

APPENDIX 1

Jousting Code of Practice

Revision	Rev. Date	Originator	Reference	Comment
00	03/08/10	L Turton	IP-RA-003-00	New document
01	17/03/15	R Bevan		Multiple changes including job titles; references to former Interpretation department removed; clauses rewritten to take into account the roles and responsibilities of contractors; female riders now included.
02	01/03/16	E Carver		Multiple changes following consultation; updated job titles
03	18/08/16	R Bevan		

PURPOSE

The purpose of this Code of Practice (CoP) is to establish requirements to protect the health and safety of site employees and contractors whilst taking part in jousts within the Royal Armouries (RA) Arena.

This procedure applies to all Royal Armouries' employees, as well as contractors' personnel and visitors.

RESPONSIBILITIES

- The Events Manager shall be responsible for the implementation of the requirements of this procedure.
- All staff and contractors employed are required to report any incidents as defined in the incident reporting procedure.
- The Management Team shall support the implementation and management of this procedure.
- All staff and contractors will be provided with copies of this CoP and will sign to confirm their agreement and understanding.

DOCUMENTATION

All documents and forms referred to in this Code of Practice will be completed by relevant personnel as required and returned to the Events Manager who will file and audit compliance.

REQUIREMENTS

The Royal Armouries Museum puts on historical equestrian demonstrations either in the Leeds arena or at external events. The aim of the museum is to recreate an historically accurate event that entertaining, engages and educates the audience and encourages interest in our collection.

The primary demonstration is a tournament that includes a parade entrance, a warm up for the horses and skill-at-arms demonstrations, a joust and a mêlée.

The skill-at-arms comprises of cut and thrust at a target with a sword; riding at the quintain with a lance with a wooden flat end; a dart (similar in design to a spear) at the target and tilting at the rings with sharp lances.

The joust features breaking lances made of balsa wood with rubber coronel ends.

The mêlée comprises competitors using wooden clubs to strike their opponents, guided by outriders.

TO INCLUDE:

- Procedure for selecting riders and horses
- Procedure for wearing PPE when jousting

- Procedure for protecting horses when jousting
 - Procedure for checking saddlery and tack
 - Procedure for preparing lances for jousting
 - Procedure for preparing the arena when jousting
 - Training programme for participants in the joust
 - The rules of the joust

PROCEDURE FOR SELECTING RIDERS AND HORSES

All riders and horses must be suitably trained and experienced to take part in these events. The Horse Master is responsible for deciding whether both parties meet appropriate standards.

1. All riders must be able to demonstrate an appropriate level of experience and skill in the event for which they wish to compete e.g. skill-at-arms, the joust or the mêlée.
2. All riders must be able to demonstrate an appropriate level of fitness.
3. The Horse Master must be satisfied that a horse has the level of skill required to participate in the events they are selected to compete in e.g. skill-at-arms, jousting and the mêlée, to be fit enough to do so and has the ability to perform and compete in front of an audience.
4. All riders must be suitably insured to take part in these events.

PROCEDURE FOR WEARING PPE FOR JOUSTING

1. Participants in the joust must wear suitable armour and be able to provide details and images of their armour in advance of a tournament to be approved by the Royal Armouries. Equipment used by non-Royal Armouries jousters must be checked by the procured contractor with assurances provided in writing to Royal Armouries of this check having taken place and the suitability of the equipment for the event.
2. The armours worn by RA employees or owned by RA must be checked in advance of each tournament by an appointed armourer and records kept.
3. Allocated armour must be worn in the configuration in which it is signed off.
4. All participants in the joust must wear a suitable arming jacket under their armour.
5. Voiders must be worn either under the armour attached to the arming jacket or over the armour.
6. Mail skirts must be worn depending on the saddle used if so deemed by RA.
7. Helmets should be fitted correctly so that vision is not impaired unnecessarily.
8. On the left hand a glove and gauntlet must be worn. On the right hand a glove and gauntlet is advised at the guidance and discretion of the Horse Master. If a vamplate is in place on all the lances then a leather glove may be used.
9. All participants in the mêlée must wear a mêlée gauntlet.
10. It is the responsibility of each person allocated armour by the Royal Armouries to ensure that the armour is maintained in a good state of repair and to report any problems to RA as soon as it is safe and possible to do so.

PROCEDURE FOR PROTECTING HORSES DURING JOUSTS

1. The overall health and safety of the horses used in jousts and mêlées is the responsibility

of the Horse Master.

2. Any horse allocated with a protective shaffron and/or crinet by the contractor must be fitted with it when jousting whenever it is safe to do so.
3. All horses to be used in jousting must wear a surcingle.
4. Horses to take part in the jousting will be allocated by the contractor with advice from the Living History Officer at RA.
5. There must always be a rider in soft clothing when a rider is out in the arena wearing armour in training; their horse will act as a safety horse for that being ridden in armour. During joust performances there must be 2 experienced riders in soft clothing allocated to the show. At least one of these riders should be on horseback. Riders as stated in points 5 and 6 will be provided by the contractor.

PROCEDURE FOR CHECKING SADDLERY AND TACK

1. All saddles must be checked in advance of jousts and/or mêlées by the Horse Master. Any saddlery provided by RA will be checked by the Living History Officer at RA and records kept.
2. All saddles and tack must be checked by the person tacking up and again by the rider before mounting.
3. Each rider must ensure that the saddle and tack that they are going to use is securely fastened before mounting and report any issues to the contracted ground crew immediately.

PROCEDURE FOR THE PREPARATION OF LANCE ENDS FOR JOUSTING

Lance ends must be provided by the contractor to the following specification:

1. The lance ends must be constructed of balsa wood.
2. The lance end must be sawn lengthways into quarters to within 6 inches of the end which will be fixed into the aluminium ferrule.
3. All lance end four lozenge shaped sections must be cut out from the inside of each of the four sections – at one third and two thirds of the length of the cut.
4. The density of each balsa lance end must be checked by weighing. Any balsa lance end weighing over 175 grams must be scored around the outside above the lozenge cut outs. A fine saw cut might be required if the wood is too dense to be cut with a Stanley knife blade.
5. The lance end can now be painted after which it must be checked to ensure the paint has not sealed up any of the cuts.
6. The lance end may now be used for jousting.
7. Assurances must be provided by the contractor that lances have been prepared to the above requirements.

PROCEDURE FOR PREPARING THE ARENA FOR JOUSTING

1. The arena should be set up as detailed in the 'Guidelines for Jousting' section 2.1 to 2.7.
2. The arena surface should be kept free from debris.
3. The arena surface should be maintained by the Royal Armouries' Building Services team in advance of any use and throughout the tournament period.

TRAINING PROGRAMME FOR PARTICIPANTS

All riders selected to joust must be experienced in tournaments and be able to evidence this. For externally provided jousters, participation in at least 3 major international tournaments and 3 club mêlée tournaments is a prerequisite before being considered for competition.

Riders from Royal Armouries or those apprenticed to a Horse Master must have demonstrated the following under the supervision of the Living History Officer before being permitted to compete. Any of the following may be demonstrated as part of a public training event:

1. The following are considered by RA to be the correct types of mounted warriors whose arms and armour are most suitable to familiarise the rider with, and the difficulties of riding armed: Napoleonic, English Civil War and Norman. All riders should practice with full equipment before taking part in a show and be competent in riding single handed when using this equipment.
2. Having shown their competency, the rider should then progress to riding in plate armour.
3. This should initially take place under the supervision of the Living History Officer and the contracted horse provider.
4. When the rider starts to ride in plate armour, he will wear various parts of the harness at a time to become accustomed to the weight and hindrance of the armour.
5. The sequence of wearing will be:
 - a. gauntlets which should be used at all times when training
 - b. cuisse (leg harness to knee)
 - c. full leg harness
 - d. cuirass (breastplate and backplate)
 - e. cuirass and helm
 - f. arm harness and full leg harness
 - g. cuirass helm and full leg harness
 - h. breastplate arms and helm
 - i. full harness

Skill-at Arms

Skill at using weapons whilst mounted must be demonstrated before jousting is practiced.

Riders must practice running at the quintain and rings. Riders will only be allowed to practice jousting when they have shown consistent accuracy with the lance both at the quintain and at the rings. Records will be kept of this training and competent riders will be approved by the Living History Officer.

Jousting

Once the rider is accomplished in the above and at the discretion of the Living History Officer and/or the Horse Master, they will progress to armoured riding at the tilt with breaking lances.

Mêlée

Once the rider has shown skill in armoured jousting, they will progress to mêlée practice using rubber clubs.

In the event that any training sessions are made public, commentary will be provided by the Living History Officer or commentator provided by a contractor detailing the skills being demonstrated. All content of these events will be decided by the Living History Officer in conjunction with the Horse Master, depending on the level of experience of the rider(s) and horses at the time of the event.

Guidelines for Jousting

1.0 Officials

- 1.1 The optimum number of officials to deliver a joust is eight, with two mounted and the rest on foot. In addition, a commentator will be required. This commentator can be on foot or mounted, to be decided in advance by the Horse Master and RA.
- 1.2 The Marshal will have responsibility for policing and enforcing the rules as laid out below, ensuring correct safe procedures and, with the aid of the Commentator and Squires, deciding each Jouster's score at the end of each run.
- 1.3 Mounted Squires shall be in place to assist Jousters, collect coronels and lance fragments, convey messages and act as liaison between the Jousters and Commentator on the field. Mounted Squires may also be asked opinion on the scoring of runs by the Commentator.
- 1.4 Foot Squires shall be in place to hand new lances to Jousters, remove broken lances and coronels after each run (one on each side if a solid tiltrail is used) and give information regarding the location of hits made by Jousters on each run.

2.0 The Field

- 2.1 The field will consist of a tilt 25m to 30m in length, with an area 10m in length in its centre. The tilt will be flanked by two 'counter tilts' of at least 10m in length, starting not more than 5m from the beginning of the approach side of the tilt.
- 2.2 There will be a distance of not less than 25m 'empty ground' at each end of the tilt rail.
- 2.3 Mounting blocks or 'Squire Stations' will be placed in line with, and at each end of, the tilt at a distance of between 10m and 15m from the tilt. These should also be used by scorers.
- 2.4 The tilt will be of a height greater than 1m but not more than 2m, of sound construction, and may be solid, decorated with securely fastened cloths or flags, or an open fence.
- 2.5 Counter tilts will be of sufficient construction to discourage horses from stepping away from the tilt during a run.
- 2.6 Counter tilts will run parallel to the tilt for at least 80% of their length and, for the parallel section, be not less than 1.5m and not more than 2.5m from the tilt.
- 2.7 At the end of each run Foot Squires will ensure that the tilt or list area is cleared of lance debris before commencement of the next run.

3.0 Lances

- 3.1 Lances will be made of wood of between 2.1m and 2.2m in length, from butt to ferrule (see 3.2).
- 3.2 The lance will be jointed to a 'breaking end' made from cut balsa by means of an alloy ferrule 10cm in length and 29mm +/- 2mm in diameter.

- 3.3 Breaking ends will be prepared as dictated by the CoP for Jousting.
- 3.4 Lance ends will be tipped with a rubber/latex coronel end.
- 3.5 Lance breaking ends will be painted in a distinctive colour to aid in identification of location of hits.
- 3.6 Lances may be plain or fitted with a vamplate, dependent on personal preference and at the discretion of Royal Armouries and/or Horse Master.

4.0 Horses

- 4.1 Horses will be of a size, type and fitness to carry their rider without distress and selected for their suitability for the event whether that be the skill-at-arms, the joust or a mêlée. All relevant licenses and checks will be provided by the Horse Master and records kept by the Events Manager.
- 4.2 Horses will be protected during runs by a minimum of a cloth caparison and a protective shaffron. The caparison which must be in keeping with the theme of the event, and must not contain words or symbols, which, in the opinion of RA may be considered offensive, distressing or constitute advertising for any other company.
- 4.3 Horse equipment will also consist of a properly fitting saddle and bridle of good construction and state of repair and will be provided and approved by the Horse Master. Any additional saddlery will be provided by RA having been checked by the Living History Officer in advance.
- 4.4 Saddles must be of a type and construction that give sufficient protection to the rider during the event.
- 4.5 Other protective horse equipment, for example, crinets, peytrels etc. may be worn if deemed safe by RA and agreed prior to the joust.

5.0 Riders

- 5.1 All riders taking part in the joust or other associated equestrian event will be approved by the RA Events Manager and Living History Officer in accordance with these rules.
- 5.2 Each rider must have competed in at least 3 major international tournaments before being considered for competition at RA, and provide a biography of their experience.
- 5.3 Approval may consist of a skills test and proof of medical fitness. It will be open to all riders of any nationality provided that the said testing and medical rules are complied with.
- 5.4 Approval can be withdrawn from any person who is found by the Royal Armouries to have seriously or repeatedly transgressed the rules.
- 5.5 Riders will submit themselves to medical checks and testing by a qualified medical practitioner when so required by the Royal Armouries.
- 5.6 When on the field riders will conduct themselves at all times in a chivalrous and courteous manner and within the rules of the Royal Armouries joust.
- 5.7 Jousters on the field will not approach the Marshal unless requested to do so by officials. Any conversation or complaint to the Marshal shall be done through a Mounted Squire.
- 5.8 Riders may be required to remove themselves from the field by the Marshal

whose decision is final. This may be done for a number of reasons including (but not exclusive to) those detailed below: injury; dangerous or inconsiderate riding; striking horse with lance (after warning); argument or disrespect of officials; repeated rule infringement; unchivalrous or discourteous conduct; offensive or obscene language.

6.0 Armour

- 6.1 To be worn as detailed in the CoP.
- 6.2 All jousters will, when required by the Events Manager, present themselves in armour for checks to be made by the Living History Officer.

7.0 Scoring

- 7.1 Riders will be in full control of their mount at all times during the joust. Once the rider has received their lance they must approach the Squire's Station or be at least one horse's length from the Squire's Station with the Squire's Station being on his right hand side, prior to the run.
- 7.2 The lance, on receipt, will be placed across the jouster's shoulder until ready, and then held in an upright position to indicate readiness to his opponent.
- 7.3 On commencement of the run the horse will move forwards at a good pace (canter) between the tilt rail and counter tilt, passing the opponent in the middle 10m of the tilt.
- 7.4 The horse should not stop, break pace or step out during the run along the tilt.
- 7.5 The lance may only be held in the right hand. The use of the left hand when jousting will result in no points being awarded to the rider in that run.
- 7.6 The rider must retain his lance unless, in the Marshal's opinion, the impact was so hard as to make this impossible.
- 7.7 The rider must stop cleanly and safely at the end of the run.
- 7.8 No points will be awarded to any rider who falls from his horse from the moment he receives his lance and initiates the run.
- 7.9 No points will be awarded to any rider who strikes his opponent's horse. This action can lead to disqualification if the mis-strike is deemed serious enough.
- 7.10 No points will be awarded to any rider who hits his opponent in an area deemed to be prohibited (see 7.15). This action can lead to disqualification if the mis-strike is deemed serious enough.
- 7.11 No points will be awarded for any strike made with any part of the lance other than the coronel end.
- 7.12 One point will be awarded to any rider who runs the tilt as described at 7.1 to 7.7.
- 7.13 One point will be awarded to the rider who breaks the whole balsa end of the lance up to 14" (the length of the Marshal Baton) from the ferrule with a legal strike. This point cannot be given to a rider whose lance has been dropped or hit any object on the field other than the opponent. Subject to 7.6.
- 7.14 One point will be awarded to any rider breaking his lance on his opponent's arm.
- 7.15 One point will be awarded to any rider breaking his lance on his opponent's head.

- 7.16 Two points will be awarded to any rider breaking his lance on his opponent's breastplate.
- 7.17 Three points will be awarded to any rider breaking his lance on his opponent's shield or targe.
- 7.18 All other areas than those at 7.13 and 7.14 and 7.15 are prohibited areas and may carry a warning from the Marshal.
- 7.19 The maximum amount of points that can be awarded in one pass is 5 (3 for a strike to the targe, 1 for lance breakage, 1 for meeting the criteria as described in 7.1 to 7.7).
- 7.20 Any strike to an opponent's horse will carry warnings from the Marshal and may require the offender to remove himself from the field.
- 7.21 Where a rider fails to guide his horse into the tilt he will be permitted a second chance to do so.
- 7.22 If a rider fails to enter the tilt a second time his opponent will be awarded the maximum score if his horse performed as at 7.1 to 7.7 above, or one point less if not.
- 7.23 If a rider, once in the tilt, encounters a problem which compromises safety to horses and/or self and opponent, he may raise his lance to indicate there is a problem to his opponent and the Marshal. The opponent should then endeavour not to give a hit and also raise his lance. Neither Jouster will be penalized for this. There will be a second run once the problem has been resolved.

8.0 Competitions

- 8.1 Competitions will be held as directed by the Public Engagement Group, chaired by the Public Engagement Director.
- 8.2 Consideration will be given to the number of runs performed by any horse in competition, and should not generally exceed 10 runs in any session. This will be monitored by the Horse Master.
- 8.3 In competitions lasting a number of days, scores may be simply added each day, worked out as an average, be a simple knock-out event or any combination of these at the RA's discretion.
- 8.4 Major Tournaments will use a mounted Marshal who will adjudicate the joust in place of the commentator. The Marshal's decision will be final.

I can confirm that I have read and understood the conditions of this Code of Practice.

Name:

Signature:

Date: