



Master of Arts Medieval Tactics Guide

Design a small team booklet that describes each medieval event (objective & rules) and the skills and tactics needed to achieve victory for your guild. Each participant is responsible for at least one page (should be indicated by including the author of the page). Students will receive points for completing their specific page and for the overall completion of the booklet. It is recommended that students collaborate to complete the extra events and act as co-authors.

Requirements:

1. Cover

- a. Name of the clan/guild/house
- b. Coat of arms for the group
- c. Motto
 - i. Must be done neatly with professionalism.

2. Page One:

- a. Names of members. For example: Sir Lancelot or Lady Lynette
- b. Place or origin
- c. Be sure to include their personal Motto.

3. Event Pages

- a. Event Name
- b. Description of event
 - i. How it works, rules, objectives (written & drawn)
 - ii. Skills needed for success
 1. Agility
 2. Balance
 3. Coordination
 4. Power
 5. Speed
- c. Tactics
 - i. Describe strategies that your group will employ to achieve victory.

Events

Rope Joust		Push Up Pull	
Standing Arm Wrestle		Walk the Plank	
Flag Grab		Anchors Away	