



VISIT ENGLISH-HERITAGE.ORG.UK/EVENTS OR CALL 0370 333 1183

Timetable

Knights Tournament

Watch as swords clash and our resident knights take to the arena for trials in combat.

11.00am	Accepting the Challenge & Archery. Choose your knight and cheer for your favourite as they accept the challenge and head straight into the first competition. Longbow Archery!	2.30pm	Battle of Barriers and Crest Melee A barrier between him and the Pole Hammers in his hands, raise your voice for your champion and spur him on as he fights in the hardest hitting event of the day! Followed by a competition of skill and speed to take the crest from their enemies' helmets without losing their own.
1.00pm	Sword Fighting Watch and cheer for your favourite knight as he goes into one-on-one combat using some of the finest of swords and weapons from the Armoury.	4.00pm	The Grand Melee Who will be victorious? The 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!

See how our knights get ready for action in the camp at 12 noon, and meet the knights at the retail area at 2pm – bring your flags!

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Medieval Falconry

Enjoy a live demonstration of hawks hunting for the larder and noble falcons flying for sport.

12:30am & 3:15pm

Castle Jester: *Inflamia*

Enjoy a frantic frenzy of fearsome fire, along with feats of derring-do. Frightening but fun. Safe but stupid!

11:30 & 4:30pm

Castle Jester: *What a Palaver's World of Wonder*

Join our castle jester for a breath taking and manic romp.

1:30pm

Living History Encampment

Visit our living history encampment throughout the day for arms & armour displays, cooking demonstrations, medicine talks, medieval board games and various craft activities.

Please note:

All times are approximate and locations may change.

Some activities are weather permitting and may need to be amended or cancelled at short notice.

Children must be accompanied at all times.

Please do not touch any weaponry or equipment unless invited to do so by a performer.

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