

King's Arrow Ranch | Lumberton, MS

Gulf Wars XXVI

March 11-19, 2017



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About the Cover

Louis de Tarente founded the chivalric Order of the Holy Spirit at the Right Desire (also known as the Order of the Knot) in 1352 to consolidate his power as the newly installed King of Naples and Sicily. He commissioned an 84-page memorandum outlining the statutes of the order. An illumination at the bottom right of the sixth folio depicts members of the order preparing to embark on a crusade, their banners and devices held high.

The image spoke to artist Ysabel d'Ange (Libby Guerry), who saw it as the perfect inspiration for a Crusade-themed cover honoring the heroes, artists, servants and friends lost by Gulf Wars' host kingdoms in recent months. See if you can find a familiar device incorporated into Ysabel's work.



The original manuscript in the Bibliothèque nationale de France.

About the Illustrations

Select interior illustrations in a 12th-century style were contributed by Lady Emelina le Norreys (Laura Dollie Terhune).

The Gulf Wars XXVI site book is not an official publication of the SCA, Inc., nor does it delineate SCA corporate policy. Information published herein was submitted and compiled by the Gulf Wars XXVI staff, who have made every effort to deliver complete and correct information. Any errors are unintentional.

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We welcome the Known World to Gulf Wars XXVI and invite you to make this year's war something special!

Partake of some of the Society's best shopping at Merchant's Row. Enjoy the excitement of combat and competition as a participant or an observer. Dance in the hall all night, or join friends at the Green Dragon Inn. Share the feats of the day or glories from past years around the campfire. Explore new horizons with classes of every description. Celebrate St. Patrick's day at the Known World Party hosted by the Kingdom of Ansteorra. Or, make this war special by giving a few hours of service; many hands make light labor.

With so many amazing things to see and do at Gulf Wars, people often miss the chance to experience all the wonders it has to offer. To encourage new and longtime visitors to the War, and in honor of 26 years of Gulf Wars tradition, we hereby issue an "Alphabet Challenge." Participants can earn a prize from each of 26 different areas, and the first 50 to successfully collect all 26 tokens will be rewarded with a special token. More details can be found at Information Point.

Have a great time, stay safe, and again welcome to Gulf Wars XXVI!

~ Your Event Stewards



Maistreas Cairistiona
bhan inghean mhic Earthaigh



Duquesa Elisenda de Luna

Gulf Wars Staff

AutocratMaistreas Cairistiona bhan inghean mhic Carthaigh
AutocratDuquesa Elisenda de Luna

ON-SITE SERVICES

Animal Control.....HL Catrin Skynith/Johnna ingen ui Chinaeda
Cry HeraldsHL Ivo Blackheart
Emergency Preparedness..... Mistress Celestine de Chatham
ExchequerMistress Juliana Foxcroft
Handicap Camping Taddea de Trieste
Handicap Camping Deputy Caerfael Caereg of Aberdarron
Hospitality..... Lady Geira Dansdottir
Information Point Robbie Scott
Inventory..... Meadhbh inghean Rois
Known World Party..... Baron Krag von Berghen
Landcrat HL Eleri Cadarn
Day PavilionsLady Rose Marye
Landcrat AnsteorraBaron Vincenti da Murano
Landcrat East Kingdom..... Juliana von Altenfeld
Landcrat Meridies Baron Bjorn the Hunter
Landcrat TrimarisMaster Richard LeWulf
Landcrat Northshield..... Sibyl Sevenoke and Michael St Christian
Media Coordinator HL Rebecka MacGillivray
Media Deputy Lord Jamys Chapman
Merchant Coordinator Mistress Seraphina Maslowska
ParkingHL Calena di Rosa Nero
Public WorksÆoelbeorht of Harduic
Recruitment..... Mistress Charla Noel du Lac
Reservations/TrollMaster David le Ymagour
Sanitation..... Lady Adrianna DelaLuna
Social Media Mistress Kendra Dey
Social Media DeputyMistress Jocosa d'Auxerre
Transport ServicesMaster Morgan of Osprey
Volunteer Point Baroness Charmaine de Chanson
WagonGaret DeHanneth
Watch Commander Sir Stuart MacDonald
Watch Scheduling Deputy..... Syr Wolfhere von Manteuffel
Youth Activities..... HL Rapunzel of Trimaris
Youth Activities Deputy..... Lady Kalisa Cherenova

Royal Liaison.....Countess Michelle Chantal de Charente
Liaison Ansteorra..... Gräfin Amelot Lisette
Liaison Meridies..... Lady Rondalynne Seren

MARTIAL ACTIVITIES

Marshal in Charge Sir Cairbre mac Siomaigh
Combat Archery Marshal Baron Æduuin thee Hacke
Equestrian MarshalHL Azenari Basandere
Equestrian DeputyHL Mirabelis Zabaneh
Fighter Support..... HL David Duckworth
Fighter Support Deputy..... Mistress Elsa von Schammach
Live Weapons Marshal..... Baroness Juliana Strangewayes
Rapier Marshal..... Don Ceallach MacDonal
Siege Marshal HL Sean O'Neill
War Herald..... Master Alexander Ravenscroft
War Herald Deputy Lord Mike
Youth Combat MarshalSir Neil Gray

ARTS & SCIENCES

A&S Class/Activities Coordinator Mistress Solveig Eiriksdottir
A&S Class/Activities Deputy..... Baroness Adalia VondemBerg
A&S Competitions..... Mistress Arielle de Brabazon
Al-MahalaHL Zhara um Nikko
Al-Mahala Deputy..... Mistress Edwina Dirks Sterne
Artisan's Row..... Mistress Willoc Mac Muiredaig
Artisan's Row DeputyLady Rose Marye
Ca' d'Oro Renaissance Salon Maestra Giata Magdalena Alberti
Early Period Life..... Mistress Bridget Edan
European Dance Lord Runolfr
Herald's Point..... Lady Genevieve d'Estelle
Kennel Lands/Coursing HL Chrysantha D'Argento
Performing Arts & TheatreHL Sean-Patrick O'Donnell
Performing Arts & Theatre Deputy Lady Marie Isabelle Tailleur
Scribe's Point..... Mistress Adela Scrijver van Brugge

ADVANCE TEAM

Master Scheduler Master Wulfram Forrester
Publications..... Lady Zeliha bint Sayyid
WebministerHL Sebastian of Iron Mountain





Ansteorra



Greetings unto the great populace of the Known World!

The kingdom of Ansteorra is proud to welcome you to Gulf Wars XXVII! We are so very happy to be here among such a great assemblage of family and friends.

We encourage you all to enjoy the many activities this great War Without Enemies has to offer. See old friends and make new ones. Prefer the thrill of combat? We have it all: chivalric, rapier, youth, and equestrian. Archers, come shoot at the targets — or your (well-armored) friends! Arts and sciences of all sorts will be displayed, learned and taught. Not to mention SHOPPING! Be sure to volunteer; the war can't happen without the support of each person that gives of their time. Above all, have an epic time.

VIVAT ANSTEORRA! In service of the dream,

Jason and Margherita
Rex et Regina Ansteorra

Heirs of Ansteorra



Gabriel II and Sonja II



Gleann Abhann



From the Stormborn, unto all of the Known World, Bia chaoibh!

The Kingdom of Gleann Abhann bids you all welcome to our homelands, and wish you all as much merriment as you can find at Gulf Wars 26. It is our honor to act as your host, and invite you to enjoy the courtesy of our fair kingdom.

The "War without Enemies" has surpassed a quarter century. Each one comes with its own revelries, friends both new and old, and the occasional challenge. We do hope you will be able to get your fill of combat, classes, displays of talent and artistry, and revel in the wonders that this war always brings.

So make yourselves at home, be kind and courteous to each other, and have a wonderful week as we celebrate our shared dream.

Cailin II and Danielle II
King and Queen of Gleann Abhann

Heirs of Gleann Abhann



Loric II and Diana II



Ave Travellers, Well Met!

Welcome to Gulf Wars. This is a wonderful event filled with a myriad of exciting things to see and places to go. Here you will hear laughter, forge friendships, and create memories that last a lifetime.

It is Our dearest hope that, whether this is your first or 26th Gulf Wars, you get your fill of merriment, fighting, teaching and learning. If you manage to find the time amongst the hustle and bustle of all the activities, please consider volunteering. All of these fantastic things to see and do are born on the backs of volunteers like you, without which none of this would be possible.

Thank you for spending your vacation with Us.
Y'all have fun now!

Barthelemy and Oda Imperati Meridies

Heirs of Meridies



Bryce and Rhiannon



Hail to all travelers of the Known World!

We welcome all who have returned and to those whom this is their first Gulf War. We all gather here in the lands of Gleann Abhann to celebrate our shared love of the SCA.

Here we participate in the pentacle of our shared cultures, reunite with families afar and welcome new friends into our lives. Though the competitions here are fierce and hearty let us use them to elevate us all in skill and comradery. We look forward to joining you in our common dream.

We raise our cups to everyone's health, safety and friendship!

Vivat the Dream! Vivat Trimaris!

Ari II and Sibilla II King and Queen of Trimaris

Heirs of Trimaris



Danial and Emelyone

Site Rules

King's Arrow Ranch is private property. The Autocrats, Autocrat designee, or site owner has the right to refuse or deny admission without cause or reason of any kind. Registration and attendance is tacit agreement that you will follow site rules. Infractions of the established rules may result in curtailment of activities and/or expulsion from site without refund of fees.

This is not a comprehensive list of site rules. Additional rules and standards may be found in various departments' standard operating procedures. A "common sense" approach to rules and code of conduct will be applied to areas not specifically addressed in this document. The Autocrats are the final arbiters of grievances and issues not specifically covered here.

~ General Rules ~

- Participants are required to make an attempt at pre-17th century clothing.
- All federal, state, and local laws apply. If you break mundane law, we will call mundane authorities.
- No fighter's card = no combat-related activities.
- No fireworks.
- No firearms or cannons.
- No swimming. The swimming pool is closed.
- No fire spinning, spitting fire using chemical agents, or other fire-related performances (including fire twirling, juggling, swallowing, etc.).
- A site-wide speed limit of 5 mph is strictly enforced. Speeding may be grounds for ejection from the event.
- Sales of merchandise or services, including raffle tickets, fundraisers, and auctions, are prohibited outside the designated merchant areas in accordance with Mississippi sales tax laws.
- Punctuality is essential due to the full nature of the schedule. If you are late for a function, it is up to the individual(s) running the event as to whether latecomers are allowed.
- **RULE OF THUMB:** If it's dangerous, don't do it!

~ Entry Policy ~

The medallion issued at Troll is your receipt for the event. You must wear your medallion at all times. If you leave site, you must show your medallion to re-enter, or you will be required to pay for entry.

LOST MEDALLIONS

Lost medallions will not be replaced. If you cannot find your medallion after checking with Lost and Found at The Watch, you may bring your paper receipt to Troll to receive a wristband in lieu of a medallion. The wristband must be worn at all times. If you leave the site, you must show your wristband to re-enter, or you will be required to pay for entry.

TRESPASSING

Trespassing, including gate crashing or sneaking onto site, is against the law and is a punishable offense. Anyone caught trespassing or aiding in the act of gate crashing will not be allowed to remain on site.

Some private camps are located on personal lands adjacent to the site. Anyone entering site from these adjacent lots must be registered and hold site medallions. Should a camp allow individuals to enter the site without being properly registered, punitive measures may be taken. It is also understood that these land-holders will "police" their own to make sure all site rules are enforced and carry sufficient insurance to cover liability and damage claims.

~ Alcohol ~

The legal drinking age in Mississippi is 21. Observe the law. Anyone serving/giving alcohol to a minor will be expelled from site, PERIOD! Ignorance is no excuse. Alcohol will not be served by anyone to anyone not possessing a government-issued photo ID or other acceptable proof of age anywhere on the Gulf Wars site. If you choose to violate this, you do so under your own cognizance. We will not cover for you.

~ Animals ~

Animals on site include, but are not limited to, horses, sport dogs, birds of prey, and service dogs. By registering and entering the site, you acknowledge your awareness of the animals on site and accept all liability for interactions with the animals.

- All dogs must check in with Animal Control upon entering site for the first time.
- Service dogs are allowed ONLY if pre-registered with Animal Control.
- Non-service dogs are allowed ONLY if pre-registered with Kennel Lands (see "Kennel Lands," page 34).
- Unspayed female dogs are not allowed if they are in heat during Gulf Wars.
- Horses are allowed ONLY if pre-registered with the Equestrian Deputy (see "Equestrian," page 30).
- Other animals (cats, snakes, goats, etc.) are considered "pets" for the purposes of this event, even if they are considered "service animals" by the pet owner. For health and safety reasons, pets are not allowed at Gulf Wars.
- Due to health and sanitation concerns, no live animals can be brought to site for the purpose of slaughter, encampment cooking, ritual use or bait/prey.
- Animals used for educational purposes may be allowed, subject to specific provisos and limitations, but only with the express permission of Animal Control and the Autocrats.

Individuals who bring unapproved animals to Gulf Wars will have two options: find boarding arrangements off-site, or leave site with no refund. Non-compliance with these rules can lead to removal of any animal and or owner/handler from the event.

SERVICE ANIMALS

In accordance with the Americans with Disabilities Act (ADA), only dogs are recognized as service animals effective March 2011. Specifically, a service animal is any canine, regardless of breed, that has been trained to provide assistance to an individual with a disability, whether that disability be physical, emotional or mental. Dogs that meet this definition are considered service animals by the ADA, whether or not they are licensed or certified by state or local government.

All service animals must be registered with Animal Control, located at Troll, upon arrival on site. The owner/handler must sign a waiver and furnish a copy of each service animal's rabies certificate, complete with veterinarian's name, address, and phone number, to register the animal. Rabies tags will NOT be accepted as proof of vaccination. Animal site tokens will be issued to each animal and must be worn at all times. Owners/handlers will receive a copy of the animal Rules and Responsibilities.

Service animals must wear identifying leads, harnesses, pins or vests and may not be left unattended at any time. Animals must be on a leash or in a turn-out pen with an owner/handler in attendance at all times. Owners/handlers must clean up after their animals. If the dog's behavior is disruptive or destructive, you will be asked to remove it from the premises.

~ Children ~

Per Gleann Abhann kingdom law:

- Children must not be left unattended.
- Children under the age of 12 must be within sight or voice range of a designated responsible person at least 15 years old at all times.
- Failure to follow these rules may result in sanctions ranging from expulsion from site to notification of mundane authorities, depending on the circumstances.

~ Day Pavilions ~

Day pavilions are not allowed next to the fighting field for safety reasons. Instead, there is a roped-off path between the edge of the fighting field and all day pavilions. The Field Pavilion Coordinator must receive a request for a spot before war as well as approve the placement of all day pavilions in person at war. When you receive permission, you will be issued a permit that must be displayed in the pavilion at all times.

- No pavilion may be set up until its owner has received authorization from the Field Pavilion Coordinator, who is a deputy of the Landcrat.
- No overnight sleeping is allowed in day pavilions.
- Field pavilion space is assigned on a first-come, first-serve basis.
- Unauthorized field pavilions will be dropped and seized.
- Field pavilions may not have sides down except during inclement weather. Sides must be removed in a timely fashion once the weather has cleared.
- Vigil tents must also register as day pavilions and be issued a permit. Placement will be authorized by the Field Pavilion Coordinator.



~ Fire Safety ~

King's Arrow Ranch is in a pine forest. Watch patrols are authorized to enter empty camps and extinguish open or unattended flames. The following rules must be followed:

- No ground fires. Fire pits are allowed with appropriate precautions and due regard for safety.
- No open flames in tents.
- No bowl-type tiki torches allowed. Only torches with screw-on tops are permitted.
- Tiki torches must be staked in a firm and stable fashion. Knocking over a burning torch can cause extreme injury and property damage. Tiki torches may not be placed in hay bales.
- Do not leave torches, candles, or campfires unattended.
- No flammable liquids may be thrown on fires.
- All camps must have at least two fire suppression methods, such as water, fire extinguishers, buckets of sand, fire flaps, etc. The department of Emergency Preparedness is authorized to check all camps for fire safety and investigate all infractions.
- There must be 10 feet between fire pits and tents.

- All tents must be spaced 3 feet apart as a fire break.
- Camps must be separated by at least 10 feet.
- In the event of a fire, use extinguishers and immediately contact The Watch.
- Feel free to burn brush piles and loose tree limbs found on site, and please share freely with others. Return unused brush or wood to where you found it.

Should site management or Autocrat staff determine that further restrictions are necessary for any reason, such further restrictions shall be announced and enforced.

~ First Aid ~

By action of the Board of Directors, the Chirurgeon's Office has been dissolved. There is no Chirurgeon's Point at Gulf Wars XXVI, nor will the war furnish any first aid or first aid supplies. Please make sure you are prepared for your own emergency needs. If your emergency requires ambulance or EMT services, call 911. You should also contact the Watch to clear traffic. We strongly suggest you bring your own first aid kit and any medicines you might require. Information on area medical services is posted at the Watch (Five Corners).

~ Garbage ~

- Do not keep trash in your camp. It will attract unwanted insects and animals.
- There are trash trailers and dumpsters with regular pick-ups. Please put your trash in the trailers daily.
- Police your site before leaving the war and deposit trash in dumpsters.
- Remember our SCA tradition of leaving a site cleaner than we found it.

HAZARDOUS MATERIALS

Do not place empty propane containers or other hazardous materials in the trash. You must take these off site for disposal. Do not leave hazardous materials of ANY sort behind. This includes propane bottles (full or empty), auto/marine batteries, and similar materials. Trash collected on site is burned. You do not want to be wondering if the person injured by shrapnel while burning trash was injured by your propane container.

~ Gas-Powered Equipment ~

Electric scooters/power chairs are allowed and encouraged for our members with special needs. However, gas-powered scooters, private golf carts, and modern personal conveyances for convenience (e.g., bikes, skateboards, gas scooters) are not allowed.

~ Golf Carts ~

Golf carts are for staff use only. "Borrowing" golf carts is unacceptable and will be dealt with appropriately, up to and including expulsion from site. The only golf carts allowed on site are those used by staff. If you see a golf cart being operated in an unsafe manner, please notify The Watch.

~ Information Point ~

Information Point is located in Five Points in the building with the Cry Heralds. A map of the site is available at this location throughout the war.

Changes to the master schedule, class schedule, and social events as well as important messages will be available at Information Point and posted on signboards throughout the site. Updates will be posted at approximately 7 AM and 3 PM daily. Information Point will be manned from 9 AM to 5 PM Sunday through Friday and will close after the morning update on the last Saturday of the war.

If you would like flyers placed on information boards around site, bring 15 copies of your flyer to Information Point.

~ Land ~

If you are camping in an area that floods, we allow trenching around tents. You are responsible for filling in all trenches before you leave the war.

Gulf Wars is a semi-primitive site and there are many pests and insects. Please take the appropriate precautions.

Groups of 20 or more who wish to camp together must pre-register by the published deadline. Groups with permanent camping sites must pre-register at least 20 people or risk losing their land.

The Landcrat has final authority for the resolution of all land disputes.

TAXES FOR PERMANENT STRUCTURES

King's Arrow Ranch has two locations set up to pay your taxes on permanent structures (such as platforms and buildings) starting the first Monday of war:

- Location 1: In the main hall in front of the store from 8-11 AM
- Location 2: At the King's Table tent in the food court from 12 PM-close

Payment is accepted using cash or credit card only. No checks. There is an ATM located inside the main hall.

IMPORTANT: If you are interested in building a permanent structure, you must contact the land office and receive approval from the permanent structures coordinator prior to beginning work.

~ Media Policy ~

Working members of the media can be identified by their Media Badges and will be accompanied by a member of the Media staff. Your presence here gives permission for the media to photograph you in public areas. The media will not enter your encampment without permission. If you don't want to be photographed, say so, or leave the area. We do our best to make sure the media do not interfere with SCA members' fun and relaxation at the War. Royalty are assumed to be public figures when at public functions. If you have any questions, contact the Media officer through Information Point.

~ Merchants ~

Merchants should see the Merchantcrat for any merchant questions or issues. Trenching is not allowed in the merchant area. The merchant area is used year-round for other activities.

~ Sign Heralds ~

There will be Sign Heralds at Opening and Closing Ceremonies. If you are in need of a Sign Herald for another part of the war, please find the Cry Heralds pavilion, where there will be a sign up sheet. Every attempt will be made to satisfy your request.

~ Social Media ~

Follow us on social media for updates and urgent messages:

- FACEBOOK: www.facebook.com/awarwithnoenemies
- TWITTER: @GulfWars

~ Tobacco ~

There is no smoking in any of the public buildings or public event tents or within 30 feet of their entrances.

- Do not infringe on the comfort of others. Keep smoke well away from main activities and be conscious of the drift of your smoke.
- Police your butts.

Private camps and buildings as well as activities organized and hosted by private individuals and/or groups are not subject to this policy, unless they occur in public buildings or public event tents.

~ Vehicles & Parking ~

- Fill out your issued car tag legibly and display it clearly on your dashboard. You will not be allowed to re-enter site without a car tag.
- There is a 3-hour time limit on vehicle unloading at campsites.
- Do not block access to other vehicles in the parking lot.
- Do not block access to handicapped parking.
- Drive with your headlights on after dark.
- You must display your state-issued handicapped plate or hang tag to receive a Gulf Wars handicapped parking permit.
- LOCK YOUR VEHICLE! We are not responsible for your goods.
- If a vehicle is blocking traffic or another vehicle, causing a hazard, or parked in blatant disregard of the parking policy, a MARGINAL effort will be made to locate the owner, time permitting. Otherwise, the vehicle will be towed at the owner's expense.

~ Volunteer Point ~

Volunteer Point is located in Five Points across from the Green Dragon Inn. It is open from 9 AM to 6 PM daily, but is only manned from 12 noon to 6 PM. On the Last Sunday of war, Volunteer Point is unmanned and is open from 8 AM to 11 AM only.

REWARDS

All volunteers who work for official departments during the war will be given vouchers or asked to sign a volunteer roster for their hours worked. Be sure to get your voucher from the shift leader at the end of your shift and then bring it to Volunteer Point. If you sign a volunteer roster, the department will turn in the rosters each day.

- **Every 2 hrs earned:** Raffle ticket*
- **Every 10 hrs earned:** Pewter feather token
- **Every 15 hrs earned:** Prize from "Above & Beyond" table (stocked daily until prizes are gone)
- **First 20 hrs earned:** Large, limited-edition pewter feather
- **Every 50 hrs earned:** Limited-edition Volunteer Point pin
- **Every 100 hrs earned:** Volunteer Point necklace

**Raffle tickets count toward a war point as well as the Volunteer Point raffle on Saturday.*

You must collect your 2-part tickets a Volunteer Point. Keep the ticket that says "KEEP" for the raffle. Drop the ticket that says "DROP" in the Volunteer War Point box of your choosing. Boxes are located in Volunteer Point. Boxes are marked with Ansteorra or Trimarism with allies. The box with the most tickets will be awarded a war point.

DOUBLE HOURS

The following volunteer jobs earn you double hours (not valid towards Volunteer Point pin or necklace hours):

- All sanitation shifts
- All parking shifts through Tuesday
- Any department between 12 AM and 6 AM
- Additional jobs as determined by Autocrat

DEADLINES

- **Friday 6 PM:** War Point Voucher Deadline (all votes for the Volunteer War Point must be cast by this deadline)
- **Saturday 2 PM:** Volunteers Only Raffle at Bede Hall (turn in your vouchers at Volunteer Point to receive raffle tickets for every 2 hrs earned!)
- **Sunday 11 AM:** Final Voucher Deadline (all vouchers are due to receive monies to SCA groups of choice; place all voucher chits and rosters in lock box)

~The Watch~

WE NEED VOLUNTEERS! The Watch provides safety, security, and Lost & Found services at Gulf Wars. The Watch is staffed 24 hours a day from 7 AM opening day until 12 noon closing day. We need at least 6 volunteers during the day and 2-4 volunteers after dark, not including management staff.

Volunteers work a 4-hour shift, making it easy to squeeze a little volunteer time into your busy Gulf Wars schedule. Positions include: manning front gate to check for medallions; manning back gate to keep people from coming in the wrong way; helping to direct traffic or help people find their camp; logging in lost and found; relaying radio messages; or patrolling the merchant area ("where shopping on duty is not only allowed, it's encouraged!").

Contact The Watch Scheduling Deputy or come by The Watch if you would like to volunteer. If you need further information about The Watch please contact The Watch Commander.



~Water & Electricity~

Access to electricity in the camping area is restricted to those who have made prior arrangements with the site owner. Arrangements for electricity in the merchant area must be made with the Merchantcrat. Do not block access to faucets or electrical outlets. Violators will be unplugged. Repeat offenders will be subject to disciplinary action, up to and including ejection from the site.

If you use electrical extension cords, they must be rated for outdoor use. Water hoses and electrical cords must be buried at least an inch under ground cover. Failure to do so will result in confiscation.

You must use a Y-connector when connecting a hose to a spigot. Failure to use a Y-connector will result in confiscation. Be aware of where water is flowing. Dispose of water away from tents and encampments.

SHOWERS

If you plan to bring your own shower, it MUST have an internal water reservoir system to accommodate the water pressure requirements. If you erect a shower that does not have a reservoir system, you will be instructed to take it down. Failure to do so may result in eviction from site.



**OPEN
12 STEP MEETINGS
4PM SUNDAY-FRIDAY**

• All are welcome to attend •

**Meetings will take place on
Merchants Row
behind booth #12
(Blue Dragon Glass)**

Main Schedule

SATURDAY, MARCH 11, 2017

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
1:00 PM	—	Event	Site Opens	King's Arrow Ranch
12:00 AM	12:00 PM	Equestrian	Equestrian Check In	Equestrian Tent
2:00 PM		Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn

SUNDAY, MARCH 12, 2017

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
9:00 AM		Early Period Life	Early Period Life Silent Auction Starts	Early Period Life
12:00 AM	12:00 PM	Equestrian	Equestrian Check-In	Equestrian Tent
9:00 AM	10:00 AM	Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn
9:00 AM	3:00 PM	Fighter Support	Main Point Setup (satellite rounds as able)	Hastings Field
11:00 AM	12:30 PM	Equestrian	Games/Equipment Practice	Arena 2
1:00 PM	3:00 PM	Equestrian	How to Ride Before a Prince (Class 1)	Arena 1
2:00 PM	3:00 PM	Equestrian	Mounted Combat 101	Arena 2
2:00 PM	3:00 PM	Class Event	Journeyman Interest Meeting	Artisan's Row
2:00 PM	3:00 PM	Equestrian	Mounted Combat 101	Arena 2
3:00 PM	4:00 PM	Equestrian	Bridle Making	Equestrian Tent
4:00 PM	5:00 PM	Equestrian	All Riders and SEO Meeting	Equestrian Tent
6:00 PM		Social	Royal Cocktail Hour (for all seated crowns of the known world)	Southern Consortium Camp
8:00 PM		Middle Eastern	Open Dance Night	Al-Mahala
9:00 PM		Dance	Early Bird Dance Revel (all request, all instructors)	Bede Hall

MONDAY, MARCH 13, 2017

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
12:00 AM	12:00 PM	Equestrian	Equestrian Check-In	Equestrian Tent
8:00 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshal's Point
9:00 AM	10:00 PM	Herald's Point	Herald's Point Volunteer Orientation	Herald's Point
9:00 AM	12:00 PM	Siege Weapons	Inspection and Practice	Siege Point at Fort
9:00 AM	10:00 PM	Coursing	Fun Run Setup	Hastings Field
9:00 AM	6:00 PM	Fighter Support	General Preparation (satellite rounds: 10-11 AM)	Hastings Field
9:00 AM	10:00 PM	Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn
9:00 AM	10:00 AM	Equestrian	Barn Management	Equestrian Tent
9:00 AM	4:00 PM	Live Weapons	**WAR POINT** and Practice (closed 12-1 PM for lunch)	Sherwood Range
9:00 AM	4:00 PM	Target Archery	**WAR POINT** and Practice (closed 12-1 PM for lunch)	Sherwood Range
9:00 AM	5:00 PM	Class Events	Open for Activities: Al-Mahala, Artisan's Row, EPL, Theatre, Scribe's Point	Class Areas
10:00 AM	4:00 PM	Ca' d'Oro Salon	Period Cooking Demonstration	Ca' d'Oro Salon Sunshade
10:00 AM	12:00 PM	Equestrian	Calontir Challenge	Arena 2
10:00 AM	12:00 PM	Coursing	Fun Run	Hastings Field
10:00 AM	12:00 PM	Youth Combat	House Pale Dragons 3-Man Melee tournament	Youth Combat Field
10:00 AM	4:00 PM	Heavy Combat	Combat Archery Inspection	Marshal's Point
10:30 AM	12:30 AM	Equestrian	How to Ride Before a Prince (Class 2)	Arena 1
11:00 AM	3:30 PM	Fighter Support	Help Needed! for Town Battle (report to Main Point)	Hastings Field
12:00 PM	2:00 PM	Rapier	Revenge Tourney (sponsored by Midrealm)	Rapier Field
12:00 PM	2:30 PM	Heavy Combat	**WAR POINT** (1) Heavy Town Battle (No Archery)	Hastings Field
12:00 PM	1:00 PM	Youth Combat	Lunch	
1:00 PM	3:00 PM	Youth Combat	Inspection and Training	Youth Combat Field
1:00 PM	3:00 PM	Equestrian	Jousting 101/Ground Crew Class	Arena 2
1:00 PM	2:00 PM	Equestrian	History of Driving	Arena 1
1:00 PM	5:00 PM	Target Archery	Children's Archery	Sherwood Range
2:00 PM	6:00 PM	Fighter Support	Help Needed! for Rapier Town Battle (report to Main Point)	Hastings Field
2:00 PM	3:00 PM	Ca' d'Oro Salon	What Is Enchanted Ground	Ca' d'Oro Salon
3:00 PM	4:00 PM	Equestrian	Buzkashi	Arena 1
3:00 PM	5:00 PM	Rapier	**WAR POINT** (1) Rapier Town Battle	Fort
3:00 PM	5:00 PM	Target Archery	Prize Shoot (sponsored by Arc d'Or)	Sherwood Range
3:00 PM	4:00 PM	Equestrian	Bridle Making	Equestrian Tent
4:00 PM	6:00 PM	Ca' d'Oro Salon	Enchanted Ground/Bardic Circle	Ca' d'Oro Salon
4:00 PM	4:30 PM	Equestrian	Equestrians Saddle Up for Meet and Greet	Barn
4:00 PM	6:00 PM	Crowns/Heralds	Processional Meeting/Royal Meet and Greet	Equestrian Tent/Arenas 1&2
6:00 PM	8:00 PM	Equestrian	Jousting Armour Discussion and Inspection	Equestrian Tent
6:30 PM	8:00 PM	Ca' d'Oro Salon	Pre-Ball Dance	Ca' d'Oro Salon Sunshade
8:00 PM	10:00 PM	Artisan's Row	Artisan's Row Social and Museum Night	Artisan's Row
8:00 PM	—	Siege Weapons	Cocktails and Siege	Green Dragon
8:00 PM	—	Middle Eastern	Open Dance Night	Al-Mahala
9:00 PM	—	Dance	Welcome Home Ball with Mistress Isabella della Rosa	Main Hall
10:00 PM		Artisan's Row	Bardic Circle	Artisan's Row

Women's Heavy Weapons Fighting Symposium

12 noon Wednesday, March 15
inside the Fort on Champion's Field

All are welcome for a safe and marshaled experience designed for first-timers and experienced fighter alike.

Enjoy practical application and theory of heavy weapons fighting, including armoring, fighting techniques, drills, pell drills and a Q&A session. Improve your fighting with instruction from guest knights (loaner armor available). Share your insights and experience and learn from others.



10th Annual War Bard Competition

6 PM Wednesday, March 15
at the Sable and Gules Theatre

- Performances are limited to 5 minutes. Documentation is not required.
- The kingdom that brings the largest Bardic Army wins a prize!
- Sign-up is available at the stage from opening day through 5 PM Wednesday.

Theme:
"For the love of my kingdom."

TUESDAY, MARCH 14, 2017

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
12:00 AM	12:00 PM	Equestrian	Equestrian Check-In	Equestrian Tent
7:00 AM	7:30 AM	Equestrian	Marshals/Equestrians/Security Meeting for Royal Procession	Equestrian Tent
7:30 AM	8:00 AM	Equestrian	Prepare Horses, Handlers Assemble	Barn
8:00 AM	9:15 AM	Equestrian	Processional Breakfast	Equestrian Tent
8:00 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshal's Point
8:00 AM	2:30 PM	Heavy Combat	Combat Archery Inspection	Marshal's Point
8:30 AM	9:00 AM	Royals	Arrive at Barn for Procession	Equestrian Tent
9:00 AM	6:00 PM	Fighter Support	General Preparation (satellite rounds: 10-11 AM)	Hastings Field
9:00 AM	5:00 PM	Class Events	Open for Activities: Al-Mahala, Artisan's Row, EPL, Theatre, Scribe's Point	Class Areas
9:00 AM	2:00 PM	Siege Weapons	Inspection and Open Practice (will halt during Opening Ceremonies)	Siege Point at Fort
9:15 AM	9:30 AM	Equestrian	Royalty Mount Up for Royal Procession	Arenas 1&2
9:45 AM	10:00 AM	Equestrian	Royal Procession	Arena 2
10:00 AM	12:00 PM	Event	Opening Ceremonies	Fort
11:00 AM	1:00 PM	Performing Arts	Stary Olsa (Live Music Performance)	Sable & Gules Theatre
11:00 AM	3:30 PM	Fighter Support	Help Needed! for Field Battle (report to Main Point)	Hastings Field
11:00 AM	12:00 PM	Youth Combat	Inspection	Youth Combat Field
12:00 PM	1:00 PM	Youth Combat	Lunch	
12:00 PM	4:00 PM	Live Weapons	**WAR POINT** and Practice	Sherwood Range
12:00 PM	4:00 PM	Target Archery	**WAR POINT** and Practice	Sherwood Range
12:00 PM	2:30 PM	Heavy Combat	**WAR POINT** (1) Heavy Field Battle (with Archery)	Hastings Field
12:00 PM	2:00 PM	Rapier	Spinning Wheel of Secondaries Tournament	Rapier Field
1:00 PM	2:00 PM	Rapier	Don Edmund Memorial 2-Handed Rapier Tourney (G. Abhann/Small Grey Bear)	Rapier Field
1:00 PM	2:00 PM	Herald's Point	Orientation Meeting for Site Heralds	Herald's Point
1:00 PM	3:00 PM	Youth Combat	Inspection and Training	Youth Combat Field
1:00 PM	5:00 PM	Target Archery	Children's Archery	Sherwood Range
1:00 PM	3:00 PM	Equestrian	Jousting 102 and Ground Crew Class	Arena 2
1:30 PM	3:30 PM	Heavy Combat/Rapier	Diamond Tourney (sponsored by Gleann Abhann)	Rapier Field
2:00 PM	5:00 PM	Equestrian	**WAR POINT** Competition: How to Ride Before a Prince	Arena 1
2:00 PM	3:00 PM	Ca' d'Oro Salon	Putting on a Period Face Demonstration	Ca' d'Oro Salon
2:00 PM	6:00 PM	Fighter Support	Help Needed! for Rapier Field Battle (report to Main Point)	Hastings Field
3:00 PM	4:00 PM	Equestrian	New and Improved IKEQC 3.0	Equestrian Tent
3:00 PM	4:00 PM	Ca' d'Oro Salon	Gaming Hour	Ca' d'Oro Salon
3:00 PM	5:00 PM	Rapier	**WAR POINT** (1) Rapier Field Battle	Hastings Field
3:00 PM	5:00 PM	Target Archery	Prize Shoot (sponsored by Trimaris)	Sherwood Range
4:00 PM	6:00 PM	Ca' d'Oro Salon	Enchanted Ground/Bardic Circle	Ca' d'Oro Salon
4:00 PM	6:00 PM	Event	Gleann Abhann Social Setup	Bede Hall
4:30 PM		Rapier	C&T Pas d'Armes (sponsored by Ansteorra)	Champion's Field
6:00 PM	10:00 PM	Event	Gleann Abhann Social	Bede Hall
6:30 PM	8:00 PM	Ca' d'Oro Salon	Pre-Ball Dance	Ca' d'Oro Salon Sunshade
8:00 PM	—	Middle Eastern	Rolling Thunder/Wolf Star/Al-Mahala Block Party	Al-Mahala
9:00 PM	—	Dance	Beginner's Ball with Lord Runolfr Ulfsson	Main Hall
10:00 PM		Artisan's Row	Bardic Circle	Artisan's Row

Ansteorran Chili Night

6 PM Wednesday,
March 15 at the
Ansteorra Gates



Make sure you put Ansteorra's chili night on your schedule this year! We will serve until we run out.

LIVE IN CONCERT FROM MINSK, BELARUS

Stary Olsa

11 AM Tuesday, March 14
at the Sable and Gules Theatre

Don't miss this medieval band, which recreates the musical traditions of the Grand Duchy of Lithuania (13th–18th c.), performs traditional folklore of the Belarusian and European Middle Ages, and plays Renaissance chamber music on instruments reproduced with authentic materials and techniques!



WEDNESDAY, MARCH 15, 2017

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
12:00 AM	12:00 PM	Equestrian	Equestrian Check-In	Equestrian Tent
8:00 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshal's Point
8:00 AM	1:00 PM	Heavy Combat	Combat Archery Inspection	Ravine
8:00 AM	9:00 AM	Youth Combat	Inspection	Youth Combat Field
9:00 AM	10:00 PM	Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn
9:00 AM	11:00 AM	Equestrian	Mounted Archery 101	Arena 2
9:00 AM	12:00 PM	Siege Weapons	Inspection and Open Practice	Siege Point
9:00 AM	12:00 PM	Youth Combat	Fort Battles	Fort
9:00 AM	11:00 AM	Rapier	Verona Street Brawl (sponsored by Meridies)	Hastings Field
9:00 AM	6:00 PM	Fighter Support	General Preparation (satellite rounds: 10-11 AM)	Hastings Field
9:00 AM	4:00 PM	Early Period Life	Early Period Life Open Demonstration Day	Early Period Life
9:00 AM	4:00 PM	Live Weapons	**WAR POINT** and Practice (closed 12-1 for lunch)	Sherwood Range
9:00 AM	4:00 PM	Target Archery	**WAR POINT** and Practice (closed 12-1 for lunch)	Sherwood Range
9:00 AM	5:00 PM	Class Events	Open for Activities: Al-Mahala, Artisan's Row, EPL, Theatre, Scribe's Point	Class Areas
10:00 AM	11:00 AM	Equestrian	Mounted to Ground	Arena 1
10:00 AM		Event	Staff Meeting (if needed)	Main Hall
10:00 AM	1:00 PM	Coursing	Day in the Kennels	Kennel Lands
10:00 AM	3:30 PM	Fighter Support	Help Needed! for Champions Tourney (report to Main Point)	Hastings Field
11:00 AM	2:30 PM	Heavy Combat/Rapier	**WAR POINTS** (2) Champions Tourney (1 Heavy, 1 Rapier)	Champion's Field
11:00 AM	12:00 PM	Equestrian	IKEQC Course	Arena 1
12:00 PM	2:00 PM	Event	Trimaris Royal Luncheon	Champion's Field
12:00 PM	2:00 PM	Heavy Combat	Women's Fighting Symposium	Inside Fort
12:00 PM	1:00 PM	Youth Combat	Lunch	
12:30 PM	1:30 PM	Siege Weapons	Siege Engineer's Lunch and Social	Siege Point
1:00 PM	4:00 PM	Equestrian	**WAR POINT** Foam Jousting Tourney	Arena 2
1:00 PM	4:00 PM	Live Weapons	Freya's Throw (women's thrown weapons tourney; rank novices welcome)	Sherwood Range
1:00 PM	5:00 PM	Target Archery	Children's Archery	Sherwood Range
1:00 PM	3:00 PM	Rapier	Novice Tourney (sponsored by Gleann Abhann Bladesmen)	Rapier Field
1:00 PM	3:00 PM	Heavy Combat	Trimarian Bear Pit	Champion's Field
1:00 PM	2:00 PM	Youth Combat	Weapons Inspection and Training	Youth Combat Field
2:00 PM	4:00 PM	Siege Weapons	Siege Target Competition	Siege Point
1:30 PM	6:00 PM	Fighter Support	Help Needed! for Combat Archery Ravine (top only; report to Main Point)	Hastings Field
2:00 PM	4:00 PM	Youth Combat	Triskele Legion Youth Tournament	Youth Combat Field
2:00 PM	3:00 PM	Equestrian	Tippet Tag	Arena 1
2:00 PM	4:00 PM	Rapier	Green Dragon Tavern Brawl	Green Dragon
2:00 PM	3:00 PM	Ca' d'Oro Salon	Caterina Sforza Discussion	Ca' d'Oro Salon
2:30 PM	5:00 PM	Heavy Combat	**WAR POINT** (1) Combat Archery Ravine Battle	Ravine
3:00 PM	5:00 PM	Target Archery	Prize Shoot (sponsored by Merides)	Sherwood Range
3:00 PM	—	Heavy Combat	Meridian Rose Tourney	Champion's Field
3:00 PM	4:00 PM	Ca' d'Oro Salon	Gaming Hour	Ca' d'Oro Salon
3:00 PM	4:00 PM	Event	SCA Officer Meet and Greet (with Society Seneschal and Exchequer)	Bede Hall
3:30 PM	5:00 PM	Rapier	Ladies Rapier Tourney	Rapier Field
4:00 PM	6:00 PM	Ca' d'Oro Salon	Enchanted Ground/Bardic Circle	Ca' d'Oro Salon
4:00 PM		Early Period Life	Early Period Life Silent Auction Closes	Early Period Life
4:30 PM	7:00 PM	Event	Gleann Abhann Chivalry Meeting	Bede Hall
4:30 PM	5:30 PM	Equestrian	Being a War Equestrian Marshal	Equestrian Tent
5:00 PM	7:00 PM	Heavy Combat	Viking Deed of Arms	Inside Fort
6:00 PM		Performing Arts	10th Annual War Bard Competition (Theme: "For the Love of My Kingdom")	Sable & Gules Theatre
6:00 PM	8:00 PM	Event	Ansteorran Chili Night	Ansteorra Gates
6:30 PM	8:00 PM	Ca' d'Oro Salon	Pre-Ball Dance	Ca' d'Oro Salon Sunshade
7:00 PM	11:00 PM	Merchants	Midnight Madness	Merchants Area
8:00 PM		Middle Eastern	Open Dance Night	Al-Mahala
8:00 PM	—	Event	Calontir Party	Calontir Camp/Ravine
9:00 PM	—	Dance	Masked Vice and Virtue Ball with Lord Runolfr Ulfsson	Main Hall
9:30 PM	—	Event	Trimaris Party (all are welcome)	Trimaris Royal Camp
10:00 PM		Artisan's Row	Bardic Circle	Artisan's Row

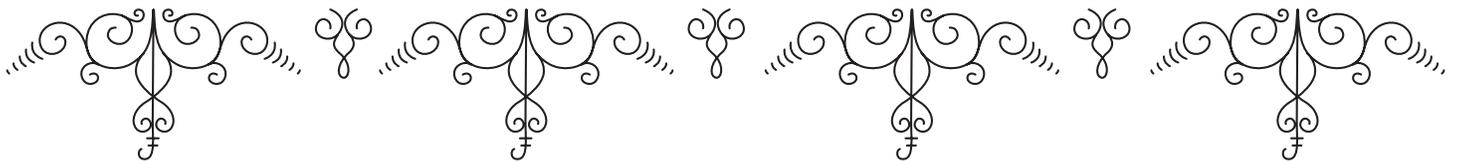
THURSDAY, MARCH 16, 2017

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
12:00 AM	12:00 PM	Equestrian	Equestrian Check-In	Equestrian Tent
8:00 AM	9:30 AM	A&S	A&S War Point Competition Registration and Setup	Bede Hall
8:00 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshal's Point
8:00 AM	3:00 PM	Heavy Combat	Combat Archery Inspection	Marshal's Point
9:00 AM	6:00 PM	Fighter Support	General Preparation (satellite rounds: 10-11 AM)	Hastings Field
9:00 AM	10:00 PM	Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn
9:00 AM	10:00 PM	Coursing	Queens Hounds and Hunt Brunch Setup	Hastings Field
9:00 AM	11:00 AM	Rapier	Never Won a Tourney Tourney	Rapier Field
9:00 AM	12:00 PM	Siege Weapons	Inspection and Open Practice	Siege Point
9:00 AM	10:00 AM	Youth Combat	Inspection and Training	Youth Combat Field
9:00 AM	4:00 PM	Live Weapons	**WAR POINT** and Practice (closed 12-1 for lunch)	Sherwood Range
9:00 AM	4:00 PM	Target Archery	**WAR POINT** and Practice (closed 12-1 for lunch)	Sherwood Range
9:00 AM	5:00 PM	Class Events	Open for Activities: Al-Mahala, Artisan's Row, EPL, Theatre, Scribe's Point	Class Areas
9:00 AM	12:00 PM	Equestrian	Wood Jousting Tourney	Arena 2
10:00 AM	3:00 PM	Fighter Support	Help Needed! for Chivalric Ravine Battle (top and bottom; report to Main Point)	Hastings Field
10:00 AM	12:00 PM	Coursing	Queens Hounds and Hunt Brunch	Hastings Field
10:00 AM	12:00 PM	A&S	**WAR POINT** A&S Performance Competition Judging	A&S Tent
10:00 AM	1:00 PM	A&S	**WAR POINT** A&S Competition Judging	Bede Hall
10:00 AM	12:00 PM	Ca' d'Oro Salon	Roman Life: Hair Demos, Discussion, and More	Ca' d'Oro Salon
10:00 AM	12:00 PM	Youth Combat	Sable Banner 5-Man Melee (followed by root beer and bratwurst)	Youth Combat Field
10:00 AM	12:00 PM	Rapier	Midrealm Rapier Tourney	Rapier Field
11:00 AM	2:00 PM	Heavy Combat	**WAR POINT** (1) Heavy Ravine Battle (with Archery)	Ravine
11:30 AM	1:30 PM	Rapier	Everyman Tourney	Rapier Field
12:00 PM	1:00 PM	Coursing	Queens Hounds and Hunt Brunch (break down and removal of hounds)	Hastings Field
12:00 PM	1:00 PM	Equestrian	What Breeds of Horses Did They Have?	Equestrian Tent
1:00 PM	6:00 PM	Fighter Support	Help Needed! for Rapier Ravine Battle (top and bottom; report to Main Point)	Hastings Field
1:00 PM	3:00 PM	Youth Combat	Ravine Battle	Ravine
1:00 PM	3:00 PM	A&S	IKBG Brewing Competition (must be 21 years or older to enter)	Bede Hall Plaza
1:00 PM	4:00 PM	A&S	Bede Hall Open to Artisans and the Populace	Bede Hall
1:00 PM	2:00 PM	Equestrian	**WAR POINT** Mounted Archery Competition	Arena 2
1:00 PM	5:00 PM	Target Archery	Children's Archery	Sherwood Range
2:00 PM	5:00 PM	Rapier	**WAR POINT** (1) Rapier Ravine Battle	Ravine
2:30 PM	3:30 PM	Equestrian	Equestrian Challenge Course	Arena 1
3:00 PM	4:00 PM	Ca' d'Oro Salon	Gaming Hour	Ca' d'Oro Salon
3:00 PM	4:00 PM	A&S	A&S Artisans Item Pickup (MUST pick up all items by 4:00 PM)	Bede Hall
3:00 PM	5:00 PM	Target Archery	Prize Shoot (sponsored by Calontir)	Sherwood Range
3:00 PM	8:00 PM	Event	Preparation for Meridian Social	Bede Hall
4:00 PM	6:00 PM	Ca' d'Oro Salon	Enchanted Ground/Bardic Circle	Ca' d'Oro Salon
5:00 PM	—	Event	Meridies Court	Champion's Field
6:00 PM	—	Event	Calontir Court	Calontir Camp
6:00 PM	—	Event	Atlantia Court	Atlantia Camp
6:00 PM	—	Event	Gleann Abhann Court	Rapier Field
6:00 PM	—	Event	MidRealm Court	MidRealm Camp
6:00 PM	—	Event	Trimaris Court	Trimaris Royal Camp
7:00 PM	—	Event	Northshield Court	Green Dragon Courtyard
7:00 PM	—	Event	Ansteorra Court	Ansteorra Gates
6:30 PM	10:00 PM	Event	World's End Pub Crawl (following court, sponsored by Meridies)	Champion's Field
8:00 PM	—	Performing Arts	7th Annual Medieval Movie Night: "Monty Python and the Holy Grail"	Sable & Gules Theatre
8:00 PM	—	Middle Eastern	Andalusian Salon and Live Music Samra Party	Al-Mahala
8:00 PM	—	Event	Shadow Legion's Party: "A Knight in Transylvania"	Shadow Legion Camp
9:00 PM	—	Dance	Caroso Ball with Duchess Katrina	Main Hall



FRIDAY, MARCH 17, 2017

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
8:00 AM	9:30 AM	A&S	Open A&S Registration & Setup	Bede Hall
8:00 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshal's Point
8:00 AM	3:00 PM	Heavy Combat	Combat Archery Inspection	Marshal's Point
8:00 AM	9:00 AM	Youth Combat	Inspection	Youth Combat Field
9:00 AM	10:00 PM	Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn
9:00 AM	11:00 AM	Equestrian	Mounted Combat Tourney	Hastings Field
9:00 AM	6:00 PM	Fighter Support	General Preparation (satellite rounds: 10-11 AM)	Hastings Field
9:00 AM	12:00 PM	Siege Weapons	Inspection and Open Practice	Siege Point
9:00 AM	12:00 PM	Youth Combat	Lions of Ansteorra Tournament	Youth Combat Field
9:00 AM	1:00 PM	Rapier	Ansteorran Rose Tourney (sponsored by Ansteorran Roses)	Rapier Field
9:00 AM	3:30 PM	Live Weapons	**WAR POINT** and Practice (closed 12-1 for lunch)	Sherwood Range
9:00 AM	3:30 PM	Target Archery	**WAR POINT** and Practice (closed 12-1 for lunch)	Sherwood Range
9:00 AM	5:00 PM	Class Events	Open for Activities: Al-Mahala, Artisan's Row, EPL, Theatre, Scribe's Point	Class Areas
10:00 AM	3:00 PM	A&S	Open A&S Display	Bede Hall
10:00 AM	Until	Ca 'd'Oro Salon	Bocce Ball Tournament	Ca' d'Oro Salon Lawn
10:00 AM	2:00 PM	Fighter Support	Help Needed! for Bridge Battle (report to Main Point)	Hastings Field
11:00 AM	1:00 PM	Heavy Combat	**WAR POINT** (1) Heavy Bridge Battle (with Archery)	Hastings Field
11:00 AM	1:00 PM	A&S	Open A&S Performances	A&S Tent
11:00 AM	12:00 PM	Youth Combat	Chivalry vs. Youth Bridge Battle	Youth Combat Field
12:00 PM	1:00 PM	Youth Combat	Lunch	Youth Combat Field
12:00 PM	4:00 PM	Fighter Support	Help Needed! for Fort Battle (report to Main Point)	Hastings Field
12:00 PM	2:00 PM	Performing Arts	10th Annual Youth Bardic & Talent Show (ages 6-14, parent/guardian must be present)	Sable & Gules Theatre
1:00 PM	3:00 PM	Equestrian	Team Challenge Course	Arena 1
1:00 PM	3:00 PM	Youth Combat	Open Training	Youth Combat Field
1:00 PM	3:00 PM	Target Archery	Children's Fun Shoot	Sherwood Range
1:00 PM	3:00 PM	Heavy Combat	**WAR POINT** (1) Heavy Fort Battle (with Archery)	Fort
1:30 PM	3:30 PM	Rapier	Old Farts Fencing Society	Rapier Field
1:30 PM	3:30 PM	Rapier	Ansteorran MOD C&T Tourney	Rapier Field
3:00 PM	6:00 PM	Heavy Combat	Known World Squires Tourney	Champion's Field
3:30 PM	5:00 PM	Rapier	Trimaris Tourney	Rapier Field
3:30 PM	5:30 PM	Target Archery	Grand Exhibition Archery Tournament	Hastings Field
3:30 PM	4:00 PM	A&S	Open A&S Awards and Entry Pickup	Bede Hall
4:00 PM	5:00 PM	A&S	A&S Gulf Wars Discussion	Bede Hall
4:00 PM	5:00 PM	Coursing	Hound Meet and Greet	Kennel Lands
5:00 PM	6:00 PM	Coursing	Known World Hound Meeting	Kennel Lands
5:00 PM	—	Heavy Combat	14th Century Deed of Arms	Inside Fort
5:00 PM	7:00 PM	Event	Setup for Royal Social	Bede Hall
6:00 PM	Until	Ca' d'Oro Salon	Italian Personae Social	Ca' d'Oro Salon
7:00 PM	9:00 PM	Event	Royalty Social	Bede Hall
8:00 PM	—	Siege Weapons	Cocktails and Siege: "The Good and the Bad: How to Make It Better"	Green Dragon
8:00 PM		Middle Eastern	Open Dance Night	Al-Mahala
9:00 PM	—	Dance	Grand War Ball with Lord Runolfr Ulfsson	Main Hall
9:00 PM	11:00 PM	Performing Arts	Marshin Fayne/House Ishee Goods and Services Auction	Sable & Gules Theatre
9:00 PM	—	Event	Known World Party	Fort
10:00 PM		Artisan's Row	Bardic Circle	Artisan's Row



SATURDAY, MARCH 18, 2017

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
8:00 AM	12:00 PM	Heavy Combat	Heavy Armor Inspection	Marshal's Point
8:00 AM	12:00 PM	Heavy Combat	Combat Archery Inspection	Marshal's Point
9:00 AM	11:00 AM	Youth Combat	Fort Battle	Fort
9:00 AM	4:00 PM	Fighter Support	General Preparation (satellite rounds: 10-11 AM)	Hastings Field
9:00 AM	12:00 PM	Live Weapons	Practice	Sherwood Range
9:00 AM	12:00 PM	Target Archery	Practice	Sherwood Range
9:00 AM	12:00 PM	Class Events	Artisan's Row Open for Class Activities	Artisan's Row
9:00 AM	Until	Ca' d'Oro Salon	Area Break Down and Storage	Ca' d'Oro Salon
9:00 AM	12:00 PM	Event	Gulf Wars Journeyman Artisan's Display	Artisan's Row
9:00 AM	5:00 PM	Early Period Life	Early Period Life Open for Activities	Early Period Life
9:00 AM	4:00 PM	Fighter Support	Help Needed! for Mother of All Battles (report to Main Point)	Hastings Field
10:00 AM	2:00 PM	Heavy Combat	**WAR POINT** (1) Mother of All Battles (with Archery)	Hastings Field
After Mother of All Battles		Event	Great Court/Closing Ceremonies	Fort
12:00 PM		Event	Troll Closes	Troll
11:00 AM	12:00 PM	Youth Combat	Lunch	
12:00 PM	2:00 PM	Equestrian	Equestrian Wrap-Up Meeting	Equestrian Tent
12:00 PM		Live Weapons	Range Closes	Sherwood Range
12:00 PM		Target Archery	Range Closes	Sherwood Range
12:00 PM		Class Events	Gulf Wars Scholar's Challenge Ends (at Class Info Point)	Artisan's Row
12:00 PM	2:00 PM	Youth Combat	Training/Open Field	Youth Combat Field
2:00 PM		Event	Volunteer Raffle	Bede Hall
2:30 PM	3:30 PM	Class Events	Artisan's Row/Class Areas 2018 General Interest Meeting	Artisan's Row
8:00 PM		Event	7 Deadly Sins Party: "Welcome to The Slide-on-Inn" (sponsored by Marshin Fayne)	Marshin Fayne Camp
9:00 PM	—	Dance	Last Chance to Dance Ball (all request, all instructors)	Main Hall

SUNDAY, MARCH 19, 2017

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
9:00 AM	—	Event	Post War Staff Meeting	Main Hall
12:00 PM	—	Event	Site Closes	King's Arrow Ranch

SEE YOU NEXT YEAR!

"SLIDE-ON INN" TO CLAN MARSHIN FAYNE'S

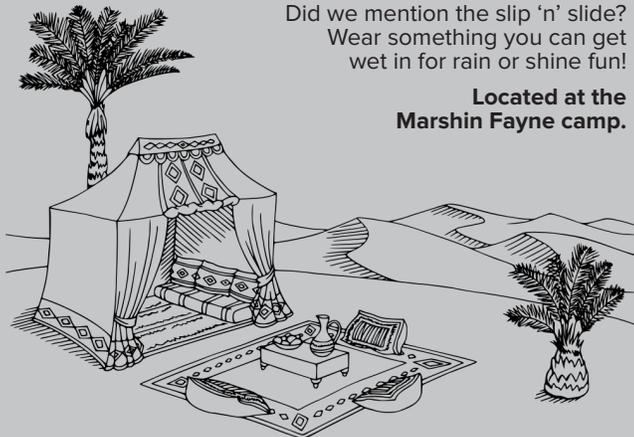
7 Deadly Sins Party

8 PM Saturday, March 18

The desert winds blow across the ancient dunes and reveal a scintillating oasis. Enjoy refreshments and entertainment into the wee hours. Belly dancers, we have a carpeted area just for you! Drummers, we need you!

Did we mention the slip 'n' slide?
Wear something you can get wet in for rain or shine fun!

**Located at the
Marshin Fayne camp.**



Have you found yourself with more to pack at the end of the war than when you left home — and a vehicle that seems to have shrunk?

Never fear! Paladin's Pantry is here to help by conveying your camp's extra food, drink, and camping sundries to local food banks and homeless shelters. Just drop your items off at The Gode Bakery.

We welcome:

- Unopened foodstuffs and beverages
- Used tents, sleeping bags, cots, rain gear and other camping sundries (especially in child's sizes)

We cannot accept:

- Opened food or beverages
- Alcohol
- Propane tanks

Please direct any questions or pick-up requests to Morien MacBain at (304) 283-5640.



Gulf Wars Map Legend

	TENTS: 1. LAND TENT 2. MARSHAL'S POINT 3. WATERBEARER POINT 4. FALCONRY POINT 5. PERFORMING ARTS		ARCHERY RANGE		RAPIER FIELD	
	CABINS: 1. YORK 2. DOVER 3. NOTTINGHAM 4. EDINBURGH 5. WARWICK 6. CALAIS 7. NORMANDY 8. BORDEAUX 9. CANTERBURY 10. WALES 11. MERCHANT OFFICE		BARN		RECYCLING POINT	
	PAVILIONS: A. GLEANN ABHANN B. MERIDIES C. ANSTEORRA D. TRIMARIS E. COMBAT ARCHERY POINT F. COMBAT ARCHERY SATELLITE POINT G. RAPIER		CHILDRENS & YOUTH ACTIVITIES		RESTROOMS	
ARTISAN'S ROW INFORMATION ARTISAN'S ROW CLASS TENTS A&S COMPETITION/ EUROPEAN DANCE HERALD'S POINT		EARLY PERIOD LIFE		ROYAL CABINS		RV PARKING
		FOOD COURT		FORT		Paddock LAND
		HANDICAPPED PARKING		SIEGE POINT		SHOWER HOUSE
		INFORMATION / COLLEGIUM POINT		STAGE		POOL (CLOSED)
		KENNEL LAND		YOUTH COMBAT		GREEN DRAGON INN
		MIDDLE EASTERN ENCAMPMENT		VOLUNTEER POINT		
		MESSAGE BOARD				
		THE WATCH MESSAGE BOARD, RECYCLING				
		Ca' d'Oro Renaissance Salon				



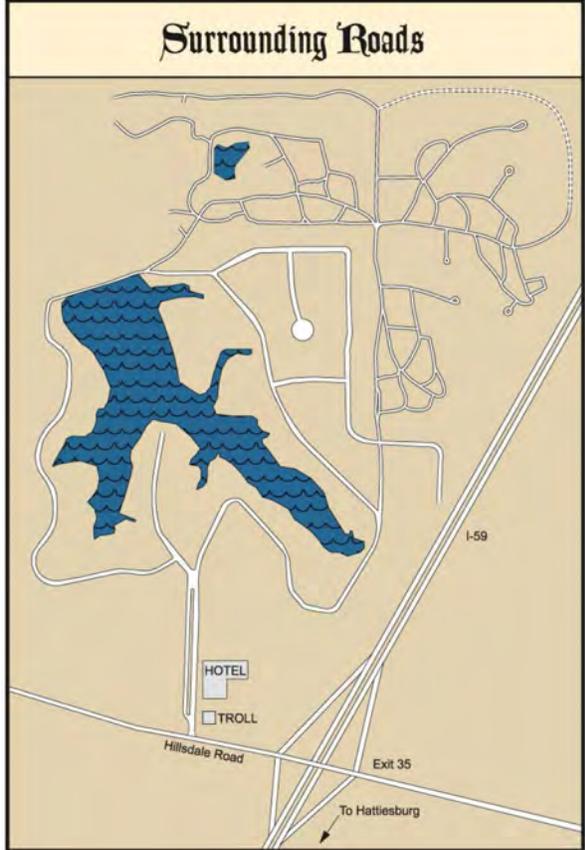


~ Local Services ~

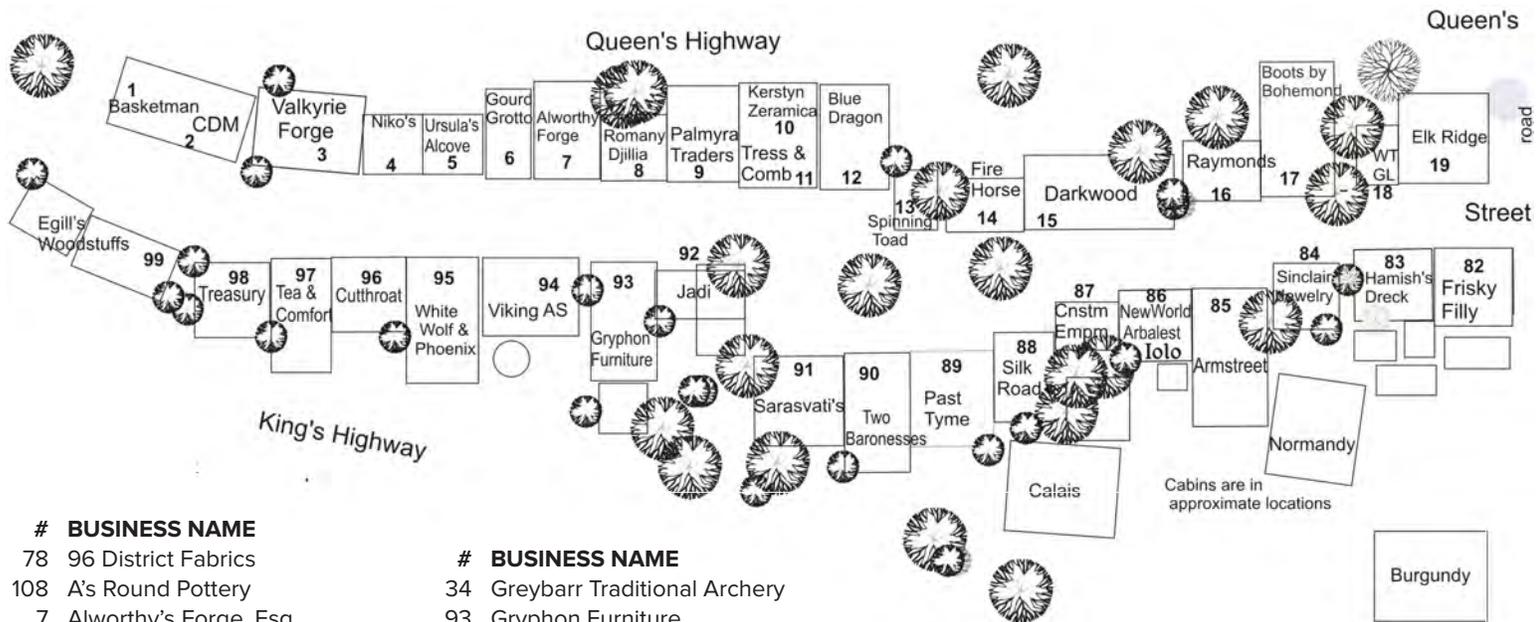
- ON SITE:** The Main Hall has a camp store with food, water, ice, firewood, and other necessities.
- POPLARVILLE:** South on I-59 to Exit 27/Hwy 53, then north on 53: Automotive repair, automotive supply, fast food restaurants, small grocery store, bank, drug store, gas stations.
- South on I-59 to Exit 29/Hwy 26, then west on 26: Gas stations and fast food.
- LUMBERTON:** North on I-59 to Exit 41/Hwy 13, then north on 13: Fast food restaurants, grocery store, drug store, bank, gas stations, laundromat.
- SOUTH HATTIESBURG:** North on I-59 to Exit 65B: Wal-Mart, Lowe's, hospital, hotels, gas stations, fast food.
- North on I-59 to Exit 67: Various hotels.

~ Site Address ~

King's Arrow Ranch
 26 Kings Hwy
 Lumberton, MS 39455



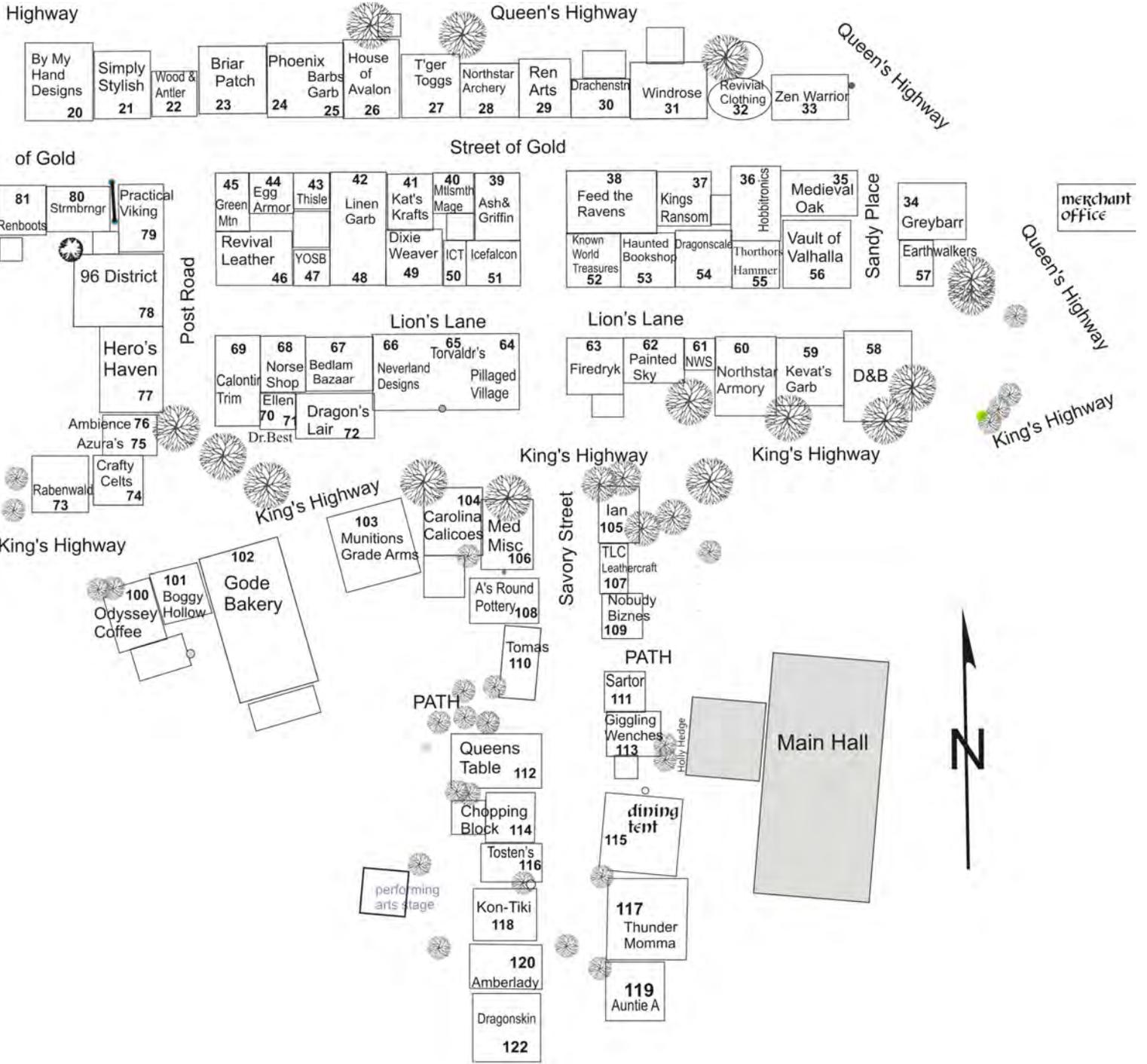
Merchant Map



- # BUSINESS NAME**
- 78 96 District Fabrics
 - 108 A's Round Pottery
 - 7 Alworthy's Forge, Esq.
 - 76 Ambience
 - 85 ArmStreet
 - 39 Ash and Griffin Pottery
 - 119 Auntie Arwen's Spices
 - 75 Azura's Dream
 - 25 Barb's Garb
 - 67 Bedlam Bazaar
 - 12 Blue Dragon Glass
 - 101 Boggy Hollow Bee Farm
 - 17 Boots by Bohemond
 - 23 Briar Patch Garb
 - 20 By My Hand Designs
 - 69 Calontir Trim
 - 2 Carl Dyer's Moccasins
 - 104 Carolina Calicoes
 - 87 Consortium Emporium
 - 74 Crafty Celts
 - 96 Cutthroat Cutlery
 - 58 D&B Leather
 - 15 Darkwood Armory
 - 115 Dining Tent
 - 49 Dixie Weaver
 - 71 Dr Henry Best, Wizard
 - 30 Drachenstein Treasures
 - 122 Dragon Skin Leather Works
 - 54 Dragonscale Jewelry
 - 35 Du Puy Creations/Medieval Oak
 - 57 Earthwalker
 - 44 EGG Armor
 - 99 Egill's Woodstuffs/Weaving Willow
 - 19 Elk Ridge Archery
 - 70 Ellen of the Scholars
 - 38 Feed the Ravens
 - 14 Fire Horse Pottery
 - 63 Firedryk Steel
 - 113 Giggling Wenches Handcrafts
 - 102 Gode Bakery
 - 6 Gourd Grotto
 - 45 Green Mountain Leathercraft

- # BUSINESS NAME**
- 34 Greybarr Traditional Archery
 - 93 Gryphon Furniture
 - 83 Hamish's Dreck
 - 77 Hero's Haven
 - 36 Hobbitronics
 - 26 House of Avalon
 - 105 Ian Grove
 - 51 Icefalcon Armory
 - 50 Iron Cross Tailor
 - 92 Jodi's Silk Road
 - 41 Kat's Krafts
 - 10 Kerstyn's Zeramica
 - 59 Kevat's Bag
 - 37 Kings Ransom
 - 52 Known World Treasures
 - 118 Kon-Tiki Freeze
 - 42 Linen Garb
 - 48 Linen Garb
 - 106 Mediaeval Miscellanea
 - 40 Metalsmith Mage
 - 103 Munitions Grade Arms
 - 61 Nebraska Weaving Supply
 - 66 Neverland Designs
 - 86 New World Arbalest
 - 4 Niko's Novelties
 - 109 Nobody's Biznes
 - 60 North Star Armoury
 - 28 NorthStar Archery
 - 100 Odyssey Coffee
 - 62 Painted Sky Pottery
 - 9 Palmyra Traders
 - 89 Past Tyme Perfumerie
 - 24 Phoenix Garb and Trim
 - 112 Queen's Table
 - 73 Rabenwald Metalsmything
 - 16 Raymond's Quiet Press
 - 29 Renaissance Arts & Design
 - 81 Renboots
 - 32 Revival Clothing Company
 - 46 Revival Leather Goods & AHR
 - 8 Romany Djilia/BEC

- # BUSINESS NAME**
- 91 Sarasvati's Call/Just Jessa
 - 111 Sartor Bohemia
 - 88 Silk Road Caravans
 - 21 Simply Stylish
 - 84 Sinclair Jewelry
 - 80 Stormbringer's Treasure
 - 27 T'ger Toggs
 - 97 Tea and Comfort
 - 120 The Amber Lady
 - 1 The Basketman
 - 114 The Chopping Block
 - 72 The Dragon's Lair Merchants
 - 82 The Frisky Filly Bazaar
 - 53 The Haunted Bookshop
 - 68 The Norse Shop
 - 64 The Pillaged Village
 - 79 The Practical Viking
 - 13 The Spinning Toad
 - 98 The Treasury
 - 43 Thistlewood Manor Soap
 - 55 Thorthor's Hammer
 - 117 Thunder Momma
 - 107 TLC Leathercraft
 - 110 Tomas the Lapidary's Jewelry
 - 65 Torvaldr's Leatherworks
 - 116 Tosten's Pots
 - 11 Tress and Comb
 - 90 Two Baronesses
 - 5 Ursula's Alcove
 - 3 Valkyrie Forge
 - 56 Vault of Valhalla
 - 94 Viking Archery Supply
 - 18 Where the Gods Live
 - 95 White Wolf and the Phoenix
 - 31 Windrose Armoury
 - 22 Wood and Antler
 - 47 Ye Olde Soap Box
 - 33 Zen Warrior Armory



~ Merchant Hours ~

11 AM–6 PM, weather permitting
(many open earlier/close later)

~ Wicnight Wadness ~

Wednesday 7–11 PM

Martial Activities

~ Marshal's Court ~

Marshal's Court is used to review both the decisions of marshals and the actions of combat activity participants. The Court convenes to determine if infractions of the Rules of the List or Conventions of Combat have occurred and to impose actions as needed.

CONVENING A MARSHAL'S COURT

The presiding marshal of a particular fighting activity, any marshal working the activity, or any affected individual may request that a Marshal's Court be convened to examine the issues and determine what actions (if any) should be taken.

In addition, a Marshal's Court will be held in the following circumstances:

- Following any melee scenario where marshals had to caution or remove a fighter for conduct on the field
- To review and investigate any of the following:
 - Unchivalrous conduct
 - Use of excessive force
 - Violation of the Rules of the List, Conventions of Combat, or any supporting rules and regulations
 - Use of illegal or un-inspected equipment
- As a fact-finding body to examine the events leading to an injury to determine if a specific fault needs to be addressed

COURT PROCEDURES

The marshal in charge of the activity area (Rapier or Heavy) will preside over the Marshal's Court. The presiding marshal may request participation of other members of the marshalate as appropriate.

IMPORTANT: The presiding marshal of the event in which the infraction occurred must attend the Court. It is the responsibility of the presiding marshal to see that a Court report is forwarded to the MiC.

The presiding marshal may request written statements from or attendance of anyone deemed to have information pertinent to the incident. If the marshal in charge of the activity area is not available, the Gleann Abhann marshal of the pertinent area will preside over the court.

COURT ACTIONS

Actions that may be taken by the Marshal's Court include:

- Banning a person from an activity for a period of time up to the duration of the event
- Banning a piece of equipment or fighting style from the field for a period of time up to the duration of the event.
- Confiscating an individual's authorization card
- Recommending an individual not be allowed to return to Gulf Wars
- Warning an individual that these actions may be taken
- Taking no action at all

IMPORTANT: If an injury prevents a fighter from participating in fighting activities, the offending fighter will be banned from all fighting activities for a corresponding period of time. This sanction is in addition to any other sanction imposed by the Marshal's Court.

CHAIN OF APPEAL

Decisions of the Marshal's Court supersede those of the lower marshalate authority, if different. Appeals of decisions made by the Marshal's Court must be made in the following order:

- Marshal in Charge (MiC) of the War
- Marshal's Court comprised of the Kings of Ansteorra, Gleann Abhann, and Trimaris
- King of Gleann Abhann (who is the final arbiter and his word is final)

~ Fighter Support ~

Fighter Support supplies water, sports drinks, fruits, and snacks to help the populous stay hydrated and healthy.

Fighter Support stations will open one hour before battles start and will remain open and staffed for the duration of the fighting. The Main Point by the Fort will open around 8:00 AM and remain open until fighting and clean-up is done for the day.

Our goal is to provide Fighter Support stations for Heavy, Rapier and Youth Combat as well as Equestrian Activities, Target Archery, and Live Weapons. There are also several hydration points located around the event site (front and back gates, Scribe's Point, etc.). The water supplied at these locations is for everyone's enjoyment and convenience.

VOLUNTEERING

To reach our goals, we need YOUR help. Please volunteer at the main Fighter Support station, located by the Fort on the Main Field. Volunteer as much as you can! It's good for you and your kingdom!

A few things to remember:

- We can ALWAYS use help, even if you are under 18.
- You must be 18 years old and wear closed shoes to provide Fighter Support on the fighting field. This is a safety issue and will be enforced.
- If you are ages 13-17, your parent or legal guardian must sign you in to Fighter Support.
- If you are 12 years old or under, your parent or legal guardian must be present while you work at Fighter Support..
- No glass or live steel is allowed on the battlefield.
- Wear clothing that allows you to move freely. We also recommend clothing that covers your lower legs if you are providing support in the Ravine Battle due to briars and thorns.

We're always looking for ways to make Fighter Support better. If you have suggestions or think you might want to run Fighter Support at Gulf Wars some day, talk to us!

DONATIONS

Donations are welcome at the main Fighter Support station by the fort. We can always use:

- Gatorade in powder form (no red!)
- Snacks (grapes, pickles, Chex Mix, crackers, beef jerky, etc.)
- Large trash bags
- Disposable paper cups

~ Heavy Combat Fighting Conventions ~

Gulf Wars draws fighters from kingdoms all over the Known World. A reasonable attempt will be made to meet visiting kingdoms' requests. When in doubt, revert to Society conventions or pull out of combat.

AUTHORIZATIONS

Authorizations will not be performed at war.

INSPECTIONS

Inspections will take place at Marshal's Point adjacent to Hastings Field. The main inspection point is manned daily from 9 AM to 4 PM.

- Each kingdom should supply marshals in proportion to the number of fighters present at Gulf Wars.
- All armor and weapons, including combat archery gear, must be inspected before participation in any battle, tournament, or other fighting activity.

- Only one inspection is required for the war.
- You must have your site medallion, authorization card, and mundane photo ID to participate in combat activities.
- Heavy combat armor that meets Society minimum standards is required for all participants.
- Inspection stickers must be worn prominently on the helmet.
- All principal Earl Marshals or their designated representatives must inspect and jointly pass all siege/unusual/experimental weapons.

MELEES

Melees will be fought using Society standards. Melee fighters should be trained in their home kingdom before entering the battlefield.

In addition, your opponent must be aware of your presence and must, through his actions, convey that awareness to you before you may hit him (unless you are part of a line engaged with an opposing line). This means one or more of the following:

- **180 Degrees:** You are within your opponent's front 180 degrees (in front of his shoulders/hips)
- **Eye Contact:** You have eye contact with your opponent
- **Defensive Recognition:** If you come up on a fighter's flank and say, "I'm on the other side!" and he adopts a defensive posture toward you, he has acknowledged you are a threat
- **Offensive Action:** If you come up on a fighter's flank and say, "I'm on the other side!" and he throws a shot at you without turning to see you, he has acknowledged you are a threat
- **Verbal Acknowledgement:** If you come up on a fighter's flank and say, "I'm on the other side!" and he replies, "I can't see you, we aren't engaged!" — well, he is wrong. This is avoiding eye contact to deny engagement and is a vile, deceitful abuse of a rule put in place for safety. It has no place where men and women of honor choose to fight.

LINE ENGAGEMENT

A line is defined as two or more fighters working in concert AND in close proximity (weapon's range) as part of a wall or organized line of fighters. A line includes the entire formation: the front-line shield wall as well as glaives and pikes in the second and third ranks.

All participants in any part of a line are considered engaged with all participants in any part of the opposing line and may be struck by anyone in that line. If two shieldmen shoulder up and advance into a group of 20, they are at risk from everyone within weapon's range.

To break an engagement, all you have to do is get out of weapon's range. If you decide to break engagement and run back to your line, your opponent can chase you up one hill and back down the other side as long as he is still within weapon's range. If you turn your back to him and are still in weapon's range, he can hit you in the back. The second you get outside weapon's range, he MUST reestablish engagement.

Weapon's range means the longest point at which either you or your opponent may be struck:

- If one opponent has a spear and the other has a dagger, then the maximum reach of the spear is weapon's range.
- If both opponents have a sword and shield, then the maximum reach of the longer sword is weapon's range.

When charging a shield wall, fighters you pass are free to hit you in the back as long as you are close enough to hit. You do not have to have a melee weapon to be at risk. Just because you drop your glaive or get your spear pulled from your hands does not mean they are not allowed to strike you. You are still fair game.

ARCHERS AND SIEGE ENGINEERS

Archers are full contact participants. Out of courtesy, most fighters give archers a light shot instead of a beat down, but archers are playing the same contact sport as the rest of us. They ARE NOT called "dead" at close range. That being said, anyone may choose to yield and call themselves "dead." You may not strike a combatant who has yielded.

Combatants may be hit by missile fire no matter their positional orientation to combat archers and siege engines. In other words, combatants are always engaged by missile and siege weapons;

archers and siege engineers do not need eye contact with their opponents to shoot them, and shots in the back are considered good.

Since arrow shots are designed for someone in minimum Society armor, fighters wearing plate armor need to calibrate themselves for missile weapons. Fighters should be aware that an effective blow from an arrow or bolt will feel lighter the greater the distance from the weapon discharging it (i.e., an arrow striking a fighter from 30 yards away will always have a substantially lighter impact than the same arrow striking from 10 feet away).

Arrows or bolts must strike point first and non-glancing on a valid target to be considered good. There is no minimum impact requirement. If the fighter is aware of the shot striking him (even if he does not feel the blow, but only saw or heard the arrow impact on him), it must be accepted.

All fighters (including archers) are discouraged from calling arrow shots for others; it is presumed that all those on the field are honorable.

Marshals involved in combat in which projectiles are used, including fort battles, must wear goggles or safety glasses.

THE FORT

Archers and other missile weapons combatants in the towers may only be attacked with siege engines and missile weapons. Marshals must wear eye protections during the Fort Battle. Gorgets and groin protection are not required but are highly recommended. Some marshals, particularly outside the gate, will wear full armor. A band of yellow tape around the helmet with the word "MARSHAL" written on it will identify these marshals. They are not to be attacked.

HEAD/FACE BLOWS

The helm may be presumed by kingdom convention to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.

Remember, "the minimum effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body."

Under this standard, an acceptable cutting blow to the face would be lighter than to other portions of the head or body. Areas deemed illegal to strike (the wrists from 1 inch [25.4mm] above the hands, from 1 inch [25.4mm] above the knees and below) shall be considered safe from all attack.

BEHAVIOR

Allowed	Not Allowed
<ul style="list-style-type: none"> • Society standard face thrusts • Directed touch face thrusts 	<ul style="list-style-type: none"> • Closing your eyes or turning your head to avoid engagement • Killing someone on the ground, (fallen opponents must be allowed to regain a defensive position) • Grappling • Declared kills from behind (DKFB) • Thrusts to the sides, top, or back of helm

WEAPONS

Allowed	Not Allowed
<ul style="list-style-type: none"> • Most Society legal pole arms (except laminated) • Madus and similar double-ended thrusting weapons • Single-handed mass weapons with "splints," "clackers," or rattan • Butt spikes on pole arms and two-handed weapons • Hand-thrown weapons (axes, javelins) with minimum half-gauntlet hand protection when throwing the weapon. (Troops using these weapons are full contact kill.) • Siloflex/Siloflex-enhanced weapons 	<ul style="list-style-type: none"> • Laminated pole arms • Weapons with cutting and/or smashing surfaces at both ends • Pole weapons more than 7.5 feet long • Punch daggers, T-grips, shovel handles, offensive shield bosses, kick knives, etc. • Experimental carbon fiber spears and spears more than 9 feet long • Excessively flexible weapons

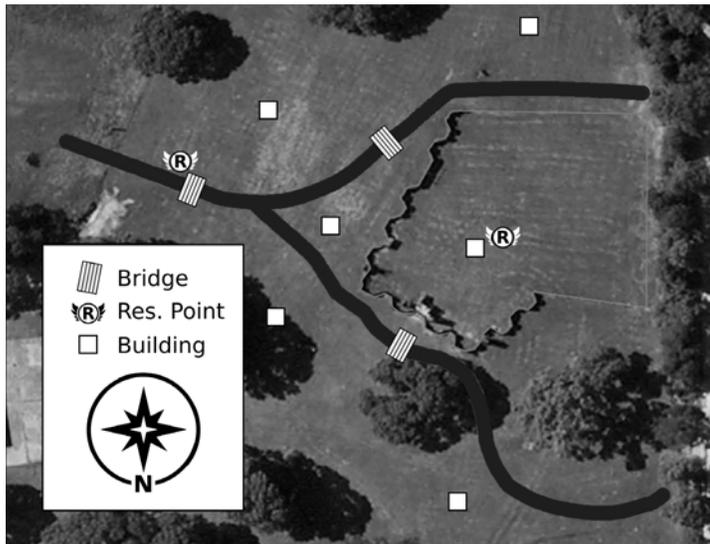
~ Heavy Combat Scenarios ~

SHORTHAND KEY

- | | |
|---|-----------------------------|
| N: Only limited numbers will play | T: Time is a factor |
| J: Thrown weapons (javelins) allowed | R: Resurrection |
| C: Combat archery allowed | L: Last man |
| S: Siege weapons allowed | FM: Flags mobile |
| F: Funky rules | FS: Flags stationary |

HEAVY TOWN BATTLE (NO ARCHERY)

Monday, March 13, 12 noon
(T, R, FS, F)



PHYSICAL LAYOUT: The town battle requires a great deal of maneuver, command, and control. Each grey square represents a building (6 total: 1 castle and 5 outbuildings). Resurrection points are indicated with circles. The lines represent rivers, and the grey rectangles outlined in black represent the bridges across the rivers. The rivers are 12 feet wide. There is enough space around the castle for two people to walk without falling in the river.

SCENARIO PLAY: The town defenders may start anywhere in the castle interior. The attackers will start to the east of their resurrection point. At the start of the scenario, both teams will attempt to establish control of the six buildings. Combatants who receive killing blows must return to a resurrection point placed behind the starting line before returning to combat.

At the center of each building is a flag that cannot move. If only combatants from one side have their hands on a flag, that flag is considered “uncontested” and controlled by the team. If combatants from both sides have their hands on a flag, it is considered “contested.” The scenario will run for 45 minutes, then after a 10-minute break, the two teams will switch sides and run for another 45 minutes. There will be a short hold every 15 minutes to determine the state of the flag in each building and give the combatants a quick water break. The flag in the center of the castle is worth two (2) points; all other flags are worth one (1) point.

FUNKY RULES: Members of the Chivalry may cross the river unencumbered. All others must cross at the bridges. Attempting to ford the river will result in death for non-member combatants, who must then return to a resurrection point. The defenders have complete control over the castle’s openings (side gate and main gate) and the open/closed status of the gate. The defenders must designate a gatekeeper for each gate, and only that person can specify to the marshal the open or closed status of the gate.

VICTORY CONDITIONS: Victory in the town battle will be granted to the side that accrues the most points. Points will be given in the following manner:

- Uncontested castle flag possession: 2 pts
- Each uncontested outbuilding flag possession - 1 pt
- A maximum of 42 points will be awarded

HEAVY FIELD BATTLE (WITH ARCHERY)

Tuesday, March 14, 12 noon
(L, J, C, S)

PHYSICAL LAYOUT: The field runs from east to west. The east end of the field is substantially higher than the west end. The field is approximately 400 feet long and 200 feet wide. There are several stands of trees that may be fought around. Archery must be aimed inward and not toward spectators.

SCENARIO PLAY: This battle is run five times. The first, second, and third battles start with opposing armies lined up on the west and east ends of the field. In the fourth and fifth battles, the opposing armies line up on the north and south ends of the field. In addition, the following rules apply:

- Archery is only allowed in the first and third battles.
- Siege is only allowed in the first three battles.
- Thrown weapons are allowed in all five battles.

VICTORY CONDITIONS: Each battle is to the last man standing and worth 1 point. The first side to get three points wins the War Point. Weather permitting, we will hold all five fights regardless of the score.

HEAVY RAVINE BATTLE (WITH ARCHERY)

Thursday, March 16, 11 am
(T, R, L, J, C, FS)

PHYSICAL LAYOUT: The ravine has a long west-to-east axis (around 500 feet) and a very short north-to-south axis (around 100 feet). A gully runs along the long axis with slopes to higher ground on the north and south sides. There are several stands of trees (and often piles of debris) down in the gully that may be fought around. Archery must be aimed inward and not toward spectators.

SCENARIO PLAY: Initially, each side occupies one portion of the ravine, with Ansteorra occupying the south portion and Trimaris occupying the north portion. Each side has two (2) resurrection flags in the corners of their respective portions (north and south). Three (3) ravine flags run along the east-west axis. The middle flag is in the bottom of the ravine, while the remaining two flags are equidistant between the middle flag and the edge of the playing field. The battle is one hour long. For each flag, there is a marshal who has two stop watches: one for Ansteorra and one for Trimaris. When the marshal determines that a side has gained control of his flag, he will start that side’s stopwatch. If control is lost to the opponent, he will stop the first stopwatch and start the other side’s stopwatch.

VICTORY CONDITIONS: At the end of one hour, each marshal in charge of a flag will compare the times on his stopwatches. The side that held the flag longest, will be awarded 1 point for holding that flag. The side that scores 2 or more points wins the War Point.

HEAVY BRIDGE BATTLE (WITH ARCHERY)

Friday, March 17, 11 am
(C, T, L, J, FS)

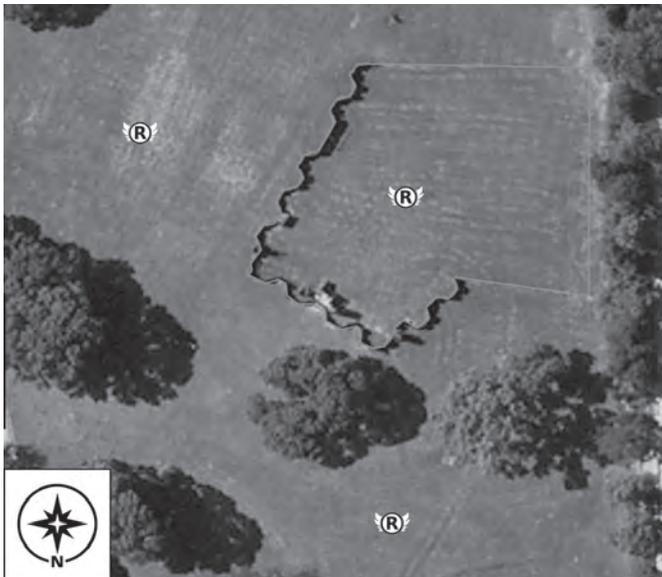
PHYSICAL LAYOUT: Three parallel bridges are placed 18 feet apart. The center bridge is 27 feet wide, while the outside bridges are 18 feet wide. The bridges represent low wall bridges and are delineated by lines of hay bales. The center line of the three bridges is marked with spray paint. Additional lines are marked on either side of the center line at a distance of nine feet. The area of each bridge between the nine foot lines is that bridge’s “glory zone.” A start line is marked 18 feet back from the ends of the bridges.

SCENARIO PLAY: This battle will be run five times. For each battle, both sides will start behind their respective start line. Thrown weapons and combat archery will be allowed in the first and third battles. Combatants can fight on the wall however they like, but if they put a weight bearing limb or weapon into the water area, they are dead. Each battle will be 15 minutes long. Time will stop for injury holds. At the end of 15 minutes, the side that controls the entire glory zone of each bridge will be declared the victor of that bridge. If the bridge is contested (defined as both sides having combatants within the glory zone), all combatants outside of the glory zone will be removed from play, and the combatants inside the glory zone will fight until the last man standing. In case of contention, all bridges will resolve independently and may not assist any other bridge. There will be 10 minute break between battles.

VICTORY CONDITIONS: Each bridge is worth 1 point, for a total of 15 possible points. The first side to score 8 points wins the War Point.

FORT BATTLE (WITH ARCHERY)

Friday, March 17, 1 pm
(T, R, J, C, S)



PHYSICAL LAYOUT: The winner of the bridge battle will attack first. There are four (4) main entries to the castle. The Main Gate is on the north face and has doors made from wood that can be closed to simulate the effect of a drawbridge being up. On the west face is Alexandria's Breach, which has two openings approximately 3.5 feet wide separated by about 6 feet. On the east side is Black Widow's Breach, which is similar in layout to Alexandria's Breach, and the New Gate. The ground around the outside walls is built up so that the height from the ground to the top of the wall is around 5-6 feet, and the distance from the ground to the top of the crenellation is only around 4 feet.

SCENARIO PLAY: This scenario will be run twice so each side can play the role of the attacker and the defender. Attackers will be granted THREE (3) lives, which translates to TWO (2) resurrections. Defenders will have no resurrections. Resurrections may not be transferred from one combatant to another. At the start of each run, attackers will be arrayed outside the castle, with all attackers no closer to the walls than 50 feet away. All defenders must start inside the castle. At lay on, the attackers may commence with the siege. All gates and breaches will be considered closed at the start of the battle except as noted below.

Each battle will last a maximum of 40 minutes (holds NOT included). To simulate the effects of siege, at five (5) minute intervals the castle will become weaker. The weaknesses will progress in this order:

- **Start of battle:** Ramps can be used, Black Widow's Breach is open
- **5 minutes after start:** New Gate opens
- **10 minutes after start:** Alexandria's Breach opens
- **15 minutes after start:** Main Gate opens

Attackers may force the gates open early by three (3) strikes from a large siege rock or by four (4) strikes from a battering ram.

Attackers may attempt to enter through any of the four entry ways (Main Gate, Alexandria's Breach, Black Widow's Breach, or New Gate) or through the crenellations via the use of ramps. Ramps are governed by the following rules:

- It takes 4 people to carry a ramp and 2 people to spot the ramp once it's in place (Note: Spotters can be dead. Spotters are safe from being killed, but they cannot attack.)
- Once in place, ramps cannot be moved.
- A ramp cannot be placed in the crenellation in a defensive fashion.
- Combatants cannot be attacked while on a ramp.
- Neither combatants nor archers can attack from a ramp.
- No standing on the ramps.
- Ramps may be destroyed by a single strike from a machine-thrown large rock or by two (2) large siege rocks carried and dropped by a boulder crew of two (2) fighters.

On the inside of the crenellations, there is a 3-foot-diameter semi-circular landing zone. These zones will be marked. The zones are governed by the following rules:

- Only one fighter may be inside the zone at a time.
- The fighter inside the zone can't be attacked.
- A combatant cannot attack from inside the zone and must leave the zone to attack defenders.

VICTORY CONDITIONS: Whichever side takes the castle the fastest will be awarded the point. If by some remote chance neither side takes the castle in 40 minutes the battle will be declared a tie, and the point will be split in half.

MOTHER OF ALL BATTLES (WITH ARCHERY)

Saturday, March 18, 1 pm
(R, L, C, T, J, F)



PHYSICAL LAYOUT: The MOAB is a progressive, timed battle that utilizes Hastings Field and the Gulf Wars Fort. There are four (4) zones during this battle, each of which will be clearly marked:

- **The Field** is an open field.
- **The Town** contains two (2) redoubts. Only the original group of defenders that started in the redoubt may be inside the redoubt. The redoubt doors are always open and face the fort. Each redoubt has one large and one smaller portal. When the last defender inside a redoubt dies, the zone is cleared.
- **The Bridge** consists of one or two bridges ranging from 6-12 feet wide, depending on the number of fighters present. An additional, 4-foot wide ford may only be used by attacking members of the Chivalry.
- **The Fort** has two entries: Black Widow's Breach (on the east side) is open at the start of battle, and the Main Gate (north side) opens two (2) minutes after the Bridge zone is cleared.

SCENARIO PLAY: This scenario will be run twice so each side can play the role of the attacker and the defender. Archery and thrown weapons are allowed; however, archers may not shoot from bridge to bridge, and archery may not be used at the ford. The defending team must divide its forces into four (4) equal groups and stage a group at each zone. The battle ends when the last defender in the Fort dies.

ATTACKER PROGRESSION: The attacking team's resurrection flag starts in the middle of Hastings Field. Attackers have unlimited resurrection. Attackers may not move on to another zone until the prior one is cleared. A zone is "cleared" when the last defender of that zone dies. After both the Field and the Town are cleared, the attacker's resurrection flag moves from the starting position to the back wall of a Town building. After the Bridge is cleared, the attacker's resurrection flag moves to the back of the Bridge.

DEFENDER PROGRESSION: When a defender dies, he must fall back behind the next zone's line and may not fight again until the zone he vacated is cleared. When defenders die in the Field zone, they must fall back to the Town zone, where they may harass the enemy and defend the redoubts from the outside (once the Field is cleared); however, they may not enter the redoubts. When defenders die in the Town zone, they must fall back to the Bridge zone. When defenders die in the Fort zone, they are permanently dead and cannot resurrect.

VICTORY CONDITIONS: Whichever side "clears" all four (4) zones the fastest wins the War Point.

~Combat Archery~

To compete on the field, combat archers are expected to know and understand the rules for heavy combat and siege weapons in addition to the rules for combat archery. Please review those booklet sections in addition to the information below.

All missile combatants must comply with the Gulf Wars rules:

- We will follow Society standards regarding “clear the bow” minimum shooting distance.
- Each kingdom shall supply marshals in proportion to the number of archers present at Gulf Wars.
- It is up to each archer to know the rules of their kingdom and what is within the scope of their kingdom authorization. No authorizations will be performed at war. If it is discovered that an archer is using equipment not covered by their authorization, that archer will be sent to Marshal’s Court.
- All participants (fighters, engineers, archers, scouts, etc.) must be armored to the Society minimum standard for full-contact armored combat, excepting that archers may have two archer’s gauntlets as hand protection as per Society rules.
- All bows, crossbows, bolts, and arrows shall meet Society standards for construction.
- All armor and weapons must be inspected before participation in any battles, tournaments, or other fighting activities at Gulf Wars.
- Inspection stickers must be worn prominently on the right side of the helmet.
- There is no limit to how many arrows or bolts an archer may carry onto the field (unless specified otherwise in a specific battle scenario), but no one may leave the field once fighting has started to obtain more arrows.
- All missile ammunition must be labeled with the owner’s name and kingdom in English on the shaft, and all missile weapons must be labeled with the owner’s name in English. If a group owns the arrows or weapons, they may be labeled with the group’s name and kingdom. An email address is not an acceptable alternative to name and kingdom.
- If you are borrowing arrows, you must indicate so during inspection so they are properly recorded. Anyone caught firing unlabeled arrows or bolts will be sent to Marshal’s Court.
- Combatants may be hit by missile fire no matter their positional orientation to combat archers or siege engines. In other words, combatants are always engaged by missile and siege weapons; archers and siege engineers do not need eye contact with their opponents to shoot them, and shots in the back are considered good.
- Archery shots to illegal target areas, such as the hands, below the knees, and the sides and back of helms, are not considered good to any combatant.
- ONLY Siloflex arrows and bolts may be gleaned from the battlefield and reused. All other ammunition, including Fellwalker bolts, must be inspected prior to reuse. Ammunition approved for reuse will be placed in rows on the field after the battle. Ammunition that failed inspection can be retrieved from Marshal’s Point.
- Arrows and bolt heads must be appropriate to the shaft and composed of one of the following:
 - Light Shaft: UHMW, Baldar Blunt (legacy two-piece style or the new CUBB, AKA the Fathead)
 - Heavy Shaft: Tennis ball, Omarad/rubber stopper, or Fellwalker Heavy UHMW
- Everyone on the field during battles involving missile weapons, including marshals and other non-combatants, must wear eye protection, such as helms with legal openings, fencing masks, racket sport glasses/goggles, etc. Regular prescription glasses or sunglasses with “safety lenses” are not acceptable substitutes.
- Dead or alive, combatants must keep their helms on until completely off the field.
- Pavises are permitted in scenarios with Combat Archery. They must be constructed and used according to Society standards. Pavises may be used in the archers-only battle, but must be free standing. They may not be held by a fighter.
- Archers may not shoot from stairs or ramps on the fort.

CALIBRATION REMINDER

Since arrow shots are designed for someone in minimum Society armor, fighters wearing plate armor need to calibrate themselves for missile weapons. Fighters should be aware that an effective blow from an arrow or bolt will feel lighter the greater the distance from the weapon discharging it (i.e., an arrow striking a fighter from 30 yards away will always have a substantially lighter impact than the same arrow striking from 10 feet away).

Arrows or bolts must strike point first and non-glancing on a valid target to be considered good. There is no minimum impact requirement. If the fighter is aware of the shot striking him (even if he does not feel the blow, but only saw or heard the arrow impact on him), it must be accepted.

All fighters (including archers) are discouraged from calling arrow shots for others; it is presumed that all those on the field are honorable.

INSPECTIONS

All combat archery inspections will take place at Marshal’s Point adjacent to Hastings Field or at the satellite inspection point set up near the ravine. Inspections will be open from 10 AM until 4 PM Monday and from 8 AM until the end of battles Tuesday through Saturday. Please see the schedule for the daily location of inspections. There will be a reduction in staff 15 minutes before the beginning of each battle to ensure field marshals are prepped on scenarios and in place. This may lead to longer wait times, so early inspection is encouraged.

To speed up inspection, please read the following rules and recommendations prior to arriving at Marshal’s Point:

- Archers must bring their site medallion, authorization card, and a form of mundane picture identification to both armor and archery inspections.
- Before going to inspection, please check for:
 - Damaged tape, shafts, heads, nocks, APDs, labels, etc.
 - Hardening of Baldar blunts and loss of compressibility of padding on homemade blunts

Bring your equipment to inspection point early. If you bring 100+ pieces of ammo to inspection point within 30 minutes of the battle, the marshals will inspect as much as they can, but cannot guarantee all ammo will be inspected prior to battle.

FIBERGLASS ARROWS AND BOLTS

- Hand bows using fiberglass arrows may only have a 30-lb. maximum draw at 28 inches.
- Crossbows using fiberglass bolts, including Fellwalker, may only have a 600-inch-pound maximum rating with a 75-lb. maximum draw.
- Any bow approved for fiberglass arrows may also use any tubular arrows allowed at the War if permitted by the archer’s home kingdom’s rules.

SHAFTS:

- All arrows and bolts must meet Society minimums.
- All fiberglass shafted arrows and bolts must be equipped with anti-penetration devices (APD).
- Only Society-approved APDs will be allowed at Gulf Wars.
- Fiberglass shafted arrows and bolts must be wrapped in fiberglass filament or electrical tape.
- Fellwalker bolts must meet Society minimums for such bolts.

BLUNTS:

- Fiberglass arrows may only have fiberglass Baldar blunts (legacy two-piece style or the new CUBB, AKA the Fathead) or UHMW heads with a minimum of 1/2 inch of padding.
- Fiberglass crossbow bolts may only have fiberglass Baldar blunts (legacy two-piece style or the new CUBB, AKA the Fathead), UHMW heads with a minimum of 1/2 inch of padding, or (for Fellwalker bolts) Fellwalker heavy UHMW heads.
- Baldar blunts must meet your kingdom’s requirement for taping over the head and onto the shaft (one or two strips of tape).

- All required padding on blunts must compress at least 1/2 of its thickness, must consist of closed cell-foam, and must completely cover the striking surface of the blunt.
- All UHMW heads must include side-wraps in accordance with Society minimum standards.
- Fellwalker bolts are allowed and must be constructed in accordance with Society rules for such bolts.

SILOFLEX ARROWS AND BOLTS

- Hand bows using Siloflex arrows may only have a 50-lb. maximum draw at 28 inches.
- Crossbows using Siloflex bolts may only have a 1000-inch-pound maximum rating with a 100-lb. maximum draw.
- All hand bows over 30 lbs. or crossbows over 600 inch-pounds must be marked with a 4-inch wide band of RED tape. This tape must be on the upper limb of the bow or the right hand side of the prod of a crossbow. ONLY 100-PSI Siloflex arrows or bolts may be fired from these bows/crossbows.
- IMPORTANT: Anyone using fiberglass shafted ammunition, including Fellwalker bolts, in these bows or crossbows will be sent to Marshal's Court and banned from all fighting activities for the rest of the event.

SHAFTS:

- All arrows and bolts must meet Society minimums.
- Siloflex arrows and bolts may only be made from 100-PSI Siloflex tubing.

BLUNTS:

- Siloflex arrows may NOT use yellow as the color of their combat head nor feature yellow striping on the shaft of the arrow.
- Siloflex arrows and bolts may have Omarad heads, Baldar blunt heads (classic Baldars), or tennis ball heads. All Omarad-style and Baldar blunt heads must have a minimum of 1/2 inch of padding that will compress at least 1/2 of its thickness.
- Omarad heads must include side-wraps in accordance with Society minimum standards.

~ Siege Engines ~

"Open range" time allows siege crews to practice in a safe area and enjoy some inter-kingdom camaraderie.

There will be Siege Target Competitions with prizes for direct and indirect firing machines. The competitions are open to all siege authorized fighters, no armor needed to enter. All are welcome to attend and cheer your favorite machine on to victory.

Society Siege Rules will be used for inspections and for marshaling purposes during battles.

SIEGE ENGINE CRITERIA

There are two types of siege devices: the active siege weapon and the passive siege structure. For the purposes of this document, and to avoid confusion, siege engines shall be defined as those designed to deliver missiles larger than the already-established small arms ammunition. Siege structures will be defined as devices, such as towers or ramps, that are used to support personnel but are not fitted with active weaponry.

Siege engines can be further broken down into two categories. Type-A engines are designed to deliver large ammunition to a range between 40 and 80 yards. Type-A engines can use all approved ammunition classes. Type-B engines are designed to deliver ammunition larger than small arms ammunition to a range between 40 and 80 yards. Type-B engines may not use anything above small siege ammunition. For the purposes of administration, any device not designed to deliver these types of ammunition will not be considered a siege engine. All engines shall have a maximum range of 80 yards. This is especially important in direct-fire weapons, where range in excess of this often results in safety concerns involving extreme minimum range impact.

GENERAL REGULATIONS

- Engines and projectiles shall be inspected by a warranted Siege Marshal before being used at an event and after any modifications are made to the engine during the course of an event.
- Direct fire engines shall not be discharged against personnel within a range of 30 feet.
- No engine will be discharged while any non-crew person is within 5 feet of the travel path of moving parts or within 5 feet of the fully extended sling length. For example, a trebuchet will not be discharged while a fighter is standing within 5 feet of the path of the arm, front or back. Note that "sling length" is the OVERALL length of the sling while fully extended, not just while both ends are attached.
- Engines must be equipped with a safety device sufficient to prevent accidental firing if they are to be relocated while braced. Any engine without such device shall only be relocated while unbraced.
- Except for man-powered trebuchets, all siege engines will be fitted with an appropriate mechanical trigger mechanism that shall be used with every shot.
- Cannons are not allowed in SCA combat. Engines may not use compressed or ignited gases or liquids or combustible materials of any kind to power projectiles.
- All engines must be free standing and may not use an operator as part of their support structure. Operators will not be included in measuring the footprint of an engine.
- All engines and ammunition will be labeled with the name of their owner, group, and kingdom for identification purposes.
- All engines must have a minimum crew. Should crew size fall below minimum, the engine will not be operational.
- Man-powered engines will be considered Type-B engines and must meet Type-B engine requirements.

SIEGE AMMUNITION STANDARDS

- No siege engine ammunition may exceed 1 pound in weight.
- Siege-class munitions must be marked as such with yellow tape. Ballista bolts must have their shafts and striking surface covered completely with yellow tape, and rocks (both tennis ball clusters and 1-pound foam rocks) must have at least 50% of their surface covered with yellow tape. These munitions may not be fired from small arms or thrown by hand.
- The Siege Marshal must approve specialty siege ammunition.

SIEGE AMMUNITION DAMAGE

- Siege-class ammunition (1-pound rocks, 4-tennis-ball clusters, and 48-inch-long ballista javelins) are capable of killing upon striking any legal target area.
- Siege-class munitions are capable of killing through shields, provided the scenario rules permit this.
- Hand weapons hit by siege-class munitions are destroyed.
- Anyone intentionally blocking or deflecting siege-class munitions are considered killed.
- Small arms munitions fired from a siege engine are treated as combat archery projectiles.
- Siege munitions are considered spent upon striking a target, the ground, or a battlefield structure (but not just a tree).
- Small siege ammunition is capable of damaging or destroying light structures such as other siege engines, pavices, and siege towers, provided scenario rules permit this.
- Large siege ammunition is capable of damaging or destroying any type of structure, such as castle walls, towers, and redoubts, providing scenario rules permit this.

BATTERING RAMS

- A ram is equivalent to a 300-pound log.
- A ram should be composed of four to seven 3-inch (or greater) diameter closed cell foam "pool noodles," each at least 4 but no more than 8 feet in length. Color is not important.

- A ram must be warped at both ends and every 2 feet down its length with duct tape.
- Rope handles should be placed at appropriate intervals for carrying and use. These handles should be long enough for easy gripping with armored hands but short enough to reduce the risk of entanglement.

IMPLEMENTATION:

- A ram must be manned by at least four (4) soldiers and no more than eight (8). These soldiers may not carry weapons or shields but may be accompanied by others to shield them and fight.
- Should the crew be reduced to less than four (4), the ram may not strike until the necessary substitutions can be made.
- The ram must be backed off 3 feet between strikes.
- Eight (8) strikes with a 4-foot ram forces the door. Four (4) strikes with an 8-foot ram forces the door.
- Rams are not damaged by any weapons or missiles.
- Strikes are cumulative, and the count continues if the ram is re-crewed.
- Battering rams may only be used against approved siege structures and may never be used against people for any reason.

INSPECTIONS

Engines will be inspected at the following times:

- Tuesday 12 noon – 3 PM
- Wednesday 9 AM – 12 noon
- Thursday 9 AM – 12 noon
- Friday 9 AM – 12 noon

INDIRECT FIRE ENGINES:

Indirect fire engines must pass a physical inspection to verify that:

1. The engine shoots between 40 and 80 yards.
2. Projectiles leave the machine between 40 and 45 degrees.

If an engine will be left unattended, it must be locked in a safe state. A safe state is defined as the following:

1. The engine is in a condition that does not store energy.
2. The moving parts of the engine are held immobile or in such a state that injury cannot occur.

DIRECT FIRE ENGINES:

Direct fire engines must pass a physical inspection to verify that the engine shoots between 40 and 80 yards at a 45-degree angle. In addition, a crew member must be willing to receive a shot from their engine at minimum range, while in armor.

If an engine will be left unattended, it must be locked in a safe state. A safe state is defined as the following:

1. The engine is in a condition that does not store energy.
2. The triggers must be removed and stored away from the engine.

~Experimental or Unusual Weapons~

All principal Earl Marshals or their designated representative must inspect and jointly pass all siege, unusual, or experimental weapons.

IMPORTANT: Experimental weapons will not be allowed in War Point battles.

~War Herald~

You are encouraged to display your heraldry with pride. Showing banners, surcotes, and all forms of display will add to the experience for all. If you don't have registered arms, stop by Herald's Point to get started.

~Rapier Fighting Conventions~

It is our hope that this year's war will live on in your memories and stories. Here are a few pointers that will help ensure it's remembered for fun and friendship, not for injury or bad behavior.

- Keep hydrated! The water bearers do a fantastic job keeping us stocked with water, Gatorade, and snacks. Appreciate their hard work by drinking plenty of fluids and saying thanks.
- Call your blows! Let's keep it clean, have fun, and let the marshals focus on their other responsibilities.
- The marshals are here to facilitate your fun; they don't want to ruin your day. This is everyone's vacation, and the marshals are volunteering their own time to make sure the games go smoothly and safely. Listen to the marshals. Thank a marshal, or better yet, volunteer to marshal!
- Never hesitate to call "HOLD" if you see something unsafe or dangerous about to happen.
- Inspect your equipment early and often. Don't be surprised if that new blunt doesn't last all week. Try to check your tips during every hold, and keep an eye out for your fellow fencers' gear (especially where they may not be able to see).
- Different kingdoms have different rules. This guide will help, but it doesn't hurt to talk to your opponents before you fight to make sure you're all on the same page.
- Don't be a jerk. If your issue can't be resolved with POLITE dialogue, involve a marshal. Keeping a level head and reasonable composure will make the war better for everyone, including you.

GENERAL INFORMATION

EACH KINGDOM WILL SUPPLY
1 MARSHAL FOR EVERY 9 FIGHTERS.

- All activities will be run according to the rules of the hosting kingdom.
- All activities are heavy rapier only except for Cut & Thrust activities.
- The rules will be explained before each activity.
- For purposes of inter-kingdom activities, you will have to meet your own kingdom's armor requirements, but the weapon standards of the hosting kingdom.
- Stickers will be provided to the kingdom's marshals for inspections.
- Gulf Wars draws fighters from kingdoms all over the Known World. A reasonable attempt will be made to meet visiting kingdoms' concerns and issues. This cannot happen unless our visitors let us know their concerns and help us to resolve them. Final determination will be made by the Rapier Marshal and host kingdoms.

MARSHALATE INTERVENTION

SCA SOCIETY RAPIER RULES
ARE THE DEFAULT REGARDING MARSHAL ISSUES.

SCA rules will be the default for general rapier activities unless more specific rules are provided here. Tournaments will default to the rules of the hosting kingdom.

Any combatant applying the body of the rules rather than the spirit of the rules will be subject to marshalate action. Any engagement issue is subject to marshal review. See "Marshal's Court" on page 20 for further information.

- When marshals intervene for any reason, they will collect the names, membership numbers, and kingdoms of the accused, the offended party, and witnesses. In cases of hard hits, the weapon style used must be noted.
- The marshal will inform the alleged offender and offended party that they are required to attend Marshal's Court after the battle. Witnesses should attend as well.
- In deciding whether to summarily remove a fencer from the combat, the marshal should consider these guidelines:
 - Hard hit, but the recipient waves it off: Information collected, fighter cautioned, play continues.
 - Hard hit causing recipient to withdraw from fencing, even briefly: Information collected, fighter withdraws to sideline for remainder of fight.

- Excessively hard hit, or pattern of hard hits, regardless of recipient's reaction: Information collected, fighter withdraws to sideline for remainder of fight.
- In all cases, the parties involved must attend Marshal's Court at the completion of the fight
- On completion of the melee, a Marshal's Court will be held by the MiC. The Rapier Marshal, the accused and offended parties, and any witnesses will attend. Additional penalties may be assessed by the Court.
- Injuries, even accidents, that remove a fencer from play will remove the offending party from play an equal amount of time. A Marshal's Court may supersede, impose additional penalties, or overrule this general guideline as it sees fit.

GENERAL CONVENTIONS AND RULES OF ENGAGEMENT

Rules of engagement will be discussed before each battle. They include:

- **Attack from behind:** Attackers approaching from behind may choose to foul blades from behind rather than forcing an opponent to turn and face them. Care should be taken to bind the opponent's blades, not his/her hands and arms.
- **Blow calling:** Fighters are required to call thrusts and draw cuts of 6" or more. Fighters are not required to (but can, if agreed to beforehand) call any other cuts (i.e., push and tip cuts).
- **Body contact:** Deliberate body-to-body contact is not allowed. In melee scenarios, deliberate "corps et corps" attacks or suicide charges are grounds for being removed from the field.
- **Dead talk/talking during holds:** Dead fighters may only say they are dead. They may NOT give orders or pass along information. During a hold, fighters will NOT discuss anything but safety concerns with their teammates. Fighters can tell someone to check their armor, sword tip, etc.
- **Dead walk during holds:** Dead fighters may continue to walk back to a resurrection point or off the field during holds, but should exercise caution and MUST NOT give out tactical information while walking.
- **Death from behind:** Death from behind will not be used in War Point battles. A surrounded fighter may choose to yield rather than be struck. Fighters may not ignore opponents behind them and in range.
- **Edge of the world:** Varies. See battle descriptions below.
- **Engagement:** 180-degree front. The melee rules from the SCA Rapier Marshal's Handbook will apply in all Gulf Wars melees.
- **Excessive force:** Fighters who strike with excessive force will be removed from the field.
- **Ganging up:** No more than three fighters can actively throw shots at any one fighter at any time.
- **Holds:** In melees, fencers will take a knee, if possible, so the marshals can more easily find where issues are. If it can be done safely, no hold should be called to remove fighters from the field.
- **Knee walking:** Varies. See battle descriptions below.
- **Non-standard weapons:** All non-standard weapons are subject to approval by the Rapier Marshal.
- **Point stalking:** Fighters will not start to throw a shot until they have gained engagement and can legally hit their opponent.
- **Scoring:** Varies. See battle descriptions below.
- **Secondaries:** See the section on secondaries, below, for information about shields, canes, and other rigid secondaries.
- **Shoving:** A fighter may press his shield or other weapon against an opponent's weapons to deflect or control them but he may not use them to purposely knock his/her opponent off balance.
- **Speed of approach:** Units and individuals can move into engagement at a double-time step as long as they do not make physical contact with their opponents or strike with excessive force.
- **Suicide:** Fighters may call themselves dead at any time. In a resurrection battle, fighters can always walk to resurrection point.
- **Valid target:** Fighters will not strike at the back of their opponents' heads.

INSPECTION

- All armor and weapons must be inspected before participation in any of the battles, tournaments or any other fighting activities at Gulf Wars.
- All secondary items are subject to marshal review from Ansteorra, Gleann Abhann, Meridies and Trimaris inspectors. All non-standard secondary items are subject to approval by the Rapier Marshal.
- Inspection stickers must be worn prominently on the mask and/or helmet. Once armor and weapons are inspected, you are good for the remainder of the war. If significant changes are made to existing armor, or new armor is used, the fencer must be re-inspected.
- Weapons should be inspected daily by each fencer and an available marshal.
- Shields, canes, and other rigid secondaries may be up to 453 square inches in area (the same area as a 24" round) but not more than 48" in any dimension. Some standard templates will be available at the inspection points for comparison.

~ Rapier War Point Activities ~

- War Point melees and tournaments will use heavy style blades.
- All kingdoms will provide 1 marshal for every 9 fighters they field. Ansteorra and Trimaris will provide additional marshals as needed. Kingdoms with fewer than 9 fighters on the field are asked to have someone available for the marshals to consult as needed to resolve issues involving fighters from that kingdom.
- Death from behind (DFB), spears, and rubber-band guns (RBGs) will not be used in War Point activities. Two-handed weapons must be used with two hands — no secondaries or shields. Should a fighter wielding a two-handed weapon lose use of one hand, he will no longer be permitted to use that weapon but may trade it for a single-handed weapon.

RAPIER TOWN BATTLE

Monday, March 13, 3 pm

The town battle is a rescue/capture scenario. Two teams start at opposite sides of the south end of the field, deep inside the fort. Three buildings (marked with hay bales) in the center of the fort each hold a chest. Before each scenario, the marshals will mark one of the three chests as the target for capture. The mark will be placed in such a manner as to prevent identification by participants until they are able to manipulate the chest.

A team collects a point by successfully transporting the correct chest out of the North Gate. Two persons must carry the chest together, each using at least one free hand to carry the chest. The chest must be carried at a walk (i.e., at all points during travel, at least one foot must be touching the ground.)

If a transporting person is killed, the chest is placed on the ground until such time as the dead person is replaced. If there is only one person alive, that person may use both hands to carry the chest.

Buildings are considered to have walls that you cannot attack through. Fencers are only allowed to engage through doors. Neither fighters nor chest may cross walls at any time during the battle.

The Town Battle will be fought best two out of three. The side with the most points wins the War Point.

RAPIER FIELD BATTLE

Tuesday, March 14, 3 pm

- Sides for the field battle will be decided by the toss of a coin. Sides will switch after each melee.
- Any fencer who steps out of bounds with one foot will be considered dead. To cause an enemy to retreat out of bounds is considered a valid tactic. Touching the line will remove a fencer from play.
- Knee walking is allowed only for those wounded below the knee.
- The open field melee will be fought best two out of three, last combatant standing.

RAPIER CHAMPIONS TOURNEY

Wednesday, March 15, 2:30 pm

- Ansteorra and Trimaris will each provide 15 fighters as a mix of MoD, White Scarves or equivalent, non-Scarves, and allies in a 5:5:5 ratio.
- There will be 15 fights (weapons to be agreed upon between the fighters).
- Whichever Kingdom wins majority of these fights will secure the War Point.

RAPIER RAVINE BATTLE

Thursday, March 16, 2 pm

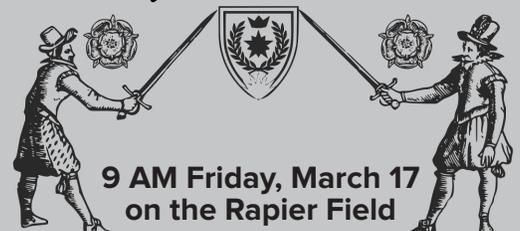
- The ravine battle is a 60-minute resurrection battle with the object being to maintain control over flag emplacements throughout the battle.
- The ravine will be divided long ways, with one resurrection point in each corner of the field: two per side, four total. Three flagpoles will be placed on the center line of the field.
- Three flagpoles will have actual flags on a rope representing the armies of Ansteorra and her allies, and Trimaris and her allies. While controlling a flag emplacement, an army must detail one fighter to keep their flag raised. Flags may not be tied, counterweighted or otherwise secured in place and must be held by hand.
- Any fencer who steps out of bounds with one foot will be considered dead; to cause an enemy to retreat out of bounds is considered a valid tactic. NFL rules- touching the line will remove that fencer from play.
- At regular intervals throughout the battle (every five minutes), the raised flags will be documented by a tally sheet. A bell will be rung as each score is taken. As the score is recorded it will be written on a large chart visible from the field. Sides may send a runner to check that chart anytime they wish. The winner of the battle will be the side who held the most tallies.

~Additional Rapier Activities~

- **REVENGE TOURNEY:** Ever had that one fight you wish you could do over? This is the tourney for you. Open to all levels of rapier fighters — the more the merrier! First, fighters will compete in a round robin tourney. Next comes the revenge round! Choose an opponent you lost to and challenge him or her again. Win the bout, win a point. Lose the bout, know the truth of the match. Winners of the revenge round move to a final round of pairings, and one honorable rapier fighter will emerge the champion.
- **VERONA STREET BRAWL:** Rival groups stalk their opponents in the streets of Verona while trying to avoid the notice of authorities that will arrest them for disobeying the Prince's edict against public brawls.
- **DIAMOND CHAMPION TOURNEY:** One heavy and one rapier fighter from each kingdom form a team to compete in this double-elimination tourney. By invitation only. Sponsored by Gleann Abhann.
- **TAVERN BRAWL:** Eat, drink, and be merry — until the tavern keeper requests payment.
- **TRIMARIS TOURNEY:** Open to all fighters. Hosted by Trimaris.
- **LADIES CHAMPIONSHIP TOURNEY:** Ladies only. Compete against the skilled sisters of rapier in this tournament sponsored by the fine folks at Zen Warrior Armory.
- **EVERYMAN TOURNEY:** Who is Everyman? Everyman does not have his kingdom's terminal rapier award, but he's out there fighting anyway. Everyman goes to war and has fun. Everyman is in the ranks taking orders and keeping the line. Everyman can be a novice, a crossover, someone who has been fencing for years and just has fun, or even the deadly serious cadet or student. Are you a MOD, White Scarf, MoBster, Bladesman, or equivalent? This is a great tourney to come and watch (or even help marshal); after all, Everyman enjoys hearing feedback. Entrants will be divided into 4-to-5-man pools for a round robin. Those who have the most victories in each pool will advance to a double-elimination round. Sponsored by the cadets of Ansteorra.

- **DON EDMUND MEMORIAL TWO HANDER TOURNEY:** Two hander tournament to honor Don Edmund the Lame, who passed away last year. Tournament will be fought with heavy rapier rules. A dagger secondary is allowed if desired. Sponsored by Small Grey Bear.
- **ANSTEORRAN ORDER OF THE ROSE TOURNEY:** Fighters must be sponsored by a Rose from any kingdom to compete. Each Rose may sponsor up to two rapier fighters, no more than one of whom may have a grant-level or above rapier award (e.g., WS, OGRE, MoD, etc.). Fighters must be presented to the list by their sponsoring Rose or have a written letter of introduction.
- **NOVICE TOURNEY:** Open to fighters that have been authorized in rapier for one year or less AND have not won any tournament before. Sponsored by the Bladesmen of Gleann Abhann.
- **ATLANTIAN NEVER WON A TOURNEY TOURNEY:** Open to all who have never won a rapier tournament (excluding rapier melee tournaments). Sponsored by Atlantia.
- **OLD FARTS FENCING SOCIETY TOURNEY:** Open to all fighters age fifty or over. Waterbearers may wish to have Ensure and oxygen on hand.
- **MoD CUT-AND-THRUST TOURNEY:** Cut-and-thrust tournament sponsored by the Ansteorran Masters of Defence.
- **CUT-AND-THRUST PAS D'ARMES:** A high period bouting experience. Think of this as a gathering of an unofficial but highly regarded group of warriors that have elected to meet and conduct a series of challenges for no reason other than being brothers in arms. High persona play, appearance, and brotherhood are the goal here, not a tournament victory.

Ansteorra Rose Tournament



**9 AM Friday, March 17
on the Rapier Field**

Unto the most august rapier fighters of the Known World do we, the Roses of Ansteorra, send greetings and entreat you to join us for a tournament of grand proportions!

Your mettle will be tested in a vigorous, dual-elimination lyste against the greatest washbucklers in the realm!

Each member of the Order of the Rose (or your kingdom's equivalent) may sponsor two combatants, only one of whom may have a grant- or peerage-level rapier award.

Grand Exhibition Tournament

**3:30 PM Friday, March 17
at Hastings Field**

The top archers in the Known World will display their prowess in a special exhibition in front of the fort at Hastings Field. The winner will earn a handsome scroll.



Come support your kingdom's finest!

~Target Archery~

BOW AND ARROW REQUIREMENTS

- All equipment will be checked by the marshals daily. This is for the safety of everyone on the range. Please be patient.
- Longbows, recurves, and crossbows that meet Society conventions for target archery are allowed.
- Bows may be of any weight desired; however, bows of a destructive nature or that cause the marshal concern for safety will be disallowed.
- No sights are allowed on longbows or recurve bows.
- Crossbows are allowed single fixed sights.

COMPETITIONS

The prize shoot will be held Monday through Thursday at 4 PM at the Archery Range. Each day, we will have fun and exciting shoots along with War Point and practice:

- **MONDAY:** Sponsored by the Order of the Arc d'Or of Ansteorra
- **TUESDAY:** Sponsored by Trimaris
- **WEDNESDAY:** Sponsored by Meridies
- **THURSDAY:** Sponsored by Calontir
- **FRIDAY:** Sponsored by Gleann Abhann

ARCHERY WAR POINT COMPETITION

One six-arrow flight is allowed for each of two different shoots. Scoring will be tallied as follows:

- **CLOUT:** Inner circle is worth 3 pts., outer circle is worth 1 pt.
- **SLOT:** 1 pt. for each arrow in the slot. Lines do not count, because if an arrow were to have hit the slot of a castle it would have been deflected, lost energy, or broken.

You will be able to practice for these shoots prior to shooting for score if you choose. You will have to declare to the line marshal when you are ready to shoot for score.

For the War Point, all shooting will be done from the standing position for both bow and crossbow. Disabled archers will be dealt with on a case-by-case basis.

OFFICIAL TARGET ARCHERY COMPETITION

The Royal Round and the standard IKAC are both widespread and familiar to all kingdoms. The Royal Round will remain the official Gulf Wars competition, which consists of:

- Six arrows at 20 yards
- Six arrows at 30 yards
- Six arrows at 40 yards
- A 30-second speed round at 20 yards

Official IKACs, consisting of two static rounds of six arrows each and two 30-second speed rounds at each of the same three distances, will be offered. However, they are not part of the War Point competition.

Targets for both of these activities are the 60-cm concentric circle targets used in Olympic competition.

SOCIETY SEASONAL ARCHERY CHALLENGE

This shoot changes four times per year and will be offered to those who want to shoot for score or just to try.

GRAND EXHIBITION TOURNAMENT

Sponsored by Baroness Juliana Strangeways. To gain entry into the tournament, each kingdom selects two representatives. These representatives' names should be turned into the marshal at Sherwood Range by Friday Morning before 10 AM.

There are going to be about 24 people shooting in the GET. As far as the type of shoots that will be done, that is a secret.

~Thrown Weapons~

WAR POINT

The Thrown Weapons War Point will consist of three opportunities to throw and stick from three different distances. 1 point for each stick, most points will get the War Point! Come on out to support your kingdom!

RANGE SAFETY

The range Marshal's word is LAW. While Live Weapons are fun to throw, they can be very dangerous! Therefore, for everyone's safety, all of the marshal's decisions are to be obeyed. Failure to do so will result in disqualification from the Live Weapons competition. The marshal's rulings about scoring, safety, and use of weapons are final.

All live weapons are dangerous and can injure or kill a person. During the Middle Ages, that was the whole point of learning to throw a weapon, but today WE DO NOT WANT ANY INJURIES FROM LIVE WEAPONS! Treat each weapon with the respect it deserves. The marshals are very serious about safety. Anyone, regardless of rank or title, will be disqualified from the Live Weapons competition and asked to leave the range for unsafe behavior.

Warranted marshals and marshals-in-training are always welcome on the range to help out.

WEAPONS

The War Point competition will be knife, axe and 8-foot spear ONLY.

- **KNIFE:** Any type of knife is allowed. The marshal may disqualify a knife if it is found to be unsafe.
- **SPEAR:** Spears must be at least 48" in length. The marshal may disqualify a spear if it is judged to be unsafe or unreasonably destructive to the target.
- **AXE:** Any style of small axe, tomahawk, or hatchet may be used in competition. Double blade axes may be used, but only one of the blades will be allowed to score. The choice of which blade is up to the competitor and must be marked by the Marshal prior to competition throw for score to count. The Marshal may disqualify an axe if it is judged to be unsafe or unreasonably destructive to the target (e.g., no huge, two-handed axes with short handles).

All competitors are encouraged to provide their own weapons. There is no guarantee loaner weapons will be available. If they are, they will be used only with permission of the marshal.

BARONY OF THOR'S MOUNTAIN PRESENTS

Freya's Throw

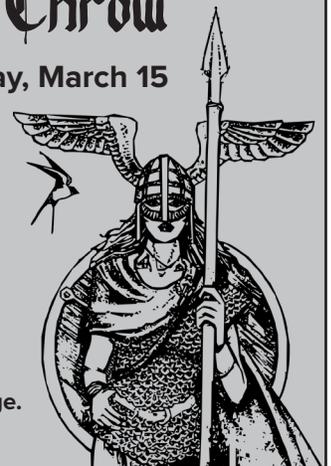
1 PM Wednesday, March 15

Freya's Throw is a ladies-only thrown weapons competition.

Novices welcome! Come try your hand in a low-pressure, non-threatening environment!

Prizes will be awarded!

Located at the Sherwood Range.



~Equestrian~

PRE-REGISTRATION

If you and your horse are not pre-registered, you will not be allowed on site with your horse. NO EXCEPTIONS! All horses MUST BE pre-registered with the Equestrian Deputy by February 26.

Please be aware of the mundane/agricultural equine laws of the states you will be traveling through and be sure you have the proper documents to satisfy them. To satisfy Mississippi's equine laws, you must keep the original copy of your negative Coggins' Test near your horse. Neither King's Arrow Ranch nor the SCA need a copy.

Camping and horse trailer parking is available exclusively for pre-registered equestrians and their camping companions.

MOUNTED PATROL/ RIDING THE SITE

As Gulf Wars is a multi-kingdom war, we will be following the SCA Corporate Equestrian Handbook. There are some specific rules for mounted patrol, riding the site, and other equestrian activities away from the Equestrian area. These are detailed in the Gulf Wars Equestrian Operating Procedures.

ACTIVITIES

Gulf Wars offers many opportunities to celebrate the equestrian arts for those who love to horse around. Please see the schedule posted at the barn for detailed times and locations.

Spectators are encouraged to visit equestrian activities. Please join one of the many classes being taught or show up a little early to help set up or take down equipment for a particular activity (volunteers are greatly appreciated!). Authorized equestrians are always welcome to help as ground crew and will earn much gratitude from the Equestrian Marshal.

Mounted classes and training:

- Jousting
- Ground to Mounted Combat
- Mounted Combat
- Mounted Archery
- Buzkashi
- Games Courses
- How to Ride Before a Prince

Unmounted classes:

- Barding
- Making Jousting Equipment
- Ground Crew

THE ORDER OF THE ROSE OF MERIDIES PRESENTS

The Meridian Rose Heavy Combat Tournament

**3 PM Wednesday,
March 15
at Champion's Field**

Each Rose and her one heavy fighting champion must sign in at the list table together and prior to the tournament's 3 PM commencement.

All Roses (duchesses, countesses, viscountesses, and sitting queens and princesses) are invited. Roses may provide their own throne or chair to watch fieldside.

Setup and registration begins at 2 PM.
Light refreshments provided.



EQUESTRIAN WAR POINTS

Competitors can earn equestrian war points for their kingdom by participating in select events. Each competitor must identify which kingdom they are riding for (war points will be awarded to the winner's kingdom). War points will be awarded for Jousting, Mounted Archery and How to Ride Before a Prince.

PROOF OF AUTHORIZATION

If your kingdom of residence has an equestrian authorization program, be prepared to show your authorization card at equestrian check-in.

New equestrian authorizations are not conducted at Gulf Wars except under the following conditions:

- Your kingdom has an authorizing marshal in attendance who agrees to authorize you (even though they are not obligated to do so); AND
- You receive permission to use an arena for authorization when it is not scheduled for other use.

RULES OF THE BARN

Do not feed or touch any horse or its tack without express permission from the owner.

- Minors must be under adult supervision at all times while in the Equestrian area.
- A red tassel on a horse indicates that the horse may bite or kick. Do not approach this horse.
- Virtually all horses will kick and/or bite when startled, so give horses a wide berth unless you have been told it is okay to approach the animal.
- Horses startle easily. Do not run, jump, yell, or make sudden movements around the barn.
- The barn closes at sunset to everyone except horse owners.
- No loud parties or drumming in the Equestrian area after 10:30 pm. Our war horses need their sleep!

THE STELLAR KINGDOM OF ANSTEORRA
PROUDLY PRESENTS

The Known World Party

**9 PM Friday, March 17 (St. Patrick's Day)
at the Fort on Hastings Field**

- The Ansteorran Brews and Brats competition (all aspiring brewers and chefs are invited to enter the challenge!)
- Alcoholic and non-alcoholic drinks ranging from the Thorn of Ebergardis to Kragistani Kool-Aid
- Games of Might: Fling a Lass and Snake Toss
- Games of Balance: Tug-o-War on the balance disks
- Games of Strategy: The Viking Box Game

Help Saint Patrick chase out the snakes!



Arts & Sciences

Gulf Wars provides a wide variety of opportunities for learning, practicing, and discussing the arts and sciences throughout the war. There are a variety of classes, competitions, discussions, demonstrations, and hands-on practices to whet your appetite or sate your thirst for learning.

Please review the information listed here for each area and consult the A&S Classes and Activities booklet for specific schedules. A copy of the full schedule can be purchased for \$1 at Troll or at the Class Info Point on Artisan's Row.

CLASS/ACTIVITY CHANGES

There are ALWAYS changes to the A&S Classes and Activities after the booklet goes to print, so **be sure to check for changes at least daily** on sign boards, at Information Point (Five Points), at Class Info Point (Artisan's Row), and/or at specific class/activity areas.

You can also get real-time updates on changes via social media (see "Social Media," page 8) and on the Gulf Wars Class/A&S Updates Blog, which you can subscribe to via RSS feed or email:

<https://gwasactivities.wordpress.com/>

BECOME A GULF WARS XXVI SCHOLAR

This year, we will again award folks who show their commitment to learning at Gulf Wars by demonstrating one or more of the following:

- Commitment: Any eight (8) classes
- Depth of Focus: Six (6) classes in any one A&S area or topic
- Breadth: At least one class in each of six (6) different A&S areas

The Gulf Wars XXVI Scholar challenge is open to guests ages 5 and up. See the A&S Classes and Activities booklet for details.

~A&S Competitions~

We have multiple A&S competitions scheduled for your enjoyment. There may be others that didn't make it in for publication, so check at Information Point often.

A&S CHAMPIONS BATTLE

Thursday, 8 AM – 4 PM at Bede Hall

Points of Contact:

Mistress Maol Mide ingen Medra, OL, OP (Trimarís),
Mistress Ameline de Bois, OL (Ansteorra)

Schedule:

- 8 AM Registration and set up begin
- 10 AM Judging begins; Performing Arts entries begin in the A&S tent outside Bede Hall.
- 1 PM Hall opens to populace. Champions are encouraged to stand with their entries for discussions. Performers may choose to perform again during the populace viewing time.
- 3 PM Winners announced, entry pickup (must pick up by 4 PM)

Rules:

IMPORTANT: Performing Arts entries are limited to 15 minutes each unless a specific exception has been arranged.

There will be a maximum of 30 entries: 10 from Ansteorra, 10 from Trimarís, 3 from Gleann Abhann, and 3 from Meridies; the remaining entries (max of 2 per side) may come from other allied kingdoms (1 entry per kingdom). All Laurels are invited to take part in judging. At a minimum, each participating kingdom must provide a number of Laurel judges equal to their number of entries. (Non-wreathed judges must have the sponsorship of an on-site Laurel.)

Each kingdom may select their champions by whatever method they see fit; however, entries must not have been shown at a previous Gulf Wars Champions Battle. Individuals are limited to one entry. Group entries are considered a single entry and a member

of a group entry may also have one individual entry in a different genre. Non-performing champions need not be present at the war. All entries will be presented anonymously (no names or kingdom affiliations, please).

Each entry will be evaluated by two judges. Every effort will be made to ensure the two judges come from different, unallied kingdoms. The two may judge as a team, but each must complete their own judging form and assign their own score. Judges may not judge their own entries, nor may they judge works in a category they have submitted their own entry to. The War Point will be awarded to the kingdom with the highest average score from their 10 champions plus any allied champions.

NOTE: A meeting of the Laurels and the populace to discuss proposed procedures for future A&S War Point competitions will be held Friday, March 17, from 4–5 PM in Bede Hall.

INTER-KINGDOM BREWING GUILD'S BREWING AND VINTNING COMPETITION

Thursday, 1–3 PM at Bede A&S Tent

Point of Contact:

Mistress Jane Beaumont (Gleann Abhann)

Rules:

Entrants must be at least 21 years of age and are encouraged to stay and watch the judging. Please also visit the IKBG's website: <http://www.greydragon.org/ikbg/index.html>

MERIDIES-GLEANN ABHANN OPEN A&S COMPETITION

Friday, 8 AM – 3 PM at Bede Hall

Points of Contact:

Mistress Amelia van Hemmessen, OL (Gleann Abhann),
Mistress Iofa merch Macsen, OL, OP (Meridies)

Schedule:

- 8 AM Registration and set up begin
- 10 AM Static judging starts
- 11 AM Performing Arts entries begin in the A&S tent outside Bede Hall
- 3:30 PM Winners announced, entry pickup (must pick up by 4 PM)
- 4 PM A&S Gulf Wars discussion

The kingdoms of Meridies and Gleann Abhann are once again hosting the Gulf Wars Open Art and Sciences Competition. The Open is a stress-free display of static items or performing arts entries that is open to all, regardless of skill level or kingdom affiliation. Documentation may be very minimal or extensive.

There is no particular categorization of entries. Static arts and performing arts entries are welcome in the Open. Entries may have previously been entered in other faires, or they may be new entries that have never been entered in any faire.

Populace voting will help determine the overall winner. Individual sponsors may offer prizes. Please plan for a space of 3 feet for each entry.



~Al-Mahala~

(Location Code: AM)

Welcome to Al-Mahala, the official class area for topics related to the Levant, Andalusia, the Ottoman Empire, Egypt and North Africa, the Silk Road, Persia, and points East. From the culinary arts featuring our earthen ovens, to live music, to language classes, the range of Al-Mahala topics is as varied as a spice merchant's inventory. Check the class booklet for dozens of Al-Mahala offerings and be sure to check the board in front of our camp for schedule updates daily.

In addition to classes and open dancing most nights, you are invited to our special events:

- **Tuesday, 8 PM:** Drum circle/block party held in partnership with our neighboring encampments, Rolling Thunder and Wolf Star
- **Thursday, 8PM:** Andalusian Salon (social gathering) and Live Music Samra (Party)

Our Thursday evening event in the Al-Mahala dance tent will pay homage to the civilized medieval salons of Baghdad and Alhambra with storytelling, conversation, and music. Thursday night will feature as many of the quieter melody-line players as possible (oud, qanoon, ney, fiddle, saz, vielle). Percussionists are welcome as well, but we will limit these to two drummers per tune on Thursday night. A frame drum is highly recommended.

In contrast, the Tuesday night block party is a great chance to bring your high-energy drumming (all levels welcome!).

~Artisan's Row~

(Location Code: AR)

Located downtown near Bede Hall at the intersection of Lacey's Way and Knights Circle, Artisan's Row (aka "the Row") is a collection of workshops where artisans demonstrate, share, and teach their particular skills in smaller, more intimate, and often more informal settings.

Artisan's Row is also a great place for artisans and those interested in the arts and sciences to network, share ideas, and collaborate on joint projects. We are delighted to be hosting The Great Machine and the Wood Annex along with our wood and leather workers, metalsmiths, glassworkers, fiber artists, herbalists, and dyers. The Row is also proud to support the annual Gulf Wars XXVI Scholars challenge. We invite everyone to come by and see what's happening any day. Visitors, observers, and questions are always welcome!

ARTISAN'S ROW AREAS

- | | |
|-------------------------|------------------------------|
| • Botanical/Herbal Arts | • Textiles |
| • Culinary | • Textiles — Wet |
| • Glass | • Spin/Weave |
| • Leather | • Woodwork |
| • Lecture | • Wood Annex (and Enameling) |
| • Metals/Jewelry | • The Great Machine |

Please review the A&S Classes & Activities book and check in at Artisan's Row for event/class additions and changes.

SPECIAL EVENTS/PROJECTS

Look online or visit Artisan's Row for more details.

- **Gulf Wars Scholar's Challenge:** Take at least one class across each of six (6) different class areas or take six (6) classes within a single area/topic.
- **Journeyman Program:** Volunteer and work on projects in a single area for the entire week. Interest meetings will be held Sunday at 2 PM and Monday at 10 AM.
- **Artisan's Row Social:** Join us Monday at 8 PM to meet up with fellow artisans, scholars, and patrons. Requesting donations of raw materials for the Volunteer Point "Above and Beyond" table.
- **4th Annual Secret Squirrel Award:** Awards will be given for best camp furniture (individual and group), best ensemble camp, best heraldic display, and most awesome thing.
- **Journeyman Program & On-Site Artisan Display:** On Saturday, display any project you started during the war. Don't worry if it isn't complete — your journey is what's important.
- **Gulf Wars XVIII Planning:** Join us Saturday at 2:30 PM to plan for next year.

~Ca' d'Oro Salon~

(Location Code: AR Ca d'Oro)

The Ca' d'Oro Salon hosts a Renaissance experience located on Artisan's Row. Ca' d'Oro offers a variety of classes focused on post-13th century life. In addition to offering over 15 classes, we host the La Bella Donna Historical Apothecary, A&S demos, period gaming instruction, and an Enchanted Ground area. There will be an artisan solar under the fly daily, enchanted ground persona play and bardic daily, and an Italian Personae Social on Friday from 6–9 PM. See the class booklet for details or visit labelladonna.net.

Schedule:

- **Monday–Friday, 12 noon–1 PM:** Artisan's Solar
- **Monday–Friday, 4–6 PM:** Enchanted Ground & Bardic Circle
- **Thursday, 10 AM–2 PM:** Bocce Ball Tournament
- **Friday, 6–9 PM:** Italian Personae Social

GULF WARS XXVI
CA' D'ORO SALON
 BARDIC CIRCLE NIGHTLY
 ENCHANTED GROUND DAILY
 1350-1600 COOKING DEMO MONDAY
 BOCCE BALL TOURNAMENT
 ITALIAN PERSONAE SOCIAL FRIDAY
 POMPEII HAIRSTYLE DEMOS
 PERIOD COSMETIC DEMOS
 ARGENT LION PAVILLION
 PRE-BALL DANCING
 PERIOD MUSIC
 RENAISSANCE ATMOSPHERE
 LIVING HISTORY DISCUSSIONS
 ON LAUREL LANE
 LABELLADONNA.NET

~ Early Period Life ~

(Location Code: EPL)

Welcome! We invite you to join us learning and living in the Early Period Life (EPL) village. The EPL class area is located at the west end of Queen's Highway on the right side of the road. EPL offers a wide variety of classes focused on Western Europe pre-1066 village life, including woodworking, blacksmithing, pottery, cooking, and fiber arts.

In addition to classes all week (9 AM to 5 PM, rain or shine), EPL will host the following:

- A silent auction with wonderful donated items starts at 9 PM on Sunday, March 12, and closes on Wednesday, March 15, at 4 PM
- Open Demonstration Day features skilled artisans available to answer your questions on Wednesday, March 15, from 9 AM to 4 PM

After a very successful first year, we are proud to offer classes for the younger attendees again. Young people must bring along a parent or responsible adult per site and society rules. Please check the schedule for classes and age limits.

EPL cannot offer such a great area and class schedule without help from wonderfully talented and dedicated volunteers. Thank you to all the great teachers and staff that support the Early Period Life village experience.

~ European Dance ~

Come explore the grace and energy of European-style dance — coordinated by HL Fleur Stewart. Classes are scheduled each afternoon throughout the week in the dance tent outside Bede Hall. Consult the A&S Classes & Activities booklet for a detailed schedule.

BALL SCHEDULE:

All balls take place from 9 PM until midnight in the Main Hall.

- **Sunday:** Early Bird Ball (All Instructors)
- **Monday:** Welcome Home Ball (Mistress Isabella della Rosa)
- **Tuesday:** Beginner's Ball (Lord Runolfr Ulfsson)
- **Wednesday:** Masked Vice & Virtue Ball (HL Fleur Stewart)
- **Thursday:** Caroso Ball (Duchess Katrina)
- **Friday:** Grand War Ball (HL Fleur Stewart)
- **Saturday:** Last Chance to Dance Ball (All Instructors)

7 HEAVENLY VIRTUES/7 DEADLY SINS COMPETITION

On Wednesday night, come dressed as one of the Seven Heavenly Virtues or Seven Deadly Sins to compete for a prize. Prizes will be awarded to the **Best Lord and Lady**. If you wish to participate in the competition, come 15 minutes early to sign up. Garb must be period and you must have a mask. Participation in the competition is not required to dance.

MUSICIANS

To participate in the dance musicians' pit during Gulf Wars:

- You must have at least entry-level sightreading skill using standard musical notation (including percussionists).
- You must perform on acoustical instruments (this includes modern acoustical instruments).
- We will use a standard pitch of A=440.
- We will use the following book for most of the dances (copies will be available for use and for purchase at the balls): <http://www.istanpitta.com/cds-books/book-early-period-popular-dance-music/>

~ Herald's Point ~

Herald's Point welcomes you to come and see how the pageantry and splendor of arms and devices gets started! Learn the difference between couchant and rampant, or and argent, what exactly achievements are and just what you can put your arms on (hint: EVERYTHING!).

The range of Heraldry is vast, and we can help you learn all about it. Please check the classes booklet for some excellent classes on Heraldry and come by the Point where we will have refreshments and knowledge free for the taking!

~ Journeyman Program ~

The Gulf Wars Journeyman Program is an opportunity for an artisan or crafter to immerse him/herself in an area of study, to "belong" to the community, to help out behind the scenes, to study under someone new, and to explore a certain area deeper on his/her own.

Would you make a good Journeyman?

- Have you looked over the class lists and discovered that most of the classes you want to take are in a single area?
- Do you wish a class would dig deeper, or that you could hang around, ask questions, and use the tools for a bigger project?
- Once you try something new at war, do you practically live in that area for the rest of the war?
- Do you secretly wish you could run an area, but are not certain what it involves?
- Can you commit about 4 hours per day at war (especially if it means doing what you want to do, anyway)?

If you answered yes to most of these questions, the Journeyman Program is perfect for you. We will try to pair you with your area of interest, studying under the area coordinator. You will help with class setup and clean-up and have the opportunity to audit them while working on your own Journeyman project. At the end of the week, you will showcase what you have learned and accomplished during the week.

There are two Journeyman Program meetings, both in Artisan's Row:

- **Sunday, 2 PM:** For early arrivals who want to start right away
- **Monday, 12 noon:** Come learn about the program or sign up

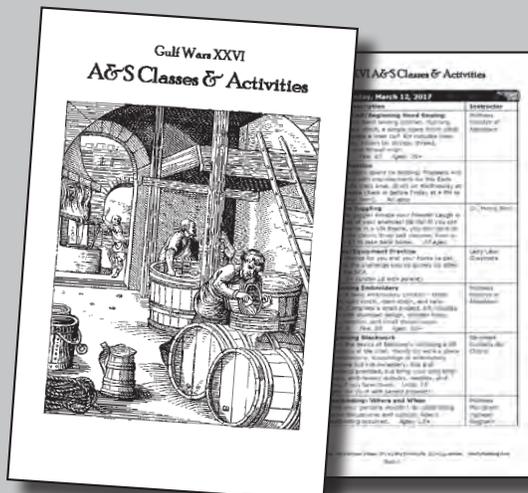
Performing Arts, Scribe's Point and various areas in Artisan's Row are looking for Journeymen this year.

We invite everyone to visit Artisan's Row on Saturday between 9 AM and 12 noon for the Journeyman Program exhibit. Come and ask this year's Journeymen about their experience. Maybe next war will be your year as a Journeyman!

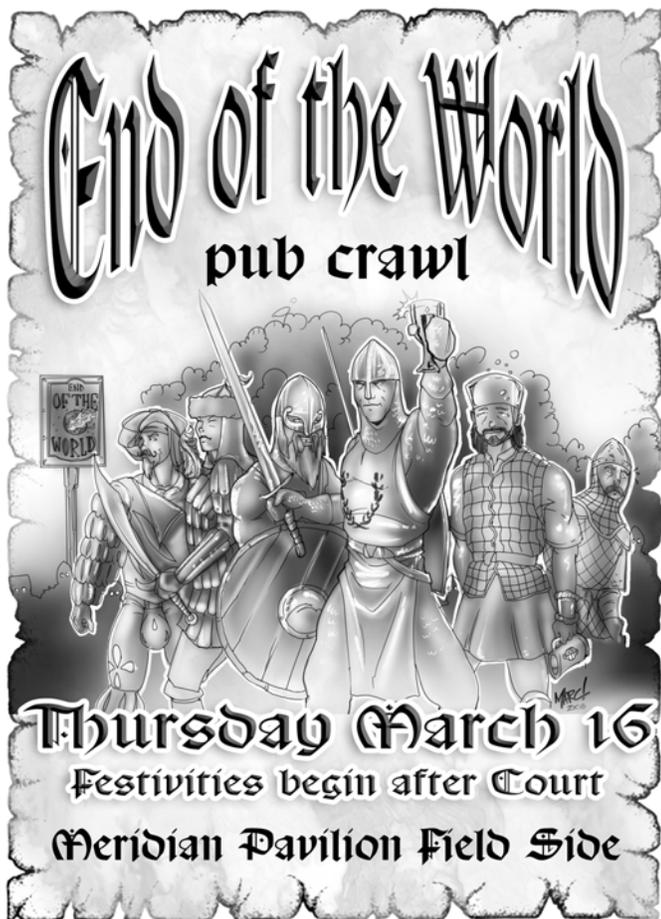
GET YOUR VERY OWN

A&S Class Schedule

with detailed class descriptions



AVAILABLE FOR \$1 AT TROLL



~ Kennel Lands / Coursing ~

Numerous activities and classes are offered daily. Find details in the Master Schedule and in the class listings in the A&S booklet. A class schedule is also posted near the Kennel Lands gates.

We welcome visitors to Kennel Lands during our hours of 9 am to 5 pm. If you wish to visit the hounds, volunteer with the hounds, or if you are interested in learning more about coursing and hound activities in your area, come on by! The Kennel Lands are located southeast of the Royal Cabins, east of the pond and north of the barn.

RULES OF KENNEL LANDS (For all dogs except service dogs)

- Non-service dogs **MUST** be pre-registered and housed at Kennel Lands. If you did not pre-register your hound, you will **NOT** be allowed to bring it on site.
- All hounds must be registered with Animal Control, located at Troll, upon arrival on site. The owner/handler must sign a waiver and furnish a copy of each service animal's rabies certificate, complete with veterinarian's name, address, and phone number, to register the animal. Rabies tags will **NOT** be accepted as proof of vaccination. Animal site tokens will be issued to each animal and must be worn at all times. Owners/handlers will receive a copy of the animal Rules and Responsibilities.
- If your hound causes problems, you may be asked to remove it from site.
- Do not touch or feed dogs in Kennel Lands or around site without express permission from the owner/handler.
- Participants in coursing activities must be at least 18 years of age, or must be accompanied by a parent or guardian who has signed a waiver authorizing their minor child to participate.
- Hounds are not available for adoption at Gulf Wars.
- Volunteers must be 14 years of age and responsible enough to walk a dog without an adult. Children under 14 years of age must be accompanied by an adult while handling hounds.

~ Performing Arts & Theatre ~

(Location Code: PA)

The Performing Arts at Gulf Wars is a wonderful combination of all things performed for an audience. All forms of the Bardic arts and instrumental prowess, European dance, juggling, drama, comedies, pantomime, and improvisational theatre, which be just a few of the areas of interest that we hold dear. Come take classes in these subjects and more, volunteer in the area for some hands-on experience, and see what all of the performing fun is all about! The Stage is always open to be booked for your Handfastings, Private parties, or Performances so contact the Performing Arts Dept. Head on site for open dates and times.

SABLE AND GULES TEHATRE

Come and find your muse at the Sable and Gules!

Greetings and salutations to all musicians, actors, bards, jugglers, and others within the Performing Arts community. At the Sable & Gules Theatre area, we offer the opportunity for anyone interested in presenting performances and providing classes in the Performing Arts. While we encourage you to check the Class Booklet and on site for specific classes and events, we particularly want to invite your participation in:

10TH ANNUAL WAR BARD COMPETITION

Wednesday evening at 6 PM

Come prepared to represent your Kingdom. This year's theme is "For the Love of My Kingdom" There is a 5 minute time limit for all performances and Documentation is not required. Sign up will be at the fie & Gules Theatre from Opening Day of War until 5 pm Competition Day. You must sign up no later than 1 hour prior to the start of performances. There will also be a prize for the Kingdom who brings the largest Bardic Army!

7TH ANNUAL YOUTH BARDIC COMPETITION AND TALENT SHOW

Friday between noon and 2 PM

Sign up will be from the start of the war until noon on Friday. All youths ages 6 to 14 are encouraged to come and share their talents. Come sing, dance, tell stories, and play an instrument with fun to be had by all. The contest is limited to 50 entrants. All entrants must be accompanied by a parent for the duration of the show. Sponsored by the Bards of the Horn and Harp.

MEDIEVAL MOVIE NIGHT

Thursday at 8 PM (or dark)

Now in its 6th year! This year we are showing "Monty Python and the Holy Grail". Plan to hit The Food Court behind the Sable and Gules Theatre to get ready for dinner and a show!! Bring ye'self a chair, for the area has a limited supply of chairs to spare so it's first come, first seats! A perfect alternative activity for all ages to enjoy, so make this your family night fun!

~ Scribe's Point ~

Once again we will be open for scroll painting and scribal classes! We are now located in Artisan's Row. Check out the Gulf Wars Map if you need directions.

Feel free to come by, see the artists at work, and ask questions. Meet scribes from across the Known World, compare notes and share your portfolios. Please see the Class Listings for information on scribal classes, or check in at the Point during the War to see what activities are scheduled for that day.

Official working hours are 9 AM to 9 PM Monday through Friday. Volunteer hours can be earned painting Kingdom award scrolls. Supplies will be available, and all skill levels are welcome!

Youth Activities

~ Youth Combat ~

All youth fighters ages 6–17 are invited to join us on the battlefield at Gulf Wars. The program is open to all authorized youth combatants. Any SCA kingdom authorization will be accepted.

Youth combat is not a babysitting service!

Gulf Wars follows the current Society youth combat rules with the following exceptions:

- Due to the nature of mixed Division melees, Division 1 is required to meet Division 2 armor standards at a minimum.
- Combatants ages 16–17 may spar with full rattan with each other and sparring marshals as long as they have adult legal armor.

Gulf War has three (3) youth combat divisions:

- Division 1 (ages 6 to 9)
- Division 2 (ages 10 to 13)
- Division 3 (ages 14 to 17)

AUTHORIZATIONS

Fighter authorizations for youth combat and adult marshal authorizations for youth combat will be held all week long on the Youth Combat Field.



INSPECTIONS

All armor and weapons must be inspected before participating in any youth combat battle, tournament, or other fighting activity at Gulf Wars. Fighters must bring their site medallion, authorization card, and parent/legal guardian/responsible adult to inspectino.

Only one inspection is required for the war. However, weapons and armor will be checked before each activity. Equipment not meeting minimum standards will not be allowed on the field.

Any combatant using force sufficient to bruise or injure an opponent will, after ONE warning, be removed from the field.

PARENTS

Parents/legal guardians must understand that this is a contact sport and injuries may occur. Parents/legal guardians are responsible for the youth's safety, and the Youth Combat Marshal is in charge of the armoring/safety process.

"Legal guardian" for the purposes of youth combat means a court-appointed legal guardian or other permanent guardian other than a parent. The normal SCA event definition of legal guardian (e.g., a person granted responsibility for a friend's child over the weekend) is not sufficient for youth combat purposes.

At least one parent/legal guardian/responsible adult must be present at all times while the participant is involved in youth combat (including official fighter practice, tournaments, and melees). "Present" is defined as within visual and vocal range of the child and attentive to the youth combat activity.

YOUTH COMBAT SCHEDULE

MONDAY	<ul style="list-style-type: none"> • 10 AM – 12 noon: House Pale Dragons 3-Man Melee Tournament • 12 noon – 1 PM: Lunch • 1–3 PM: Inspection and training
TUESDAY	<ul style="list-style-type: none"> • 11 AM – 12 noon: Inspection • 12 noon – 1 PM: Lunch • 1–3 PM: Inspection and Training
WEDNESDAY	<ul style="list-style-type: none"> • 8–9 AM: Inspection • 9 AM – 12 noon: Fort Battles • 12 noon – 1 PM: Lunch • 2–4 PM: Triskele Legion Youth Tournament
THURSDAY	<ul style="list-style-type: none"> • 9–10 AM: Inspection and training • 10 AM – 12 noon: Sable Banner 5-Man Melee Tournament followed by root beer and bratwurst • 1–3 PM: Ravine Battle
FRIDAY	<ul style="list-style-type: none"> • 8–9 AM: Inspection • 9 AM – 12 noon: Lions of Ansteorra Tournament • 12 noon – 1 PM: Lunch • 1–3 PM: Open training
SATURDAY	<ul style="list-style-type: none"> • 9–11 AM: Fort Battle • 11 AM – 12 noon: Lunch • 12 noon – 2 PM: Open training

~ Non-Combat Youth Activities ~

Non-combat youth activities have been divided into two main sessions (morning and afternoon). Please check the website and announcement boards for youth activity times and places.

We have added a 15-minute period before and after sessions to allow for pick up and drop off of children. Please do not abuse this privilege! Any children that have not been picked up by 12:15 PM for morning sessions or 4:15 PM for afternoon sessions will be turned over to security.

- **MORNING SESSIONS:** 9:30 AM–12:00 noon
- **AFTERNOON SESSIONS:** 1:30–4 PM (except Friday)

Please stop by any time to volunteer. Each session requires a minimum of five (5) adult volunteers. Adequate volunteer staffing ensures we can provide activities to the maximum number of children. **Please note there is a limit of 50 children per session.**

YOUNG APPRENTICE SERIES (AGES 12–17)

Check the class schedules and watch the herald's board for classes. Teens should look through the main class schedule for topics that interest them. Teachers who welcome younger students have marked their classes as such. Also, keep an eye out for special hands-on sessions at Artisan's Row especially designed for teens.

PAGE SCHOOL (AGES 5–12)

The Gulf Wars Page School offers classes on a wide assortment of medieval and SCA topics presented in a fun and often hands-on manner. Snacks are not offered (water is), and children should not bring toys or personal items to class. The Gulf Wars Page School is designed to be compatible with all kingdom and local page schools. If you have any questions, please contact the Youth Activities staff.

Page School accepts children ages 5-12 Tuesday through Friday at the Page School tent. Children must be signed in by parent or guardian.

WEE ONES (UNDER 5)

The Wee Ones tent is available for those under the age of 5. Children under 5 must be accompanied by an adult or guardian at all times.

TEEN ACTIVITIES

Teen activities will be held in the Page School tent from 7–11 PM:

- **Tuesday:** Teen meet and greet, make a mask for the Fool's Parade on Wednesday during Midnight Madness
- **Wednesday:** Fool's Parade
- **Thursday:** Movie night featuring "Monty Python and the Holy Grail" at the Sables and Gules Theatre starts at 8 PM or dark
- **Friday:** Game night (Munchkin, dice, and more)



~ Page School Schedule ~

TUESDAY

(hosted by Ansteorra/Mistress Ameline Dubois)

9:45 AM	Sign in
10:00 AM	Watch opening ceremonies
10:30 AM	Leather horn cups, fake beards, life study on Vikings, Viking story
11:45 AM	Clean up and sign out
12:00 PM–1:00 PM	LUNCH BREAK
1:00 PM	Sign in and field trip to Sable & Gules Theatre
3:00 PM	Field trip to Merchant's Row (Feed the Ravens) for archaeological dig
4:00 PM	Sign out

WEDNESDAY

(hosted by Meridies/THL Muirgel)

9:45 AM	Sign in
10:00 AM	Make candles with THL Symonne de la Fontaine
11:00 AM	Make soap with THL Symonne de la Fontaine
11:45 AM	Clean up and sign out
12:00 PM–1:45 PM	LUNCH BREAK
1:45 PM	Sign in
2:00 PM	Intro to European dancing (in the Dance Tent) by Lady Rebecca
3:00 PM	Youth archery basics (history, safety standards, and gear requirements) by Emily of Okeborne Keep
4:00 PM	Sign out

THURSDAY

(hosted by Gleann Abhann/Lady Kalisa Cherenova)

9:45 AM	Sign in
10:00 AM	Make and paint pots with story by Becca Baker (messy project; please dress accordingly)
11:00 AM	Make and paint model ships (messy project; please dress accordingly)
11:45 AM	Clean up and sign out
12:00 PM–1:45 PM	LUNCH BREAK
1:45 PM	Sign in
2:00 PM	Decorate paper shields and make favors
3:00 PM	Field trip to Early Period Life to watch and learn about Viking long houses, clay oven cooking, and blacksmithing with Tame White
4:00 PM	Sign out

FRIDAY

(hosted by Trimaris/THL Rapunzel)

9:45 AM	Sign in
10:00 AM	Design paper castle flags and paper swords
11:00 AM	Paint wood toys (messy project; please dress accordingly)
12:00 PM	Sign out
12:00 PM–1:00 PM	LUNCH BREAK
1:00 PM	Sign in
1:30 PM	Field trip to Sable & Gules Theatre for Youth Bardic Competition
3:00 PM	Design messenger bags (if time allows)
4:00 PM	Sign out

~Kindling for Gold~

A money-earning opportunity for children and youth

Artisan's Row needs kindling every day, and children can help! Program runs Sunday through Thursday. Children and youth only, please. Parents: We adjust the armload expectations for the size of the child and will not turn away any sincere effort.

WHAT TO DO:

Bring an **armload** (from elbow to nose)...



...of kindling wood that is **dry**
(it must snap when you break it)...



...and **thin** (up to as long as your leg,
but no thicker than a fat pencil)...



...to Al-Jania or the fire-tender in Artisan's Row
and receive a **gold coin!**



Medieval Movie Night

8 PM (or dark) Thursday, March 16
at the Sable and Gules Theatre

FEATURING

“Monthy Python
and the Holy Grail”

Now in our 7th year!
Bring your own chair
(ours are first come, first serve).



All ages welcome!

~Family-Friendly Known World Party Activities~

At this year's Known World Party, we hope to have many people come and enjoy a good time.

In addition to alcoholic beverages for adults, we will have a variety of sodas, non-alcoholic punch, and water.

Families partaking of the non-alcoholic punches and the atmosphere may just stream right on in without going through the ID check. We hope this will give families the chance to come to the party together.

We will ask that all children be escorted back to camp at 11 PM.

PLEASE ABIDE BY GLEANN ABHANN KINGDOM LAW:

- Children should not be left unattended at events.
- Children under the age of 12 must be within the sight or voice range of a designated responsible person at least 15 years old at all times.

Failure to do so may result in sanctions ranging from expulsion from site to notification of mundane authorities, depending on the circumstances.



THE BARDS OF THE HORN AND HARP PRESENT

7th Annual Youth Bardic Competition & Talent Show

12 noon Friday, March 17 at the Sable and Gules Theatre

Come share your talents! Sing, dance, tell a story, or play an instrument.
Sign-up is available at the Sable and Gules stage from opening day until 12 noon Friday.
The contest is limited to 25 entrants ages 6-14. Participants **MUST** be accompanied by a parent at all times.

Merchant Directory (By Category)

ACCESSORIES

Alworthy's Forge, Esq.
Ambience
By My Hand Designs
Dragon Skin Leather Works
Hero's Haven
Hobbitronics
House of Avalon
Jadi's Silk Road
Kevat's Bag
Neverland Designs
Past Tyme Perfumerie
Sarasvati's Call/Just Jessa
Sinclair Jewelry
The Pillaged Village
The Treasury
Thorthor's Hammer
Thunder Momma
Two Baronesses

AMBER

By My Hand Designs
The Amber Lady
Vault of Valhalla

ARCHERY

Elk Ridge Archery
Greybarr Traditional Archery
New World Arbalest
NorthStar Archery
Viking Archery Supply

ARMOR

ArmStreet
By My Hand Designs
Calontir Trim
Darkwood Armory
EGG Armor
Firedryk Steel
Icefalcon Armory
Known World Treasures
Munitions Grade Arms
Revival Leather Goods & AHR
Torvaldr's Leatherworks
Valkyrie Forge
Windrose Armoury
Zen Warrior Armory

BASKETS

Consortium Emporium
Gourd Grotto
Hero's Haven
Past Tyme Perfumerie
Tea and Comfort
The Basketman

BEADS

Azura's Dream
By My Hand Designs
Feed the Ravens
The Pillaged Village
The Treasury

BOOKS

Auntie Arwen's Spices
By My Hand Designs
Jadi's Silk Road
North Star Armoury
The Haunted Bookshop
The Pillaged Village
White Wolf and the Phoenix

BREWING

Auntie Arwen's Spices

BUTTONS

By My Hand Designs
The Pillaged Village
The Treasury
Two Baronesses

CALLIGRAPHY

By My Hand Designs

CANDLES

By My Hand Designs
Gourd Grotto
The Basketman
Valkyrie Forge

CHAIN MAIL

Revival Leather Goods & AHR
Valkyrie Forge

CLOAKS

Hamish's Dreck
Hero's Haven
Kat's Krafts
Kevat's Bag
Neverland Designs
Valkyrie Forge

CLOTHING

ArmStreet
Barb's Garb
Bedlam Bazaar
Briar Patch Garb
Giggling Wenches Handcrafts
Hobbitronics
Jadi's Silk Road
Kat's Krafts
Kevat's Bag
Linen Garb
Neverland Designs
Phoenix Garb and Trim
Renboots
Revival Clothing Company
Romany Djilia/BEC
Sarasvati's Call/Just Jessa
Simply Stylish
T'gerToggs
The Frisky Filly Bazaar
The Practical Viking
The Spinning Toad
Two Baronesses
Zen Warrior Armory

CROSSBOWS

Greybarr Traditional Archery
New World Arbalest

DRINKING HORNS

Boots by Bohemond
Dragonscale Jewelry
Gourd Grotto
Ian Grove
Valkyrie Forge
Where the Gods Live

FABRIC

96 District Fabrics
Carolina Calicoes
D&B Leather
Sartor Bohemia
The Pillaged Village

FEAST GEAR

Boots by Bohemond
By My Hand Designs
Consortium Emporium
Dragonscale Jewelry
Fire Horse Pottery
Palmyra Traders
Past Tyme Perfumerie
Romany Djilia/BEC
Sarasvati's Call/Just Jessa
Stormbringer's Treasure
The Basketman
Valkyrie Forge

FENCING

Darkwood Armory
Zen Warrior Armory

FIBER ART

By My Hand Designs
Consortium Emporium
Egill's Woodstuffs/Weaving Willow
Nebraska Weaving Supply
Sarasvati's Call/Just Jessa
Tea and Comfort
The Dragon's Lair Merchants
Ursula's Alcove
White Wolf and the Phoenix

FOOD & DRINK

Gode Bakery
Kon-Tiki Freeze
Nobody's Biznes
Odyssey Coffee
Queen's Table
The Chopping Block

CLAN MARSHIN FAYNE AND
HOUSE BARRA EXPORT PRESENT THEIR

13th Annual Charity Auction

9 PM Friday, March 17
at the Sable and Gules Theatre

Some may say 13 is an unlucky number, but we hope you'll help make this is a very lucky year for this year's chosen charity: the Disabled American Veterans.

As always, the coin of the realm is accepted as well as Master Card or Lady Visa.



FOOTWEAR

ArmStreet
Boots by Bohemond
Carl Dyer's Moccasins
Earthwalker
Renboots
Revival Leather Goods & AHR
The Basketman
Valkyrie Forge

FRAGRANCE

Past Tyme Perfumerie
Romany Djilia/BEC
Ye Olde Soap Box

FURNITURE

Du Puy Creations & Medieval Oak
Egill's Woodstuffs/Weaving Willow
Gryphon Furniture
Known World Treasures
The Basketman
The Norse Shop
Wood and Antler

FURS

D&B Leather
The Basketman

GAMES/TOYS

Alworthy's Forge, Esq.
Past Tyme Perfumerie
The Pillaged Village

GLASSWARE

Blue Dragon Glass

HEADGEAR/HATS

Calontir Trim
House of Avalon
Jadi's Silk Road
Neverland Designs
Palmyra Traders
Phoenix Garb & Trim
Sarasvati's Call/Just Jessa
The Amber Lady
The Basketman
The Pillaged Village
The Practical Viking
Zen Warrior Armory

HERBS & SPICES

Auntie Arwen's Spices
Past Tyme Perfumerie
Tea and Comfort

ILLUMINATION

By My Hand Designs
Ellen of the Scholars

JEWELRY

ArmStreet
Barb's Garb
Blue Dragon Glass
By My Hand Designs
Calontir Trim
Crafty Celts
Drachenstein Treasures
Dragon Skin Leather Works
Dragonscale Jewelry
Feed the Ravens
Ian Grove
Jadi's Silk Road
Metalsmith Mage
North Star Armoury
Past Tyme Perfumerie
Rabenwald Metalsmything
Raymond's Quiet Press
Romany Djilia/BEC
Silk Road Caravans
Sinclair Jewelry
Stormbringer's Treasure
T'gerToggs
The Amber Lady
The Pillaged Village
The Treasury
Thorthor's Hammer
Tomas the Lapidary's Jewelry
Vault of Valhalla

LEATHER GOODS

ArmStreet
By My Hand Designs
D&B Leather
Dragon Skin Leather Works
Elk Ridge Archery
Feed the Ravens
Green Mountain Leathercraft
Hamish's Dreck
Kings Ransom
Renboots
Revival Leather Goods & AHR
The Norse Shop
The Pillaged Village
TLC Leathercraft
Zen Warrior Armory

METAL WORK

Alworthy's Forge, Esq.
By My Hand Designs
Calontir Trim
Dragonscale Jewelry
Feed the Ravens
Rabenwald Metalsmything
Raymond's Quiet Press
Thorthor's Hammer
Vault of Valhalla
Zen Warrior Armory

MIDDLE EASTERN

Jadi's Silk Road
Past Tyme Perfumerie
Sarasvati's Call/Just Jessa
Vault of Valhalla



MISCELLANEOUS

Alworthy's Forge, Esq.
Boggy Hollow Bee Farm
By My Hand Designs
Consortium Emporium
Gourd Grotto
Kat's Krafts
Mediaeval Miscellanea
Niko's Novelties
Sinclair Jewelry
The Pillaged Village
Thistlewood Manor Soap
Tress and Comb
Vault of Valhalla
Wood and Antler

PATTERNS

Mediaeval Miscellanea
The Pillaged Village
White Wolf and the Phoenix

POTTERY

A's Round Pottery
Ash and Griffin Pottery
Feed the Ravens
Fire Horse Pottery
Kerstyn's Zeramica
Painted Sky Pottery
Sarasvati's Call/Just Jessa
Totsen's Pots

POUCHES/BAGS

Boots by Bohemond
Briar Patch Garb
By My Hand Designs
Feed the Ravens
Hamish's Dreck
Neverland Designs
Tea and Comfort
The Pillaged Village
Zen Warrior Armory

RATTAN

Munitions Grade Arms

RELIGIOUS/SPIRITUAL

Dr Henry Best, Wizard
Dragonscale Jewelry
Ian Grove
Past Tyme Perfumerie

STAINED GLASS

Blue Dragon Glass

TENTS

Mediaeval Miscellanea
The Basketman

TRIM

Ambience
Calontir Trim
Consortium Emporium
Dixie Weaver
Du Puy Creations & Medieval Oak
Phoenix Garb & Trim
The Pillaged Village
White Wolf and the Phoenix

T-SHIRTS

Renaissance Arts & Design
The Pillaged Village

WEAPONRY

By My Hand Designs
Cutthroat Cutlery
Hamish's Dreck
The Norse Shop
Zen Warrior Armory

WOODCRAFT

Consortium Emporium
Du Puy Creations & Medieval Oak
Gryphon Furniture
Known World Treasures
Neverland Designs
Stormbringer's Treasure
The Basketman
The Dragon's Lair Merchants
The Norse Shop
White Wolf and the Phoenix
Wood and Antler

Merchant Directory (A-Z)

#	BUSINESS NAME	CONTACT INFO
78	96 District Fabrics	96fabrics.com
108	A's Round Pottery	fb.com/roundpottery
7	Alworthy's Forge, Esq.	mustang51@wisperhome.com
76	Ambience	greatambience.com
85	ArmStreet	armstreet.com
39	Ash and Griffin Pottery	ashandgriffin.com
119	Auntie Arwen's Spices	auntiearwenspices.com
75	Azura's Dream	marie_sawyer1@msn.com
25	Barb's Garb	barbsgarb@gmail.com
67	Bedlam Bazaar	sales@bedlambazaar.com
12	Blue Dragon Glass	bluedragonglass.com
101	Boggy Hollow Bee Farm	boggyholler@hotmail.com
17	Boots by Bohemond	boots-by-bohemond.myshopify.com
23	Briar Patch Garb	briarpatchgarb.com
20	By My Hand Designs	bymyhand@bymyhanddesigns.com
69	Calontir Trim	calontirtrim.com
2	Carl Dyer's Moccasins	carldyers.com
104	Carolina Calicoes	calicowade@gmail.com
87	Consortium Emporium	fb.com/consortiumemporium
74	Crafty Celts	craftycelts.com
96	Cutthroat Cutlery	knight1982@embarqmail.com
58	D&B Leather	abbotbubo@yahoo.com
15	Darkwood Armory	darkwoodarmory.com
115	Dining Tent	
49	Dixie Weaver	eowyndeweaver.etsy.com
71	Dr Henry Best, Wizard	midrealmwizard@gmail.com
30	Drachenstein Treasures	dragonsjewels.com
122	Dragon Skin Leather Works	osiondiarymedd@gmail.com
54	Dragonscale Jewelry	dragonscale.com
35	Du Puy Creations/Medieval Oak	dupuycreations.webs.com
57	Earthwalker	earthwalkers.biz
44	EGG Armor	eggarmor.net
99	Egill's Woodstuffs/Weaving Willow	chuckjones.etsy.com
19	Elk Ridge Archery	www.elkridgearchery.com
70	Ellen of the Scholars	artellen.etsy.com
38	Feed the Ravens	feedtheravens.com
14	Fire Horse Pottery	firehorsepottery.etsy.com
63	Firedryk Steel	firedryksteel.com
113	Giggling Wenches Handcrafts	kaharvey40@hotmail.com
102	Gode Bakery	stephen_morrisson@yahoo.com
6	Gourd Grotto	pineranch1@yahoo.com
45	Green Mountain Leathercraft	chwright62@gmail.com
34	Greybarr Traditional Archery	greybarr@embarqmail.com
93	Gryphon Furniture	gryphonfurniture.com
83	Hamish's Dreck	hamishsdreck.com
77	Hero's Haven	heroshaven.com
36	Hobbitronics	hobbitronics.com
26	House of Avalon	jehnene@yahoo.com
105	Ian Grove	iangrove@earthlink.net
51	Icefalcon Armory	icefalcon@comcast.net
50	Iron Cross Tailor	kegbreaker@yahoo.com
92	Jadi's Silk Road	silkroadconjectures.com
41	Kat's Krafts	kslat66@gmail.com
10	Kerstyn's Zeramica	Teresa597@aol.com
59	Kevat's Bag	fb.com/kevatsbag
37	Kings Ransom	kingsransom.com
52	Known World Treasures	Allen2376@comcast.net
118	Kon-Tiki Freeze	kontikifreeze.com
48	Linen Garb	linengarb.com
106	Mediaeval Miscellanea	mediaevalmisc.com

#	BUSINESS NAME	CONTACT INFO
40	Metalsmith Mage	metalsmithmage.etsy.com
103	Munitions Grade Arms	mastereirik.com
61	Nebraska Weaving Supply	gobiglooms.com
66	Neverland Designs	neverlandgarb.com
86	New World Arbalest	crossbows.net
4	Niko's Novelties	nikosnovelties@gmail.com
109	Nobody's Biznes	
60	North Star Armoury	northstararmoury.com
28	NorthStar Archery	northstararchery.com
100	Odyssey Coffee	odysseycoffee.com
62	Painted Sky Pottery	fb.com/paintedskiespottery
9	Palmyra Traders	palmyratraders.com
89	Past Tyme Perfumerie	ptperfumerie.com
24	Phoenix Garb and Trim	sucker4dkids@hotmail.com
112	Queen's Table	loki_nuwisha@yahoo.com
73	Rabenwald Metalsmything	rabenwaldms.com
16	Raymond's Quiet Press	quietpress.com
29	Renaissance Arts & Design	renarts@digital.net
81	Renboots	sales@renboots.com
32	Revival Clothing Company	revivalclothing.com
46	Revival Leather Goods & AHR	revival.us
8	Romany Djilia/BEC	fb.com/romanydjilia
91	Sarasvati's Call/Just Jessa	justjessa.com
111	Sartor Bohemia	sartor.cz
88	Silk Road Caravans	divinesitcom1@yahoo.com
21	Simply Stylish	kathi@simplystylish.us
84	Sinclair Jewelry	sinclairjewelry.com
80	Stormbringer's Treasure	timsokoll68@gmail.com
27	T'ger Toggs	tgeroggs.com
97	Tea and Comfort	debby_cowan@yahoo.com
120	The Amber Lady	theamberlady.weebly.com
1	The Basketman	thebasketman.com
114	The Chopping Block	briteideastexas@gmail.com
72	The Dragon's Lair Merchants	sales@dragonslairmerchants.com
82	The Frisky Filly Bazaar	boots_fscholl@suddenlink.net
53	The Haunted Bookshop	thehauntedbookshoponline.com
68	The Norse Shop	gypseyteague.com
64	The Pillaged Village	pillagedvillage.com
79	The Practical Viking	practicalviking.com
13	The Spinning Toad	fb.com/TheSpinningToad
98	The Treasury	eirny.com
43	Thistlewood Manor Soap	thistlewoodmanor.etsy.com
55	Thorthor's Hammer	thorthorshammer.com
117	Thunder Momma	momthndr@verizon.net
107	TLC Leathercraft	tlcleathercraft.com
110	Tomas the Lapidary's Jewelry	tomasthelapidary.net
65	Torvaldr's Leatherworks	skaldtorvaldr@yahoo.com
116	Tosten's Pots	www.gryph.com
11	Tress and Comb	fb.com/tressandcomb
90	Two Baronesses	badbaronessbuttons.com
5	Ursula's Alcove	ursulasalcove.com
3	Valkyrie Forge	valkyrieforge.com
56	Vault of Valhalla	vault-of-valhalla.com
94	Viking Archery Supply	dmerrill.com
18	Where the Gods Live	fb.com/wherethegodslivecrafts
95	White Wolf and the Phoenix	whitewolfandphoenix.com
31	Windrose Armoury	windrosearmoury.com
22	Wood and Antler	lowflyjt@myomnitel.com
47	Ye Olde Soap Box	dacarver303@gmail.com
33	Zen Warrior Armory	zenwarriorarmory.com

