

Tournoi des Nations Brabant 1026

20 JUIN 1026

DUCHÉ DE BICOLLINE





Tournoi des Nations

Tournoi des nations – Brabant 1026

After several seasons of upheaval, the tumult of the clashes has finally subsided across the lands of Andore.

The spark of discord, which first stirred up tensions in the North following the fall of Carvinière to Gaïa, set the entire kingdom ablaze. Reeling from the shock, the Crown wavered to such an extent that King Myriam was forced into exile to save his own skin.

But the war, unyielding in its advance, was not content with the North. In the South, under the spell of its irresistible charm, the MSB Espringale turned against the Archelon, an allied frigate. This ill-fated turn of events gave the MSB Cabral and MSM Sandeman, both flying the flag of Tarpignan, the opportunity to board the two enemy frigates and send them to the bottom of the sea.

But all of this is now nothing more than a bad memory, and Andore is once again united under two crowns!

With the aim of celebrating this unprecedented unification, the Comité Interrégional Obérant unanimously decided to hold the fourth edition of its now-famous Tournoi des nations in the magnificent city of Brabant. The year 1026 also marks the 30th anniversary of the Brabancourt guild, which gave its name to the province hosting the Tournoi des nations, lending a special solemnity to the festivities.

Knights, champions, and heroes—once allies or enemies—will be ready to compete. Not to conquer or destroy this time, but for honor, glory, and enjoyment, for during these jousts it is not blood that will stain the battlefields, but the sweat of the athletes. Once again this year, all the guilds of the Terres du Centre, even if they have no champions, will also be able to contribute to the quest for victory by putting their wits to the test.

Brabant 1026 is already shaping up to be a milestone in history, as it will mark the first joint public appearance of Her Majesty Queen Sassia and His Majesty King Gunthar, living embodiments of a new peace.

Let the banners rise and the horns sound: Brabant 1026 awaits you!





Tournoi des Nations

General Information

About the Event

The Duché de Bicolline organizes unique events where imagination comes to life in a medieval fantasy setting. Located in Mauricie, Québec, it has been offering immersive experiences since 1996 where participants embody characters in a world of adventure, mystery, and magic. Through large-scale events and immersive activities, the Duché de Bicolline invites everyone to dive into an enchanting universe where role-playing, crafts, epic battles, and medieval festivities intertwine.

The “Tournoi des nations” is a major sporting and immersive gathering held within the Duché de Bicolline’s game world. Nations from across the globe come together to challenge one another. Champions are dispatched from all corners to prove to the world that their region has not only overcome countless challenges, but remains powerful enough to wage war: the clashes take the form of tournaments and competitions rather than massacres and fatal blows.



The Tournoi des nations takes place on June 20, 2026,
from 10:00 AM to 12:00 AM (midnight) at the Duché de Bicolline
1480, chemin Principal, St-Mathieu-du-Parc, Québec, G0X 1N0

**The Tournoi des nations is an immersive event open to everyone,
but participation in certain tournaments is restricted to those aged 16 and older.**

*The Duché de Bicolline allows you to be the living embodiment of your imagination
and to live it fully in a unique place that transcends reality.*





Tournoi des Nations

Registration and Pricing



There is no on-site registration.

To Participate

To participate in the Tournoi des nations, you must:

- Be familiar with and adhere to the values and policies of the Duché de Bicolline and acknowledge the need to adopt a courteous attitude to preserve the harmony of our community:

- **Our Values;**

- **Sexual Violence Prevention and Management Policy;**

- **Violence, Harassment, and Theft Prevention and Management Policy** (in French only).

- Be familiar with and comply with the rules of combat and homologation if you wish to participate in combat activities and tournaments requiring the use of a weapon. The documentation is available on our website:

- Combat rules;
- Weapon homologation standards.

- Wear medieval-fantasy-themed or inspired clothing at all times during the event and avoid anachronisms.
- Complete your registration and pay the fees.
- Register with a region to participate in tournaments as an official Champion, if required.
- Read and sign the Duché de Bicolline's terms and conditions upon registration.

Become a Member of the Duché de Bicolline

You can save on registration fees for Duché de Bicolline activities, including the Tournoi des nations, by becoming a member. Information about the benefits of membership and how to join is available on our website: <https://bicolline.org/en/participants-guide/membership-card/>





Tournoi des Nations

Prices

Registration for the Tournoi des nations is open on our website and is limited to 2,000 tickets: <https://bicolline.org/en/evenement/tournoi-des-nations-1026/>. **There will be no on-site registration**, but registration remains open as long as there are still tickets available.

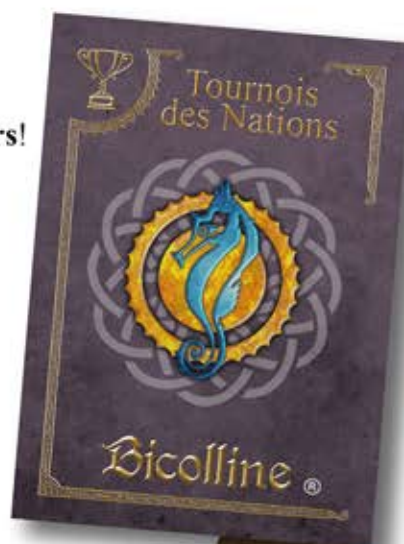
Whether you're participating as a Villager or are registered as a Champion in your region to compete in tournaments, the activity fee is the same.

- Participants 16 and older: **CAS75.00** (plus tax) for members and **CAS85.00** (plus tax) for non-members.
- Children ages 10–15: **CAS30.00** (plus tax).
- Children 9 and under: Free.

All registered participants who are members and 16 years of age or older will receive a **population card** and **five solars!** These will be given to you upon arrival at the registration desk:

- The official regional Champions will receive a “Tournoi des nations” population card.
- Villagers will receive a “Ducasse” population card.

When you check in at the registration desk on the day of the event, make sure to have the QR code you received via email after payment or a photo ID on hand. Participants who cannot present one of these two documents will not be admitted.





Tournoi des Nations

Nation Delegations

Regional Champions

All participants wishing to compete in the tournaments as a regional Champion must first register for the event in order to join one of the nations. Registration for a delegation is then handled by its leader or representative (see contact information in the table below).

REGION	PERSON TO CONTACT	METHOD OF COMMUNICATION
Andore	Samuel Fournier Favreau	samuelfournierfavreau@outlook.com
Berkwald	Benoit Lague	benoitlague493@gmail.com
Carcosa	Hugo Jacques	rakimkingkongbigballz69@gmail.com
Cité des Sables	Maverick Lachance	maverick.lachance@gmail.com
Empire	Frédérique Roussel	frederique.rsl@gmail.com
Fédération argannaise	Jérémy Savard	jeremy.savard17@gmail.com
Îles Celtes	Kevin Vigeant	kevinvigeant@hotmail.com
Irendille	Charles-Auguste Brodeur-Tanguay	charlesauguste.brodeur.tanguay@gmail.com
Nasgaroth	Mélissa Desbiens	blk_lotus24@yahoo.ca
Ozame	Alexy Ouellette	ouelletboys@hotmail.com
Pays de Kafe	Nathan Perreault	monsieurperreault@gmail.com
Terres d'Auquesse	Audrey Dufour	akiyomiwaka@gmail.com
Terres du Sud	Alyssa Egan	alyssa.egan94@outlook.com

Nations are not required to register Champions for every tournament.

Champions representing a region must be registered for at least one tournament. However, a Champion who registers for multiple tournaments may not be able to participate in all of them. **Tournaments will follow a set schedule, and a Champion who is unable to attend a tournament due to a scheduling conflict will be considered to have withdrawn from the tournament.** No accommodations will be made, and no duplicate entries will be considered when determining tournament schedules.





Tournoi des Nations

Domiciliation

A Champion does not necessarily have to be a resident of a region to represent it in a tournament. A Champion is not limited in the number of nations they may represent. However, they may represent only one nation per tournament.

Team Tournaments

Team composition is completely unrestricted regarding a Champions residence or official domiciliation. However, only one nation will be considered when awarding the victory points. Some tournaments may, however, have limitations on the number of Champions or teams from the same region.

On-Site Registration and Access to the Site

Sleeping On-Site

Only participants registered for the event who meet at least one of the following three criteria may sleep on-site on Friday, June 19, and/or Saturday, June 20:

- Reserve a rental from the Duché de Bicolline (viking-style cabin). All information is available upon request by writing to info@bicolline.org.
- Own an allotment (cession), or be the guest of one.
- Be a volunteer for the event and sleep in an allotment building.

No pavilions or tents (decorum or modern) may be set up for the Tournoi des nations.





Tournoi des Nations

Arrival on Friday, June 19

Only participants who meet the criteria for sleeping on-site will be allowed access on Friday, June 19, between 3:00 PM and 8:00 PM.

The registration building and site entrance gates will close at 8:00 PM, without exception.

All vehicles must be parked in the P1 parking lot by 9:00 PM at the latest. The owner of any vehicle found on the site after 9:00 PM will be expelled from the event (no refunds).

Tournoi des nations on Saturday, June 20

No vehicles are permitted on the site on Saturday, June 20.

The site will be accessible to all participants starting at 7:00 AM:

- The registration building will be open from 7:00 AM to 7:00 PM.
- Tournaments will take place from 10:00 AM to 6:00 PM.
- The closing ceremony will begin at 7:00 PM and will be followed by a show to get everyone dancing and singing!

Participants who do not meet at least one of the criteria for sleeping on-site must leave by 12:00 AM (midnight).

Departure on Sunday, June 21

Participants who meet the criteria to sleep on-site may access the site with their vehicles starting at 8:00 AM on Sunday morning. **Everyone must have left the site by 2:00 PM at the latest.**





Tournoi des Nations

Services

Food and beverage services

Several food and beverage stations will be available throughout the event to serve guests. They are all located in Haute Ville near the Auberge.

Service stations are reducing and eliminating certain single-use items (paper napkins, plastic utensils, etc.): be sure to bring your own! Don't forget your tankards and cups, as there will be no plastic cups available on-site.

No outside alcohol will be permitted on site:

only Duché de Bicolline points of sale are authorized during the event.

Hostellerie de la Brabantine

Located at the end of the Allée marchande, the Hostellerie de la Brabantine is the hub of all the city's activity. Come quench your thirst, even more so now! The Hostellerie will open its doors from 5:00 PM to midnight on Friday and starting at 11:00 AM until late in the evening on Saturday. Return your empty pitchers to the bar and you'll receive a piécette for your troubles. It's a great way to fill your pouches while helping the tavern keepers!

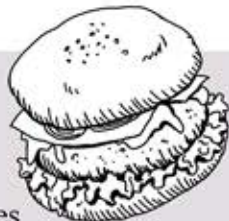


L'Estaminet du Frère

In a warm, friendly atmosphere, this family-run establishment has been serving both local and exotic flavors for generations. Accustomed to feeding troops on the battlefield, the chefs at L'Estaminet du Frère will go to any length to serve you french fries, hot sandwiches with beef, pork, or chicken, not to mention their signature dish: the mixed platter.

Auberge-Relais de la Station

A quick, no-frills stop for travelers in a hurry and breathless heralds, the Auberge-Relais de la Station serves up hearty, down-to-earth hot food. Here you'll find steaming poutine, pizza slices, roasted wings, melt-in-your-mouth cheese sticks, and golden potato fritters. No frills: here, you eat quickly, catch your breath, and head back to the tournaments.





Tournoi des Nations

Marché

Come discover the Marché, a unique shop offering fresh food, croissants, slushies, ice bags, promotional items from the Duché de Bicolline, everyday essentials, basic health products, and various original goods. The Marché will be open from 9:00 AM to 8:00 PM on Saturday, June 20.



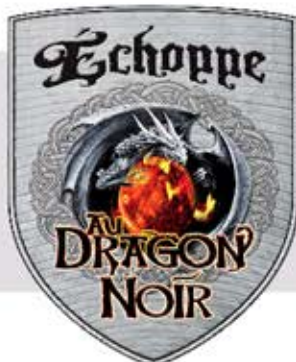
Artisans and Merchants

On the Allée marchande, you'll find several shops and artisans offering a wide range of equipment, armor pieces, costumes of all kinds, swords, and other fantasy weapons, as well as a full array of accessories dedicated to live-action role-playing and medieval immersion activities. Come discover the permanent merchant buildings on the Duché de Bicolline: they will be open from 10:00 AM to 7:00 PM!



Les Artisans d'Azure

Les Artisans d'Azure has been designing and manufacturing specialized products for live-action role-playing (LARP) since 2005. Their in-house creations, along with the well-established brands they carry, all reflect a shared commitment to quality, durability, and immersion. The shop offers a selection of safe foam weapons, including swords, daggers, and specialised weapons, as well as handcrafted leather armour and accessories. A variety of immersive equipment and garments will also be available, all thoughtfully designed to enhance the overall gameplay experience. Each product is developed to strike a balance between aesthetics, reliability, and safety, meeting the expectations of both new and experienced players alike.



Au Dragon Noir

Au Dragon Noir offers a selection of leather goods and a variety of LARP accessories to complete your costumes. Dragon eggs, books, and novels will be displayed alongside a few vintage items to enhance the decor of your cabins.





Tournoi des Nations



Cuir F.L.

François Lapointe has been working leather since 1978. He honed his skills as a shoemaker and breathes new life into leather shoes and coats. Passionate about his craft and the quality of items built to last, he crafts high-quality medieval and New France-era shoes, boots, and sandals.



Zardwin

For over 20 years, the Zardwin shop has been crafting LARP products and accessories. Known for the durability of its products and its affordable prices, you'll find a wide range of accessories and clothing here.

Sanitary Facilities

Portable toilets are available near the registration building (Accueil), in the Faubourg, and near the Avant-poste. The portable toilets on the Côte nord and in the Quartier romain are reserved exclusively for the guilds located nearby (thank you for your understanding).

There are two **facilities with showers** located at both ends of the site: at the Auberge in Haute Ville and at the Faubourg. They will be accessible according to the following schedule:

- Friday: 7:00 PM to 10:00 PM
- Saturday: 7:00 AM to 10:00 PM
- Sunday: 7:00 AM to 10:00 AM

Access and payment for both shower facilities are handled via a credit card reader (\$6.00 CAD). Access cards for the Auberge Auberge facility are also available for purchase at the Marché.





Tournoi des Nations

Homologation

The Homologation Counter is located in Haute Ville and will be open on Saturday, June 20, from 7:00 AM to 12:00 PM (noon). Homologation rules and standards are available here:

<https://bicolline.org/en/participants-guide/homologation/>.



The Victorious Nations

At the end of the day, three nations will emerge as the grand victors of the competitions based on the total victory points accumulated across all tournaments, quests, and contests. Victory points are earned as follows:

- The nation declared the most outstanding.
- Finishing in 1st, 2nd, or 3rd place in a tournament.
- Completing sphere quests.

This edition of the Tournoi des nations, always full of color, will be followed by an **awards ceremony** where everyone's achievements will be highlighted and celebrated by the regional leaders who have come to honor their Champions. Details are available in the Closing Ceremony section below.

The Most Outstanding Nation Contest

Spectators from all over, get ready to shine and show off your brilliance to the whole world! This contest is the perfect opportunity to showcase your nation's creativity, unique style, and passion. Whether you're a small community or a large nation, this contest is open to everyone!

Judges will be present throughout the site and will evaluate the nations during the day.

Criteria

- Originality: Show us something we've never seen before!
- Aesthetics: Make sure your presentation is visually stunning.
- Engagement: Get involved and show your passion for your nation throughout the day.

The nation chosen as the most outstanding will earn one victory point on the scoreboard!



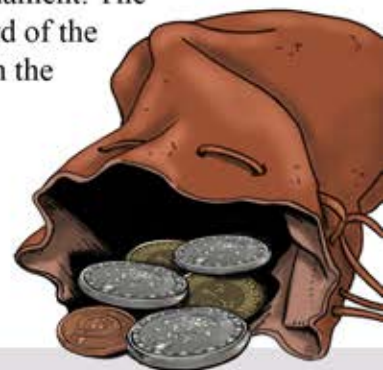


Tournoi des Nations

Tournaments

Earnings (solars and faveurs) will be awarded to the top three positions in each tournament. The Champion (or team) who finishes first in each tournament will also receive a standard of the region they represent. Victory points will also be awarded to the nations that finish in the top three positions of each tournament:

- 1st place: 3 victory points.
- 2nd place: 2 victory points.
- 3rd place: 1 victory point.



Sphere Quests

Sphere quests also allow nations to add victory points to their total score! Details are available in the *Sphere Quests* section below.

Nation Earnings

When applicable, **all selections must be submitted to gestion.jeu@bicolline.org by Friday, June 26 at 11:59 PM.**

1st place

- One gold ingot deposited in one of the region's citadels, at the nation's discretion.
- One silver ingot deposited in another of the region's citadels, at the nation's discretion. The nation may also decide to exchange this silver ingot for the construction of a new citadel on a domain within the region.
- The regional leader may identify a deserving guild from their nation to award it one point de notoriété.

2nd place

- Two silver ingots to be deposited in two different citadels in the region, at the nation's discretion. The nation may also decide to exchange one of the two silver ingots for the construction of a new citadel on a domain within the region.
- The regional leader may identify a deserving guild from their nation to award it one point de notoriété.





Tournoi des Nations

3rd place

- One silver ingot deposited in one of the region's citadels, at the nation's discretion. The nation may also decide to exchange this silver ingot for the construction of a new citadel on a domain within the region.
- The regional leader may identify a deserving guild from their nation to award it one point de notoriété.

All Nations Participating in the Tournoi des nations

The regional leader of each nation registered in the Tournoi des nations may identify a deserving guild from their nation to award it one point de notoriété.



The Ambassadors

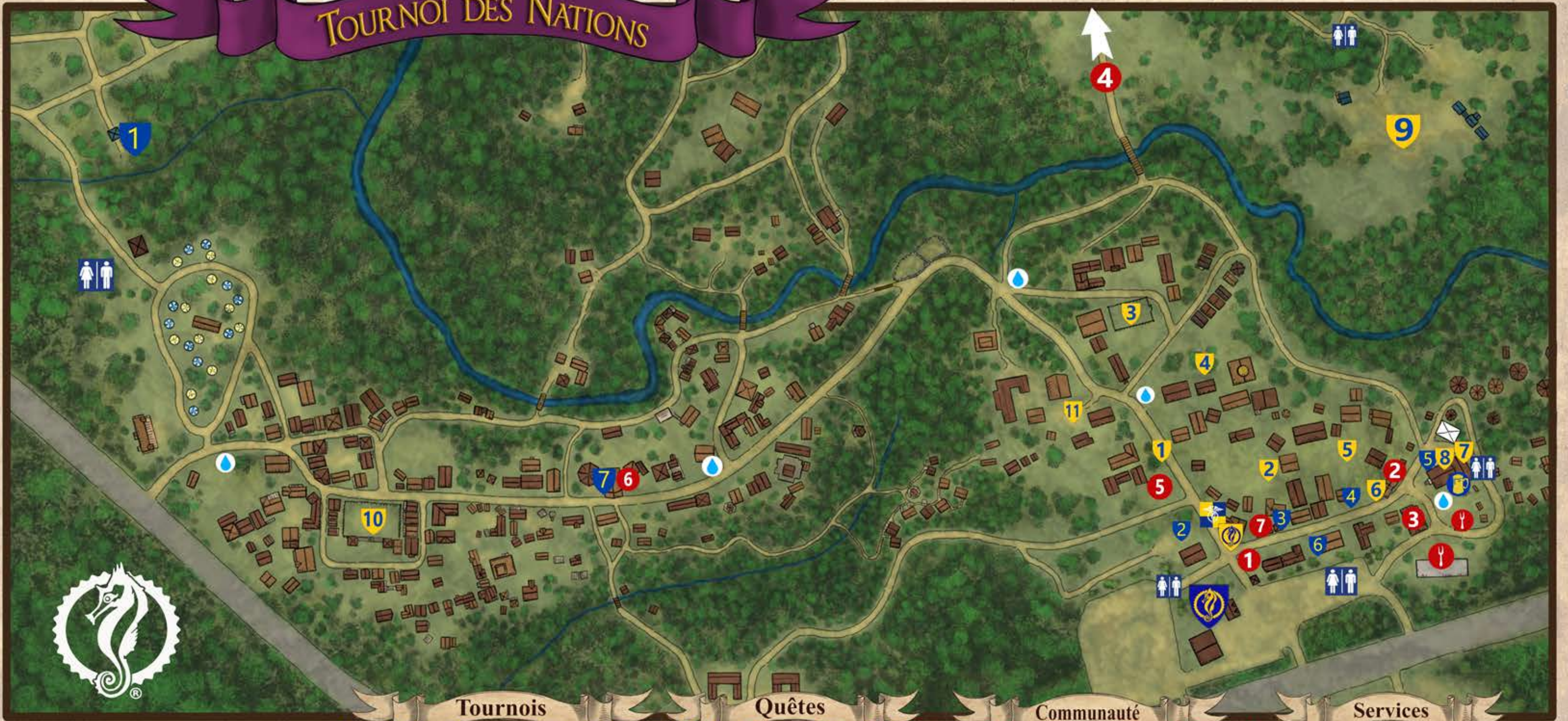
The Ambassadors will operate an information booth where everyone can come to ask questions about the event and its programming. The schedule and the results of the victorious nations will also be posted there and updated in real time.

Schedule and Location

From 9:30 AM to 6:30 PM at the information booth located on the Chemin Principal.



TOURNOI DES NATIONS



Tournois

- 1- Artillerie
- 2- Cercle de Loren / Francs archers
- 3- Tactika
- 4- Souque à la corde
- 5- Endurance du guerrier / Course de Kroft.
- 6- Bras de fer
- 7- Pétanques
- 8- Échecs du Baron
- 9- Combats d'archers
- 10- Trollball
- 11- Fines lames / Gladiateurs

Quêtes

- 1- Magie et Occultisme
- 2- Artistique
- 3- Croyance
- 4- Maritime et Exploration
- 5- Clandestin
- 6- Commerce
- 7- Politique

Communauté

- 1- Homologation
- 2- Bureau des paris
- 3- Marché du Duché
- 4- Camp des écuyers
- 5- Camp des pages / Treize Brigands
- 6- Grandes Archives
- 7- Choc des amiraux / Banque de l'Hippocampe

Services

- Restauration
- Point d'eau
- Scène
- Kiosque d'informations
- Accueil
- Toilettes
- Bars
- Soigneurs

Duché de Bicolline



Tournoi des Nations

Discovery Activities

New this year!

The Ambassadors are offering two activities open to the public, allowing you to discover the unique and fantastic world of the Duché de Bicolline!

Activities take place from 10:00 a.m. to 5:00 p.m., and registration is available on-site at the Ambassadors' booth. Participating in these activities does not allow nations to earn victory points on their scoreboard, but the most adventurous may receive rewards or payments!

Investigations and Discoveries in Haute Ville

All are invited to explore these lands and search every corner of Haute Ville in search of rare and hidden signs. With each discovery, may the explorer record their feat in the precious Passport of Nations, a testament to their travels.

This noble quest sharpens the eye and the mind, encouraging everyone to walk, observe, and learn through sight as much as through experience. It also weaves natural bonds between travelers and the peoples of different nations, fostering encounters and exchanges throughout the adventure.

Know Your Nations

Travelers and scholars are invited to test their knowledge using a deck of cards, each of which reveals secrets and information about the various nations of the world. Using artifacts and ingenious objects, they will be able to manipulate, assemble, and organize these nations according to various challenges. These challenges can be tackled with or without the aid of the nation cards, depending on the desired level of difficulty.





Tournoi des Nations

Tournaments and Friendly Competitions

State of Mind

Warning: All combat activities must be undertaken while fully in control of one's faculties. **No state of intoxication or altered consciousness will be tolerated.**

Tournament Rules

Tournaments are reserved for individuals 16 years of age and older.

Tournament rules will be available online at all times starting in May and will be updated annually. If a tournament has specific rules or unique scenarios, these will be detailed in this document. Some tournaments follow the Duché de Bicolline's regular **combat rules**.

These two documents are available in the "Rules" section of our website:
<https://bicolline.org/en/participants-guide/rules/>.

**Help referees by playing fair and not arguing their decisions.
It's the hit that counts, not its force**

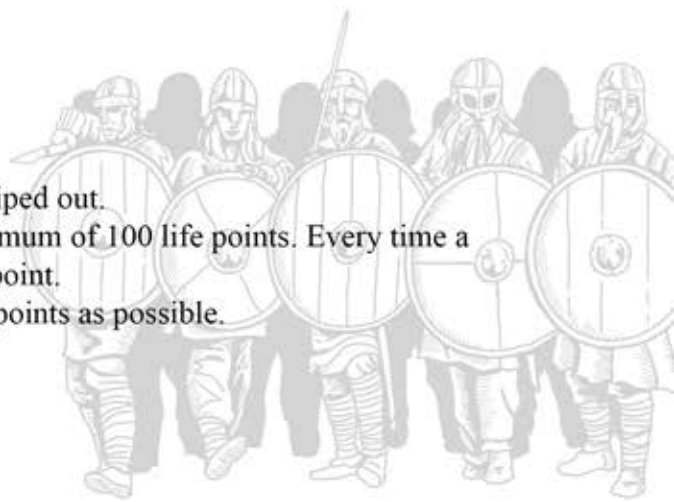
Challenges and Scenarios

Some tournaments have specific challenges or scenarios for this edition of the Tournoi des nations. These supplement the regular tournament rules.

Tactika

Scenario 1 : Annihilate the enemy (100 kills)

- The objective is to kill everyone before your own team is wiped out.
- Each team has a respawn point that can restore up to a maximum of 100 life points. Every time a fallen player uses the respawn point, their team loses a life point.
- The goal is to cause the opposing team to lose as many life points as possible.
- Two things can end this challenge:
 - A team runs out of life points.
 - The timer reaches 10 minutes.
- Tiebreaker:
 - Differential (enemies killed \pm team deaths).
 - Time.





Tournoi des Nations

Scenario 2 : Gueling gueling pouet

- The objective is to be the team with the most successful rings.
- A successful ring implies a member of one team has rung (or has simulated ringing) the bell three (3) consecutive times.
- The challenge lasts 20 minutes.

Scenario 3 : Control the field

- The objective is to maintain control of the field for as long as possible and as often as possible.
- The challenge lasts 10 minutes.
- Two referees are assigned to keep score.
- When one of them determines that a team controls a majority of the field, the team accumulates time.
- As soon as control of the field is contested, the clock stops.
- Tiebreaker:
 - Time.
 - Eight versus eight; the first team to eliminate their opponent wins.

Friendly Competitions

Beyond the official tournaments that test the skill and honor of nations, friendly competitions will emerge after certain formal matches, offering everyone the chance to continue their exploits. These friendly matches welcome warriors, rangers, mages, and souls over the age of 16 from all walks of life, regardless of experience.

No prior registration is required: simply show up to join the fray. Whether you seek glory or camaraderie, everyone is invited to participate. Gather your courage, forge new alliances, and let the spirit of adventure guide you.

- Arm-wrestling (mixed and women's).
- Combat Archery.
- Baron's Chess.
- Tug-of-War.

Participation in friendly competitions does not allow nations to accumulate victory points, but the most adventurous may receive rewards!





Tournoi des Nations

Schedule, Location and Nation Representatives

Tournament	Location	Nation Representative(s)	Tournament and Friendly Competition Schedule								
			10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00	18:00
Arm Wrestling (mixed)	Tarkasis	1 Champion	10 to 11		Starting at noon						
Arm Wrestling (women's)	Tarkasis	1 Champion		11 to noon	Starting at noon						
Artillery (mixed and cannon)	Chemin principal	1 team of 6 Champions (maximum)					14:00 to 15:30				
Baron's Chess	Auberge basement	1 Champion	10:00 to 14:00				Starting at 14:00				
Cercle de Loren	In front of the Bock de fer	5 Champions, 2 substitutes	10:00 to noon							Finals	
Combat Archery	Avant-poste	1 team of 6 Champions, 2 substitutes	10:00 to 15:00					Starting at 15:00			
Fines lames (women's)	Behind the Lys noir	4 Champions, 2 substitutes	10:00 to noon								
Fines lames (mixed)	Behind the Lys noir	4 Champions, 2 substitutes			Noon to 15:00						
Francs archers	In front of the Bock de fer	5 Champions, 2 substitutes				13:00 to 17:00			Finals		
Gladiators	Behind the Lys noir	2 teams of 2 Champions, 2 substitutes							16:00 to 18:00		
Kroft's Hunt	In front of the Ragnarok	1 team of 3 to 5 Champions				13:00 to 16:00					
Petanque	Behind the Auberge	1 team of 2 Champions, 2 substitutes	10:00 to 17:00								
Tactika	Place des tournois	1 team of 8 Champions, 4 substitutes	10:00 to 18:00								
Trollball	Vieille Ville Trollball	1 team of 12 Champions, 4 substitutes	10:00 to 18:00								
Tug-of-War	In front of the Griffon	1 team of 4 Champions*, 2 substitutes						15 to 16	Starting at 16:00		
Warrior's Endurance	In front of the Ragnarok	3 Champions, 2 substitutes	10:00 to noon								

* The team must consist of two women and two men.

Legend : ■ Tournament ■ Final ■ Friendly Competition





Tournoi des Nations

Earnings

Winners of each tournament who cannot attend the closing and awards ceremony will have their solars and faveurs automatically deposited into their guild's coffer.

Participating in friendly competitions does not allow nations to accumulate victory points, but the most adventurous may receive rewards on the spot!

Tournament	Solars	Faveurs	Victory Points	Region Standard	Point de notoriété
Arm Wrestling (mixed and women's)					
1st place	200	20 réputations	3	✓	
2nd place	150	10 réputations	2		
3rd place	75	5 réputations	1		
Artillery (mixed and cannon)					
1st place	350	30 occultes	3	✓	✓
2nd place	200	20 occultes	2		
3rd place	150	10 occultes	1		
Cercle de Loren					
1st place	200	20 prestiges	3	✓	
2nd place	150	10 prestiges	2		
3rd place	75	5 prestiges	1		
Combat Archery					
1st place	600	40 prestiges	3	✓	✓
2nd place	400	20 prestiges	2		
3rd place	200	10 prestiges	1		





Tournoi des Nations

Tournament	Solars	Faveurs	Victory Points	Region Standard	Point de notoriété
Fines lames (mixed and women's)					
1st place	200	20 faits d'armes	3	✓	
2nd place	150	10 faits d'armes	2		
3rd place	75	5 faits d'armes	1		
Francs archers					
1st place	200	20 faits d'armes	3	✓	
2nd place	150	10 faits d'armes	2		
3rd place	75	5 faits d'armes	1		
Gladiators					
1st place	350	30 faits d'armes	3	✓	
2nd place	200	20 faits d'armes	2		
3rd place	150	10 faits d'armes	1		
Kroft's Race					
1st place	200	20 réputations	3	✓	
2nd place	150	10 réputations	2		
3rd place	75	5 réputations	1		
Petanque					
1st place	300	20 fav. magiques	3	✓	
2nd place	200	10 fav. magiques	2		
3rd place	125	5 fav. magiques	1		
Tactika					
1st place	1000	40 faits d'armes	3	✓	✓
2nd place	700	20 faits d'armes	2		
3rd place	350	10 faits d'armes	1		





Tournoi des Nations

Tournament	Solars	Faveurs	Victory Points	Region Standard	Point de notoriété
Trollball					
1st place	1000	40 ren. artistiques	3	✓	✓
2nd place	700	20 ren. artistiques	2		
3rd place	350	10 ren. artistiques	1		
Tug-of-War					
1st place	400	40 exploits	3	✓	
2nd place	300	20 exploits	2		
3rd place	150	10 exploits	1		
Warrior's Endurance					
1st place	200	20 faveurs divines	3	✓	
2nd place	150	10 faveurs divines	2		
3rd place	75	5 faveurs divines	1		





Tournoi des Nations

Bureau des paris

Once again this year, fate is up for grabs.

If your pride whispers that you know the outcome of the trials and your purse has the means to prove it, the Bureau des paris lays itself bare for you.

If you're as broke as a peasant after paying tithes, but convinced you can sniff out victory like a bloodhound... The Bureau des paris is here for you.

And if fortune turns its back on you and inflicts the ultimate humiliation, know this: the Bureau des paris will welcome you too... to mourn your coins.

Schedule and Location

From 10:00 AM to 6:30 PM at the Bureau des paris located near the Auberge.



Important Information

- Between 10:00 AM and 12:00 PM (noon), participants may place bets on the results of three (3) tournaments: Trollball, Combat Archery, and the region that will win the Tournoi des nations.
- During the arm-wrestling and tug-of-war tournaments, bookmakers will be on hand to allow participants to bet on each match throughout the tournament.
- Participants can collect their winnings throughout the day by visiting the Bureau des paris.
- Bets can be placed in solars or with cards.
 - The only cards accepted by the Bureau des paris are Bétails, Céréales, and Victuailles.
 - Maximum bets will depend on the event and odds are subject to change based on the situation.
 - All cards are considered to have the same face value and will be treated as equivalent. For example, a participant could win a three-to-one bet on a by betting one Céréale and then receive two Bétails and one Victuaille as the winnings.

Earnings

Earnings vary depending on the bets that are placed.





Tournoi des Nations

Shows and Performances

Details about the various artists will be announced in the June monthly newsletter. Stay tuned! You can sign up here : **Bicolline Monthly Newsletter**.

Musical Performances

At the heart of the Tournoi des nations, troubadours, bards, and artists from faraway lands will bring the nations and their Champions to life, along with all the Villagers who have come to cheer them on. Throughout the event, a rich variety of shows and musical performances will enliven the Haute Ville: let yourself be swept away by surprising performances and come dance to the rhythm of the instruments, where every note and every gesture tells a story!

Closing Ceremony

Come admire the Champions of the 1026 Tournoi des nations during the official awards ceremony. You'll discover the Champions of the various tournaments as they finally take their place on the podium for their moment of glory—and, of course, for your enjoyment. Even the regional leaders will be on hand to honor their achievements, which have earned them a place in the annals of this great sporting event.

Practice your cheers and your proud smiles, because we're expecting a huge turnout!

Schedule and Location

Starting at 7:00 PM on the main stage near the Auberge.





Tournoi des Nations

Late-Night Show

Once the tournaments are over and the honors have been bestowed, the late-night performance will follow the awards ceremony. Bards and minstrels will join forces to celebrate everyone's achievements through enchanting melodies. In an atmosphere that is both noble and festive, let the music magnify these moments of glory and etch the memories into the minds of all the valiant who have witnessed the fervor of the nations.

Schedule and Location

Starting at 9:00 PM on the main stage near the Auberge.



Bolodil Games

After many years of marketing its games throughout Bicolline, Bolodil Games arrives in Brabant to entertain guests with its fun creations. Come discover unique games or revisit classics adapted for the occasion. Whether you come for games of skill, strategy, or simply for the pleasure of playing, everyone is welcome!

Schedule and Location

2:30 PM to 6:30 PM at the Tarkasis building.

Youth Activities

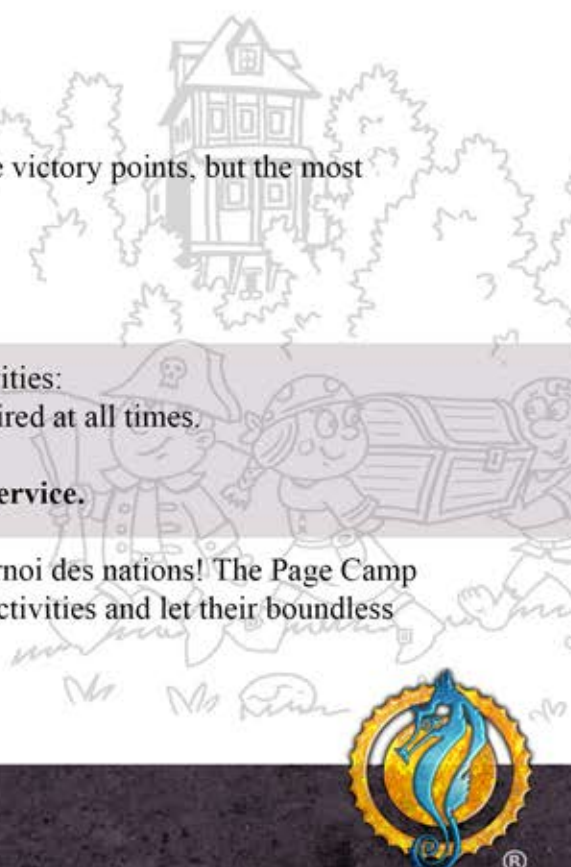
Participation in youth activities does not allow nations to accumulate victory points, but the most adventurous may receive rewards!

Page Camp

The Page Camp offers parent-child activities: supervision by a parent or responsible adult is required at all times.

Our youth activities are not a daycare service.

Even the younger children will have a chance to have fun at the Tournoi des nations! The Page Camp welcomes children ages 2 to 8 who want to participate in free-play activities and let their boundless imaginations run wild!





Tournoi des Nations

A variety of activities will be offered, both in the morning and afternoon, and are designed to cover a wide range of interests: they alternate between physical activity, creativity, and social skills.

Schedule and Location

10:00 AM to 4:00 PM at the Vertigo building on the Chemin principal.

Squire Camp

Young squires aged 8 to 15 from all nations are invited to the prestigious Squire Camp! Challenges including archery, sword duels, puzzles, and races will put their various skills to the test. This is a golden opportunity (or perhaps a chance to win some piécettes!) for squires to prove their worth and proudly represent their regions!

The experienced team from Camps légendaires will be on site to ensure the smooth running of activities, the safety of all participants, and everyone's enjoyment.

Schedule and Location

From 10:00 AM to 12:00 PM and from 1:30 PM to 4:30 PM at the Plaine des mages (near the Fort).

Registration

The Squire Camp is open to participants aged 8 to 15. Registration is on-site at any time by visiting the Plaine des mages.

Challenges

Archery

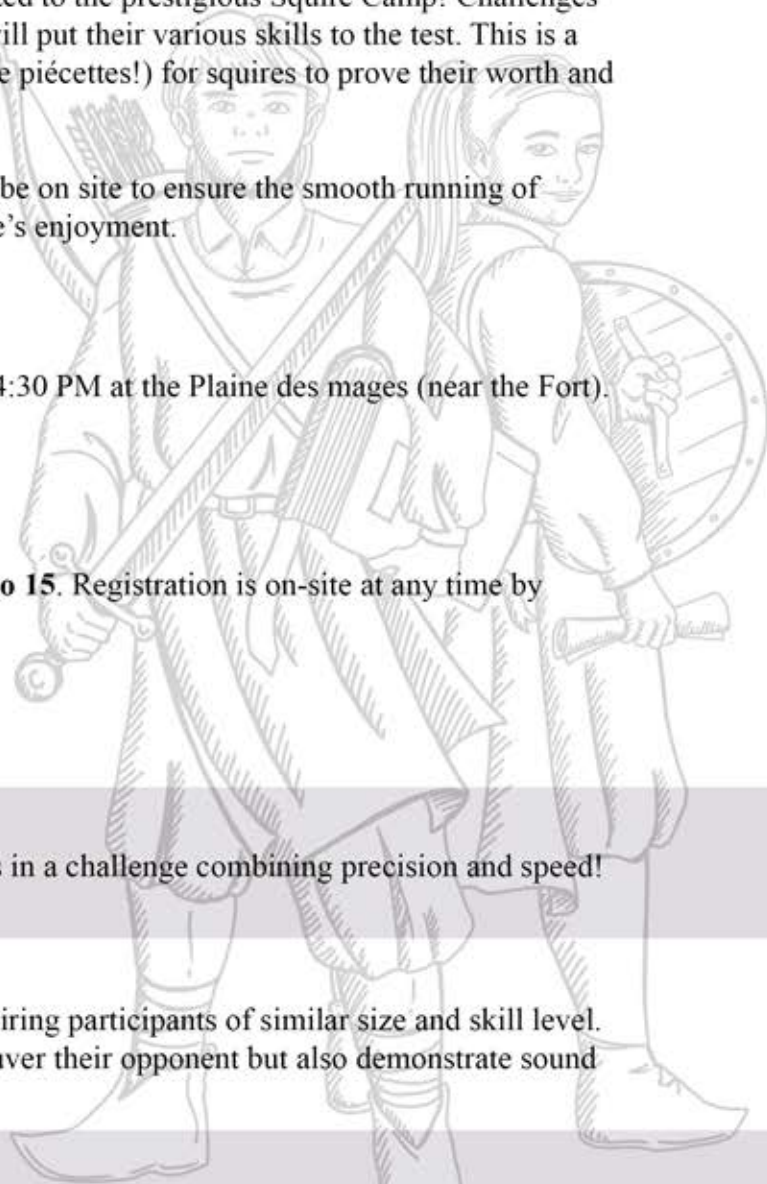
Skirmishers and archers will demonstrate their skills in a challenge combining precision and speed! Homologated bows will be provided.

Sword Duels

Our top fencing masters will lead dueling circles, pairing participants of similar size and skill level. To win their match, duelists must not only outmaneuver their opponent but also demonstrate sound technical execution with the sword.

Riddles and Engimas

Since the mind is also a weapon that must be sharpened, a riddle master will be on hand to assess the intellectual abilities of participants, who will be tasked with solving riddles and puzzles.





Tournoi des Nations

The Thirteen Ruffians

Thirteen miscreants have infiltrated the village of Northam. You must chase them away as quickly as possible before they start looting!

This marbles competition is designed for adolescents ages 12 to 15 and aims to provide an accessible, fun, and inclusive activity. Material is provided on site.

The activity will continue in an open format in the afternoon to allow all children and teenagers on site to participate.

Schedule and Location

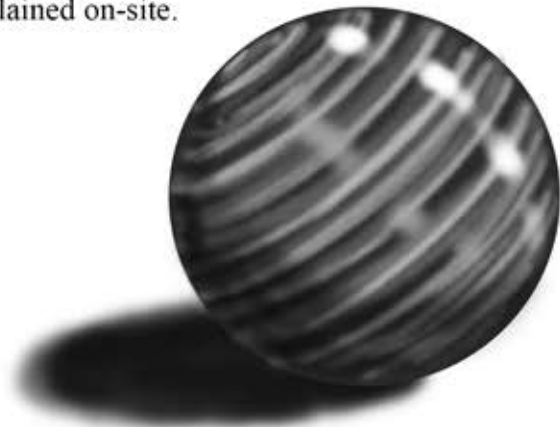
From 10:00 AM to 1:00 PM on the 2nd floor of the Vertigo building on the Chemin principal for the official tournament. Open access in the afternoon afterwards.

Rules

- Thirteen marbles are placed in a cross pattern at the center of a large circle.
- Taking turns and alternating between teams, participants must shoot their jack (large marble) to try to knock out the thirteen marbles.
- A participant who successfully knocks out at least one marble and whose jack remains inside the circle may continue their turn.
- A participant who fails to knock out any marbles, or who knocks out marbles but whose jack leaves the circle, ends their turn.
- The first team to knock out seven marbles wins the round.
- A game consists of six rounds.
- More technical rules regarding etiquette will be explained on-site.

Earnings

The top three teams will win solars!





Tournoi des Nations

Sphere Quests

The Tournoi des nations is an opportunity for the greatest athletes to shine, but make no mistake—the rest of the crowd won't be relegated to the role of mere spectators in the stands! Indeed, throughout this momentous day, the various guilds will also have the opportunity to demonstrate their worth, their cunning, and their expertise. Each of the game spheres through which the fabric of the game of Bicolline is woven will offer quests through which guilds can prove themselves.

To take part in these quests, guilds possessing the seal of a game sphere need only report to the location and time indicated in the table below. It is not necessary to have the seals in hand. A directory of guild seals (dated April 15) will be available at each location where quests are distributed. This directory serves as proof of the guilds' eligibility to participate in the quests for each game sphere. Each guild is entitled to only one participation per game sphere. For example, if a guild with an artistic seal includes a flutist and a lute player, they may combine their talents into a harmonious duet rather than delivering two individual performances.

Rewards will vary depending on the difficulty of the quests offered. For each game sphere, one guild will have the opportunity to award a victory point to the nation of its choice. This guild may be selected at random, by a jury, or at the discretion of the game master of the relevant sphere, depending on the format of the quest in question.

Schedule and Locations

Game Sphere	Schedule	Locations
Artistic	10:00 AM to 2:00 PM	Bureau du Patron
Beliefs	10:00 to 11:00 AM : Quest distribution 1:00 PM : Result submission deadline	Échoppe d'herboristerie
Clandestine	12:00 PM to 4:30 PM	Auberge balcony
Commercial	1:30 PM to 3:30 PM	Dracolite
Exploration	11:00 AM to 2:00 PM	Tente d'exploration
Magic	10:00 AM to 3:00 PM (continuous)	Tour de magie et d'occultisme
Maritime	1:00 PM to 4:00 PM	Dracolite
Occult	Starts at 10:30 AM / Finale at 3:00 PM	Tour de magie et d'occultisme
Political	11:00 AM to 1:00 PM: Quest distribution 2:00 PM to 4:00 PM: Submission of results	Grandes Archives





Tournoi des Nations

Artistic Sphere

Quests will be handed out from 10:00 AM to 12:00 PM (noon). Artists will then have until 2:00 PM to submit their artwork.

It will also be possible to sign contracts between 10:00 AM and 2:00 PM; however, critics will not be on-site. The performance must take place on the stage adjacent to the Bureau du Patron.



Clandestine Sphere

While the clandestine world operates without regard for nations, the gathering of the Tournoi des nations is an opportunity too good to pass up. Four prominent figures in the underworld—a dubious revolutionary, an old godfather of the alleys, a wolf of the docks, and an art collector—have made a bet among themselves: to prove who possesses the best instinct for identifying the clandestine organizations most skilled at building businesses and developing lucrative networks. Each has secretly chosen the guilds they deem worthy. These guilds must report to the Bureau des paris to receive their information. Several guilds bearing clandestine seals are summoned, but only one will be crowned the best!



Commercial Sphere

In light of recent tensions and the growing instability of the roads, Andore's Grand Treasurer has ordered the establishment of a special trade convoy aimed at restoring his influence and securing trade routes.

However, no single guild possesses the means to succeed on its own. Success will depend on collaboration among several commercial guilds, each contributing an essential part of the convoy.





Tournoi des Nations

Beliefs Sphere

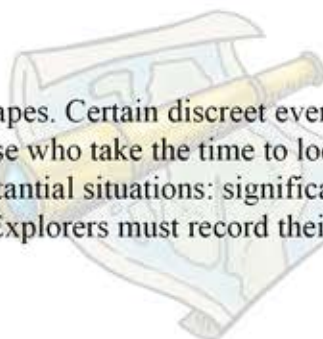
In the wake of the ravages of war and the fragile unification of the kingdom under two crowns, the restored calm cannot mask the fragility of the current balance. Tensions remain high, grudges are still fresh, and no one can say for certain that the current peace will endure.

To shed light on the future of the two monarchs, a request has been made to the guilds of faith to offer their perspective, through the lens of their beliefs, on the foundations necessary to maintain this fragile peace.



Exploration Sphere

Andore is more than just its roads or landscapes. Certain discreet events leave very real traces on the ground and on people's faces, visible to those who take the time to look. Participants will be asked to roam the site to identify and document substantial situations: significant interactions, recent events, visible tensions, or the traces left by them. Explorers must record their findings in exchange for compensation.



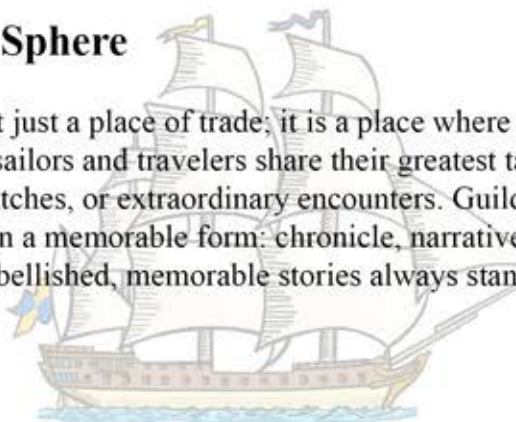
Magical Sphere

The Intendante de la Tour awaits the mages and their scribes! **Three participants per guild** will be invited to demonstrate their mental acuity, their powers of deduction, and their aptitude for reading each other's minds. No equipment, no scrolls, and no preparation will be required. Your presence alone will suffice.



Maritime Sphere

The port is not just a place of trade; it is a place where stories are weaved. Between voyages and a few drinks, sailors and travelers share their greatest tales: improbable feats, memorable travels, exceptional catches, or extraordinary encounters. Guilds are invited to collect these stories and present them in a memorable form: chronicle, narrative, or song. Whether faithful to the original... or slightly embellished, memorable stories always stand the test of time.





Tournoi des Nations

Occult Sphere

The Intendante de la Tour awaits you at **10:30 AM sharp for the start of the race!** She will present a riddle in her own image: twisted, precise, and merciless to the scatterbrained. The eight guilds that bring her their answers first will be invited to a final trial at 3:00 PM. Don't forget your quills and parchment!



Political Sphere

The Grandes Archives seek to complete and organize the records left by past editions of the Tournoi des nations. Much of the information remains fragmentary: notable achievements, rankings, key figures, or defining moments.

Guilds are invited to gather this information from participants, witnesses, and key figures of past Tournois des nations and then submit it to the Grandes Archives. The most comprehensive, well-organized, and relevant contributions will be duly recognized.



Earnings

Rewards vary depending on the difficulty of the quests offered. For each game sphere, one guild will have the chance to award a victory point to the nation of its choice. This guild may be selected at random, by a jury, or at the discretion of the game master of the relevant sphere, depending on the quest.





Tournoi des Nations

Other Game Programming

Clash of the Admirals

The ocean: The final frontier

While the nations of Mundus have been vying for control of the Terres du Centre for generations, recent technological advances have enabled the construction of ships capable of sailing the high seas. The elven and norse peoples have claimed this mastery since antiquity. At the dawn of the second millennium, the race to build military and commercial fleets intensifies for fear of being left behind by progress. Meanwhile, navigators from maritime guilds embark on daring expeditions to uncover the secrets of the seas.

Schedule and Location

At 11:00 AM and 2:00 PM on the 2nd floor of the Banque de l'Hippocampe.

Registration

- Open to everyone.
- A total of eight (8) teams may participate. If there are more requests than available spots, these will be assigned by random drawing.
- Each team registers its crew for a 1.5-hour (90-minute) slot, facing three opponents simultaneously.
- Team composition: three (3) participants per team. Incomplete or absent teams will be declared losers by default.
- All participants wishing to register must send an email by June 8, 2026, to vanessa.aubin@bicolline.org.

Rules

Earnings

- Each participant receives five exploits.
- The winning team earns 20 additional exploits.
- Treasure on a ship that has not been sunk. Each treasure is worth 50 solars.





Tournoi des Nations

National Anthem Contest

The Tournoi des Nations is not merely a clash of arms: it is a battle for glory and remembrance. The best way to let its splendor ring out is to sing it loud, clear, and proud. That is why, this year, the competition will feature a national anthem contest. For the occasion, Godefroy de Montpensier, Great Patron and a man enamored of all true grandeur, will serve as judge.

In order to preserve their nations' lyrics for all time, the Ministers of the Arts of the participating nations must submit the text of their national anthem. This document will be evaluated alongside the performance, for its magnificence and nobility. An artistic seal is required to validate the entry; it must be submitted during the presentation, along with the text.

As nations are rich in culture and politically diverse, a Minister may submit more than one entry. Each entry must include a separate text and artistic seal. Prizes will be awarded in the name of the guild that provided the seal.

The Ministers of the Arts of the Nations are responsible for sending their entries to the artistic game master at philip.morgan@bicolline.org by May 31.

Schedule and Location

Presentation starting at 2:00 PM at the Bureau du Patron.





Tournoi des Nations

Grandes Archives

The Archive Guardians will be present at the Tournoi des nations. In addition to continuing their work of collecting artworks for posterity and their mission of guiding the curators for the regional compendia, the Archive Guardians will take advantage of their presence to allow you to delve into the history of the Terres du Centre by consulting their precious documents. Make sure you have a Savoir card to take advantage of this privilege.



Schedule and Location

From 10:00 AM to 5:00 PM at the Grandes Archives.

Banque de l'Hippocampe

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



Schedule and Location

From 1:00 PM to 6:00 PM at the Banque de l'Hippocampe.

Échoppe d'herboristerie

The Échoppe d'herboristerie will be open to showcase new herbal and botanical advances. Don't forget your Codex!

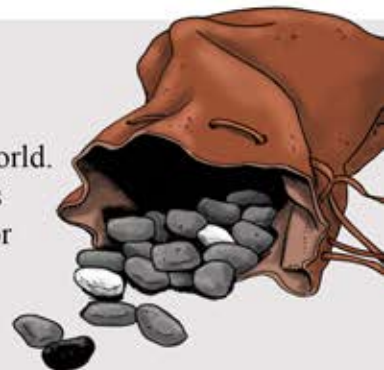


Schedule and Location

From 10:00 a.m. to 1:00 p.m. on the Allée marchande.

Syta Draw

The primary purpose of the Syta is to determine the random events that befall our world. Composed of stones of fate, the Syta casting determines the nature of random events affecting the known world, and whether the consequences of an action are positive or negative. Only Érudits may participate.



Schedule and Location

At 6:00 PM at the Grandes Archives.





Tournoi des Nations

How to reach us

Location of activity:

Duché de Bicolline
1480, chemin Principal, Saint-Mathieu-du-Parc, Québec, G0X 1N0

E-mails :

info@bicolline.org

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

tournois@bicolline.org

For all tournament-related questions.

maitredejeu@bicolline.org

For all quests-related questions.

gestion.jeu@bicolline.org

For all questions relating to the geopolitical game.

Phone :

(819) 532-1755

*Looking forward to hearing from you!
The Duché de Bicolline team*

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

