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Bridge Game Rules

Participants

At the tournament can only participate the Knights and the men of arms officially invited.

The Game

The clashes will take place between teams of three elements, as follows:

- 1 Knight
- 2 men of arms

All fighters must be equipped with a shield and wooden club.

Each team must have an identifying shield to be placed on the field; this shield will be the target of the opposing team.

The aim of the game is to reach the opposing shield on the opposite side of the field and knock at least one club hit on it. Alternatively the team that defeats every element of the opposing team wins. Each fighter is eliminated if he receives 3 club hits on the helmet.

The field includes simulated obstacles such as rivers that can not be crossed on foot. The only way to overcome a river is to jump it (without placing any part of the body inside it) or to use a wooden bridge.

Equipment

Every man of arms and knight must be equipped with the minimum equipment shown below. Each part of the equipment must be able to be placed in a historical period between 1360 and 1410.

For the men of arms:

- Gambeson.
- Steel Gloves.
- Helmet .
- Padded neck protection.

For the knight:

- Steel greaves or made with leather and steel.
- Steel legs or made with leather and steel, with steel knee.
- Gambeson
- Steel arms protection or made with leather and steel, with steel elbow
- Steel chest or alternatively knight brigantine (no Wisby-style are accepted)
- Steel Gloves.
- Helmet.
- Steel chest or alternatively knight brigantine (no Wisby-style are accepted)
- Padded neck protection with chain mail.

It is allowed to wear additional protections to those above at the discretion of the fighter.



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Weapons

The weapons that will be used are:

- wooden club.
- a shield with a maximum length of 80cm.

Rules of the clashes

The two teams of men of arms that will face off with a club and shield will be able to hit any opponent's part with the bat. It is not allowed to hit with the shield.

The hits that award a valid point are limited to:

- A hit with the club on the opponent's helmet.

The fighter who will receive 3 valid shots will be eliminated and must exit the field.

In any case, the judge's decisions will be unquestionable.