

Events



Knights' Tournament

Tuesday 20th - Thursday 22nd August 2024

Go back in time and get up close to the action as rival knights compete in the ultimate test of strength and skill at Pendennis Castle's Knights' Tournament.

Four armoured knights and their squires will clash in four grueling rounds, and you'll be transported back to the 15th century as you experience the pageantry, excitement and action of the fearsome tournaments that took place at the castle in days gone by.

As well as experiencing the thrills and spills of the tournament, make merry with a feast of Medieval entertainments and treats. Immerse yourself in the medieval encampment, listen to our minstrels and meet characters from the past. Observe the magical art of falconry as our historic falconers demonstrate their valiant hunting birds over the castle skies. Young lords and ladies can test their aim with 'have-a-go' archery, or gasp and giggle at our castle Jester.

Times are approximate and some activities are weather permitting.

- Please note the minimum age for "Have-a-Go" archery is 5 years old.
- The archery range will be open throughout the day with regular intervals please see the timings board next to the activity for more information.
- There will be working animals on site, please ensure dogs are kept on a short lead and kept under close control at all times.
- When visiting displays, please do not touch anything unless invited to do so by performers.
- Please do not cross any tape barriers unless invited to do so by the performers.
- There will be theatrical recreations of combat and drills from the period.

Timetable of Events

- 10.00am Pendennis Castle and the Living History Camp opens Medieval Music Our medieval minstrels play to delight you. 10.30am Knights Tournament: Accepting the Challenge and Archery Choose 11.00am your knight and cheer for your favourite as they accept the challenge and head straight into the first competition. Longbow Archery! Tom's Sharp (Half)Wit! Tom Fool is let loose in public with a 11.30am sword...what could possibly go wrong? **Dressing the Knight** Join the Earl Marshall and the knights at their tents 12.00pm and learn just what it takes to get dressed into a full harness of 15th Century armour. 12.30pm **Medieval Falconry** Watch a thrilling recreation of the noble art of falconry. 1.00pm Knights Tournament: Sword Fighting Watch and cheer for your favourite knight as they go into one-on-one combat using some of the finest of swords and weapons from the Armoury. Napple on the Numbskull Come and watch our fool build a Cat-apple-ult. 1.30pm Flying projectiles, stilts, fire and very little practice. Meet the Knights Join the knights at our pop-up shop where you can 2.00pm have a picture, or get your flags signed before the knights take to the field. Medieval Music Join Myal Pyper to hear more tunes from 2.00pm the 15th century. Knights Tournament: Battle of Barriers and Crest Melee A barrier 2.30pm between them and Pole Hammers in their hands, raise your voice for your champion and spur them on as they fight in the hardest hitting event of the day! Followed by a competition of skill and speed to take the crest from their enemy's helmets without losing their own. **Medieval Falconry** Marvel at a cast of avian legends of the chase. 3.00pm 3.30pm A School for Fools A skip and a dance through history, with Tom Fool, highlighting some of the most important fools to have ever graced us with their presence. Knights Tournament: The Grand Melee Who will be victorious? The 4.00pm Grand Melee will decide! A full tournament field with every knight and squire heading in to face each other at the same time! Only one knight can win so shout, scream, boo and cheer for your favourite knight and see who will be crowned champion!
- 4.30pm **Medieval Music** A final chance to hear our medieval minstrels!
- 4pm-5pm Last chance to visit the encampment, explore the castle and meet characters from the past!







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Meet the knights!

Red Knight of the South: Sir James D'ambrey

A tournament veteran. Comfortable with a variety of weapons though rarely seen without his father's Great sword. Sir James lives for battle and has a brutal reputation for letting nothing get in his way of winning. Odds are rarely against him though he's known to excel in the battle of the barriers and crest melee.

Green Knight of the West: Sir Guy De Mowbray

Noble to a fault Sir Guy is no stranger to the tournament field, known for honour during battle and upholding the code of chivalry at all times. A keen hunter means that he is skilled with a sword and a bow, making him a well-rounded, versatile warrior.

Blue Knight of the North: Sir Joseph Cawdor

A seasoned talent on the Tournament field, Sir Joseph's skill with a blade made him a rising star on the field. Honing his skills, he has found that speed and agility is his greatest ally. Hailing from a proud family of notable fighters, will the wealth of experience lead him to another victory or will his pride be his downfall? We shall see. Keep your eyes on him in the first round, as his prowess with a blade makes him a favourite with a sword.

Gold Knight of the East: Sir Robert De Ballon

As a relatively poor knight from a minor family Sir Robert De Ballon has quickly earned a reputation for hot-headedness on the battlefield which he has used to his advantage on the tournament field. Often casting his sword aside for a Warhammer, he never thinks twice about wading into the fray. Watch out for him in the Grand Melee!