

## How to Herald A Tournament List (armored)

List Heralds are an integral part of the smooth functioning of a tournament. They take information collated by the List Mistresses (or Masters) and use it to coordinate fighting bouts in the list. The herald keeps the list running smoothly and quickly in order to maximize active fight times and minimize confusion.

### Organization

The following people interact with you in important ways during a tourney:

- List Mistresses/Masters - Manage tourney pools and trees, will give you names on a paper (round robin tourneys) or on index cards (standard elimination trees)
- Marshals – Keep everyone safe, confirm kills/bouts
- Fighters – Tell you how to pronounce their names and what title they prefer to use, look to you for tournament order (who’s on deck)
- Onlookers – Look to you for information about who’s fighting and when, also to announce kills
- (Gambling Table Runners, if applicable) – If your tournament is running a gambling table, this person will confirm that the betting has closed for your list so you may begin.

### Your Job as the List Herald

- Before the tourney begins
  - Check with List Mistresses to **get cards/paper** with fighter information
  - **Introduce yourself** to the Marshal in your list
  - **Announce** the fighters in your list; **check** with them regarding their name pronunciation and appropriate title. Write it down.
- Before all tournaments (like, right at the beginning of the fighting day), **pronounce The Litany**. (If there is a Herald-in-Charge, they may do this instead of you.)
  - See page 4.
- Before each bout, **announce** the following:
  - Now **fighting**: So-and-So and Who’s-Her-Face!
  - **Arming**: That Guy and Such-and-Such!
  - **Preparing to Arm**: What’s-His-Name and The Ugly One!
    - Note: this gives enough notice that combatants know how long they have to take a breather. Also, if you are running a Round Robin pool, chances are some fighters will only sit out one bout at a go, so you may want to reduce your announcement to “Fighting” and “Arming” only, since “Preparing to Arm” would be information overload at that point.
- During the fighting bouts, **stay out of the way!** The Marshal will say “Lay on.”
- After the bout, **confirm** the kill with the Marshal, note it on your paper/card and **announce** the winner. Then, repeat the above announcement with the next rotation of fighters! Lather, rinse, repeat!
- When your Round Robin page (or index cards for an elimination tree) is complete, return it to the List Mistresses who will either hand you another page, or tell you to come back.
  - When the Round Robin pool is complete, the List Mistresses will tell you who advances from your list. Return there and **announce** who is advancing. With elimination trees, that’s usually self-evident, but at the end of your round, you may **announce** anyway.

## Practical Tips & Tricks; Practice

- **Projection:** Your volume comes from your vocal chords, only. You need air from your lungs, pushed by your diaphragm, but your voice actually comes from your larynx. Think loud; be loud. Torso support is great, but it's actually a better skill to focus on your vocal chords. You WILL need to take a deep breath in order to say as many words in a row as you need to. Think of your voice as a laser and send it where it needs to go.
  - **TL;DR** – Use your air, but mind your throat.
- **Elocution:** You'll need to speak at 75-50% of normal speaking pacing when speaking loudly. Acoustics allow vowel sounds to appear to travel faster than consonants, so you want to give your consonants the time they need to line up into your audience's ear. It sounds REALLY stupid in a normal speaking voice, but it's critical when serving as a herald. Honestly, if you slow down and use all your letters, you don't have to be that loud.
  - **TL;DR** – Slow... down... and... use... all... your... letters.
- **Fear Moderation:** What are we afraid of? Saying a name wrong? Screwing up someone's rank? Calling for the wrong person? Announcing the wrong winner? Let's name them all. They're all valid fears, however irrational they are. Often, simply naming a fear gives it less power. Further, if you can name it, you can run interference on it. I've been doing this for 6 years. I've made all the mistakes you're afraid of making. If you accept correction with grace and humor, you'll be fine and everyone will appreciate you. **Practice** what you should do if you make a mistake, so you're prepared to handle it.
  - "But I can't stand being up in front of a lot of people!" Okay, maybe this isn't for you, but if you want to keep trying (I salute you!), then we can try the old "imagine the audience naked." If that doesn't work (it totally doesn't for me), pick a nice-looking person and pretend you're speaking ONLY to that person (a friend might be a good choice for this). I like to pick a single person and speak only to them, until they make eye-contact with me, and then I pick a DIFFERENT person and speak only to them. If you are uncomfortable speaking to anyone at all, find a point on the top of someone's helmet, or a banner behind everyone, or some other inanimate object, and speak only to that.
  - "I'd really feel better with someone standing next to me." Great! Good on you for recognizing your need and asking for it to be met. We'll get you someone.
  - "I'm afraid I won't remember everything I need to do." That's why you have these cheat-sheets. Take them with you; make up your own. It's smart and courageous to use tools to get the job done. I have a huge binder of such "cheat sheets."
  - **TL;DR** – Examine your fear and ask for what you need to mitigate it. Practice beforehand what to do both normally (see other side of this paper and page 4) and in the inevitable case when you make a mistake.

Note: while these tips are provided to the tourney herald, they apply equally to heralding court.

## **Tourneys at a Glance**

### ***Tournament Styles***

#### **Single Elimination**

- A single elimination tourney is also called a “guts” tourney or a “sudden death” tourney – each combatant can only lose one bout before they are out of the running!
  - College basketball and hockey “Sweet 16s” are single elimination.
- Single elimination tourneys are probably the easiest to run because you only have to keep track of the winners of each bout.
- Single elimination tourneys are also the fastest to run because the list of combatants is halved each round.
  - Single elimination tourneys are therefore good when you have a lot of combatants.

#### **Round Robin**

- Round Robin tourneys allow each fighter within a given pool to face every other fighter in the list.
  - The tourney can be run with a single pool if the number of combatants is small or there is a lot of time, but commonly the tourney list is broken into two to four smaller pools.
- The total wins for each fighter from each pool are tallied once all bouts are complete, and those fighters with the most wins from each pool advance to the next round.
  - Round Robin tourneys are good for getting a lot of fights in against lots of different fighters.
  - They are often used to “seed” Elimination trees (see above and below) by ability.

#### **Double Elimination**

- Double Elimination tourneys are the most common competition tourney in the SCA
  - Coronet and Crown Tourneys are double elimination up to the semifinals or finals.
  - Most war point tourneys will be either double elimination or single.
- Double elimination tourneys can be very straightforward and easy to run, but they can also be very complicated.
  - Standard tourney trees make running double elimination tourneys very straightforward, but they’re often based on a set number of combatants – eight, 16 or 32 (empty spaces may be filled with “bye” fights, which are essentially a pass).

## Crying Tournaments

List Master/Mistress is (usually) in charge of organizing the tournaments. They will give you the information you need to cry it effectively. All tournaments follow the same basic formula:

### Early Rounds

1. Carry your list cards/sheet to the list. Have a pen(cil)!
2. Call your bouts:
  - a. “Now **taking the field**: So-and-So and What’s-his-Face!”
  - b. “**Arming**: What’s-her-Name and The Ugly One!”
  - c. “**Preparing to Arm**: Noisy Guy and Never-Ready!”
    - i. NOTE: some people are particular about their titles (whether a person is a duke, knight, etc. or has any fighting award like Red Company, etc.). Also, some tournaments have betting whose odds differ based on fighters’ ranks, so make a practice of soliciting this information each time.
3. After you announce, keep out of the marshal’s way.
4. **Confirm the winner WITH THE MARSHAL**. (I’ve nearly advanced a loser, because the kill was questionable. Always check, even if you’re pretty sure.)
5. **Note the winner** on your card/sheet, **announce** it, and **call the next bout** as above.
  - a. Sometimes, with round-robin tournaments, a combatant will have multiple bouts in a row; alter your litany by saying something like:
    - i. “Now taking the field: So-and-So and What’s-His-Face, who will **REMAIN** in the list to defend against The Ugly One!”
6. Return your cards/sheets to the List Master/Mistress as they request of you (some want it after each bout; some want it at the end of the round).

### Declaring Advancement

If it falls to you to announce advancement (check with the List Master/Mistress), **announce** from your list as follows:

- “Advancing to the next round: The Ugly One [with four wins]; So-and-So [with four wins]; What’s-Her-Name [with three wins]; Never-Ready [with two wins].”

### Finals Rounds

Finals often get more pomp than earlier rounds, because there are fewer combatants. Treat your **announcement** accordingly:

- Now taking the field: Duke So-and-So [Surname] and Sir The Ugly One [Surname].
- Arming: Captain What’s-Her-Name [Surname] and Sergeant Never-Ready [Surname].

Sometimes, for finals rounds, you may cry the salute **litany** (again):

- Salute/Honor the Crown of the Middle Kingdom (or their representative)
- Salute/Honor the one who inspires you this day
- Salute/Honor your noble and worthy opponent
- Pay heed to your marshal!

Return your cards/papers to the List Master/Mistress. The winner will be announced by the Marshal-in-Charge during Court.