwing weapons.
  - All shields are authorized.
  - Headset.
- Participants can have different weapons.
  - In a de deux de trois, participants must keep the same weapons and/or shields throughout the bouts. Participants may, however, change weapons between rounds of the ranking table.
- Help the referees by remembering your fair play and not arguing with their decisions.
- Cleated shoes are forbidden.



## Price

1<sup>re</sup> place : 300 solars

2<sup>e</sup> place : 200 solars

3<sup>e</sup> place : 100 solars

Favorite team: 150 solars



## Petanque

### Description

Petanque enthusiasts, get ready for the most exciting tournament of the season! Whether you're a seasoned player or new to the game, this is your chance to showcase your skills on the pétanque field. The sun is shining, the boules are polished, and the competition is at its peak.

Join us for a day of friendly competition, camaraderie and, of course, those satisfying clicks when the balls collide. So get your team together, practice your throws and let the tournament begin! Don't miss this opportunity to satisfy your petanque craving and fight for the title of ultimate pétanque champion.

### Tournament rules

- The aim is to score points by placing your balls closer to the jack than your opponent.
- Games are played in teams of two.
- Each participant throws two balls per lead.
- A thrown ball that hits the jack immediately scores a point.
- Teams must provide their own balls.

## Price

1<sup>re</sup> place: 200 solars and the trophy

2<sup>e</sup> place: 150 solars

3<sup>e</sup> place: 100 solars



## Appendix

### General information

- The tournament will be played on four fields simultaneously, with each team having the chance to play a minimum of two games.
- Each game will be refereed by a scorekeeper.
- A participant throwing a ball must do so palm-up.
- A regular game is played to 13 points
- If after 25 minutes of play, no team has reached 13 points, the teams finish the lead and the team with the most points wins the game.
- When only eight teams remain, games (and the finale) will be played to 21 points with three balls per lead.

### Course

- The starting team is chosen at random, and any participant from that team chooses the starting point and places himself in the Cercle.
- The latter throws the jack from a distance of between six and ten metres before throwing his first ball, trying to place it as close as possible to the jack.
- The opposing team member enters the circle and throws his ball, trying to place it even closer to the jack than his opponent's ball, or to chase it away by shooting.
  - If he succeeds, it's up to a member of the other team to play again.
  - If he doesn't succeed, his teammates play their balls until they regain the point or run out of balls.
- As soon as the participants in a team run out of balls, their opponents play their balls, trying to place them as best they can.
- Once both teams have run out of balls to throw, it's time to count the points for the current round.
- Then a member of the winning team throws the jack and the next round begins.



### Counting points

- When there are no more balls to throw, the team whose ball is closest to the jack scores points for the round in progress. The team scores as many points as the number of balls placed closer to the jack than the opposing team.
- If, after the end of the lead, the game is tied, an additional lead is played.





# Tactika

## Description

Get ready for the battle of battles! In the Tactika tournament, the most intrepid guilds have the opportunity to prove their tactical prowess and determination on the battlefield.

Only the most daring will dare to embark on this quest, where numerous strategic objectives must be achieved in order to claim the prestigious Tactika Cup. Take up the challenge, forge your strategy and join forces with your companions for ultimate victory!

## Tournament rules

Registration for this tournament is by pre-registration. Please refer to the *Schedule and registration* section above-.

- Teams for this tournament are mixed and must be made up of at least 50%+1 members from the same region.
- Each team consists of :
  - Ten participants (eight on the game, two as back-up).
  - Two replacements.
  - In the event of injury requiring a participant to leave the game, he or she may be replaced by one of the two combat-ready reinforcements.
- The rules of combat are those of the battlefield (see section *Fighting rules* above).
- Help the referees by remembering your fair play and not disputing their decisions. Please refer to the *Fairplay* and *Penalties* sections below-.
- It's the touch that counts, not its strength.
- Ranking: This is a round-robin tournament by group. After Phases 1 and 2, a ranking will be determined and points awarded to the three best-performing teams in each phase:
  - 1<sup>re</sup> place: 15 points
  - 2<sup>e</sup> place: 10 points
  - 3<sup>e</sup> place: 5 points
- Participants must have their own equipment, including back-up participants (pre-approved, where applicable):

\*\*NEW\*\*





- Maximum of three hast weapons per team (including spear and seven- to nine-foot halberd).
- Bows are Allowed.
- Cleated shoes are forbidden.

## Price

1<sup>re</sup> place: 1,200 solars, 1 fame point and the trophy

2<sup>e</sup> place: 800 solars

3<sup>e</sup> place: 400 solars

Favourite team: 150 solars

Favourite fighter: 150 solars

## Appendix

### Fairplay

Help the referees by remembering your fair play and not arguing with their decisions.

- If the referees agree that a team (and not individual participants) has not shown fair play during an event, it will be disqualified.
- If the gesture is judged to be severe by the referees, the offending participant will be removed completely from the event in progress and potentially from the tournament.
- Disrespectful behavior towards a referee will not be tolerated, and may result in disqualification of the team.

### Penalties

- In the event of a penalty, a stoppage in play is whistled, the referees consult each other and, if necessary, the head referee calls the penalty.
  - A first offence results in a penalty (orange flag) and a whistled stoppage of play. The offending participant will be removed from the event for 120 seconds.
  - A second offence results in a penalty (orange flag) and a whistled stoppage of play. The offending participant will be completely withdrawn from the event in progress.
  - If a team incurs three penalties, it automatically loses the event in progress.
- Physical contact: Penalty awarded when a participant makes physical contact with another participant. The penalty is given to the instigator of the contact.



- Shield charge: Penalty awarded when a participant initiates contact on another participant or shield with his shield.
- Excessive force: Penalty awarded when a participant uses force deemed excessive by the referees when making a shot with his weapon.
- Ignore moves: Penalty awarded when a participant ignores one or more moves.
- Unsportsmanlike conduct: Penalty awarded when a participant constantly argues with the referees, verbally increases the tension between the two teams or interferes with the smooth running of the tournament through his/her attitude.
- Ignoring an event rule: Penalty awarded when a participant breaks one of the rules of the current event (too many hast weapons, commander hiding in his healing well, any other event-specific rule, etc.).
- Jumping: Penalty awarded when a participant jumps to make a hit with his weapon on an opponent.
- Non-respect of combat rules: Penalty awarded when a participant does not respect Bicolline's combat rules. For example: repeated blows to the face, using one's weapon to hold another's weapon, etc.



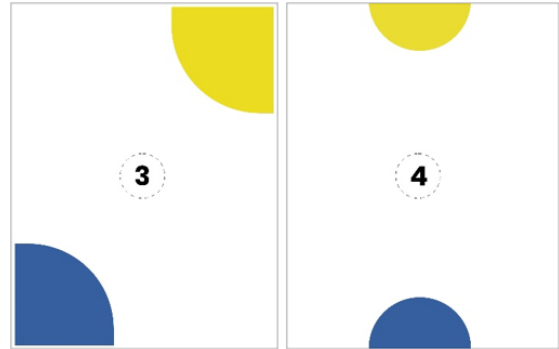
## Tests



Out of four possible events, three will constitute Phases 1, 2 and 3 (final). A draw is made. Each event has a possibility of two fields, which will also be drawn.

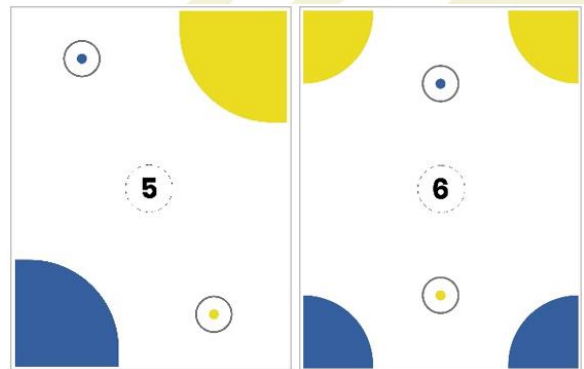
### Trial 1 - Enemy annihilation (100 deaths)

- The aim is to kill everyone before your team is wiped out.
- Each team has a healing well that can give up to a maximum of 100 lives. Each time a dead man uses the well, his team loses a point.
- The aim is to make the opposing team lose as many lives as possible.
- Two things can put an end to this ordeal:
  - A team has no more lives.
  - The timer reaches ten minutes.
- Tie-breaker:
  - Differential (enemies killed  $\pm$  team deaths).
  - Time.



### Test 2 - Gueling gueling pouet

- The aim is to be the team with the most successes.
- The bell must be rung (or pretended to be rung) to accumulate a success. Ringing the bell means ringing it three times in succession.
- The test lasts 20 minutes.

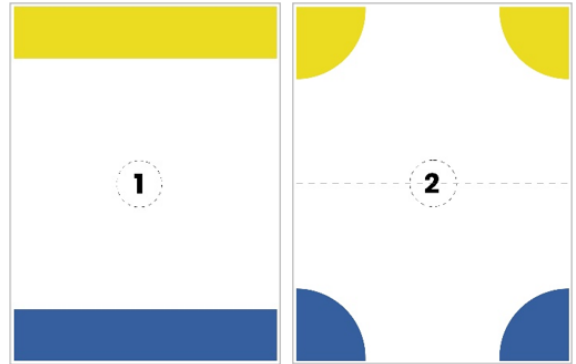






### Test 3 - Controlling the field

- The aim is to maintain control of the field for as long and as often as possible.
- The test lasts 10 minutes.
- Two referees are assigned to the scoring.
  - When one of them judges that a team controls a majority of the field, the team accumulates time.
  - As soon as the field is contested, time is stopped.
- Tie-breaker:
  - Time.
  - Eight against eight, the first team to eliminate its opponent.



## Trollball

### Description

Trollball is one of the most demanding, exhausting and spectacular disciplines in the world of the Duché de Bicolline. Elevated to the status of national sport in several Mundus provinces, its athletes often achieve idol status in their homeland. Healer, troller or reservist, each participant has a well-defined position within his or her team. The strategy? Good group cohesion and a solid grounding in fencing are major assets in this enchanting sport.

Will the stadium gods assume their leadership role to guide their nation to victory, or will they blame the referees again and again for their defeat?

### Tournament rules

Registration for this tournament is by pre-registration. Please refer to the *Schedule and registration* section above-.

- The aim is to place a troll's head (ball) into a barrel (goal) as many times as possible without being cut up by the opposing trolls (swordsmen).



\*\*NEW\*\*

- The Grande Bataille trollball tournament is divided into three competitive leagues and one friendly league:
  - Women's league (maximum of six teams).
  - Mixed league Duché (maximum of four teams).
  - Regular mixed league (maximum of eight teams).
  - Mixed friendly league (maximum of four teams).

△<sub>1</sub> • A team in the regular mixed league may have only one participant from the Duché mixed league, one only and entered on the team card.

△<sub>1</sub> • A women's league team may include several participants from the regular mixed league and/or the Duché mixed league.

- Participants must have their own equipment (pre-approved, where applicable):
  - Sword 112 cm and under.
  - Further details are given in the section *Equipment* section below.

## △<sub>1</sub> Awards

### Women's League

1<sup>re</sup> place: 1,200 solars, 1 fame point and the trophy

2<sup>e</sup> place: 800 solars

3<sup>e</sup> place: 400 solars

Best fair play team: 350 solars

### Mixed league Duché

1<sup>re</sup> place: 1,200 solars, 1 fame point and the trophy

2<sup>e</sup> place: 800 solars

3<sup>e</sup> place: 400 solars

Best fair play team: 350 solars

### Regular mixed league

1<sup>re</sup> place : 1200 solars

2<sup>e</sup> place : 800 solars

3<sup>e</sup> place : 400 solars

Best fair play team: 350 solars



## Appendix

### The team

- A team is made up of the following participants, for a maximum of 16 participants per team (excluding the coach):
  - Seven to ten swordsmen.
  - Two healers.
  - Four reservists (maximum).
  - A trainer (if desired).
- During a joust, there are five trolleys and two healers on the field and between two and five trolleys waiting behind the line.
- Substitution of a participant during a game is only possible in the event of injury, during a time-out or at half-time. A substitution of participant between two jousts is Allowed as long as there are no more than 16 participants on the registration card.
- Each team appoints a captain. His role is to :
  - Update your participant card during the tournament.
  - Communicate your team's needs/requests to the existing Trollball committee.
  - Ensure that the numbers of team members are visible to the referees at all times.
  - Promote team spirit and fair play within the team.
- Each team can have a jousting coach. His role is to :
  - Ensure compliance with and control of current regulations.
  - Make sure your team has as few penalties as possible.
  - Remove swords from play when one or more penalties are called against your team.
  - Promote team spirit and fair play within the team.

### Playing the game

- Any questions or requests to the Trollball Committee must be communicated either before a game, at half-time or at the end.
- 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 substitutes' entrance measures 2.5 m (8 ft.). Distances in meters have been rounded.
- The captains of the two opposing teams can draw lots for the choice of field side if they wish.



- Games last 20 minutes (two ten-minute sets), plus a three-minute break for changing sides. Each team is entitled to one time-out per end.
- The aim is to drop the troll head into the opposing team's barrel. The team with the most points wins.
- Troll heads can only be touched with the hands, not with the weapon or feet. The only exception: if a troller's head is in his hand, it is considered an extension of his body. When hit by a sword blow, the trolleur dies. The head cannot be thrown. Passing to another trolleur is therefore from hand to hand.
- Only a referee can decide whether a goal is valid by blowing a whistle or, if necessary, taking the troll's head from the bottom of the barrel and putting it back into play when the goal is invalid.
  - If the goal has been displaced, the referee must replace it as soon as possible without interfering with play.
  - If the goal has fallen or been displaced and the referee is unable to intervene, the participant may put his head back where the goal was at the start (which will be marked if necessary by the referee).
- There are two healers per team, as well as a maximum of five healers on the field and a minimum of two healers in the replacement zones.
- Trolleers are armed with a maximum 112 cm (44") sword. There are five swords per team. These must be checked by the referees before the start of the tournament. Bring spare swords 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 stand behind their respective goal lines and wait for the starting whistle.
- The participants all come back to life after each point.





## Trolleys

- A touch, with the blade or point of the sword, on any part of the body, (except above the shoulders) puts the participant (ally or opponent) in a state of death. Pay particular attention to touches to hands, fingers, wrists, feet and clothing.
  - Participants' heads do not count in Trollball and must not be aimed at.
  - All blows above the shoulders are forbidden in trollball (throat, neck, head, face).
  - A curler who accidentally delivers an over-the-shoulder blow DOES NOT DIE. He will, however, receive a warning or penalty at the end of the point.
  - A trolleur or healer who RECEIVES a blow above the shoulders DOES NOT DIE.
- Substitute trolleurs waiting behind their line can only re-enter the field if one of their healers hands them a sword in the entrance area.
- When a troller scores a goal, he must return the troll head to the center of the field.
- We ask everyone to show fair play and not to throw a punch after being hit.
  - However, simultaneous hits are considered valid. It is up to the referees to relieve a participant who has been unjustly killed, according to their best judgement.
  - A trolleur caught kicking after being hit will receive a penalty.
- A troller who feels that his shot should not be counted by his opponent (e.g. a not-quite-simultaneous hit) is encouraged to signal his opponent to stand up. The opponent who is relieved in this way must shout "Vivant!" before he can return to the offensive.

## Death

- A dead trolleur immediately kneels, turns over his sword and holds it vertically close to him. It is Allowed to pivot in the direction of the baseline, not in the direction of the healer.
- A troller may not start in a dead position and then change his mind, for whatever reason, unless the opposing troller who killed him tells him so clearly or through the intervention of a referee.
- The dead troller can do nothing more. He kneels where he was hit and waits for one of his healers to pick up his sword and allow him to return behind his goal line. If he had the troll's head in his hand, he simply places it beside him, without throwing or hiding it.
- A trolleyman who leaves the field or steps on a line dies. He kneels at his exit point (one foot and sword inside).



- If a trolleur goes completely off the field (due to momentum), he dies the second he touches or crosses the line. The trolleur must return inside the field (one foot and sword inside the field lines) to allow his healer to collect the sword.
- Once his sword has been taken by his healer, the dead trooper must leave the field and join one of his team's substitutes' zones without obstructing the movement of other participants.

## The healers

- Healers retrieve swords from dead trolleys on the field and return them to replacement trolleys in the replacement zones (areas marked out at the four corners of the field). Healers cannot throw swords to replacement trolleys.
- Healers can only carry one sword at a time, and cannot touch Trollball's head.
- Healers cannot heal a trolleur that is completely outside the boundaries of the field.
- Healers can run in and out of the field.
- It is Allowed to interfere with a healer's movements, as long as there is no physical contact.
- Any part of a healer's body in play (including a sword in his possession) can be touched by a trolleur with his sword. If this happens, the healer dies. If he is outside the field lines, he is considered to be offside. Field lines are considered offside.
- A healer dies in the same way as a trolleur. The sword carried by the healer counts if it is touched by an opposing trolleur. If a healer is hit, he kneels where he was hit and waits for the next point before returning to the game.
- A living healer can retrieve the sword held by a dead healer and return it to a replacement, but this does not bring the dead healer back to life. He must remain kneeling where he died or leave the field.
- If a team loses both its healers, it can no longer heal its dead for the current point. Whichever team scores the goal, it's counted, the match continues and the healers come back to life.
- The team that succeeds in killing the two opposing healers earns five extra points.

## Equipment

- Decorum is the order of the day.
- Armor and shields are not allowed.
- Authorized weapons :



- Approved one-handed sword (112 cm/44 in. maximum), with or without guard.
- If it has one, the width of the guard is limited to 15 cm (6 in.) at the widest point of the guard. The length of the guard is not limited.
- Spiked shoes are forbidden. Shoes with soles for turf fields or indoor soccer are permitted, or shoes without spikes with flat soles. Barefoot is permitted.
  - For safety reasons, all participants wearing shoes must show them to a referee or steward before the start of their first match of the tournament to confirm that they comply with the regulations.
- Although sneakers are Allowed for safety reasons, a standard of decorum must still be respected:
  - Choose brown, black or gray shoes.
  - Avoid flashy brand names.
  - Avoid bright colors.

## Numbers

- Each participant must wear a visible number for each match.
- A participant must also keep the same number throughout the tournament.

## Warnings and penalties

- Basic principles :
  - A penalty means one less participant on the field.
  - Penalties and warnings may be awarded to an individual participant, to a team in general, or to both teams as the case may be, at the discretion of the referees and stewards.
  - If a foul becomes recurrent during the same match, the head referee may issue a general warning to both teams to raise awareness.
  - Three cautions within the same team (from the same participant or not) constitute a penalty (all types of cautions combined).
  - A participant who accumulates three penalties in the same match will be expelled (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 subsequent reinstatement. More serious consequences may apply depending on the case.
- Challenging arbitration: Penalties



- The referees' judgment is final. Neither the participants, nor the team captains, nor the coaches, nor the crowd can contest their decisions.
- If necessary, arbitrators may ask to consult certain participants on a situation that requires clarification.
- Striking after death: Penalty
  - Please note that this penalty differs from the ignored shot penalty. In this case, the participant has been hit and does not ignore the hit, but takes advantage of the simultaneous hits rule to kill one or more opponents before dying himself.
  - It is forbidden to initiate a move after having been hit.
- Ignored shot: Penalty
  - A participant who ignores a touch will immediately be put down by a referee and will receive a penalty at the end of the point.
  - The referees also reserve the right to relieve one or more participants who have been killed by a troller who has ignored a touch.
  - Warning: if the team of the participant who ignored the move scores a point, it will be cancelled in addition to receiving the penalty. This also applies to the five points for killing the two healers.
- Extra player: Penalty
  - At all times, there must be a maximum of five trolls and two healers per team in play. If there are too many participants, the point will be stopped and restarted, this time applying the "extra player" penalty.
- Unsportsmanlike conduct: Warning or penalty as appropriate
  - This warning or penalty can be given for a number of reasons: for example, to a curler who deliberately puts his head in front of the opponents' swords so that they get penalties, or a curler who walks to score a goal or simply doesn't make the point voluntarily.
- Physical contact: Warning or penalty as appropriate
  - Many behaviors can lead to physical contact: for example, a charge, a poorly controlled jump, a dangerous slip, etc.
  - However, we penalize the result (physical contact) and not the cause.
- Delay of game: Warning
  - A number of behaviors can lead to a delay in play: for example, excessive muttering, a team arriving late for its game, a team's troller taking too long to get back behind the starting line





- after a point, a troller failing to return the head to the center of the field after a goal (or replacing it incorrectly), a participant failing to give his number to the statisticians, etc.
- Striking the dead: Warning
    - You must avoid hitting participants who are already dead. This unpleasant behavior causes tension between teams.
  - Blow above the shoulders (head, face, throat, neck, etc.) : Warning or penalty as appropriate
    - All blows above the shoulders are forbidden.
    - A trolleur who accidentally or unintentionally GIVES a blow above the shoulders DOES NOT DIE. He will, however, receive a warning at the end of the point.
    - The participant who RECEIVES an above-the-shoulder blow also DOES NOT DIE.
    - Note: A participant who receives a blow above the shoulders THAT CONTINUES on a valid part of the body (shoulder, arm, torso, etc.) must count the blow and kneel.
  - Starting line: Warning
    - Start with one foot in front of the starting line.
  - Holding the sword out to the healer: Warning
    - It is forbidden to hold a sword towards a healer.
    - A dead participant may, however, pivot towards THE BOTTOM LINE.
  - Dead men tell no tales: Warning
    - The dead don't talk, they don't encourage, they don't give advice or warnings to their team, they don't criticize the opposing team or the referees' decisions. They are dead.
  - Damaging play equipment: Warning
    - It's forbidden to deliberately hit the troll head (unless it's being carried by a troller), throw it, kick it, and so on.