

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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EVENTS



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Knights Tournament at Bolsover Castle

Kids Activities – Select Society

'Sword School' join us throughout the day and learn the sword-skills of a Knight, the etiquette and poise as displayed in battle during the medieval times and then...have a good sword fight! and

Select Society presents the tale of the most famous Knight of all time - 'Sir Lancelot, Knight of the Round Table and King Arthur's Champion' - as told with puppets!

Puppet Show Times: 10:30am, 1:30pm and 4:30pm

Myal Pyper

Join our talented Medieval Musicians near the Beech tree and enjoy some of the popular dance tunes of the day...and night!

12pm and 2pm

Castle Jester: Tom's Sharp (Half)Wit!

Whereby our fool shall parry, prance and prattle without prior practice. 11:30am

Castle Jester: Napple on the Numbskull

Whereby our fool shall attempt to catch...an apple! Stilts, catapults, fire, human targets...what could possibly go wrong!

12:30pm

Castle Jester: Tom's School for Fools

Come and learn the ways of the fool. Enter silly, leave...sillier! 3:15pm

Step into England's story