

**Tyger Hunt 2017: Armored Combat**

**Saturday**      **Schedule subject to change depending on turnout and interest**

**9am** List Opens for inspections, authorizations, and sparring

**10am** Novice Tournament: \_\_\_\_\_ (Round Robin or Double Elimination)  
Fighters that have not won any kingdom level combat awards

**11am** Melee for the public (format TBD)

**12am** Lunch break

**1pm** Tiger hunt tournament: \_\_\_\_\_ (Round Robin or Double Elimination)  
3 person teams (2 handlers and 1 tiger), likely 2 teams at a time  
Tiger can use a buckler and a dagger or 2 daggers (if authorized in 2 weapon).  
Handlers can have any weapon style. You win when the opponents tiger dies.

**2pm** Melee for the public (format TBD)

**3pm** Bring your worst! \_\_\_\_\_ (Round Robin or Double Elimination)  
Fight with your worst/last authorized weapon style.

**4:30pm** List Closes

**Sunday**      **Schedule subject to change depending on turnout and interest**

**10am** List Opens for inspections, authorizations, and sparring

**11am** Melee for the public (format TBD)

**12am** Lunch Break

**1pm** Roaring Wastes/Darkyard Fighter practice \_\_\_\_\_

**3pm** Baron Max holds the field for Northwoods Armored champion \_\_\_\_\_

**5pm**

**6pm** List Closes