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Legendary Joust

Be transported back in time this bank holiday weekend as the Legendary Joust sets up camp in the grounds of the magnificent Beeston Castle. Budding Lords and Ladies of every age can experience the sights, smells and entertainments of an authentic 13th century celebration as the castle is brought to life.

Today you will see a true battle of heroes as four knights compete for honour and glory. Each knight will represent a character from a historic myth or legend, these characters were symbolic in medieval England, and held in high regard. Jousting on horseback and armed with a lance, the knights will compete to prove their superior fighting prowess and chivalrous skills.

As well as experiencing the thrills and spills of an authentic 13th century joust, make merry with a feast of medieval entertainments and treats. Discover the secrets of armour and weaponry, and see our foot soldiers in battle.

This is sure to be a great day out for all the family - children can take part in junior jousting and mini melee with Griffin Historical, and thrill seekers of all ages can join Heathcliffe Heroics to test their arm at have a go archery. Hear our medieval minstrels Trouvere, and enjoy mischief from our jester Tom Fool as well as a range of displays within our encampments.

Meet the Legends

The Wyvern

This mythical creature is not to be confused with the dragon; as you see from the Wyvern's heraldry it has two legs rather than the four that a dragon has! The Wyvern is shrewd, cunning, vicious and a symbol of power and strength in battle.

The Wildman

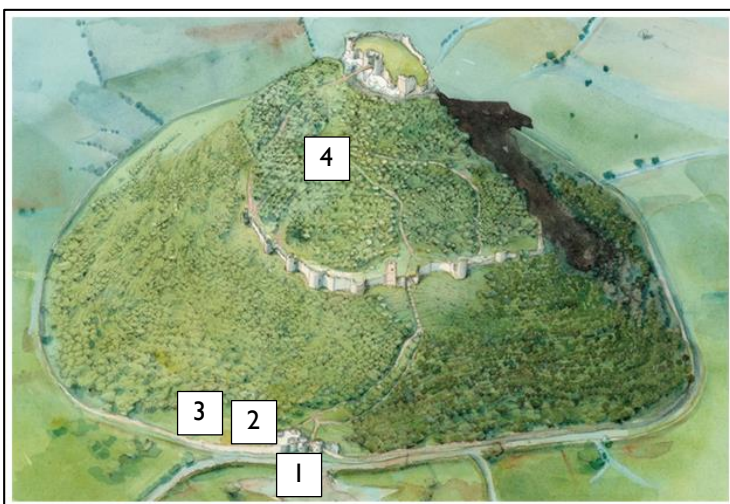
The Wildman is a Celtic mythical figure. People would dress up as the Wildman for medieval dancing parties or brawls, it was a chance to take on a more wild and free spirit in a social setting. The Wildman is a symbol of virility, strength, independence and harmony with nature and freedom.

Sir Lancelot

Sir Lancelot du Lac, the first knight of the round table symbolises gallantry, strength, chivalry, courage and noble deeds. This mythical figure is the epitome of what a knight should be. Sir Lancelot's only downfall is love...

Jason of the Argonauts

The ship named The Argo is the symbol of Jason and the Argonauts. The Greek mythical hero Jason was the leader of the Argonauts whose quest for the Golden Fleece represented strength, bravery, wealth, adventure and attainment.



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| 1 | Visitor Entrance |
| 2 | Knights' Arena and Griffin Historical |
| 3 | Have A Go Archery and Living History Camp |
| 4 | Joust Arena and Camp |

Timetable of Events

- 10.00am The Living History Camp opens and Medieval Music with Trouvere
- 10.30am **Arming the Knight** Watch as our knights get ready and prepare to do battle! **Living History Camp (3)**
- 11.00am **Knights in Battle!** Watch in awe as our brave foot knights battle it out in single combat **Knights' Arena (2)**
- 11.30am **School for Fools** Meet Tom, the Fool, and learn something of the history and practice of this most sought after job
** Tom Fool's show will finish at 12.00pm allowing time to make your way to the Joust Arena (4)*
- 12.15pm **Legendary Joust** Cheer on your champion in the thrilling Tournament!
Don't forget to visit the Joust encampment after the joust to get your flags signed by your favourite legend. **Joust Arena (4)**
- 1.00pm **A fittingly Fiery Folly** Our jester attempts to fight fire with...fire! A feast for the senses or a foolish endeavour?
- 1.30pm **Twenty Instruments in Twenty Minutes** Join Trouvere for a whistle-stop tour (literally!) of medieval music with a dazzling array of instruments and sounds
- 2.00pm **Training of the War Horse** Join our legends to hear about the training processes used to prepare for competition **Joust Arena (4)**
- 2.30pm **Napple on the Numbskull** Our fool contemplates gravity... with an apple. Nutritious, tasty and dangerous!!!
- 3.00pm **Grand Melee** Watch as the foot knights battle it out in the Grand Melee! **Knights' Arena (2)**
** The Grand Melee will finish at 3.30pm allowing time to make your way to the Joust Arena (4)*
- 3.45pm **Legendary Joust** Cheer on your champion in the thrilling final Tournament! All the points will be counted up and find out which Legendary character is today's winner! **Joust Arena (4)**
- 4.30pm **Medieval Music** A final chance to hear our medieval minstrels Trouvere play
- 4pm – 5pm **Last chance to take part in the junior jousting, have a go archery and visit the encampment!**

(Please note times are approximate and some activities are weather permitting.

The family activities will be open throughout the day with regular intervals – please see the timings board next to the activities for more information.)

- 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
- There will be working animals on site, please ensure dogs are kept on a short lead and kept under close control at all times