



Legendary Joust at Kenilworth Castle

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 joust, make merry with a feast of Medieval entertainments and treats. Immerse yourself in the medieval encampment, listen to our minstrels and meet characters from the past. Observe the magical art of falconry as our historic falconers demonstrate their valiant hunting birds over the castle skies. Young lords and ladies can test their aim with 'have-a-go' archery, test their (foam) sword skills, or gasp and giggle at our castle Jester.

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.

Visit [english-heritage.org.uk/events](https://www.english-heritage.org.uk/events) or call 0370 333 1183

Timetable of Events – Please see Event Map for Performance Locations

- 10.00am **Medieval Music** Kick off the day with some toe-tapping tunes from our medieval minstrels Myal Pyper as you arrive.
- 10.00am **Meet the Legends** Your first chance to meet today's legendary combatants! (2)
- 10.30am **Arms, Armor and Combat of the 15th Century** Hear about the armor, weapons and tactics used on the battlefields of medieval Europe. (5)
- 11:00am **Medieval Falconry** Learn about the medieval mythology of birds as you watch an enchanting cast of hawks and falcons in flight. (7)
- 11.30am **40 Not Out** A marvellous magnificent manic mishmash showcasing a lifetimes career of stupidity. A little bit of everything I've ever done with thrills and spills galore along with a sprinkling of audience participation. (6)
** This display will finish at 12.00pm allowing plenty of time to make your way to the Joust Arena (9 on the map)*
- 12:15pm **The Legendary Joust** Cheer on your champion in the first joust of the day! (9)
- 1.00pm **Medieval Music** Sit and relax while you enjoy Myal Pyper playing some of the sweetest tunes from medieval times.
- 1.30pm **Meet the Legends** Join the knights at our Pop-Up Shop to have your picture taken and get your flags signed! (3)
- 2.00pm **40 years of Fire** A frenetic frenzy of fearsome fire, along with feats of derring-do. Frightening but fun. Safe but stupid. Featuring fire-eating, fire-breathing, and fire juggling. It's a fire show basically! (6)
- 2.30pm **Medieval Falconry** Listen to stories of birds in folklore and watch legendary raptors in an exciting simulated chase. (7)
** This display will finish at 3.00pm allowing plenty of time to make your way to the Joust Arena (9) on the map.*
- 3.15pm **The Legendary Joust** Cheer on your champion in the final joust of the day! (9)
- 4.00pm **Medieval Archery** Discover how soldiers used the fearsome medieval longbow and the miracle of Agincourt (5)
- 4:30pm **Medieval Music** A last chance to hear lively tunes from the Middle Ages!
- 4pm – 5pm **Last chance to meet the characters from the past and explore Kenilworth Castle**

Please note if using the shuttle bus service – the last bus will leave Kenilworth Castle Visitor Centre at approximately 5:30pm.

Times are approximate and some activities are weather permitting.

- ❖ The Legendary Joust takes place outside the castle walls. Access to this area is via a sloped grass path.
- ❖ Please note the minimum age for 'Have-a-Go' archery is 5 years old and the minimum age for Squires' Tournament is 2 years old.
- ❖ The archery range and Squires' Tournament will be open throughout the day with regular intervals – please see the timings board next to the activity for more information.
- ❖ There will be working animals on site, please ensure dogs are kept on a short lead and kept under close control at all times.
- ❖ 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.