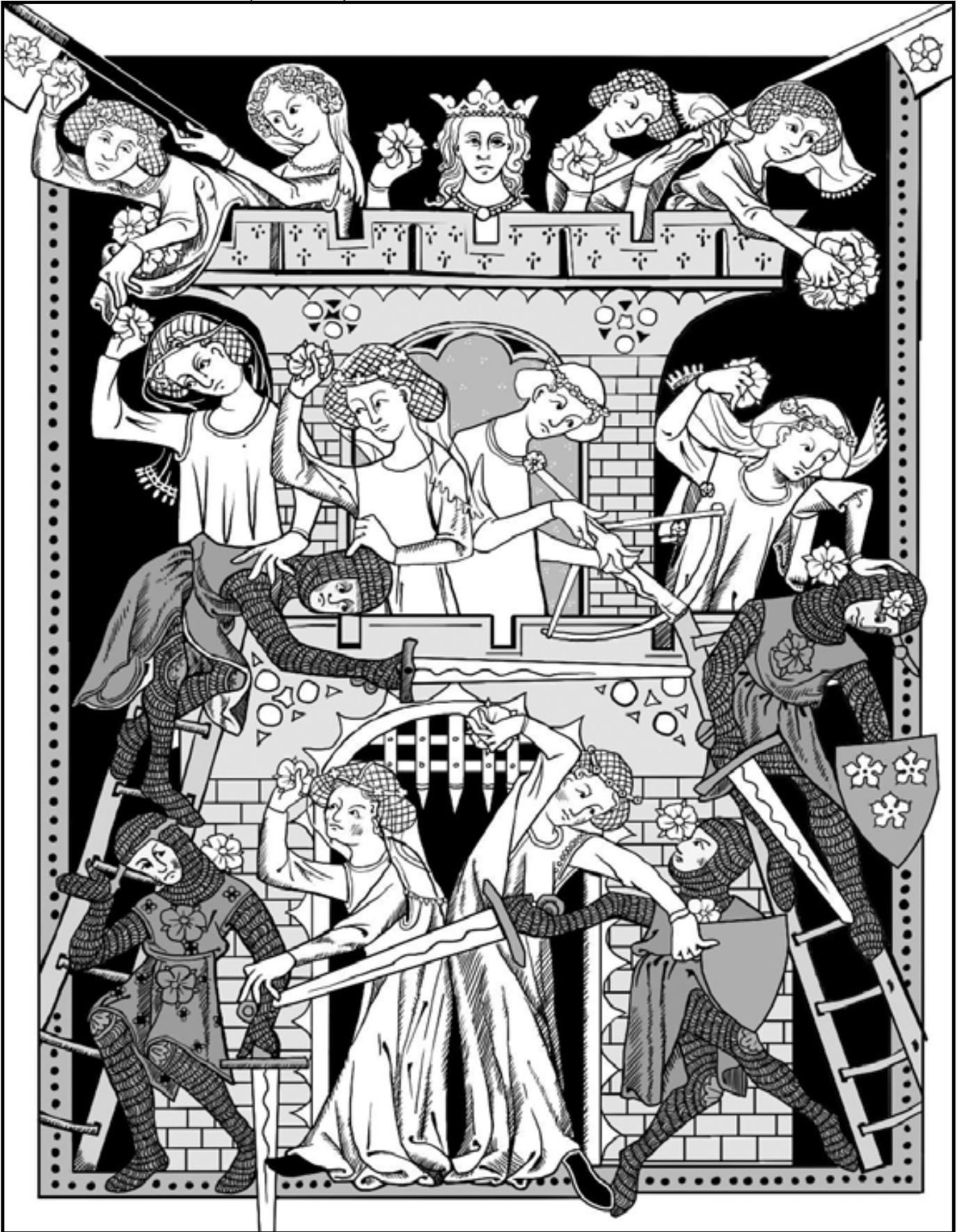


GULF WARS xviii



CONTENTS

Arts & Sciences.....	21
Arts & Sciences Competitions	21
Artisans Row.....	22
Autocrats Letter.....	2
Classes.....	26
Combat Archery	15
Combat Scenarios.....	13
Early Period Life.....	22
Equestrian	20
Fighter Support.....	12
General Site Rules	3
Gulf Wars Staff	2
Heavy Weapons.....	12
Herald's Point	23
Information Point	4
Kennel Lands	23
Main Schedule.....	8
Map of Merchants Row	60
Marshals Court	12
Media Policy.....	4
Merchant Directory & Categories.....	62
Performing Arts	23
Rapier	18
Royal Letters	6
Siege Weapons	17
Service Animals	3
Site Map	58
Site Rules	3
Target Archery	20
The Watch	5
Thrown Weapons	20
Volunteer Point.....	5
Youth Activities.....	24
Youth Combat.....	24

This is the March 2019, AS LIII, Gulf Wars XXVIII Site Book. This is not an official publication of the SCA, Inc., nor does it delineate SCA corporate policy. Information submitted for publication was submitted and compiled by the Gulf Wars XXVII Staff.

We have made every effort to deliver complete and correct information, any errors are unintentional.

Enjoy the War!

LETTER FROM THE AUTOCRAT

From the Autocrat, His Excellency Master Morgan of Osprey

Welcome one and all to Gulf Wars 28! Our annual tradition continues with many glorious and epic contests to whet virtually any whistle. From the arts and sciences to the battlefields, Gulf Wars has something to interest you and... to wind down in the evening...revels to suit any fancy.

We want everyone to be safe, be courteous, and have fun. My staff has worked diligently to bring you the best Gulf Wars experience that they can. Please, take a little time out of your war to thank the staff, or better, go to Volunteer Point and see where you can pitch in, if even for just a little.

The artwork this year is meant to reflect strong female role models from medieval history. The site token is taken from "Miniature of Penthesilea as one of the Lady Worthies," published in late medieval France circa 1460 and 1470. The cover art is a rendition of the "Siege of the Castle of Love" from the Peterborough Psalter (14th C, CE) both rendered by Mistress Isabel the Mad. The back cover was done by her protégé, Lady Rose Bailie Marsh depicting Joan D'Arc.

Take classes, explore some heraldry, watch a battle or two, and do some shopping! There's something for everyone. I look forward to visiting with you all. Enjoy the War!

GULF WARS STAFF

Operations Deputy.....	Dame Jane Beaumont	Landcrat Trimarid.....	Cedric the Just
Education Deputy.....	Mistress Daphne of Colchester	Landcrat Northshield.....	Sibyl Sevenoke & Michael St Christian
Services Deputy.....	Baron Gavin Mac Giolla Ruidh	Liaison Ansteorra.....	HL Katherine Bontemps
A&S Competitions Coordinator.....	Mistress Isabel Winterbourne	Liaison Meridian.....	Cairistiona bhan
A&S Champions Battle Deputy.....	Maol Mide inghen Medra	Liaison Trimarid.....	Dutchess Maisie of Dunbarton
Al Mahala.....	Mistress Edwina Dirks Sterne	Live Weapons Marshal in Charge.....	THL Mykael Halfdan
Al Mahala Class Coordinator.....	Aidan McRae	Live Weapons - Thrown.....	Mary Garrett of Seasalter
Animal Control.....	Johnna ingen ui Chinaeda	Lost and Found.....	Master Frederick Alton
Artisan's Row.....	Mistress Willoc Mac Muiredaig	Marshal in Charge.....	Sir Rey RiBeaumont
Artisan's Row Deputy.....	Rose Marye	Siege Marshal.....	Caterina Giovanni
Ca' d'Oro Renaissance Salon.....	Maestra Giata Magdalena Alberti	Siege Deputy.....	Emma O'Ruaric
Ca' d'Oro Deputy.....	Lairde Hextilda Corbett	Master Scheduler.....	Master Wulfram Forrester
Class/A&S Activities Coordinator.....	Baroness Adalia VonderBerg	Media Coordinator.....	THL Rebecka MacGillivray
Class/A&S Activities Deputy.....	HL Annais de Montgomerie	Merchant Coordinator.....	Mistress Seraphina Maslowska
Class/A&S Activities Deputy.....	Mistress Solveig Eiriksdottir	Parking.....	Lady Calena di Rosa Nero
Combat Archery.....	Asoph Hearts	Performing Arts and Theatre.....	Lady Marie Isabelle Taillour
EPL Class Coordinator.....	Bridget Edan	Performing Arts and Theatre Deputy... HL Ceara inghean mhic an Ghabhann	
Cry Heralds.....	Boiarynia Groza Novgorodskaia	Publications.....	Mistress Arianna
Emergency Preparedness.....	Mistress Celestine de Chatham	Public Works.....	AEoelbeorht of Harduic
Equestrian Marshal.....	Daifi Isfahani	Public Works Deputy.....	Hans Niemann
Equestrian Deputy.....	Gwendolyn of Shadowed Star	Rapier Marshal In Charge.....	Miriam d'Hawke
Equestrian Barn Manager.....	Mistress Doe Flynn	Rapier Deputy.....	Ceallach Mac Domhanail
Equestrian Activities Coordinator.....	Mistress Nikolena Martinovna Popriadukhina	Recruitment.....	HL Safiyya bint Khalid ibn Hamdun
European Dance.....	Lady Rebecca Whieldon Pyke	Reservations/Troll.....	THL Vincent de Lestoile
Exchequer.....	Baroness Sibella	Reservations/Troll Deputy.....	Master David le Ymagour
Field Pavillions.....	Alina de Lacy	Royal Liaison.....	Mistress Michelle Chantal de Charente
Falconry Coordinator.....	Master Friedrich von Blumenkamp	Sanitation Head.....	Magdalena de Segovia
Fighter Support Head.....	Samura Masika	Sanitation Deputy.....	Lord William de'Lillies
Handicap Camping.....	Rolling Bull	Scribe's Point Coordinator.....	Maistir Conall o Coaindealbhaun
Herald's Point Coordinator.....	THL Ulrich Eisenhand	Scribe's Point Deputy.....	THL Vistillia Messalina Pulchris
Herald's Point Deputy.....	Ld. Kurt Bogner	Social Media.....	Katryne MacIntosh the Strange
Hospitality.....	Lady Geira Dansdottir	Transport Services.....	Cormac TheBald
Information Point.....	John Robertson	Troll.....	Vincent de Lestroile
Inventory.....	HL Simha bint Yusuf	Volunteer Point Coordinator.....	Catina Marciano
Kennel Lands/Coursing.....	Mistress Rebecca with the Greyhound	Volunteer Point Deputy.....	Odhra'n macc Corba'n
Kennel Lands Deputy.....	HL Chrysantha D'Argento	War Herald.....	Master Alexander Ravenscroft
Known World Party.....	Mistress Christine	Watch Commander.....	Peregrin the Lost
Landcrat.....	HL Eleri Cadarn	Youth Activities.....	THL Muirgel inghean Ghriogair
Landcrat Deputy.....	Lord Einarr "knytir"	Youth Combat.....	Sir Neil Gray
Landcrat Ansteorra.....	Ritter Asoph Hearts	Wagons.....	Robert Sellose
Landcrat East Kingdom.....	Juliana von Altenfeld	Webminister.....	THL Sebastian of Iron Mountain
Landcrat Meridian.....	THL Kynwric Gwent	Webminister Deputy.....	Lady Juliana verch Hoell

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 SITE 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 23).
- 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 20).
- 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 provisions 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—

Youth Activities: Gleann Abhann Law Regarding Children

Gleann Abhann: Section 9.05 Children

- (a) Any child under the age of legal consent attending any official function, must be in the company of a parent or legal guardian or have a letter of parental consent which designates an adult in attendance as responsible for the child and consent for the child to be treated in the case of a medical emergency, as well as a signed standard waiver.
- (b) All waivers and letters of designation must be collected by the Autocrat or designated representative before a child may be admitted to site.
- (c) The adult in charge of a child is responsible for any and all acts of the child.
- (d) Children under the age of 12 must be within the sight or voice range of a designated adult, or responsible teenager – age 15 or older, at all times. Failure to do so may result in sanctions ranging from expulsion from site to notification of mundane authorities.

Sight or voice range will be determined by the Gulf Wars Staff. We realize that this is not necessarily the law in other kingdoms, but it is the law here and it will be enforced.

For minors accompanied by parent/guardian, with current blue membership card

– No forms are required

For minors accompanied by parent/guardian, without current membership

– Only the Individual Minor Waiver (for you minor) or the Family Waiver (for more than one minor in the family) are required.

For minors accompanied by non-parent/guardian, with current blue membership card

– The Designated Adult form and the Medical Authorization form are required

For minors accompanied by non-parent/guardian, without current membership

– The Individual Minor Waiver (or Family Waiver), Designated Adult form and the Medical Authorization form are all required

—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 XXVII, 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).

CA' D'ORO SALON

◆ GW XXVIII - LAUREL LANE ◆

60 A & S CLASSES

BOCCE BALL TOURNAMENT

PERIOD COOKING AREA

ITALIAN PERSONA SOCIAL

Historical Games - Enchanted Ground - Bardic Circle

Ca' d'Oro Ball

Chivalry Class Track

Period Apothecary

Lace & Fiber Arts Pavilion

Known World Courtesan Social



LABELLADONNA.NET



—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.

—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 Gulf Wars on Facebook, Twitter and Instagram for schedule changes, announcements and happenings! Utilize the hashtag #MyGulfWars to share your experiences.

- Facebook.com/AWarWithNoEnemies
- @GulfWars on Instagram and Twitter

—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. 9 AM until Noon is for paperwork and logging hours only. On the Last Sunday of war, Volunteer Point is unmanned and is open from 8 AM to 11 AM only in order to drop off folders and last hours.

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
- First 50 hrs earned: Limited-edition Volunteer Point Bracelet
- First 100 hrs earned: Volunteer Point Wooden Box
- New this year : Complete the Volunteer Point Scavenger hunt for a special leather feather keychain.

*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 Trimar 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.



Artisan's Row Social

Tuesday, March 12, 2019

8-10 PM

(Just up the hill from the Gleann Abhann Social)

All artisans, scholars, and patrons of the arts (that means you, too!), come join us in a social where you can meet the teachers and artisans who have come to war this year.

Bring pictures or replicas from museums you've visited to discuss how to recreate them. Share stories of mighty failures - and successes - in your craft with sympathetic listeners. Share your works-in-progress, commiserate over your dead-ends in research, drown your sorrows in rabbit-trails & laughter. And if you don't know what I am talking about, come & hear of the mighty battles artisans wage on their own fields.

Bring a drink to share or some simple nibbles - cookies or fruit or vegetables. You can even bring that special dish you have wanted to make and have unbiased volunteers try it.



"Now entertain conjecture of a time When creeping murmur and the poring dark Fills the wide vessel of the universe." -Henry V by William Shakespeare
 We remember our first big war for it was Gulf Wars I. We got lost in the woods. Warriors passed out from the heat of the blistering June sun. But... it was joyous! It was thrilling! It was glorious! It was War!

Dreams of War

The song of war is calling, we cannot deny the tune.
 It wakens fire within our blood that battle time is soon.
 Memories within our souls are stoked; our hearts begin to race;
 When drums of war are calling and our foeman stand in place.
 The grand procession starts the war and everyone can see;
 The royalty of kingdoms fair; shown in flashing livery;
 Great horses stamp and chomp their bits; and neighing fills the air;
 As excitement for the day grows fast in our own medieval faire.
 We see knights in shining armor; and banners on display;
 The rapier blades glint brightly, and children are at play.
 So many cultures, times, and styles are everywhere you see;
 Persian, Norse, Italian Ren; French 15th Century.
 From the sights of tents and pennants and of ladies in fine silk;
 To the tunes of bards of great renown to the younger bards fun filks;
 To the smells of hay and horses, and of roasting meats galore;
 Our senses are forever marked by those distinct to war.
 The nights, oh yes, are greater still, for torches burn so bright;
 We walk from camp to camp entranced, by fires' welcome light;
 Green Dragon Inn - doors open wide - a call to revelry;
 Where all the greatest bards perform - the best of shows to see!
 We spy the foe we fought that day; a friend and brother dear;
 We laugh and revel side by side; for the day's events we cheer;
 For prowess and for honour, and for courtesy we toast;
 We might hear a bit of bragging and make a little boast;
 But when the fires are burning low, in brotherhood we hug;
 And to our lost and absent friends, we raise our final mugs.
 Another day of glories end; we are exhausted, bruised, and sore.
 Our brotherhood of arms lives on!

Welcome friends to War!

Miguel and Conal
 Rex et Regina Ansteorra

The heirs,

Margaret and Vladislav



Welcome to War, Welcome All, and Welcome Home!

Trimaris and its venerable allies are eager to engage in the week's comradery and competition with its formidable and worthy adversaries. We will rise, battle, endure, and then toast the victories, lessons, and heroic exploits of each day with ally and opponent alike - for good mead and festival makes hearty friends of us all.

Here, on the noble battle fields of Combat, Arts and Science, and Service, we will grow together to forge lasting bonds and memories, no matter the battle lines drawn. For we are all of one heart in service to the Dream.

So, raise your glasses, raise your swords, raise your pens, and raise your voices in ardent jubilation and brotherhood - we cannot wait to meet you, and look forward to the adventure to come.

For the love of Trimaris and those Kingdoms who have answered our call; for the love the ever skilled and excitable Kingdom of Ansteorra and its allies who must once again be reminded whose land is whose; and to all who share in this great Dream of ours - We Are One! Vivat!

Valbrann Strugr and Cerric Eldogandi,
 King and Queen of Trimaris

The heirs,

Catherine and Vincent





Gleann Abhann



hello everyone!

On behalf of the Stormborn people of the Kingdom of Gleann Abhann it is Our great pleasure to welcome you to Gulf Wars XXVIII. The months of preparation and anticipation are finally over and now it is time for us all to enjoy the "War with No Enemies."

Whether your passion for the middle ages lies in the arts and sciences, armored combat, archery, rapier, bardic, heraldry, etc., We are confident you will find a way to enjoy yourselves. Many of your friends have given countless hours to plan hundreds of activities just to that end. We encourage each of you to donate some of your time to the war effort and earn money for your local group as well as contributing toward the winning of a war point. Please see Volunteer Point for details.

So, make yourselves at home, be safe and above all enjoy the war!

**GARETH AND LAILIANE
KING AND QUEEN
OF GLEANN ABHANN**

The heirs-

WILLIAM & ONÓRA



Meridies



**Warm Greetings from Their Majesties of
Meridies, Adhemar and Gwenhwyfar,**
to All who have travelled long and far to return to these lands and the war without enemies.

It is Our pleasure to join you in the adventures of this week- from the waging of battles, prowess of tournaments, and the skill on the range, from the glory of the arts and sciences to the time spent with cherished friends and families. We highly anticipate the many opportunities for noble deeds and cherished memories.

We hope to see you as we host the Known World Party; it promises to be a magical time. The Meridian Social will be held after we gather for court on Thursday, freeing your Wednesday night for Midnight Madness. We hope you will enjoy the extra time to see and be seen, and to shop with the merchants who work hard to bring items of beauty and worth to the war. We ask you to consider volunteering this week, as it is the tireless work of our volunteers that help keep us going and earn war points for Our kingdom. We have a deep appreciation for the often-unseen work of our beloved volunteers.

**We, along with Our Seirs,
Prince Sebastianos and Princess Morgan,
are so glad you could make it!
Have an amazing War!**

The Seirs-

Morgan and Sebastianos



Main Schedule

SATURDAY, MARCH 9, 2019

START TIME	END TIME	CATEGORY	ACTIVITY	LOCATION
1:00 PM	---	Event	Site Opens	Kings 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 10, 2019

12:00 AM	12:00 PM	Equestrian	Equestrian Check In	Equestrian Tent
9:00 AM		EPL	Early Period Life Silent Auction Starts	Epl
9:00 AM	10:00 AM	Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn
9:00 AM	3:00 PM	Fighter Support	Main Point Set-up (Satellite Rounds as Able)	Hastings Field
9:00 AM	10:00 AM	Equestrian	Mounted Archery 101	Arena 2
10:00 AM	11:00 AM	Equestrian	Mounted Archery 102	Arena2
11:00 AM	12:00 PM	Equestrian	Mounted Archery Challenge	Arena 2
11:00 AM	1:00 PM	Equestrian	Ride Before a Prince Practicum 1	Arena 1
12:00 PM	5:00 PM	Class Event	Earlybird Classes at Artisans Row	Artisans Row
12:00 PM	5:00 PM	Live Weapons	Range Set Up and Preparation	Sherwood Range
2:00 PM	3:00 PM	Class Event	Journeyman Interest Meeting	Artisan's Row
2:00 PM	4:00 PM	Equestrian	Jousting 101 and Ground Crew 101	Arena 2
3:00 PM	5:00 PM	Children's Activity	Setup & MoC Meet & Greet	Page School Tent
3:00 PM	5:00 PM	Performing Arts	Open Stage Performances	Sable And Gules Theater
4:00 PM	6:00 PM	Equestrian	Ride Before a Prince Practicum 2	Arena 1
5:00 PM		Equestrian	Jousting Armor Research Show and Tell	Equestrian Tent
6:00 PM		Social	Royal Cocktail Hour for all seated Crowns of the Known World	Southern Consortium Camp
8:00 PM		Heavy Combat	Commander's Meeting	Hosted Bytrimar, Moose Lodge
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 11, 2019

START TIME	END TIME	CATEGORY	ACTIVITY	Location
12:00 AM	12:00 PM	Equestrian	Equestrian Check In	Equestrian Tent
8:30 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshals Point
8:30 AM	4:00 PM	Heavy Combat	Combat Archery Inspection	Marshals Point
9:00 AM	11:00 AM	Children's Activity	Page School: Morning Session (ages 5 and up) Sign in starts 8:45 AM	Page School Tent
9:00 AM	12:00 PM	Siege Weapons	Inspection and practice	Siege Point At Fort
9:00 AM	10:00 PM	Coursing	Fun Run Set Up	Hastings Field
9:00 AM	6:00 PM	Fighter Support	General Preparation (Satellite Rounds: 10-11am)	Hastings Field
9:00 AM	10:00 AM	Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn
9:00 AM	10:00 AM	Rapier	Calontir C&T Tourney	Rapier Field
9:00 AM		Equestrian	Page Equestrian Tourney	Arena 2
9:00 AM	10:00 AM	Equestrian	Rosshfechten 1	Arena 1
9:00 AM	12:00 PM	Youth Combat	Inspection and training	Yc Field
10:00 AM	4:00 PM	Live Weapons	**WAR POINT** and practice	Sherwood Range
10:00 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	Areas Open for Class Activities: Al Mahala, Artisan's Row, Early Period Life, Theatre & Scri	Class Areas
10:00 AM	12:00 PM	Heralds Point	Heralds Point Volunteer Orientation	Heralds Point
10:00 AM	12:00 PM	Coursing	Fun Run	Hastings Field
		FIGHTER SUPPORT	HELP NEEDED! RAPIER TOWN BATTLE, REPORT TO HASTINGS FIELD MAIN POINT	Hastings Field
11:00 AM	1:30 PM	Rapier	**WAR POINT** (1) Rapier Town Battles	Hastings Field
11:00 AM	2:00 PM	Equestrian	Ride Before a Prince Competition	Arena 2
12:00 PM	5:00 PM	Heralds Point	Heralds Point Consultations	Heralds Point
12:00 PM	1:00 PM	Youth Combat	Lunch	
1:00 PM	3:00 PM	Children's Activity	Page School: Afternoon Session (ages 5 and up) Sign in 12:45 PM	Page School Tent
1:00 PM	3:00 PM	Youth Combat	Inspection and training	Yc Field
1:00 PM	5:00 PM	Target Archery	Children's Archery	Sherwood Range
1:30 PM	3:00 pm	Rapier	Everyman Tourney	Rapier Field
		FIGHTER SUPPORT	HELP NEEDED! TOWN BATTLE, REPORT TO HASTINGS FIELD MAIN POINT	Hastings Field
1:30 PM		Heavy Combat	**WAR POINT** (1) Town Battle (Archery)(Siege)	Hastings Field
2:00 PM	4:00 PM	Equestrian	Jousting 201/ Ground Crew Class 201	Arena 2
2:00 PM	3:00 PM	Ca'd'Oro Salon	Fashion Show	Sable And Gules Theater
2:30 PM		Rapier	Davio's Super Hopping Tournament	Rapier Field
3:00 PM	4:00 PM	Ca'd'Oro Salon	Fashion Show Social	Ca'd'oro Salon
3:00 PM	5:00 PM	Target Archery	Prize Shoot sponsored by Arc d'Or	Sherwood Range
3:30 PM	5:00 PM	Rapier	Revenge Tourney (Sponsored by Midrealm)	Rapier Field
4:00 PM	6:00 PM	Children's Activity	Teen Activities (13-17 year olds)	Page School Tent
4:30 PM	6:00 PM	Equestrian	Equestrians Meet & Greet	Equestrian Tent
6:30 PM	8:30 PM	Ca'd'Oro Salon	Ca'd'Oro Ball and Social	Ca'd'oro Salon
8:00 PM		Middle Eastern	Open Dance Night	Al Mahala
8:00 PM		Siege Weapons	Cocktails and Siege	Green Dragon
8:30 PM	10:30 PM	Ca'd'Oro Salon	Games Of Chance	Ca'd'oro Salon
9:00 PM		Dance	Beginners Ball Host: Lord Runolfr	Main Hall

TUESDAY, MARCH 12, 2019

12:00 AM	12:00 PM	Equestrian	Equestrian Check In	Equestrian Tent
7:00 AM	7:30 AM	Equestrian	Marshals/Equestrians/Security Meeting for Processional	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
8:30 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshals Point
8:30 AM	4:00 PM	Heavy Combat	Combat Archery Inspection	Marshals 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: 10-11am)	Hastings Field

9:00 AM	5:00 PM	Class Events	Areas Open for Class Activities: Al Mahala, Artisan's Row, Early Period Life, Theatre & Scri	Class Areas
9:00 AM	12:00 PM	Youth Combat	Inspection	Yc Field
9:00 AM	11:00 AM	Children's Activity	Page School: Morning Session (ages 5 and up) Sign in starts 8:45 AM	Page School Tent
9:00 AM	9:30 AM	Equestrian	Royalty Mount up for Royal Procession	Equestrian Tent
9:45 AM	10:00 AM	Equestrian	Royal Procession	Equestrian Tent
10:00 AM	12:00 PM	Event	Opening Ceremonies	Fort
12:00 PM	2:00 PM	Siege Weapons	Inspection and Open Practice (Will open after Opening Ceremonies)	Siege Point At Fort
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		Heavy Combat Rapier	Diamond Tourney (Sponsored by Gleann Abhann)	Rapier Field
12:00 PM	5:00 PM	Heralds Point	Heralds Point Consultations	Heralds Point
12:00 PM	2:00 PM	Event	HELGABALL	Champion's Field
12:00 PM		Equestrian	Joust Preparation	Arena 2
12:00 PM	1:30 PM	Rapier	Verona Street Brawl (Sponsored by Meridies)	Fort
1:00 PM	3:00 PM	Youth Combat	Inspection, training and melee practice	Yc Field
1:00 PM	5:00 PM	Target Archery	Children's Archery	Sherwood Range
1:00 PM	4:00 PM	Equestrian	The Terafan Greydragon Memorial Foam Jousting Tournament	Arena 2
1:00 PM	3:00 PM	Children's Activity	Page School: Afternoon Session (ages 5 and up) Sign in 12:45 PM	Page School Tent
1:00 PM	2:00 PM	Event	Queen's Tea	Champion's Field
2:00 PM	3:00 PM	Event	Coronet Luncheon	Champion's Field
2:30 pm		Rapier	**WAR POINT** Rapier Mystery	Fort
2:30 pm		Heavy Combat	Heavy Mystery Fun Battle NO WAR POINT:Single Sword Tug of War	Hastings Field
3:00 PM	5:00 PM	Target Archery	Prize Shoot sponsored by Trimaris	Sherwood Range
4:00 PM		Middle Eastern	2019 Known World Music and Dance Symposium discussion	Al Mahala
4:00 PM	6:00 PM	Children's Activity	Teen Activities (13-17 year olds)	Page School Tent
		FIGHTER SUPPORT	HELP NEEDED! COMBAT ARCHERY RAVINE, RAVINE TOP ONLY REPORT HASTINGS FIELD MAIN POINT	Hastings Field
4:00PM		Heavy Combat	**WAR POINT** (1) Combat Archery Ravine	Ravine
4:00 PM	6:00 PM	Event	GLEANN ABHANN SOCIAL SET UP	Bede Hall
5:00 PM		Equestrian	Gold Scarf Meeting headed by Mistress Arabella da Siena	Equestrian Tent
6:00 PM	10:00 PM	Event	GLEANN ABHANN SOCIAL	Bede Hall
8:00 PM	10:00 PM	Artisan's Row	Artisan's Row Social	Artisan's Row
8:00 PM		Middle Eastern	Quiet Melody Music and Dance night	Al Mahala
9:00 PM		Dance	Newcomer Ball - Hostess: Lady Gwladys	Main Hall
WEDNESDAY, MARCH 13, 2019				
12:00 AM	12:00 PM	Equestrian	Equestrian Check In	Equestrian Tent
8:00 AM		Event	Pancake Breakfast Fundraiser : Pancakes and Bacon!!!	Ansteorran Gate
8:30 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshals Point
8:30 AM	4:00 PM	Heavy Combat	Combat Archery Inspection	Ravine
8:00 AM	9:00 AM	Youth Combat	Inspection	Yc Field
9:00 AM	10:00 PM	Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn
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	6:00 PM	Fighter Support	General Preparation (Satellite Rounds: 10-11am)	Hastings Field
9:00 AM	4:00 PM	EPL	Early Period Life Area Open Demonstration Day	Epl
9:00 AM	10:00 AM	Equestrian	Mounted Combat Class and Authorizations	Arena 2
9:00 AM	5:00 PM	Class Events	Areas Open for Class Activities: Al Mahala, Artisan's Row, Early Period Life, Theatre & Scri	Class Areas
9:00 AM	11:00 AM	Children's Activity	Page School: Morning Session (ages 5 and up) Sign in starts 8:45 AM	Page School Tent
9:00 AM	4:00 PM	Target Archery	**WAR POINT** and practice (closed 12-1 for lunch)	Sherwood Range
10:00 AM	4:00 PM	Live Weapons	**WAR POINT** and practice	Sherwood Range
10:00 AM	1:00 PM	Rapier	Ansteorran Rose Tourney (Sponsored by Ansteorra Roses)	Rapier Field
10:00 AM		Equestrian	Gleann Abhann Kingdom Equestrian Tourney	Arena 1
10:00 AM	1:00 PM	Coursing	Day in the Kennels	Kennel Lands
10:00 AM	5:00 PM	Heralds Point	Heralds Point Consultations	Heralds Point
		FIGHTER SUPPORT	HELP NEEDED! CHIVALRIC RAVINE, RAVINE TOP AND BOTTOM REPORT HASTINGS FIELD MAIN POINT	Hastings Field
11:00 AM	2:00 PM	Heavy Combat	**WAR POINT** (1) Chivalric Ravine (with Archery)	Ravine
12:00 PM	1:30 PM	Rapier	Atlantian 3v3	Rapier Field
12:00 PM	1:30 PM	Rapier	Don Edmund Memorial 2-Handed Rapier Tourney	Rapier Field
12:00 PM		Equestrian	Joust Preparation / Wood Joust Tourney	Arena 2
1:00 PM	4:00 PM	Equestrian	The Terafan Greydragon Memorial Wooden Lance Jousting Tournament	Arena 2
12:00 PM	2:00 PM	Heavy Combat	Women's Fighting Symposium	Inside Fort
12:00 PM	1:00 PM	Youth Combat	Lunch	
12:00 PM	4:00 PM	Live Weapons	Frey's Throw - All Women's Thrown Weapons Tournament(Rank novices welcome!)	Sherwood Range
1:00 PM	5:00 PM	Target Archery	Children's Archery	Sherwood Range
1:00 PM	3:00 PM	Children's Activity	Page School: Afternoon Session (ages 5 and up) Sign in 12:45 PM	Page School Tent
1:00 PM	4:00 PM	Youth Combat	Triskele Legion Youth Tournament	Yc Field
1:00 PM	2:00 PM	Youth Combat	Weapons Inspection and Training	Yc Field
2:00 PM	4:00 PM	Siege Weapons	Siege Target Competition	Siege Point
2:00 PM		Heavy Combat	Trimarian Bear Pit	Champion's Field
		FIGHTER SUPPORT	HELP NEEDED! RAPIER FIELD BATTLE, REPORT TO HASTINGS FIELD MAIN POINT	Hastings Field
2:00 PM	5:00 PM	Rapier	**WAR POINT** (1) Rapier Field Battle(Best of 3 with Friendship Battle to Conclude)	Hastings Field
2:00 PM	4:00 PM	Event	Rose's Happy Hour	Ansteorra Royal Pavilion
3:00 PM	5:00 PM	Target Archery	Prize Shoot sponsored by Merides	Sherwood Range
3:00 PM	4:00 PM	Heavy Combat	Gold Ribbon Charity Tournament for St Judes Sponsored: House Holy & Bearkiller	Hastings Field
3:00 PM	4:00 PM	Event	SCA Officer (Society Seneschal and Exchequer) Meet and Greet	Bede Hall
3:00 PM	5:00 PM	Middle Eastern	Middle Eastern Salon and Live Music Party	Al Mahala
4:00 PM	6:00 PM	Children's Activity	Teen Activities (13-17 year olds)	Page School Tent
4:00 PM	---	Heavy Combat	Meridian Rose Tourney	Champion's Field
4:00 PM		EPL	Early Period Life Silent Auction Closes	Epl

4:30 PM		Rapier	Gleann Abhann Novice Tourney	Rapier Field
4:30 PM		Rapier	Cut and Thrust Sword and Dagger	Rapier Field
5:00 PM	7:00 PM	Heavy Combat	Empire of the Sun Battle Samurai Melee (Battle of the 30/Viking Raid Style Melee)	Hastings Field Toward Fort
5:00 PM	7:00 PM	Heavy Combat	Viking Deed of Arms	Inside Fort
6:00 PM		Performing Arts	12th Annual War Bard Competition	Sable And Gules Theatre
6:00 PM	9:00 PM	Event	Ansteorra Chili Night	Ansteorra Gates
7:00 PM	11:00 PM	Merchants	Midnight Madness	Merchants Area
7:00 PM		Event	Vigil for Baron Yesugai Naran called Ucla for the Order of the Pelican	Osprey Camp
8:00 PM	11:00 PM	Event	Youth Known World Party	Bede Hall
9:00 PM		Middle Eastern	Blossoms of Spring: An Eastern Persona Party	Al Mahala
9:00 PM		Dance	Welcome Back Ball - Hostess: Lady Rebecca	Main Hall
9:30 PM		Event	Trimarian Party	Trimaris Encampment
THURSDAY, MARCH 14, 2019				
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 Set Up	Bede Hall
8:30 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshals Point
8:30 AM	4:00 PM	Heavy Combat	Combat Archery Inspection	Marshals Point
9:00 AM	6:00 PM	Fighter Support	General Preparation (Satellite Rounds: 10-11am)	Hastings Field
9:00 AM	10:00 AM	Equestrian	Mounted to Ground 101	Arena 1
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 Set Up	Hastings 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	Yc Field
9:00 AM	11:00 AM	Children's Activity	Page School: Morning Session (ages 5 and up) Sign in starts 8:45 AM	Page School Tent
9:00 AM	5:00 PM	Class Events	Areas Open for Class Activities: Al Mahala, Artisan's Row, Early Period Life, Theatre & Scri	Class Areas
9:00 AM	10:30 PM	Rapier	Trimaris Bearpit Tourney	Rapier Field
9:00 AM	4:00 PM	Target Archery	**WAR POINT** and practice (closed 12-1 for lunch)	Sherwood Range
10:00 AM	4:00 PM	Live Weapons	**WAR POINT** and practice	Sherwood Range
10:00 AM		Equestrian	Mounted Combat Demo	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		Ca'd'Oro Salon	Bocce Ball Tournament - InterKingdom	Ca'd'oro Salon
10:00 AM	12:00 PM	Youth Combat	Sable Banner 5man Melee Tournament followed by root beer and bratwurst	
10:00 AM	5:00 PM	Heralds Point	Heralds Point Consultations	Heralds Point
10:30 AM	12:00 PM	Rapier	Ladies Rapier Tourney	Rapier Field
11:00 AM	12:00 PM	Equestrian	Rossfechten II	Arena 2
12:00 PM	1:30 PM	Rapier	Midrealm Grand Tournament	Rapier Field
12:00 PM	1:00 PM	Coursing	Queens Hounds and Hunt Brunch (Removal of set up and hounds)	Hastings Field
		FIGHTER SUPPORT	HELP NEEDED! FIELD BATTLE, REPORT TO HASTINGS FIELD MAIN POINT	Hastings Field
12:00 PM		Heavy Combat	**WAR POINT** (1) Field Battles (with Archery and Siege)	Hastings Field
12:00 PM	2:00 PM	Equestrian	Rivers of Blood	Arena 1
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	5:00 PM	Target Archery	Children's Archery	Sherwood Range
1:00 PM	3:00 PM	Children's Activity	Page School: Afternoon Session (ages 5 and up) Sign in 12:45 PM	Page School Tent
		FIGHTER SUPPORT	HELP NEEDED! CHAMPIONS TOURNEYS, REPORT TO HASTINGS FIELD MAIN POINT	Hastings Field
2:00 PM		Heavy Combat Rapier	**WAR POINT** (2) Champions Tourney (1 WP for Heavy, 1 WP for Rapier)	Champion's Field
2:00 PM	5:00 PM	Performing Arts	"Whose Line Doth It Be Anyway?"	Sable And Gules Theater
2:00 PM	4:00 PM	Equestrian	Calontir Challenge	Arena 2
3:00 PM	4:00 PM	A & S	A & S Artisan may pick up their items. All items MUST be picked up by 4:00 PM	Bede Hall
3:00 PM	5:00 PM	Target Archery	Prize Shoot sponsored by Calontir	Sherwood Range
3:00 PM	7:00 PM	Event	Preparation for Kingdom of Meridies Social	Bede Hall
4:00 PM	6:00 PM	Children's Activity	Teen Activities (13-17 year olds)	Page School Tent
4:00 PM	6:00 PM	Equestrian	Mounted Archery Tourney	Arena 1
5:00 PM		Event	Society Minister of Arts & Science Round Table Discussion/Social for all local A&S officers	Al Mahala
5:00 PM		Event	VIGIL: Breathe de Raimis	Inside Fort
5:00 PM		Event	Meridian Court	Champion's Field
6:00 PM	8:00 PM	Event	Kingdom of Northshield Court	Sable And Gules Theater
6:00 PM		Event	Aethelmearc Court	Aethelmearc Encampment
6:00 PM		Event	Calontir Court	Calontir Encampment
6:00 PM		Event	Atlantia Court	Atlantia Camp
6:00 PM		Event	Gleann Abhann Court	Rapier Field
6:00 PM		Event	Middle Kingdom Court	Middle Kingdom Camp
6:00 PM		Event	Trimaris Court	Trimaris Royal Encampment
6:00 PM		Event	East Kingdom Court	East Kingdom Encampment
7:00 PM		Event	Ansteorra Court	Ansteorra Gates
7:00 PM		Event	Meridian Social (to follow Court)	Champion's Field
7:30 PM	8:00 PM	Ca'd'Oro Salon	Songs and Poetry by Gui of Trimaris	Ca'd'oro Salon
8:00 PM		Ca'd'Oro Salon	Vince Conaway Live Performance	Ca'd'oro Salon
8:00 PM		Middle Eastern	Open Dance Night	Al Mahala
8:00 PM		Heralds Point	Knowne World Heraldic and Scribal Social	Heralds Point
9:00 PM		Dance	Caroso Masquerade Ball - Hostess: Duchess Katrina	Main Hall
9:00 PM		Event	Legion Jello Party "A Knight in The Magic Kingdom!"	Legion Encampment
FRIDAY, MARCH 15, 2019				
8:00 AM	9:30 AM	A & S	Open A & S Registration & Setup	Bede Hall
8:30 AM	4:00 PM	Heavy Combat	Heavy Armor Inspection	Marshals Point
8:30 AM	4:00 PM	Heavy Combat	Combat Archery Inspection	Marshals Point

8:00 AM	9:00 AM	Youth Combat	Inspection	Yc Field
9:00 AM	10:00 PM	Equestrian	Mounted Security Authorizations/Rider Responsibility	Barn
9:00 AM	6:00 PM	Fighter Support	General Preparation (Satellite Rounds: 10-11am)	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	Yc Field
9:00 AM	11:00 AM	Children's Activity	Page School: Morning Session (ages 5 and up) Sign in starts 8:45 AM	Page School Tent
9:00 AM		Event	Elevation of Breathen de Raimés	Inside Fort
9:00 AM	5:00 PM	Class Events	Areas Open for Class Activities: Al Mahala, Artisan's Row, Early Period Life, Theatre & Scri	Class Areas
9:00 AM	3:30 PM	Rapier	Rapier Symposium	Rapier Field
9:00 AM	11:30 PM	Rapier	Meridian C&T Workshop and Tournament	Rapier Field
9:00 AM	4:00 PM	Target Archery	**WAR POINT** and practice (closed 12-1 for lunch)	Sherwood Range
10:00 AM	4:00 PM	Live Weapons	**WAR POINT** and practice	Sherwood Range
10:00 AM	1:00 PM	Heralds Point	Heralds Point Consultations	Heralds Point
10:00 AM	3:00 PM	A & S	Open A & S Display	Bede Hall
10:00 AM		Ca'd'Oro Salon	Bocce Ball Tournament-Populace	Ca'd'oro Salon Lawn
10:00 AM	12:00 PM	Equestrian	Rosfechten III	Arena 2
10:00 AM	2:00 PM	FIGHTER SUPPORT	HELP NEEDED! CHIVALRIC/ARCHERY BRIDGE, REPORT TO HASTINGS FIELD MAIN POINT	Hastings Field
11:00 AM	1:00 PM	Heavy Combat	**WAR POINT** (1) Bridge Battle (with Archery/Siege)	Hastings Field
11:00 AM	12:00 PM	Equestrian	Jumping 101	Arena 1
11:00 AM	1:00 PM	A & S	Open A & S Performances	A & S Tent
12:00 PM	1:00 PM	Youth Combat	Lunch	Yc Field
12:00 PM	2:00 PM	Performing Arts	12th Annual Youth Bardic Competition and Talent Show Ages 6-14,(parents or guardian	Msable And Gules Theatre
12:00 PM	1:30 PM	Artisans Row	Artisans Row 2020 Interest Meeting	Artisans Row
12:30 PM		Youth Combat	Youth Rapier Tourney Sign up	Yc Field
1:00 PM	3:00 PM	Equestrian	Daiku	Arena 2
1:00 PM	3:00 PM	Youth Combat	Youth Rapier Tourney	Yc Field
1:00 PM	3:00 PM	Children's Activity	Page School: Afternoon Session (ages 5 and up) Sign in 12:45 PM	Page School Tent
1:00 PM	3:00 PM	Target Archery	Children's Fun Shoot	Sherwood Range
1:00 PM	3:00 PM	Heralds Point	Heralds Point Consultations Followups	Heralds Point
1:00 PM	2:00 PM	Heavy Combat	BRIDGE BATTLE WITH EXPERIMENTAL ARCHERY/ARROWS (NON WAR POINT)	Hastings Field
		FIGHTER SUPPORT	HELP NEEDED! CHIVALRIC/ARCHERY FORT, REPORT TO HASTINGS FIELD MAIN POINT	Hastings Field
2:00 PM		Heavy Combat	**WAR POINT** (1) Fort Battle (with Archery/Siege)	Fort
2:00 PM	3:00 PM	Event / Roundtable	Diversity in the SCA: Embracing Diversity and Inclusion	Main Hall
3:00 PM	4:00 PM	Performing Arts	Ermagerd's Silly Sing Along with Ermagerd	Sable And Gules Theatre
3:00 PM	4:00 PM	Coursing	Hound Meet and Greet	Kennel Lands
3:00 PM	5:00 PM	Heralds Point	Pickups: See specific Kingdoms available at Herald's Point	Heralds Point
3:00 PM	4:00 PM	Equestrian	What an Ass	Equestrian Tent
3:30 PM	5:30 PM	Target Archery	Grand Exhibition Tournament (Archery)	Hastings Field
3:30 PM	4:00 PM	A & S	Open A & S Awards and entry pickup	Bede Hall
4:00 PM	6:00 PM	Heavy Combat	Knowne World Squires Tourney	Champion's Field
4:00 PM	5:00 PM	Coursing	Known World Hound Meeting	Kennel Lands
4:00 PM	6:00 PM	Children's Activity	Teen Activities (13-17 year olds)	Page School Tent
4:00 PM	5:00 PM	A & S	A & S Gulf Wars Discussion	Bede Hall
		FIGHTER SUPPORT	HELP NEEDED! RAPIER RAVINE, RAVINE TOP AND BOTTOM REPORT TO HASTINGS FIELD MAIN POINT	Hastings Field
4:00 PM		Rapier	**WAR POINT** (1) Ravine Battle	Ravine
5:00 PM		Equestrian	All Equestrian Wrap Up Meeting	Equestrian Tent
5:00 PM		Heavy Combat	14th Century Deed of Arms	Inside Fort
6:00 PM	9:00 PM	Ca'd'Oro Salon	Italian Personae Social	Ca'd'oro Salon
6:30 PM	8:30 PM	Performing Arts	Marshin Fayne Goods and Services Auction	Sable And Gules Theatre
8:00 PM		Middle Eastern	Open Dance Night	Al Mahala
8:00 PM		Event	Royalty Social and Gift Exchange	Bede Hall
8:00 PM			Knowne World Party Preparation	Bede Hall Kitchen
9:00 PM		Ca'd'Oro Salon	Procession to Known World Party	Ca'd'oro Salon
9:00 PM		Dance	Grand War Ball - Host: Lord Tuatha	Main Hall
9:00 PM		Event	Known World Party (Theme: Hogwarts)	Fort
SATURDAY, MARCH 16, 2019				
8:30 AM	12:00 PM	Heavy Combat	Heavy Armor Inspection	Marshals Point
8:30 AM	12:00 PM	Heavy Combat	Combat Archery Inspection	Marshals Point
9:00 AM	11:00 AM	Youth Combat	Fort Battle	Fort
9:00 AM	4:00 PM	Fighter Support	General Preparation (Satellite Rounds: 10-11am)	Hastings Field
9:00 AM	12:00 PM	Class Events	Artisan's Row Open for Class Activities	Artisan's Row
9:00 AM	12:00 PM	Event	GW Journeyman Artisan's Display	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	Target Archery	Practice/Area Break Down and Storage	Sherwood Range
10:00 AM	12:00 PM	Live Weapons	Area Break Down and Storage	Sherwood Range
10:00 AM	12:00 PM	Heralds Point	Pickups: See specific Kingdoms available at Herald's Point	Herald's Point
10:00 AM	2:00 PM	FIGHTER SUPPORT	HELP NEEDED! MOTHER OF ALL BATTLES REPORT TO HASTINGS FIELD MAIN POINT	Hastings Field
11:00 AM	2:00 PM	Heavy Combat	**WAR POINT** (1) Mother of All Battles (with Archery/Siege)	Hastings Field
T/F MOAB		Event	Great Court Closing Ceremonies (Weather Permitting)	Fort
12:00 PM		Event	TROLL CLOSES	Troll
11:00 AM	12:00 PM	Youth Combat	Lunch	
12:00 PM		"Live Weapons Target		
Archery"		Live Weapons Target Archery	Range Closes At Noon!	Sherwood Range
12:00 PM	2:00 PM	Youth Combat	Training / Open Field	Yc Field
2:00 PM		Event	Volunteer Raffle	Bede Hall
9:00 PM		Dance	Goodbye Ball - Hostess: Lady Cicilia	Main Hall
SUNDAY, MARCH 17, 2019				
9:00 AM		Event	Post War Staff Meeting	Main Hall
12:00 PM		Event	Site Closes	Kings Arrow Ranch

SEE YOU NEXT YEAR!!!

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 Trismar

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 [25.4 mm] above the hands, from 1 inch [25.4 mm] 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—

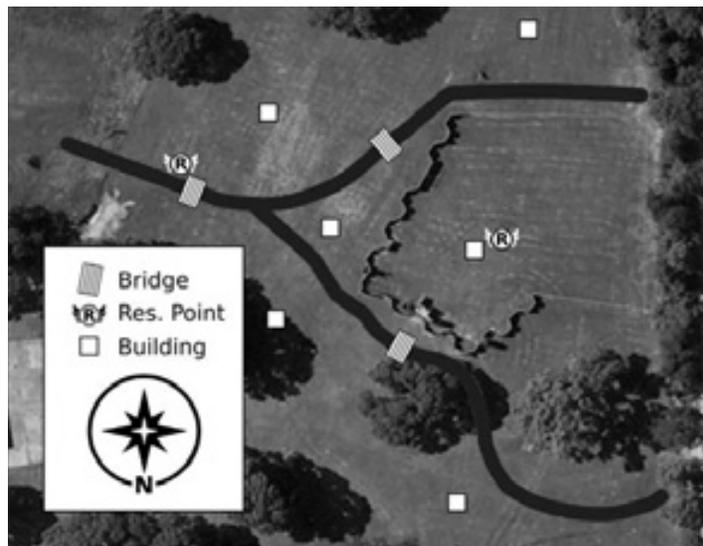
SHORTHAND KEY

- | | |
|--------------------------------------|----------------------|
| 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/SIEGE)

MONDAY / MARCH, 11 / 1:30PM

(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

**COMBAT ARCHERY ONLY RAVINE
TUESDAY / MARCH, 12 / 4:00PM
(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 the allied kingdoms occupying the south portion and Trimaris and Ansteorra 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 with a circle fifteen feet in diameter painted on the ground around each one. 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 thirty minutes long. For each flag, there will be a marshal. No type of shield or pavise will be allowed inside the circles. When a flag is raised the marshal determines that a side has gained control of the flag.

VICTORY CONDITIONS: At ten minutes, twenty minutes and thirty minutes hold will be called and the side with the flag raised will be awarded one point for each flag raised. At the end of thirty minutes the points will be tallied. The side that has the most points will be awarded the War Point.

**HEAVY RAVINE BATTLE
WEDNESDAY / MARCH, 13 / 11:00AM
(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 FIELD BATTLE
THURSDAY / MARCH, 14 / 11:00AM
(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.

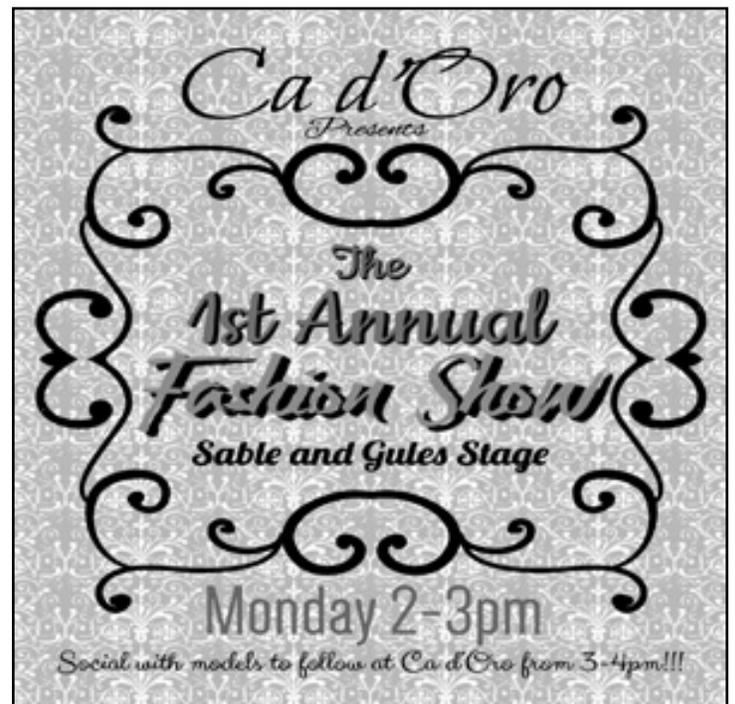
VICTORY CONDITIONS: Each battle is to the last man standing and worth 1 point. The first side to get three points wins the War Point. Weather permitting, we will hold all five fights regardless of the score.

**HEAVY BRIDGE BATTLE
FRIDAY / MARCH, 15 / 11:00AM
(C, T, L, J, FS)**

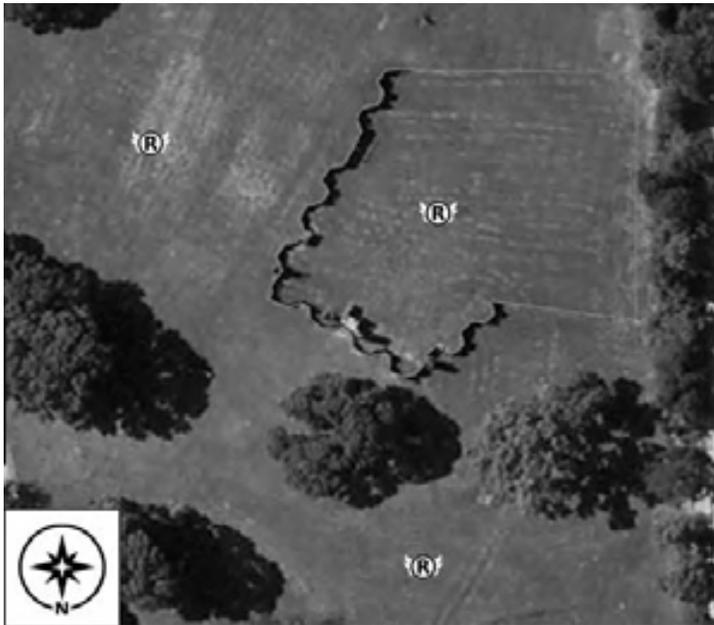
PHYSICAL LAYOUT: Three parallel bridges are placed 18 feet apart. The center bridge is 27 feet wide, while the outside bridges are 18 feet wide. The bridges represent low wall bridges and are delineated by lines of hay bales. The center line of the three bridges is marked with spray paint. Additional 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 15 possible points. The first side to score 8 points wins the War Point.



HEAVY FORT BATTLE
FRIDAY / MARCH, 15 / 2:00PM
(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 semicircular landing zone. These zones will be marked. The zones are governed by the following rules:

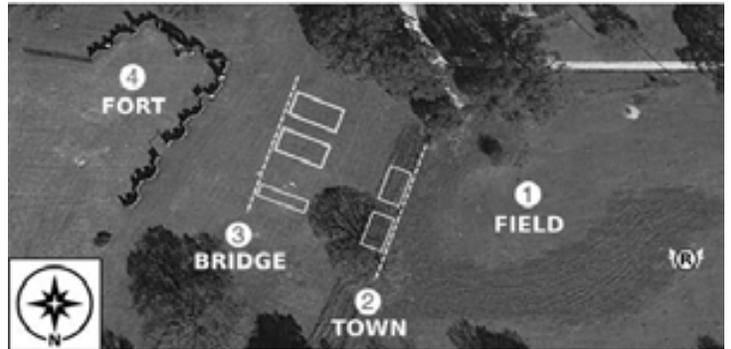
- Only one fighter may be inside the zone at a time.

- The fighter inside the zone can't be attached.

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, 16 / 11:00AM
(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—

Greetings to all combat archers participating at Gulf Wars! Please be sure to read the complete rules for Combat Archery and the complete HEAVY WEAPONS Rules. There is information related to Combat Archery in both sections. Also, review the SIEGE Section. Doing so will help minimize problems and misunderstandings before and during battles.

Combat archers are expected to know and understand all of the rules for combat archery, heavy weapons, and siege weapons in order to compete on the field. Please review all sections to make sure you are familiar with any rules that may be particular Gulf Wars. 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, then 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 of the battles, tournaments, or any 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 (excepting as a specific scenario or battle rule might otherwise apply), but no one may leave the field once fighting has started to obtain more arrows. Spare or extra bolts and arrows must be located on the field.
- All missile ammunition must be labeled with the owner's name and Kingdom in English on the shaft.
- All missile weapons need to be labeled with the owner's name in English

NOTE: If a group owns arrows or weapons they may use the group's name and Kingdom. An e-mail address is not an acceptable alternative to name and Kingdom. If you are borrowing arrows, you must indicate it at inspection point so they are properly recorded. Anyone caught firing unlabeled arrows or bolts will be sent to Marshal's Court.

- All combatants may be hit by missile fire no matter what their positional orientation to combat archers and siege engines. In other words, combatants are always engaged by missile and siege weapons so archers and siege engineers do not need "eye contact" with their opponents to shoot them, shots in the back are considered good.
- Archery shots to illegal target areas, such as the hands or below the knees, the sides and back of helms are not considered good to any combatant.
- ONLY Silo-flex 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 Marshals' Point.
- Arrow and bolt heads must be appropriate to the shaft and one of the following. Any other form of arrow or bolt head must be approved by Society AND the Gulf Wars Combat Archery Marshal:
-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 must wear eye protection, such as helms with legal openings, fencing masks, racket sport glasses/goggles, etc. Regular prescription or sunglasses with "Safety Lenses" are not acceptable substitutes for the above.
- Combatants dead or alive, must keep their helms on until completely off the field.
- Marshals or any other noncombatant allowed on the field during fighting must wear suitable eye protection.
- 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.

FIBERGLASS ARROWS AND BOLTS

Hand bows using fiberglass arrows may only have a 30 lb. maximum draw at 28 in.

Crossbows using fiberglass bolts, including Fellwalker, may only have a 600 inch-pound maximum rating with a 75 lb. maximum draw.

Note: Any bow that is allowed for fiberglass arrows may also use any tubular arrows allowed at the War if permitted by the archer's home kingdom's rules.

SHAFT:

- All arrows & bolts must meet the Society minimums.
- All fiberglass shafted arrows and bolts must be equipped with anti-penetration devices (APD).
- Only APDs approved on the Society level will be allowed at Gulf Wars.
- Fiberglass shafted arrows and bolts must be wrapped in fiberglass filament or electrical tape.
- Fellwalker bolts must meet the 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 in. 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 in. padding or Fellwalker heavy UHMW heads (on Fellwalker bolts).
- Baldar blunts must meet your Kingdom's requirement for taping over the head and onto the shaft of either one or two strips of tape. Legacy two piece style or the new CUBB – aka the Fathead Baldar Blunts are accepted.
- All required padding on blunts must compress at least 1/2 of its thickness, 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.

NOTE: Fellwalker bolts are allowed and must be constructed in accordance with Society rules for such bolts.

SILO-FLEX ARROWS AND BOLTS

Hand bows using Silo-flex arrows may only have a 50 lb. maximum draw at 28 in.

Crossbows using Silo-flex bolts may only have a 1000 inch-pound maximum rating with a 110 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 Silo-flex 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.

SHAFT:

- All arrows & bolts must meet the Society minimums.
- Silo-flex arrows and bolts may only be made from 100 PSI Silo-flex tubing.

BLUNTS:

- Siloflex Arrows may NOT use yellow as the color of their combat head nor as striping down the shaft of the arrow.
- Silo-flex 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" of padding that will compress at least 1/2 of its thickness.
- Omarad heads must include side-wraps in accordance with Society minimum standards.

COMBAT ARCHERY 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 4pm on Mon. and from 8 am until the end of the battles on Tues. through Sat. Please see the schedule for the daily location of inspections. There will be limited combat archery inspections done outside of Marshal's Point and the satellite point at the Ravine. Please contact the Gulf Wars CA MiC or your Kingdom CA MiC for more details. 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 and early inspection is encouraged.

To speed up inspections 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 be inspected. This is required for both the armor and archery inspections.
- Before going to inspection, please check for:
• Damaged tape, shafts, heads, nocks, APD's, labels, etc.
- Special attention should be paid to hardening of Baldar blunts and loss of compressibility of padding on homemade blunts.
- Any legacy Baldar blunt that has separation of 25% or more or fins with loss of rigidity shall fail inspection.
- The "fingernail rule" for APD's shall be used: if a fingernail can penetrate a crack in an APD, it shall fail inspection.

- Ammo will be marked with spray paint after initial inspection (not after each battle). Archers may choose the placement (head, shaft, APD) of the paint.

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 we will not guarantee that all ammo will be inspected prior to the battle as we need to get as many people on the field as possible.

—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, pavises, 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–

From the Rapier Marshal in Charge of the War:

Greetings all!

Welcome to Gulf Wars XXVIII! It is my hope (and plan) to make this another fun and successful war. One that will live in your memories and stories as an awesome experience with friends and epic deeds. Listed here are the general war conventions, as well as specifics on the scenarios and war points. But first, just a few pointers and reminders to help this be the epic year remembered for fun, and not one remembered for injury or ruined from bad behavior.

- Keep hydrated! The water bearers do a fantastic job of keeping us stocked with water, Gatorade and snacks! Appreciate their hard work by drinking plenty of fluids! (And actually saying thanks!)
- Call your blows! It's not my place to lecture you on honor, but when it becomes a repeat issue, it becomes a marshalling problem. Let's keep it clean, have fun, and let the marshals deal with other marshal-ly things.
- The marshals are there to facilitate your fun; they're not there just to ruin your day. This is everyone's vacation and fun, the marshals are volunteering their own time to make sure the game goes on and safely. Listen to the marshals. Thank a marshal, 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. For example: don't be surprised if that new blunt doesn't last all week. A good habit is to check your tips during every hold, and keep an eye out for your fellow fencers' gear that they may not be able to see.
- Different kingdoms have different rules. This convention guide should help, but it doesn't hurt to talk to your opponents before you fight to make sure you're all on the same page.
- Finally: Don't be a jerk. If your issue can't be resolved with POLITE dialogue, involve a marshal. Either way, 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 10 FIGHTERS

- All tournaments and scenarios 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 beforehand.
- 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 RMiC and host kingdoms.

GENERAL CONVENTIONS FOR RAPIER

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 using the body of the rules vs. the spirit of the rules will be grounds for marshallate action.

See Marshals Court and Chain of Appeal section for further information.

Blow calling – Fighters are required to call thrusts and those 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 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 may continue to walk back to resurrection point or off the field during "HOLDS" but should exercise caution where they step.

Edge of the world – Varies. See the description of the specific battle for more information.

Engagement – To be announced before each battle. For more information, see the engagement section.

Knee walking – Varies. See the description of the battles below.

Point Stalking – Fighters will not start to throw a shot until they have gained engagement and can legally hit their opponent.

Scoring – Varies. See the description of the battles

Shields, canes, and other rigid secondaries – See the section on secondaries.

Shoving – A fighter may press his shield or other weapons against an opponent's weapons to deflect or control them but the fighter may not use them to purposely knock his/her opponent off balance.

Dead – Fighters in any battle may call themselves dead at anytime. In a resurrection battle a fighter may always walk back to resurrection point.

Valid Target – Fighters will not strike at the back of their opponents' heads.

Non-standard Weapons – All non-standard weapons are subject to approval by the Gulf War Rapier Marshal-in-Charge.

RAPIER ENGAGEMENT CONVENTIONS

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

- No more than three fighters can be actively throwing shots at any one fighter at any time.
- Units and individual fighters can move into an engagement at a double time step as long as they do not make physical contact with their opponents or strike them with excessive force.
- Point Stalking is not allowed – Fighters will not start to throw a shot until they have gained engagement and can legally hit their opponent.
- Fighters who strike with excessive force will be removed from the field.
- Fighters will not strike the back of an opponent's head.
- Attackers approaching from behind may choose to foul blades from behind 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.
- Death From Behind will not be used in Gulf Wars point battles, though a surrounded fighter may choose to yield rather than be struck.

Any engagement issue is subject to marshal review. See the Marshals Court and Chain of Appeal for more information.

180 DEGREE FRONT

The melee rules from the SCA Rapier Marshal's Handbook will apply in all Gulf Wars melees.

HOLDS

In melees, fencers will take a knee, if possible, so that the marshals can more easily find where the issues are.

If it can be done safely, no hold should be called to remove fighters from the field.

MARSHALLATE INTERVENTION

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:

1. Hard hit, but the recipient waves it off: Information collected, fighter cautioned, play continues.
2. Hard hit causing recipient to withdraw from fencing, even briefly: Information collected: fighter withdraws to sideline for remainder of fight.
3. "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 of the melee. The marshal, the accused and the offended party, and any witnesses will attend. Additional penalties may be assessed by the Marshal's Court. See the Marshals Court and Chain of Appeal section for more information.

As a general guideline: injuries, even accidents, that remove a fencer for play will remove the offending party from play an equal amount of time. See the Marshals Court and Chain of Appeal for more information.

SECONDARY ITEMS

All secondary items are subject to marshal review from Ansteorra, Gleann Abhann, Meridies and Trimaris Inspections. All non-standard secondary items are subject to approval by the Gulf War Rapier Marshal-in-Charge

Shields, canes and other rigid secondaries may be up to 453 sq. 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.

INSPECTIONS

All armor and weapons must be inspected before participation in any of the battles, tournaments or any other fighting activities at Gulf Wars.

Inspection stickers must be worn prominently on their 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, that fencer must be re-inspected.

Weapons should be inspected daily by each fencer and an available marshal.

RAPIER POINTED MELEES, BATTLES OR TOURNAMENTS

1. Pointed melees and tournaments will be heavy style blades.
2. All kingdoms will provide 1 marshal for every 9 fighters they field. Ansteorra and Trimaris will provide any additional marshals needed. Those kingdoms with fewer than 9 fighters on the field are asked to have someone available for the marshals to consult if needed to resolve issues involving a fighter from that kingdom.
3. Death From Behind (DFB), spears, and rubber-band Guns (RBGs) will not be used in war pointed melees. 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, they will no longer be permitted to use that weapon but may trade it for a single-handed weapon.

The rapier points will be fought for in FOUR (4) sections:

RAPIER OPEN FIELD MELEE:

- 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. NFL rules- touching the line will remove that fencer from play.
- Knee walking will be allowed only for those wounded below the knee in the field battle.
- The open field melee will be fought best two out of three, last combatant standing.
- No DFB, RBGs, or spears will be allowed.

RAPIER CHAMPIONS LIST

- Ansteorra and Trimaris (principal kingdoms) will each provide 15 fighters each as a mix of MoD, White Scarves (or equivalent); non-Scarves; and allies in a 5:5:5 ratio.
- Ansteorra and Trimaris will each provide five MoD or White Scarves (or equivalent)
- Ansteorra and Trimaris will each provide five non White Scarves (or equivalent)

All Ally kingdoms will make ready a stable of one MoD or White Scarve (or equivalent) and one non White Scarve (or equivalent) that may be chosen during the tournament.

There will be 15 fights (Weapons to be agreed upon between the fighters) in three phases.

- The first phase will be the five ally fighters who will be called by consultation with the principal kingdom and that ally.
- The second phase will be between the five non-scarves of the principal kingdoms
- The third phase will be between the principal kingdom's five MoD or White Scarves (or equivalent)

Whichever Kingdom wins majority of these fights will secure the war point.

RAPIER RAVINE BATTLE

- 60 minute Resurrection Battle with the object being to maintain control over flag emplacements throughout the battle.
- The field 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, counter-weighted 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.
- No DFB, RBGs, spears, or two-handed rapiers will be allowed.

RAPIER TOWN BATTLE

- Each team will start at a designated point deep into the fort at the south point. A macguffin will be placed in each of the three houses. There is a capture point in the opposite corners along the north wall, marked by a spray painted goal line. The opposing team may not cross the goal line, nor steal macguffins that have been scored. Neither the sally ports nor the front door may be used by the living; the dead are encouraged to use them to return to resurrection point. All hay bales are considered full walls, and may not be fought over.
- Resurrections will be done on a time-released basis. Dead will go to their resurrection point, and wait until the whistle blows before being allowed to resurrect and return to the field. Anyone arriving at res point after the whistle must wait until the next whistle. The whistle will be blown every two-to-three minutes.
- Macguffins must be carried by two people. If one or both of the people holding the macguffin is killed (or loses both arms), the macguffin must be dropped on the spot. It cannot be carried by one person, nor may it be thrown.
- Upon scoring a macguffin, the carriers shall return to the resurrection point (unfilled circle) before re-entering the field. They may not re-enter the field from the capture point.
- The scenario will reset when all three macguffins have been scored. Sides switch every reset. The scenario will be run as many times as possible within a 45 minute time frame, with the clock stopping for resets.
- One point will be awarded for each macguffin a team has scored. The team with the highest total number of points at the end of the time frame will be awarded the war point. In the event of a tie at the end of 45 minutes, resurrection will immediately close and the battle will continue until all macguffins are scored or the tie is broken.
- Knee walking is permitted if you have been hit below the knee. No DFBs, RBGs, or spear

—ADDITIONAL RAPIER ACTIVITIES—

Stilefyrd C&T Bear Pit: Token bear pit. C&T only. Additional tokens for additional styles.

SPINNING WHEEL OF SECONDARIES: Double Elimination, off hand parry chosen by a spin on the wheel of secondaries.

VERONA STREET BRAWL: Rival groups stalk their opponents in the streets of Verona while trying to avoid the notice of the authorities that will arrest them for disobeying the Prince's edict against public brawls.

REVENGE TOURNEY: A round-robin style tournament with the added advantage of the ability to refight a lost bout with the opponent that was victorious over you.

DIAMOND TOURNEY: One Chivalric and one Rapier fighter form a team to compete in this double elimination tourney. Invitational only. Sponsored by the Diamonds of Glenn Abhann.

DON EDMUND MEMORIAL TWO HANDED TOURNEY: Two handed tournament to honor the memory of Don Edmund the Lame. Tournament will be with heavy rapier rules. A dagger secondary is allowed if desired.

AETHELMARC ROUND ROBIN: round robin, single elim finals.

NOVICE TOURNEY: Open to fighters that have been authorized in rapier for one year or less AND has not won any tournament before. Sponsored by the Bladesmen of Glenn Abhann.

TRIMARIS TOURNEY: Multiple bear pits, all weapon styles allowed. Prizes will be awarded for prowess, period fighting, courtesy, and C&T prowess. Hosted by the Kingdom of Trimaris.

VENETIAN BRIDGE BATTLES: Venetian Bridge Battles, defensive secondaries only

LADIES CHAMPIONSHIP TOURNEY: round robin, all styles, female personas only

EVERYMAN TOURNEY: Open only to fighters that have not yet achieved a MOD, White Scarf or equivalent rapier award.



The poster features a central shield with a rose and a crown, surrounded by decorative flourishes. The text is arranged in a formal, serif font, with some lines in italics. The background is dark with light-colored text.

Ansteorra
Rose Tournament

10 a.m. to 1 p.m. Wednesday
at the Rapier Field

Each member of the
Order of the Rose
(or Kingdom/Principality Equivalent)
May sponsor two entrants
regardless of their rank.

Into 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 swashbucklers
in the realm. Prepare
yourself and sharpen
your blades for this
greatest of challenges
before those most deserving
of your adoration.

ANSTEORRAN ORDER OF THE ROSE TOURNEY: Fighters must be sponsored by a Rose from any kingdom (Or any principality's Rose equivalent) 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 to check in between 8AM to 9AM on the morning of the tournament (Wednesday March 13th, 2019). Fighting will start as close to 10AM as possible.

ATLANTIAN 5 MAN TOURNEY: round robin format, no more than 2 MoDs per team.

CUT AND THRUST TOURNEY: Cut and thrust armor and rules apply

—TARGET ARCHERY— SUNDAY, 12-5PM, RANGE SET-UP

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 Trimarid
- **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—

Thrown Weapons Range will be open from 10-4 daily, except Tuesday, when we open at 12 (after Opening Ceremonies).

We will not open the range if the ground is wet and slippery. (We're really sticklers for safety!)

The Freya Throw (Females only) will happen on Wednesday afternoon from 12-4 PM.

WAR POINT

We will have a special target for the War Point. One will need to stick the knife or ax in the 4" scoring area. Spear target will have a 8" scoring circle. 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 a minimum of 4' long and no longer than 8'. 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.

—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. The equestrian staff will need to see proof of negative Coggins and appropriate out of state paperwork, but neither the event nor King's Arrow Ranch require a copy.

Camping and horse trailer parking is available exclusively for preregistered 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
Games Courses

Unmounted classes:

Barding
Making Jousting Equipment
Ground Crew
Buzkashi
How to Ride Before a Prince

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.
- Yellow ribbons indicate a stallion, who should always be treated with caution.
- 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!

—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 in this booklet for specific schedules. A copy of the full schedule can be found 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 XXVIII 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 XXVIII Scholar challenge is open to guests ages 5 and up. See the A&S Classes and Activities section 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 (Trimaris),

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 Trimaris, 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 16, 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 Isabell Winterborne, 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, qanoun, 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 near downtown, at the intersection of Lacey's Way and Knights Circle, Artisans Row (aka 'the Row') is a collection of workshops where artisans demonstrate, share, and teach their particular skills in smaller, more intimate, and often informal, settings. Artisans 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 welcome the Parchment Project, a new Artisans' Workshop area, and a Brewer's tent this year, along with our cooks, woodworkers, metalsmiths, glassworks, fiber artists, clothiers, philosophers, and dyers. We invite everyone to come by and see what's happening each day—visitors, observers, and questions are always welcome!

While many events and classes for the Row are listed in the Class Schedule, several have been added at the last minute and are "unpublished." Please check in at Artisans Row for additional Artisans Row events/classes and any class/event changes.

AREAS:	Artisans' Workshop	Lecture	Spin/Weave
	Brewing	Metalwork	Textiles – Fine
	Culinary Arts	Natural Sciences	Textiles – Wet
	Glass	Parchment	Woodworking

SPECIAL PROJECTS: (LOOK ONLINE OR VISIT ARTISANS ROW FOR MORE DETAILS.)

- **Journeyman Program:** Live your dream - Volunteer in a single area for the entire week. Contact artisansrow@gulfwars.org or come to the Journeyman meeting on Sunday 2pm or Monday 11:30am at for more details.
- **Parchment Project:** We are turning otherwise wasted hides from hunting into usable parchment for our scribes. Put in some elbow grease during the week, and you can walk away with your own stash of parchment!
- **Artisans' Workshop:** Our artisans asked for an area where they can work, unhindered by schedules & such. Drop in to see what they are working on, and to offer a hand. Or ask for a corner to work on your own project.

Artisans Row Meet & Greet: Tuesday 8pm. All Scholars, Artists, Crafters, and Patrons of the Arts are welcome. Come out to meet your fellow artisans from across the Known World! Bring your latest project, research, or artifacts/museum photos to share. Cooking and brewing experiments are welcome, too.

Artisans Row 2020 Interest Meeting: Friday 12:00-1:30 pm, there will be a meeting for anyone interested in planning for next year. Grab your lunch & Join us to plan for next year.

—CA' D'ORO SALON— (LOCATION CODE: AR CA D'ORO)

The Ca' d'Oro Salon hosts an immersive A&S experience and is located on Laurel Lane across from the Theatre. Ca' d'Oro offers a variety of classes and demos focused on post 13th-century life. In addition to offering over 50 classes, we host a period Apothecary, dedicated period cooking area, Interkingdom Bocce Ball Tournament, Lacemaking pavilion, and an Enchanted Ground area. There will be bocce ball and socializing at the main pavilion daily, and an Italian Personae Social on Friday from 6–9 PM. See the class booklet for details or visit labelladonna.net.

Schedule Highlights:

- Monday, 6:30-8:30PM: Ca' Social & Ball
- Thursday, 8-9PM: Vince Conaway
- Thursday, 10 AM–2 PM: Interkingdom Bocce Ball Tournament
- Friday, 6–9 PM: Italian Personae Social

—EARLY PERIOD LIFE— (LOCATION CODE: EPL)

Welcome, we invite you to join us learning in the Early Period Life Village.

Early Period Life 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, black smithing, pottery, cooking, fiber arts, foundry and much more. Please feel free to come by to visit the class areas and Kildonnen longhall.

In addition to classes all week, rain or shine, EPL will also be hosting the following:

- Silent Auction with wonderful donated items Starts on Sunday 9PM, March 11th.
- Open Demonstration Day with several skilled artisans to answer your questions on Wednesday 9AM to 4PM.
- Silent Auction Closes and winners announced on Wednesday at 4PM, March 14th.

At EPL, we are proud to offer classes for the younger attendees. 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.

Mistress Bridget Edan, OL

EPL Class Coordinator

—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 sight reading 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-periodpopular-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 than 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 Journeyman 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 Journeyman about their experience. Maybe next war will be your year as a Journeyman!

—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 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. All hounds, except service animals must camp in Kennel Lands, unless they have a pre-approved exception to camp in other areas.
- 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 a 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)

Join us in the Performing Arts Department this year for all things entertainment! All performing artists are welcome to share your talents with the Known World on Sunday during Open Stage from 3-5pm! Come take classes, see some amazing engaging performances, and volunteer in the area for some hands on experience, and see what all the fun is about on stage and backstage! Be sure not to miss our classes this year. We have everything from How to Bard to Juggling, Sing Alongs, & even Whose Line Doth it be Anyway! This year we have a Viking Show from 2-3pm on Sunday and we have teamed up with Ca d'Oro to present to you a wonderful Fashion Show Monday from 2-3pm at the Sable and Gules Stage, with a Social to follow with the designers and models in the Ca d' Oro Salon from 3-4pm on Monday. The Green Room will be open for period games, shade, and refreshment during Theatre hours (excluding during performances) to the populous. Of course, this is just a taste of what we have to offer. Be sure to check the main schedule for exact times and days of all events and classes!

SABLE AND GULES THEATRE

MAKE SURE NOT TO MISS OUR BIGGEST EVENTS THIS YEAR!

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 section and on site for specific classes and events, we particularly want to invite your participation in:

12TH ANNUAL WAR BARD COMPETITION

Wednesday evening at 6 PM

Come prepared to represent your Kingdom. This year's theme is "A War to Remember" There is a 5 minute time limit for all performances. Documentation is not required. Sign up behind the Sable & 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 and be present at that time as well for Line Up in the Green Room. There will also be a prize for the Kingdom who brings the largest Bardic Army! The Winner of this year's Competition will have the honor of hosting War Bard next year!

12TH ANNUAL YOUTH BARDIC COMPETITION AND TALENT SHOW

Friday 12-2pm

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.



MARSHIN FAYNE GOODS & SERVICES AUCTION

Friday 6:30-8:30pm

Come, sit, relax, and bid on wonderful items and services this year!

—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

—Youth Knowne World Party—

Wednesday night from 8pm to 11pm

Ages 13 to 17

All 3rd year students and above, join us in Warsmeade for an evening of revelry. The night will be filled with music, dancing, and even a gaming tournament hosted by the Cock and Feather Tavern. Step onto the platform of Warsmeade station and start your trip by visiting the tavern for some delicious drinks and friendly company. Stop by the Sweetshop for the most succulent-looking sweets imaginable. And no visit to Warsmeade is complete without a visit to the Tea Shop for some tea and cakes!

FRIDAY 12PM
Sable and Gules Stage

The 12th Annual



Ages 6-14, no documentation required, 5 minute limit.

Youth Bardic Competition

& Talent Show

ALL YOUTH MUST BE ACCOMPANIED BY A PARENT FOR THE DURATION OF THE EVENT.

**—PAGE SCHOOL SCHEDULE—
FOR GULF WARS 2019**

Page School is available during 9-11 and 1-3 for children 5 and up. Sign-in begins at 8:45 and at 12:45. Please pick up your child on time. Children left after the close of a class will be taken to Watch and the Autocrats notified. Watch for changes. All Page School changes to the schedule will be posted on the chalk board next to the Page School Tent. Questions & Concerns, please see THL Muirgel inghean Ghriogair (Jennifer E. Andress) or email YouthActivities@gulfwars.org

Teen Activities are available in the Page School tent from 4-6. In addition to activities listed here, teens should pay close attention to the Class Schedule for classes available to teens. (Any questions may be emailed to)

Special Happenings & Field Trips

Sunday March 10 – 3 pm -Meet & Greet for MOCs (Refreshments available and ALL MOCs are welcome to attend. Come and exchange ideas and chat with others!)

Monday, March 11

9-11	Field trip: Page Equestrian Tourney
4-6	Meet and Greet for Teens, Refreshments (13-17 year olds)

Tuesday, March 12, Trimaris hosting day

1-2	Early Period Life: Pouch making
4-6	Teen Gaming & Classes (13-17 year olds)

Wednesday, March 13, Meridies hosting day

9-10	Children's Court with Her Majesty of Meridies
1-2	Field Trip: Dance Department
4-6	Teen Gaming & Classes (13-17 year olds)

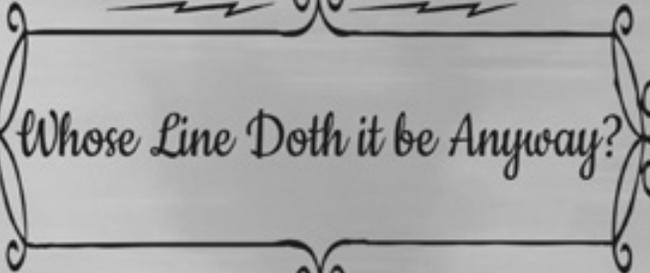
Thursday, March 14, Gleann Abhann hosting day

Field Trip: Equestrian Jousting	
4-6	Teen Gaming & Classes (13-17 year olds)

Friday, March 15, Ansteorra hosting day

9-10	Field Trip: Stage Time at the Sable & Gules Theater!!! (We will leave PROMPTLY at 9)
4-6	Teen Social & Refreshments (13-17 year olds)


Need some laughter in your life?


Whose Line Doth it be Anyway?

Thursday 2-5 pm
Sable & Gules Stage

PALADIN'S PANTRY



PALADIN'S PANTRY RIDES AGAIN!

Dear Gentles,

Have you ever found yourself with more to pack at the end of the war than you did when you set out from home, only to find that your vehicle seems to have shrunk? Is your kitchen area full of boxes of cereal, pasta, jars of peanut butter, and jugs of bottled water you can't remember buying?

Never fear! The annual Paladin's Pantry Food Drive is here to help by conveying your camp's extra food and drink to a local food bank. Just drop any unopened foodstuffs or beverages (no alcohol, please) at The Goode Bakery!

In addition, this year the program will be collecting used tents, sleeping bags, cots, and rain gear, (especially those in child sizes), which will serve no one in a dumpster, to benefit the homeless.

Exercise your charity, lighten your load, and help members of the community that has made us so welcome over the years!

Please direct any questions to Master Morien MacBain (304.283.5640).

Paladin's Pantry: We put the "Large" in "Largesse"!



Kindling Wanted!

Children and Youth- Are you looking to make some extra money?
Artisan's Row needs kindling daily to keep the fires going.
If you can bring us:

An armload (elbow to nose)



That's dry (it 'snaps' when it breaks)

And is no larger around than a dime



We will give you... A GOLD COIN!

Please bring it to the fire tenders at Textiles Wet and we will happily take it.
**Please go to Textiles Wet or Artisan's Row
Information Point to learn more**
(Parents-we will consider the child's size to the amount of kindling they collect. We will not turn away any sincere effort)

MONDAY, MARCH 11, 2019

Time	Location	Title – Description	Instructor(s)
4 PM 5 PM	AR Textiles Wet A	The Quick and Dirty Saxon Blue Bath Love blues, but hate the fussiness of an indigo bath? This method uses sulfate of indigo and gives you a variety of blue shades without most of the fuss. Donation covers samples & a 30-yard skein. Larger quantities also available for purchase. Size Limit: 10 Fee: \$5 Ages: 12 and up	Lady Qamar bindt Vartam Al-Jania
4 PM 5 PM	Bede Dance Tent	Ball Prep Review the dances that will be done at the ball tonight. Size Limit: None Fee: None Ages: Any Age	
4 PM 5 PM	CO Apothecary Shade	Bonsai: History and The Basics A history of the art of bonsai and a basic discussion of the art and science that is bonsai. Size Limit: None Fee: None Ages: Any Age	Master Addison Carrick
4 PM 5 PM	SP	Knotwork: it's not just early period A brief discussion of the period "interlacing without erasing" technique, followed by instruction on how to use it to both create your own designs and break down existing interlace in period. Hands-on class (students actively work on a project in class) Size Limit: 10 Fee: None Ages: 12 and up	THL Elena Wyth
7 PM 8 PM	SP	Basic Scribe-Uncil Calligraphy This class will go over the basics of the Uncil style. How the letters are formed, best practice in its execution, and when it is appropriate to use. No materials required. Size Limit: 20 Fee: None Ages: Any Age	THL Vistillia Messalina Pulcheria
8:30 PM 10 PM	AR Courtyard	Taking the Stars Taking the Stars Prerequisite: Taking the Astrolabe class helpful but not necessary Size Limit: None Fee: None Ages: 18 and up	Master Galen of Ockham

TUESDAY, MARCH 12, 2019

Time	Location	Title – Description	Instructor(s)
9 AM 5 PM	AM Dance Tent	Beginning Belly Dance: Basic Moves Basic belly dance moves including posture, arm, rib, and hip movements, shimmies, and undulations. Helpful hints how to dance comfortably in front of people and around a bonfire. Size Limit: 20 Fee: None Ages: 5 and up	THL Inan bint Sufian
9 AM 10 AM	AR Artisan Workshop	Artisans' Workshop Come watch demonstrations and join in to learn hands on. Bring your projects and ask other craftspeople questions. Learn about tools and techniques. Every day will be different! Tuesday's activities: Woodworker's Shop Size Limit: None Fee: Ask Ages: Any Age	HL Kit Marik syn & Master Haraldr Bassi
9 AM 11 AM	AR Culinary	A Survey of Leavening Agents This a discussion class aimed at defining what a leavening agent is and which were used in period, however obscure. Size Limit: 15 Fee: \$2 Ages: Any Age	HL Aislinge MacCuitheín
9 AM 11 AM	AR Parchment	Parchment - Making; Cleaning the Hides & Starting the Lime Baths The first step in making parchment: setting the lime baths in the period manner and preparing the hides prior to the bath. Size Limit: None Fee: None Ages: 12 and up	Master Beau-douz de la Mere (Beau) & HL Elena Wyth
9 AM 11 AM	AR Science	Journal Making: Part 2 of 2 Learn how to assemble a cloth covered journal using Coptic bonding, fabric, and patterned paper. Fee covers all materials to make a journal. Some pieces will be pre-cut. Size Limit: 10 Fee: \$10 Ages: 18 and up	HL Artemisia Pennelli
9 AM 11 AM	AR Spin/ Weave	Tablet weaving IIA: Simple pattern Learn how to weave simple patterns. Please bring loom with 20 cards threaded 2light/2dark. Size Limit: 12 Fee: None Ages: 12 and up	Mistress Eowyn de Wever
9 AM 11 AM	AR Wood	Viking Age Carving In this class you will learn one style of Viking Age carving which resembles the old style of chip carving. This carving style is found in the Oseberg ship. Size Limit: 10 Fee: None Ages: 18 and up	Guttorm Arnesson
9 AM 11 AM	EPL Fiber Building	Card Weaving Made Easy Learn how to warp a loom and tablet weave. All supplies including looms provided for the class (Kits available for sale when class is over to include a loom, shuttle, cards and fiber) Size Limit: 6 Fee: \$30 Ages: 10 and up	HL Marcella the Unknown
9 AM 10 AM	EPL Smithy	Blacksmithing 101 (COLD forge) The absolute minimum you need to know. Safety, basic techniques, which tools for which processes, basic heat levels and the impact of quenching. (COLD forge) Size Limit: None Fee: None Ages: 15 and up	Rusty Anvil Blacksmiths
9 AM 11 AM	EPL Woodshed	Multiple Use Camp Bench Learn to make a multiple use camp bench for use as a stool, a work bench, a saw horse and more. Size Limit: 10 Fee: \$10 Ages: 16 and up	Master Eadweard Boicwright

TUESDAY, MARCH 12, 2019

Time	Location	Title – Description	Instructor(s)
1 PM 4 PM	EPL Gambit Foundry	Healing Plants & the making of a tincture for colds & flu treatment Healing Plants & the making of a tincture for colds & flu treatment. Mary's vial concoction. Size Limit: None Fee: None Ages: Any Age	THL Marie Kaldere of Seahold
1 PM 3 PM	EPL Pottery	Basic Pottery We will cover basic techniques for making pinch pots, coil pots and slab pots. Or you can make your own mug. Your item will be fired and available Saturday morning 9-noon) Size Limit: 10 Fee: None Ages: 12 and up	THL Lavilla Senestor
1 PM 3 PM	KL	Irish Wolf Hounds - Some History and Some Reality Come and learn about these Gentle Giants. How they served Kings and How to stop them from getting on the couch. Two Wolf Hounds will be present Size Limit: None Fee: None Ages: Any Age	Mistress Daphne of Colchester
1 PM 2 PM	PA Tent A	Writing Humorous Songs Discussion of different comedic elements and how they can be used in song writing. The handout can be found at http://tilted-windmill.com/midbards/downloads/writing_humorous_songs.doc Size Limit: None Fee: None Ages: Any Age	Master Cerian Cantwr
1 PM 2 PM	PA Tent B	Irish Filid (Bard) What's the difference between an Irish Filid & a Bard? How were they trained? Power in Irish society. Size Limit: 10 Fee: None Ages: 12 and up	Lady Sorcha Inghean Domhnall
1 PM 2 PM	SP	Basic Calligraphy Have you ever wanted to do calligraphy but have no idea where to start? This class will give a basic discussion and demonstration of technique, followed by time for hands-on practice. Size Limit: 10 Fee: None Ages: 8 and up	Maestro Jam Recarediz
1:30 PM 3 PM	EPL Smithy	Blacksmithing 102 (COLD forge) Blacksmithing topics beyond the minimums. Topics may include hammer and tool types, anvil types and working surfaces, forge types, metallurgy, project planning, heat treating, etc. Size Limit: None Fee: None Ages: 15 and up	Rusty Anvil Blacksmiths
2 PM 4 PM	AR Science	Leather Mug/Tankard Make and Take: Part 1 of 2 Participants will learn about basic leather stitching and assembly techniques using pre-cut pieces and assemble leather tankard. You will be expected to assemble the piece at your camp and return on Day 2 to learn about the wax hardening process, when you will have an opportunity to wax harden the tankard and leave with a functional mug for cold drinks. BRING: Awls if you have one. Size Limit: 10 Fee: \$15 Ages: 12 and up	HL Kolbrandr Haukr, Baroness Verena Entenwirth
2 PM 5 PM	AR Spin/ Weave	Tapestry without Tears We will learn to warp a tapestry loom and make a basic sampler, trying out several techniques including diagonals, dovetailing, pick and pick, and if time permits a brief intro to soumak. No prerequisites if you get a loom from instructor. Only 5 available per session: Pipe loom, linen warp, wool weft for \$20 Observers can bring any loom that weaves tabby warped at about 8 warps per inch if they wish to try weaving. Size Limit: 5 Fee: \$20 Ages: 12 and up	Mistress Ealasaid nic Phearsoinn
2 PM 3:30 PM	AR Textiles Fine	How to become a falconer- Learning falconry in the middle ages and now A detailed class on the requirements for becoming a falconer in these current middle ages and the history of Falconry with limited hands on of handling a bird of prey. Size Limit: 10 Fee: None Ages: 8 and up	Baroness Étaín Echluath & Baron Torquil Stromekson
2 PM 3 PM	AR Textiles Wet B	A Garden to Dye For We will explore all the colors you can get when using plants to dye with! Size Limit: None Fee: None Ages: 12 and up	Maistreas Cairistiona bhan
2 PM 3 PM	Bede Dance Tent	Whirligig Learn an English Country dance that looks extremely impressive. Size Limit: None Fee: None Ages: Any Age	Lord Runolfr Ulfsson
2 PM 3 PM	CO Cooking Area	Bites of History: Your Ancestors Were Cannibals! Let's discuss the history of cannibalism! It may surprise you. From corpse medicine to the ritualistic eating of human flesh, cannibalism has been part of many cultures over the ages. We will discuss the history and mythology of humans eating other humans. Size Limit: None Fee: None Ages: 16 and up	Signora Justina di Silvestr
2 PM 3 PM	SP	Middle Eastern Pigment Palette Discussing pigment palettes known in Middle Eastern manuscripts based on period literature and modern scientific testing. Size Limit: 10 Fee: None Ages: 12 and up	THL Elena Wyth
2:30 PM	CO Lace and More	Textile Salon Come visit, share sources and your work! Size Limit: None Fee: None Ages: Any Age	
3 PM 5 PM	AM Dance Tent	2019 KWM&DS - Middle Eastern Musicians discussion I am actively recruiting Middle Eastern musicians for the 2019 Known World Music and Dance Symposium to play for the hafla(s). This is for networking, talking about the music to be played, and to talk about the wonderful event that is to be hosted June 13-16, 2019 in College Station, TX! Size Limit: None Fee: None Ages: 18 and up	THL Ceara inghean mhic an Ghabhann
3 PM 5 PM	AM Tent A	Medieval Bagpipe I Hands on demo of medieval bagpipes. Multiple sets of bagpipes built by local artisan will be available for use. See, listen and learn how they work, learn the initial techniques of playing and have fun playing the greatest of all period instruments. Micha von Wolgemut will be on hand to answer your questions. Size Limit: 10 Fee: None Ages: Any Age	Lord Munlik Erdene

WEDNESDAY, MARCH 13, 2019

Time	Location	Title – Description	Instructor(s)
1 PM 3 PM	AR Glass	Clear Glass Techniques, Intermediate Clear glass is a unique tool for lampwork. Class will cover multiple techniques for stretching and magnifying color glass. Must have taken Beginner Lampwork. Size Limit: 6 Fee: \$5 Ages: 16 and up	Ástríðr Knarrarbringa
1 PM 2 PM	AR Lecture	Slavic Interest Group Gathering An informal gathering of all those interested in Eastern European, Slavic and associated cultures. Bring your questions and something for show-and-tell. Nibbles welcome, too. Size Limit: None Fee: None Ages: Any Age	Mistress Sofya la Rus
1 PM 2 PM	AR Parchment	Knots for Leatherwork, Hides, and Parchment Need to learn knots because your workshop lacks a sailor or a boy scout? Have no fear, Redg is here. This class will go over the few knots that are the most important for this type of work and some that are not but cool anyway. Size Limit: None Fee: None Ages: 12 and up	Lord Redg the Leatherseller
1 PM 3 PM	AR Spin/ Weave	Fiber Meet / Page School Demo Bring your spinning, weaving or other fiber for a show and tell. Page School attendees may be by to see what we do. This is a good time to get help or your questions answered. Size Limit: None Fee: None Ages: Any Age	Lord Mihály Takács
1 PM 3 PM	AR Textiles Fine	Silk Painting Students will have the opportunity to paint either a silk fan or a silk square. Size Limit: 10 Fee: \$5 Ages: 12 and up	Mistress Jaida de Leon
1 PM 2 PM	Bede Dance Tent	Beginning Dance for Page School Page School will be visiting the dance tent so the children can learn some simple dances. Size Limit: None Fee: None Ages: Any Age	Lady Rebecca Whieldon Pyke
1 PM 2:30 PM	CO Apothecary Shade	Apothecary Make and Take Will allow people to make different period recipes each day to try throughout the war and at home. Size Limit: None Fee: \$7 Ages: Any Age	Lady Gwlados Vachan
1 PM 2 PM	CO Event Tent	Slavery in Ancient Rome: Slavery is part of the history of many cultures. Though we now view this practice as horrible and unconscionable, historically it was considered part of everyday life. Come learn about the horrible, bad, and even (rarely) good aspects of slavery in ancient Rome. This class will cover adult concepts and sensitive topics. Size Limit: None Fee: None Ages: 18 and up	Lucretia Natta
1 PM 3 PM	CO Lace and More	Beginning Tape Lace Come learn how to make late Elizabethan lace. We will cover a brief history and look at samples. Students will then try their hand at making lace. This is a hands-on class. If you have lace making supplies, please bring them. We will cover cloth stitch, lock stitch, turning stitch, plaits, windmill crosses, picots, tallies and sewings. Size Limit: 6 Fee:\$2 Ages: Any Age	THL Aislinge Mac-Cuithean
1 PM 3 PM	EPL Fiber Build- ing	Naalbinding socks: Part 2 Continuing socks. In part 1 we started with the toe and worked up. Part 2 works the foot and heel loop around the back of the foot. Must take Part 1 to take this class. Size Limit: 6 Fee: No Ages: 13 and up	Mistress Muirghean Rioghain
1 PM 3 PM	EPL Gambit Foundry	Sacred Stones & Quartz Sacred Stones & Quartz - discussion of history and use & traditions of the stones themselves. Metals what their use & History Size Limit: None Fee: \$10 Ages: Any Age	Mistress Marcel Orillion
1 PM 3 PM	EPL Pottery	Open Pottery Please note that items may not be fired if made on this day due to dry time. Weather will have an effect on this. IF it dries sufficiently, your item will be fired and will be available to pick up Saturday morning 9-noon. Size Limit: 10 Fee:None Ages: 12 and up	THL Lavilla Senestor
1 PM 4 PM	EPL Woodshet	Open Workshop Ongoing projects. Size Limit: None Fee: None Ages: Any Age	House Boicewright
1 PM 2 PM	PA Sable & Gules Theatre	Juggling: Training 3 balls not to fall. Juggling is a great skill to have that anybody can learn. It keeps the mind sharp and relaxed at the same time. You will leave with the skills needed to practice and 3 tennis balls to continue with. Size Limit: 10 Fee: None Ages: Any Age	Baron Tristram de Kerjean
1 PM 2 PM	SP	Drawing Celtic Knotwork Learn a method for drawing Celtic knotwork that seems easier to me than using dots. Hands-on class (students actively work on a project in class). Extra rulers might be helpful -some will be available. Size Limit: 10 Fee: None Ages: 5 and up	THL Elizabeth Thielmann
1:30 PM 4:30 PM	AR Culinary	A Taste of the Middle East Looking for a taste of the exotic? Come join this hands-on cooking class and travel with us to the middle east. Students will get to make hummus and dolmas, and then enjoy the fruits of their labors with a mini repast of pita and olives to compliment the dishes they just prepared! Size Limit: 10 Fee: \$3 Ages: 18 and up	HL Philomena Wensley
2 PM 3 PM	AR Lecture	Precious Stones and Their Curative Powers in the Middle Ages Precious stones and Semi-precious stones were used in unusual ways as cures for various diseases and conditions in the Middle Ages. Come see why your Hubby needs to buy you Diamonds, Emeralds, and Rubies, Oh, My! If a copy of the References Used is requested, a fee is requested to cover the cost of the copies. Size Limit: 10 Fee: \$4 Ages: 18 and up	Baroness Ida de Lorca

THURSDAY, MARCH 14, 2019

Time	Location	Title – Description	Instructor(s)
1pm 3pm	AM Tent B	A Taste of Ottoman Cuisine, part two We will cook and eat two or three dishes from an early 15th c. manuscript and from 16th c. sources. A soup, a meat dish, and a grain dish - different ones from the first class - possibly experiment with a dish I haven't made before Size Limit: 10 Fee: \$8 Ages: 18 and up	Urtatim al-Qurtubiyya
1pm 2:30pm	AR Culinary	Elizabethan Medicine Chest We will recreate a household medicine chest and make/sample several different types of common remedies using receipts from Elizabethan herbals, home and stillroom books. Size Limit: None Fee: None Ages: 12 and up	Magistra Temair Cerr
1pm 3pm	AR Culinary/ Brew	Inter-Kingdom Brewers Guild Competition Not a typical "A&S" competition, IKBG focuses on the drinkability of the product, rather than documentation or "authenticity". Participants must be 21 to enter. IKBG members seek to share their knowledge of brewing, with experienced brewers tasked to evaluate, critique, and judge. For more info and entry score sheets, visit http://www.greydragon.org/ikbg/ Size Limit: None Fee: None Ages: 21 and up	Dame Jane Beaumont
1pm 3pm	AR Glass	Glass and Fire 101 - Beginner lampwork Learn safety, tools, and basic skills needed to form basic beads on a Hot Head Torch. Hair and long sleeves need to be tied up. Closed Toe Shoes Please. Size Limit: 6 Fee: \$5 Ages: 16 and up	HL Adaliunda Marikova doch
1pm 3pm	AR Metals	Master TK's "Sooper Sekret Flared Coronet" Drafting Class Pattern drafting/layout of a flared coronet that will actually sit flat on a table while maintaining a consistent flare all the way around. This is the technique I developed 25+ years ago and has been successfully utilized by many over the years. I will demonstrate the drafting as I teach/discourse/digress and hopefully produce a working pattern by the end of class. PREREQUISITE: Intermediate-Level knowledge of metal working Size Limit: None Fee: None Ages: 18 and up	Master Thorkell Sigurdson (TK)
1pm 3pm	AR Spin/Weave	I have an Inkle Loom - Now What? Need a refresher on how to warp your inkle loom? This class will help you set up your loom for immediate use. BRING: Your inkle loom, shuttle, scissors, and cotton thread/yarn Size Limit: 10 Fee: None Ages: 12 and up	Lady Liadan of Lochlainn
1pm 2pm	AR Textiles Fine	The Perfect Blackwork Hem How to create an invisible, minimal bulk hem for blackwork cuffs and collars that will survive washing and look great. Good eyesight or magnifying tools suggested. PREREQUISITE: Basic experience with blackwork or other counted embroidery. Size Limit: 10 Fee: None Ages: 12 and up	Aalina Godwin
1pm 2:30pm	CO Apothecary Shade	Apothecary Make and Take Will allow people to make different period recipes each day to try throughout the war and at home. Requested but not required donation of \$7 per M&T, but no interested student will be turned away. Size Limit: None Fee: \$7 Ages: All Ages	Lady Gwlados Vachan
1pm 2pm	CO Event Tent	Shhh, You Can't Do That in the SCA! Bringing the things we don't talk about in polite company into your persona. Sex, Death, Menstruation, the Macabre; there are many topics that meet with much resistance when we talk about incorporating them into our SCA activities. Some are banned with good reason, some are just taboo. How can we bring some of these taboo subjects into our personas in an ethical manner and teach about them in a spirit of historical inquiry? This class will cover adult concepts and sensitive topics. Size Limit: None Fee: None Ages: 18 and up	Lucretia Natta
1pm 2pm	CO Lace and More	Intermediate Bobbin Lace Pt. 1 Move beyond the basics. New elements taught include 6-pair crossing and picots. Students should be familiar with the basic skills. Part 1 includes basic bobbin lace review and introduction to new skills. Class Limit: 6. Students should bring pillow, thread, needles, and six pairs of bobbins. Instructor will have limited supplies available - contact before war begins if you need equipment. Size Limit: 6 Fee: None Ages: All Ages	Baronessa Dianora di Cellini
1pm 3pm	EPL Class Area A	Learn 3 Basic Embroidery Stitches – Part 1 Learn chain stitch, split stitch, and stem stitch. Complete a small project. Kit includes linen with stamped design, wooden hoop, floss, needles, and small thread snips for kit. Fee includes kit and handout Size Limit: 6 Fee: \$8 Ages: 10 and up	Mistress Roselyn of Aberdeen
1pm 3pm	EPL Fiber Building	Card Weaving Made Easy Learn how to warp a loom and tablet weave. All supplies including looms provided for the class (Kits available for sale when class is over to include a loom, shuttle, cards and fiber). Donations appreciated Size Limit: 6 Fee: \$30 Ages: 10 and up	HL Marcella the Unknown
1pm 3pm	EPL Gambit Foundry	Russian Goldwork Embroidery Part 2 – Day 2 A 3-day workshop on intermediate Russian Goldwork, taught by a student from Russian School for Historic Ecclesiastic Goldwork Embroidery. Workshop will take you from start to finish on making a goldworked bag or a book-cover (your choice), teaching you the methods learned in the second year of study. Part 1 Class helpful, but not necessary. Included to take home: all supplies, tools and booklet. Size Limit: Fee: \$50 Ages: All Ages	Mistress Esperanza de Navarra
1pm 3pm	EPL Gambit Foundry	Women's Class on Herbs & uses that actually work for Women. Women's Class on herbs & uses that actually work for Women. Women only -NO MEN - (if men have questions send your questions with trusted women. Questions should be written or typed in a sealed envelope) no bashing Size Limit: None Fee: None Ages: All Ages	THL Marie Kaldere of Seahold

THURSDAY, MARCH 14, 2019

Time	Location	Title – Description	Instructor(s)
3pm 5pm	AM Tent A	Think Omelet Not Peacock Have you ever wanted to make a period feast and had no idea where to start? Join us for a discussion/roundtable on how to start and make a successful feast. Size Limit: 20 Fee: \$4 Ages: 12 and up	THL Alianorra
3pm 5pm	AM Tent B	Tagine cooking Tagine cooking Size Limit: 10 Fee: \$3 Ages: 12 and up	Sir Asad
3pm 5pm	AR Culinary/ Brew	Adventures in Brewing 6: Honey + Citrus + French Oak = Magic This class covers the production of traditional meads and citrus melomels using different varieties of honey, different types of citrus fruit, and toasted French oak cubes. A selection of meads and melomels will be served as examples. Must be 21 or over to partake in the samples. Size Limit: 36 Fee: None Ages: 18 and up	Master Cionaodh na Cairce mac Cosgraigh
3pm 5pm	AR Glass	Celtic Glass Beads History and Hands On- A short historical overview of glass beads in the British Isles in Celtic and Romano- British periods. Then a chance to make several of the most common decorated bead styles. Must have taken Beginner Lampwork. Size Limit: 6 Fee: \$5 Ages: 16	Dame Elisenda de Luna
3pm 5pm	AR Spin/Weave	Diagonal Tablet Weaving, often called Egyptian Diagonals How to make diagonal tablet weaving zig and zag when you want it to. I will have kits. If you want to use your own loom, bring it warped with 12, 16, or 20 cards threaded with 2 colors, each color adjacent to each other. PREREQUISITE: It would be helpful if you have tablet woven before but not required. Younger than 18 are allowed but this takes an attention span. Size Limit: 10 Fee: \$1 Ages: 18 and up	Lady Corasande of Starrhill
3pm 4pm	AR Textiles Fine	Holding up leg armor! How to hold up leg armor consistently, comfortably, and historically. We will discuss how to make your leg armor work for you, including making individually fitted patterns for C-belts/lendeniers. BRING: Any leg armor you want help with! Size Limit: 10 Fee: None Ages: 12 and up	Sir Lorccán hua Concho-bair
3pm 5pm	AR Textiles Wet B	Pysanky, Ukrainian Easter Egg Decorating with Natural Dyes: Part 3 Day 3, Final day of an ongoing class. Exploring results, completing their egg by melting off wax and blowing them out. This is a messy class, with hot wax and an open candle flame. BRING: Wear appropriate clothing as the dyes stain hands and clothes. Size Limit: 10 Fee: \$6 Ages: 12 and up	Lady Xenia Hurrem Antonia Quinones
3pm 5pm	AR Wood	Spring Pole Spindle Turning Demonstration A demonstration, discussion and exhibition of the This Old Tent's spring pole lathe and spindle turning. Size Limit: None Fee: None Ages: All Ages	This Old Tent Crew
3pm 4pm	Bede Dance Tent	Intermediate English Country Dances Learn some English Country dances suitable for those with some knowledge of dance. Size Limit: None Fee: None Ages: All Ages	Duchess Katrina of Iron Mountain
3pm 4pm	CO Apothecary Shade	1100-1600 CE European Hygiene & Makeup for All Genders Nobody likes to feel gross, and our medieval ancestors were no exception. Come and learn the inventive techniques, tools, and recipes used for hygiene and beautification in medieval and renaissance Europe. Try out period recipes for yourself and get recipes to make some. Discover the surprising history of one of the world's oldest cosmetic recipes still in use today and learn how it was first developed for men. Size Limit: None Fee: None Ages: All Ages	Lady Gwlados Vachan
3pm 5pm	EPL Class Area A	Learn 3 Basic Embroidery Stitches – Part 2 Learn satin stitch, blanket stitch, and chevron stitch. Complete a small project. Kit includes linen with stamped design, wooden hoop, floss, needles, and small thread snips. Fee includes kit and handout Size Limit: 6 Fee: \$8 Ages: 10 and up	Mistress Roselyn of Aberdeen
3pm 5pm	EPL Class Area B	Pick-up inkle weaving (includes Baltic) Discussion and handout on basic and Baltic pick-up weaving. Handout will include basic and Baltic warp patterns. We will discuss how to read the patterns. Handout will include pattern for Meridian trim featured on Duke Bryce and Duchess Rhiannon's court garb. Size Limit: 10 Fee: \$5 Ages: 12 and up	THL Anya al-Kahina
3pm 5pm	EPL Fiber Building	Naalbinding socks: Part 3 Continuing socks. Parts 1 and 2 covered starting at the toe and building the foot and heel loop. Part 3 covers an afterthought heel and finishing. Must take Part 1 and Part 2 to take this class. Size Limit: 6 Fee: None Ages: 13 and up	Mistress Muirghéin inghean Rioghain, OP
3pm 4pm	KL	How to be a Fewterer (Hound handler during Medieval times) What is a Fewterer, what their job entailed in period, the ages, benefits and hierarchy of the Hunt establishment as it pertained to dogs and dog upkeep. A discussion of what is expected in handling hounds in the modern SCA will be covered. Size Limit: None Fee: None Ages: All Ages	Mistress Rebecca with the Greyhound
3:30pm 4:30pm	CO Lace and More	Fabulous Fans Introduction to fans used in period. History and lecture about the different types of fans followed by a hands-on instruction in creating a Venetian flag fan. Size Limit: 10 Fee: \$5 Ages: All Ages	Baronessa Dianora di Cellini

FRIDAY, MARCH 15, 2019

Time	Location	Title – Description	Instructor(s)
9 AM 10 AM	EPL Woodshed	Have a Ball Making a Leather Ball Learn leather stitching techniques and make yourself a leather ball. Size Limit: None Fee: None Ages: 10 and up	Master Eadweard Boicwright
9 AM 6 PM	SP	Scroll Work and Calligraphy and Illumination Practice in Scriptorium Scriptorium will be open for scroll work and practice and demonstrations. If you need assistance, materials will be available and advanced scribes will be on hand to mentor as necessary. Participants earn volunteer hours! Size Limit: 20 Fee: None Ages: 12 and up	Maistir Conall O Cain-dealbhain and THL Vistillia Messalina Pulcheria
10 AM 12 PM	AR Textiles Wet A	Indigo Watered Silk Handkerchiefs: Part 2 Part 2 of Indigo Watered Silk Class. Join us as we attempt multiple methods for watered silk in a course designed to inspire Middle Eastern and Dyers to both participate. We will be using techniques from the Ottoman Empire. Wear clothes you can get wet or possibly dyed. PREREQUISITE: Taking the Indigo Dyeing class would be very helpful. Size Limit: 20 Fee: None Ages: 12 and up	HL Alianorra & Lady Qamar bindt Vartam Al-Jania
10 AM 11 AM	AR Wood	Keeping Sharp and Pointy Things Sharp and Pointy Learn hand tool sharpening, care, and maintenance, to get the most from your cutty things! BRING: Any tool you'd like to learn to sharpen. Size Limit: None Fee: None Ages: 12 and up	Baron Bjorn the Hunter
10 AM 11 AM	CO Lace and More	Intermediate Elizabethan Embroidery Project Part 3/3 This class project will be taught one stitch at a time over 3 days. The project will use silk and be grapes on a stem. Day 3 - Plaited Braid stitch. Please plan to work on each day's stitch after class. Should be confident with chain stitch and detached button-hole fillings. Class size/projects limited to 6. Fee: \$15 - small hoop, design, linen fabric, silk floss, gold thread and needle (one fee for all 3 classes that use this project) Size Limit: None Fee: None Ages: Any Age	HL Genevieve D'Valois
10 AM 12 PM	EPL Gambit Foundry	New Comers' Corner: Title Safari As a newcomer to our Society, it can be a little bit overwhelming when there are so many people with "Titles" and "Coronets". Come learn how to tell Who's Who (and how to address them) by looking at the clothes, coronets and necklaces they are wearing. We'll spend the first 30 minutes looking at examples and discussing the basics of regalia, titles and forms of address. And then we'll go on a "Title Safari" to practice what you've learned and spot Barons, Countesses, Duchesses, and even Kings and Queens in their natural habitat! Size Limit: None Fee: None Ages: Any Age	Mistress Anna Nicolaevna Petrakova
10 AM 12:30 PM	EPL Smithy	Intro to forging (HOT forge) Lighting, tending, and using the forge- choose from a selection of projects that introduce you to using a forge, hammers, anvil, and working hot metal. Safety restriction- NO synthetic clothing or open toed footwear. Prerequisite Blacksmithing 101 or prior experience. Forge space preference will be given to individuals that complete the Blacksmithing 101 immediately prior. (HOT forge) Size Limit: None Fee: None Ages: 15 and up	Rusty Anvil Blacksmiths
10 AM 11 AM	PA Sable & Gules Theatre	Period cosmetics, hair care, and hygiene In cooperation with the Sable & Gules Theatre and the Knowne World Courtesans, the Apothecary Department will provide period cosmetics, hair care, and hygiene for you to try out every day from 10-11 AM at the Sable & Gules Theatre. Modern blow dryers, curling irons, hairspray, etc. will be available for the faint of heart, along with helpful hands to lace up your sleeves or assist with a complicated hair style. Best of all? We have plenty of mirror space and light. Size Limit: None Fee: None Ages: Any Age	Sable & Gules Theatre, The Knowne World Courtesans, and Ca'd'Oro Apothecary Department
11 AM 12 PM	AR Glass	Open Torch, Intermediate: Use this time to practice your new glass skills. Must have taken Beginner Lampwork and practice safety, hair tied back and closed toe shoes. Size Limit: 6 Fee: \$5 Ages: 16 and up	HL Adaliunda Marikova doch
11 AM 12 PM	AR Spin/Weave	Basic Lucet Weaving Come learn the basic weaving pattern of a two-pronged lucet and leave with your own lucet and a handmade cord made by your own hands. Bring a Lucet or get one with donation. Size Limit: 10 Fee: \$5 Ages: 12 and up	Lord Blindi Thorbjorn
11 AM 12 PM	AR Wood	Mortise and Tenon Joints Learn to cut mortise and tenon joints by hand. (Also taught on Wednesday) Size Limit: None Fee: None Ages: Any Age	Cian mac Cullough
11 AM 12 PM	CO Cooking Area	Combining Preservation Methods This class will cover the common ways Period preservation methods were combined to extend the shelf life of various preserved goods. Size Limit: None Fee: None Ages: Any Age	Ogawa Matajirou Ujimori
11 AM 12 PM	CO Lace and More	Camicia basics A discussion of techniques and styles for the camicia based on Janet Arnold's work and extant pieces. Size Limit: None Fee: None Ages: Any Age	Maddalena Alessandra Godwin
11 AM 1 PM	EPL Fiber Building	Early Period Fabrics and Dyes Learn the basics about the fabrics and dyeing techniques used in early period for the Norse and Celtic regions. Size Limit: None Fee: None Ages: Any Age	Mistress Cairistiona inghean mhic Charthaigh
11 AM 1 PM	EPL Kitchen	Making Fritters Hands on class on making fritters. A bit of history of the Fritter and They will break into groups or individual depending on the size of the class and make their own flavored fritter which we will fry. Size Limit: None Fee: None Ages: 12 and up	HL Abbatisa Neyn Ihone McCaugh

FRIDAY, MARCH 15, 2019

Time	Location	Title – Description	Instructor(s)
1 PM 3 PM	EPL Gambit Foundry	Russian Goldwork Embroidery Part 2 – Day 3 A 3-day workshop on intermediate Russian Goldwork, taught by a student from Russian School for Historic Ecclesiastic Goldwork Embroidery. Workshop will take you from start to finish on making a goldworked bag or a book-cover (your choice), teaching you the methods learned in the second year of study. Part 1 Class helpful, but not necessary. Included to take home: all supplies, tools and booklet. Size Limit: 10 Fee: \$50 Ages: Any Age	Mistress Esperanza de Navarra
1 PM 3 PM	EPL Gambit Foundry	Men's class on Herbs that work for men's needs. Men's class on herbs that work for men's needs. Men only NO WOMEN - (if women have questions send your questions with trusted man. Questions should be written or typed in a sealed envelope) no bashing. Size Limit: None Fee: None Ages: Any Age	THL Marie Kaldere of Seahold
1 PM 4 PM	EPL Woodshed	Open Workshop Ongoing projects. Size Limit: None Fee: None Ages: Any Age	House Boicewright
1 PM 2 PM	SP	Drawing Celtic Knotwork Learn a method for drawing Celtic knotwork that seems easier to me than using dots. Hands-on class (students actively work on a project in class). Extra rulers might be helpful -some will be available. Size Limit: 10 Fee: None Ages: 5 and up	THL Elizabeth Thielmann
1:30 PM 3 PM	EPL Smithy	Blacksmithing 102 (COLD forge) Blacksmithing topics beyond the minimums. Topics may include hammer and tool types, anvil types and working surfaces, forge types, metallurgy, project planning, heat treating. (COLD forge) Size Limit: None Fee: None Ages: 15 and up	Rusty Anvil Blacksmiths
2 PM 3 PM	AR Lecture	The Spanish Inquisition No one expects it! Learn about the origins and first century of the Spanish Inquisition in the 15th and 16th centuries, with maybe a little post-period history since it doesn't end until 1832! Size Limit: None Fee: None Ages: 18 and up	Zhelana Vovkivna
2 PM 4 PM	AR Science	Leather Mug/Tankard Make and Take: Part 2 of 2 Participants will learn about basic leather stitching and assembly techniques using pre-cut pieces and assemble leather tankard. You will be expected to assemble the piece at your camp and return on Day 2 to learn about the wax hardening process, when you will have an opportunity to wax harden the tankard and leave with a functional mug for cold drinks. BRING: Awls if you have one. Size Limit: 10 Fee: \$15 Ages: 12 and up	HL Kolbrandr Haukr, Baroness Verena Entenwirth
2 PM 5 PM	AR Spin/Weave	Tapestry without Tears We will learn to warp a tapestry loom and make a basic sampler, trying out several techniques including diagonals, dovetailing, pick and pick, and if time permits a brief intro to soumak. No prerequisites if you get a loom from instructor. Only 5 available per session: Pipe loom, linen warp, wool weft for \$20. Observers can bring any loom that weaves tabby warped at about 8 warps per inch if they wish to try weaving. Size Limit: 5 Fee: \$20 Ages: 12 and up	Mistress Ealasaid nic Phearsoinn
2 PM 3 PM	AR Wood	Chip Carving 101 An introduction to the techniques of chip carving. This is a hands-on try and take class. Size Limit: 10 Fee: \$5 Ages: 18 and up	Duke Thomas Blackmoore
2 PM 3 PM	Bede Dance Tent	Advanced English Country Learn some English Country dances suitable for those who are comfortable with dance. Size Limit: None Fee: None Ages: Any Age	Duchess Katrina of Iron Mountain
2 PM 3:30 PM	CO Lace and More	Basic Italian Hemstitch Instructions for the basic drawn thread hem stitch and a variation as well as examples of its use from 15th & 16th century art. Size Limit: 8 Fee: None Ages: 16 and up	Lady Alisandre Ysabeau dela Chapelle
2 PM 3 PM	KL	Why Aren't All Animals Welcome at Events? Discussion on the reasoning behind some of the restrictions on animals. Size Limit: None Fee: None Ages: Any Age	THL Johnna ingen ui Chinaeda
3 PM 5 PM	AM Dance Tent	Songs of Sorrow: Ladino/Sephardic Song Built on Jewish scales and employing a language that combines elements of Spanish and Hebrew, Ladino music taps into the pathos and heartache of the Jewish Diaspora. This class will include a short history of Ladino music, a quick tutorial on Ladino pronunciation, and a few pointers about vocal style and ornamentation, before learning 3-5 easy to intermediate songs. Music will be provided, but the songs will be taught by ear, as they would have been in medieval Spain. Size Limit: 20 Fee: None Ages: 18 and up	Laila al-Sanna' al-Andalusiyya
3 PM 5 PM	AM Tent A	Custom Patterning for Ottoman Attire Class is limited to 5 actual custom garments made based in time and instruction. Sign up in advance in Al Mahala with me for a spot and bring 3-5 yards of non-stretch material based on your body and height. Hand-outs available for \$5 to participants Size Limit: 5 Fee: \$5 Ages: 18 and up	THL Alianorra
3 PM 5 PM	AR Culinary	But I Can't Eat That! Modifying the Medieval Feast So That EVERYONE May Partake In this modern world of allergies and preferences, feast cooks are often issued an onslaught of dietary restrictions upon being tasked with a meal. How do we tackle these while still sticking as close to the medieval palate as we desire in our culinary festivities? In this class, we will cover substitutions that can be made for specific ingredients and recipes as well as structuring a feast or meal that requires as little substitutions as possible while reducing or eliminating the 8 major food allergens. Size Limit: None Fee: None Ages: Any Age	Duchess A'isha bint Shamir None

GWLF WARS XXVIII

A war without Enemies

Legend:

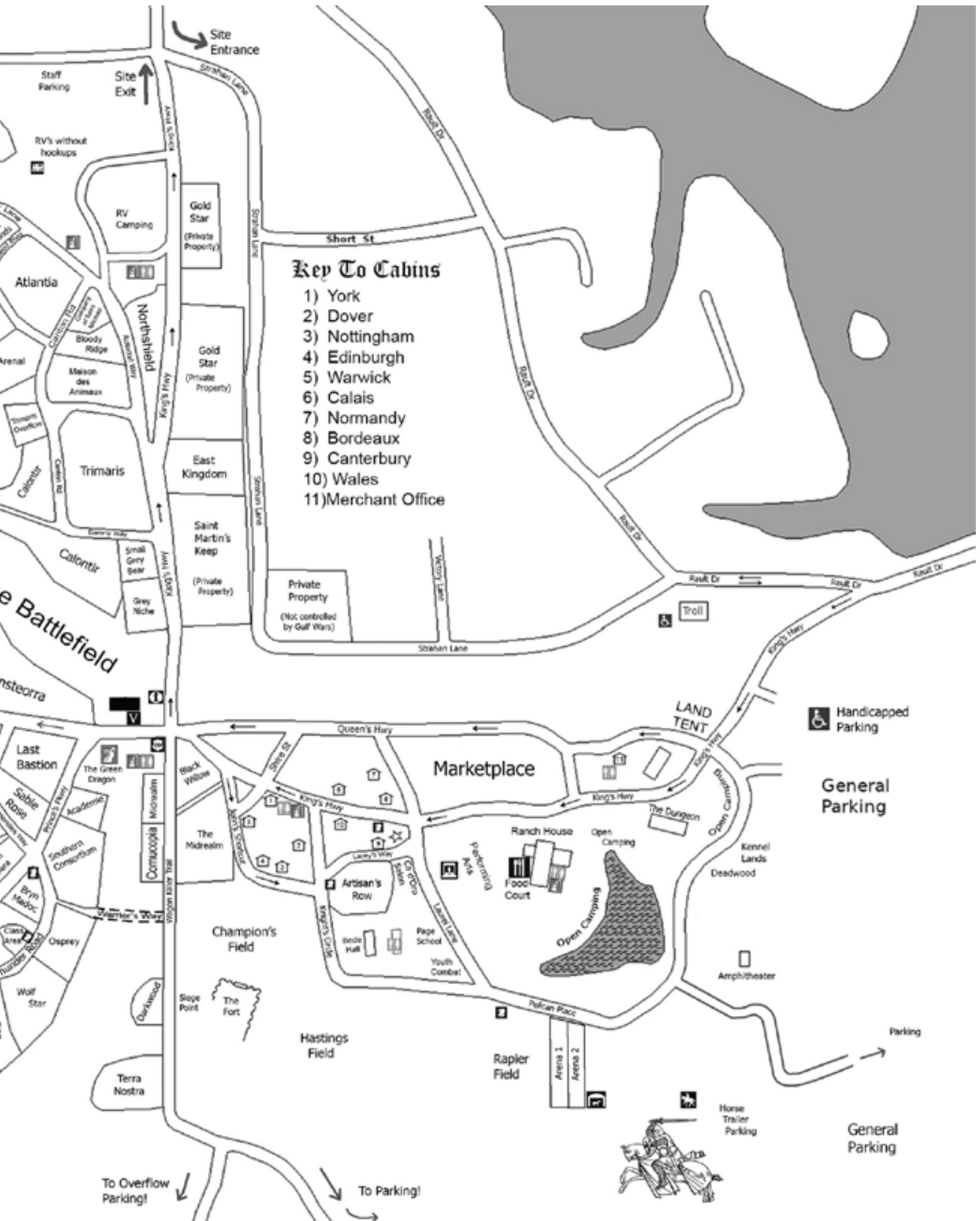
- | | | |
|---|---------------------|--|
|  | The Watch | |
|  | Message Board | |
|  | Handicapped Camping | |
|  | Volunteer Point | |
|  | Information Point | |
|  | Showers | (Hot or cold, as the gods will it!) |
|  | Flush Toilets | (Go on, treat yourself! You deserve it!) |
|  | Stage |  Green Dragon Inn
(Music and Good Company) |
|  | Paddock Land |  Horse Barn |

Cartographer's note: This is a brand new map, and may not look like the one you are used to. It is drawn to scale, with the exception of a few camps that did not get mapped last year due to rain. If you find what you believe to be an error, please let the Land office know so that it can be addressed for next year's map. Thanks!

Scale: 1" = Farther than you want to walk



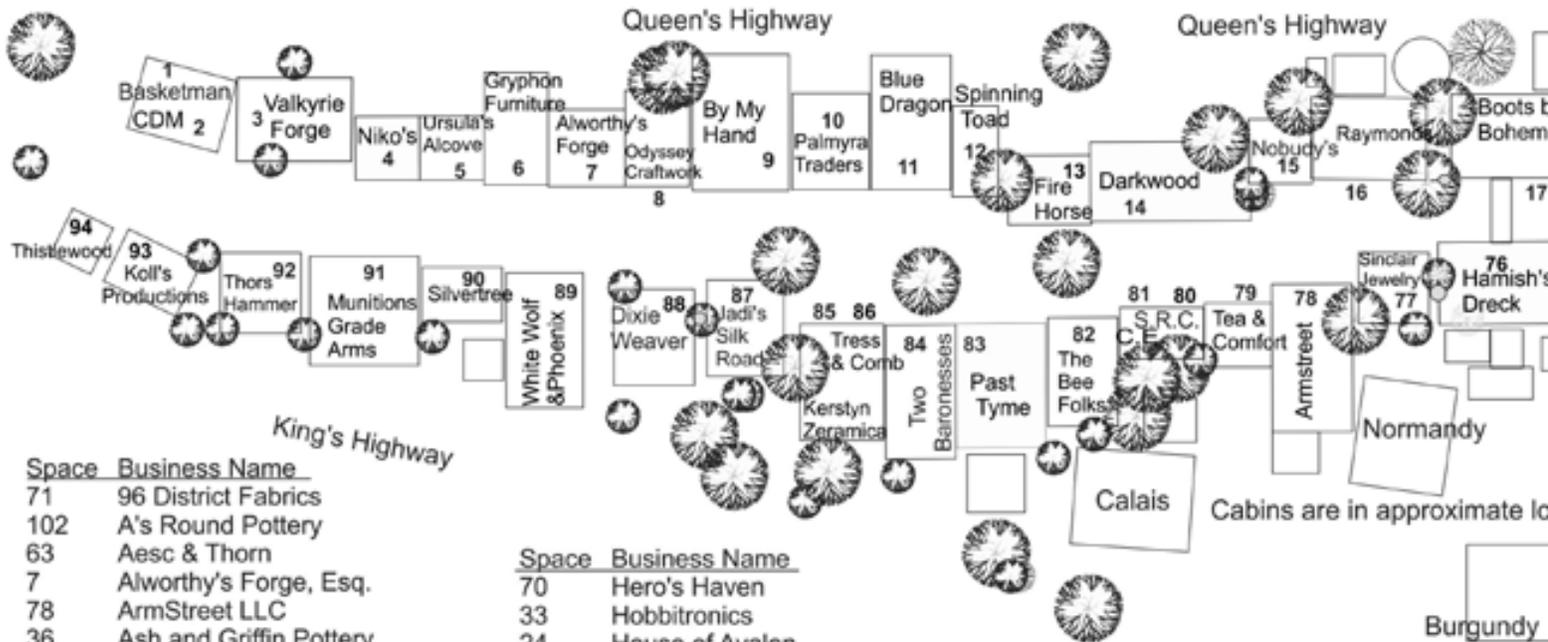
This map created in 2019 for GWXXVIII
by Lord Einarr "knýtir" of Meridies
Clip art images from OpenClipArt.org



Key To Cabins

- 1) York
- 2) Dover
- 3) Nottingham
- 4) Edinburgh
- 5) Warwick
- 6) Calais
- 7) Normandy
- 8) Bordeaux
- 9) Canterbury
- 10) Wales
- 11) Merchant Office

MAP OF MERCHANT'S ROW



Space	Business Name
71	96 District Fabrics
102	A's Round Pottery
63	Aesc & Thorn
7	Alworthy's Forge, Esq.
78	ArmStreet LLC
36	Ash and Griffin Pottery
98	Auntie Arwen's Spices
23	Barb's Garb
61	Barra Export Co/Romany Djilia
60	Bedlam Bazaar
40	Blackstone's Bath & Boutique
11	Blue Dragon Glass
96	Boggy Hollow Bee Farm
17	Boots by Bohemond
21	Briar Patch Garb
9	By My Hand Designs
62	Calontir Trim
2	Carl Dyer's Original Moccasins
99	Carolina Calicoes
52	Chisle and Hammer
111	Chopping Block
80	Consortium Emporium
67	Crafty Celts
14	Darkwood Armory
110	Delights of Cathay
88	Dixie Weaver
28	Drachenstein Treasures
105	Dragonby Studio
30	Dragonscale Jewelry
32	Du Puy Creations
20	EGG Armor
18	Elk Ridge Archery
68	Ellen of the Scholars
35	Feed the Ravens
13	Fire Horse Pottery
53	Firedryk Steel
109	Giggling Wenches
97	Gode Bakery LLC.
107	Good Girl Gone Bead
41	Green Mountain Leathercraft
6	Gryphon Furniture
76	Hamish's Dreck

Space	Business Name
70	Hero's Haven
33	Hobbitronics
24	House of Avalon
101	Ian's Grove
45	Icefalcon Armory
87	Jadi's Silk Road
54	JMS Spinning Wheels & Woodworks
38	Kat's Krafts
39	Kentucky Leather & Hides
86	Kerstyn's Zeramica
51	Keval's Bag
55	Khan's Arrows
49	Kings Ransom
46	Known World Treasures
93	Koll's Productions
108	Kon-Tiki Freeze
69	Kraken Press
43	Linen garb
106	LMB
100	Mediaeval Miscellanea
44	Metalsmith Mage
48	Miriam's Yarns and Fibers
91	Munitions Grade Arms
59	Neverland Designs
4	Niko's Novelties
15	Nobodys Bizness
56	North Star Armoury
26	NorthStar Archery
95	Odyssey Coffee
8	Odyssey Craftwork
34	Painted Sky Pottery
10	Palmyra Traders
83	Past Tyme Perfumerie
22	Phoenix Garb and Trim
114	Queen's Table
66	Rabenwald Metalsmything
16	Raymond's Quiet Press
64	Reliquary Arcanum
27	Renaissance Arts & Design

Space	Business Name
74	Renboots
42	Reviel Leather Goods
81	Silk Road Caravans
90	Silvertree Souq
19	Simply Stylish
77	Sinclair Jewelry
73	Stormbringer's Treasure
25	T'gerToggs
79	Tea and Comfort
1	The Basketman
82	The Bee Folks
37	The Crafty Apothecary
75	The Frisky Filly
47	The Haunted Bookshop
72	The Practical Viking
12	The Spinning Toad
57	The Vault of Valhalla
94	Thistlewood Manor Soap
92	Thorthor's Hammer
113	Thundermama
115	Timeless Manufacturing
103	TLC Leathercraft
104	Tomas the Lapidary's Jewelry
65	Torvaldr's Leatherworks
58	Tosten's Pots
86	Tress and Comb
84	Two Baronesses
5	Ursula's Alcove
3	Valkyrei Forge Inc
50	Viking Archery Supply
89	White Wolf and Phoenix
29	Windrose Armoury
31	Zen Warrior Armory

MERCHANT DIRECTORY

SP# BUSINESS NAME.....WEBSITE OR CONTACT INFO

- 1 The Basketmanwww.thebasketman.com
- 2 Carl Dyers Original Moccasinshttp://carldyers.com/
- 3 Valkyrei Forge Inc.....acooley1@att.net
- 4 Niko's Noveltiesnikosnovelties@gmail.com
- 5 Ursula's Alcove.....UrsulasYarn.etsy.com
- 6 Gryphon Furniturewww.GryphonFurniture.com
- 7 Alworthy's Forge, Esq.....mustang51@wisperhome.com
- 8 Odyssey Craftwork, LLCwww.odysseycraftworks.com
- 9 By My Hand Designs LLC.....bymyhanddesigns.com
- 10 Palmyra Tradershttp://www.palmyratraders.com/
- 11 Blue Dragon Glassbluedragonglass.com
- 12 The Spinning Toadfacebook.com/thespiningtoad
- 13 Fire Horse Potteryhttps://www.facebook.com/Fire-Horse-Pottery-145644042153203/
- 14 Darkwood Armorywww.Darkwoodarmory.com
- 15 Nobudys Bizness763-360-7605
- 16 Raymond's Quiet Press.....www.quietpress.com
- 17 Boots by Bohemond.....bootsbybohemond.net
- 18 Elk Ridge Archeryelkridgearchery.com
- 19 Simply Stylish.....kathi@simplystylish.us
- 20 EGG Armor.....eggarmor.net
- 21 Briar Patch Garb.....BriarPatchGarb@gmail.com
- 22 Phoenix Garb and Trim.....phoenixgarb@gmail.com
- 23 Barb's Garbwww.barbsgarb.com
- 24 House of Avalon.....jehnene@yahoo.com
- 25 T'gerToggs.....www.tgertoggs.com
- 26 NorthStar Archery.....www.northstararchery.com
- 27 Renaissance Arts & Designrenarts-design.com
- 28 Drachenstein Treasures.....www.dragonsjewels.com
- 29 Windrose Armoury.....windrosearmoury.com
- 30 Dragonscale Jewelry.....www.dragonscale.com
- 31 Zen Warrior Armoryzenwarriorarmory.com
- 32 Du Puy Creations.....hlhdupuy@gmail.com
- 33 Hobbitronicshttp://www.hobbitronics.com
- 34 Painted Sky Pottery.....www.facebook.com/paintedskiespottery
- 35 Feed the Ravens.....vikingulike@gmail.com
- 36 Ash and Griffin Pottery.....www.ashandgriffin.com
- 37 The Crafty Apothecary.....www.thecraftyapothecary.com
- 38 Kat's Krafts.....kslat66@gmail.com
- 39 Kentucky Leather & Hides.....kentuckyleatherandhides.com
- 40 Blackstone's Bath & BoutiqueBlackstonesbnb.yolasite.com
- 41 Green Mountain Leathercraft.....chwright62@gmail.com
- 42 Revval Leather Goods.....revuval.us
- 43 Linen GarbLinengarb.com
- 44 Metalsmith Mage.....www.etsy.com/shop/MetalsmithMage
- 45 Icefalcon Armoury.....icefalcon.com
- 46 Known World Treasuressaxon_squire@yahoo.com
- 47 The Haunted Bookshopscadianbooks@gmail.com
- 48 Miriam's Yarns & Fibers....www.rangerreproductions.com/Miriams
- 49 Kings Ransom.....Kingsransom.com
- 50 Viking Archery Supplywww.dmerrill.com
- 51 Kevat's Bag.....Facebook.com/kevatsbag
- 52 Chisle and Hammer.....fay@faysforge.com
- 53 Firedryk SteelFiredryksteel.com
- 54 JMS Spinning Wheels & Woodwroks.....gottfred9f@hotmail.com
- 55 Khan's Arrows.....scadiansarrows.com
- 56 North Star ArmouryEtsy as North Star Armoury
- 57 The Vault of Valhallahttp://www.vault-of-valhalla.com
- 58 Tosten's Potshttp://fbl.me/tosten
- 59 Neverland Designswww.neverlandgarb.com
- 60 Bedlam Bazaarhttps://bedlambazaar.com
- 61 Barra Export Company/Romany Djiliawww.facebook.com/RomanyDjilia
- 62 Calontir Trimwww.calontirtrim.com
- 63 Aesc & Thornrob@robhowell.org
- 64 Reliquary ArcanumReliquaryarcanum.com
- 65 Torvaldr's Leatherworksskaldic.com
- 66 Rabenwald Metalsmything.....www.rabenwaldms.com
- 67 Crafty Celts.....www.craftycelts.com
- 68 Ellen of the Scholars.....ellenofthescholars@yahoo.com
- 69 Kraken Presskrakenpressco.com
- 70 Hero's Haven.....HerosHaven.com
- 71 96 District Fabrics, LLC.....96fabrics.com
- 72 The Practical Vikingwww.etsy.com/shop/thePracticalViking
- 73 Stormbringer's Treasure.....Stormbringerstresure@yahoo.com

- 74 Renbootswww.renboots.com
- 75 The Frisky Fillyboots_fschohl@suddenlink.net
- 76 Hamish's Dreckwww.hamishsdreck.com
- 77 Sinclair Jewelrywww.sinclairjewelry.com
- 78 ArmStreet LLCarmstreet.com
- 79 Tea and Comfort.....debby_cowan@yahoo.com
- 80 Consortium Emporiumsflowershay@gmail.com
- 81 Silk Road Caravansdivinesitcom1@yahoo.com
- 82 The Bee Folkswww.beeofolks.com
- 83 Past Tyme Perfumeriewww.ptperfumerie.com
- 84 Two BaronessesBadBaroness.com
- 86 Kerstyn's ZeramicaTeresa597@aol.com
- 85 Tress and Comb.....www.facebook.com/TressAndComb/
- 87 Jodi's Silk Road.....SilkRoadConjectures.com
- 88 Dixie Weaver.....www.etsy.com/shop/EowynDeWever
- 89 White Wolf and Phoenixwhitewolfandphoenix.com
- 90 Silvertree Souq.....www.etsy.com/shop/SilverTreeSouq?ref=hdr_shop_menu
- 91 Munitions Grade Armsmastereirik.com
- 92 Thorthor's Hammerwww.thorthorshammer.com
- 93 Koll's Productions.....www.etsy.com/shop/KollsProductions
- 94 Thistlewood Manor Soapwww.thistlewoodmanor.etsy.com
- 95 Odyssey CoffeeOdysseycoffee.com
- 96 Boggy Hollow Bee Farmalleepoaks@gmail.com
- 97 Gode Bakery LLCstephen_morrisons@yahoo.com
- 98 Auntie Arwen's Spices.....www.AuntieArwenSpices
- 99 Carolina Calicoescalicowade@gmail.com
- 100 Mediaeval Miscellaneawww.mediaevalmisc.com
- 101 Ian's Grovewulfgar@earthlink.net
- 102 A's Round Potterywww.facebook.com/Roundpottery
- 103 TLC Leathercraftwww.tlcleathercraft.com
- 104 Tomas the Lapidary's Jewelry.....TomastheLapidary.net
- 105 Dragonby Studiowww.instagram.com/dragonbystudio/
- 106 LMBgetsinched@yahoo.com
- 107 Good Girl Gone Bead.....margaret1996@comcast.net
- 108 Kon-Tiki Freeze.....Kontikifreeze.com
- 109 Giggling Wenches.....kaharvey40@hotmail.com
- 110 Delights of Cathaybovi142@yahoo.com
- 111 Chopping Blockbriteideastexas@gmail.com
- 113 Thundermamamomthndr@verizon.net
- 114 Queen's Tablewww.facebook.com/QueensTableTavern/
- 115 Timeless Manufacturing.....Timelessmanufacturing.com
- Wandering wizzard waresN.A.

MERCHANTS LISTED BY CATEGORY

ACCESSORIES

- Alworthy's Forge, Esq.
- ArmStreet LLC
- Barra Export Company/Romany Djilia
- Bedlam Bazaar
- By My Hand Designs LLC
- Dragonscale Jewelry
- Giggling Wenches
- Hamish's Dreck
- Hobbitronics
- House of Avalon
- Ian's Grove
- Jodi's Silk Road
- Kevat's Bag
- Known World Treasures
- Metalsmith Mage
- Past Tyme Perfumerie
- Rabenwald Metalsmything
- Reliquary Arcanum
- Revival Leather Goods
- Sinclair Jewelry
- Thorthor's Hammer

AMBER

- Metalsmith Mage
- The Vault of Valhalla

ARCHERY

- Elk Ridge Archery
- Khan's Arrows
- NorthStar Archery
- Viking Archery Supply

ARMOR

- ArmStreet LLC
- Bedlam Bazaar
- By My Hand Designs LLC
- Calontir Trim
- Darkwood Armory
- EGG Armor
- Firedryk Steel
- Icefalcon Armoury
- Munitions Grade Arms
- Revival Leather Goods
- Torvaldr's Leatherworks
- Valkyrei Forge Inc
- Windrose Armoury
- Zen Warrior Armory

ART SUPPLIES

- By My Hand Designs LLC
- Dixie Weaver
- The Spinning Toad

BANNERS/HANGINGS

- Mediaeval Miscellanea

BASKETS

- Consortium Emporium
- Kat's Krafts
- Tea and Comfort
- The Basketman

BEADS/BEADWORK

- By My Hand Designs LLC
- Good Girl Gone Bead
- Metalsmith Mage

BOOKS/PUBLICATIONS

- Aesc & Thorn
- By My Hand Designs LLC
- North Star Armoury
- The Haunted Bookshop
- White Wolf and Phoenix

BREWING SUPPLIES

- Auntie Arwen's Spices
- Boggy Hollow Bee Farm
- The Bee Folks

BUTTONS

- By My Hand Designs LLC
- Metalsmith Mage
- Two Baronesses

CALLIGRAPHY

- Ellen of the Scholars

CANDLES

- Boggy Hollow Bee Farm
- The Basketman
- The Bee Folks

CHAIN MAIL

- Blue Dragon Glass

CLOAKS

- ArmStreet LLC
- Barra Export Company/Romany Djilia
- Hamish's Dreck
- Kat's Krafts
- Kevat's Bag
- Neverland Designs
- Two Baronesses
- Zen Warrior Armory

CLOTHING

- ArmStreet LLC
- Barb's Garb
- Barra Export Company/Romany Djilia
- Bedlam Bazaar
- Boots by Bohemond
- Briar Patch Garb
- Calontir Trim
- Giggling Wenches
- Good Girl Gone Bead
- Hero's Haven
- Hobbitronics

- Jadi's Silk Road
- Kat's Krafts
- Kevat's Bag
- Linen Garb
- Neverland Designs
- Phoenix Garb and Trim
- Revival Leather Goods
- Silvertree Souq
- Simply Stylish
- T'gerToggs
- The Basketman
- The Frisky Filly
- The Practical Viking
- The Spinning Toad
- Thundermama
- Two Baronesses
- Zen Warrior Armory

DRINKING HORNS

- Dragonscale Jewelry
- Ian's Grove
- Koll's Productions

FABRIC

- 96 District Fabrics, LLC
- Carolina Calicoes
- Mediaeval Miscellanea
- Miriam's Yarns and Fibers
- White Wolf and Phoenix

FEAST GEAR

- Boots by Bohemond
- Fire Horse Pottery
- Metalsmith Mage
- Palmyra Traders
- Rabenwald Metalsmything
- The Basketman
- Tosten's Pots

FENCING SUPPLIES

- Darkwood Armory
- Zen Warrior Armory

FIBER ART

- Aesc & Thorn
- Consortium Emporium
- Dixie Weaver
- JMS Spinning Wheels & Woodwroks
- Miriam's Yarns and Fibers
- Tea and Comfort
- Ursula's Alcove
- White Wolf and Phoenix

FOOD/DRINK

- Chopping Block
- Delights of Cathay
- Gode Bakery LLC.
- Kon-Tiki Freeze
- Odyssey Coffee
- Queen's Table
- The Bee Folks

FOOTWEAR

- ArmStreet LLC
- Boots by Bohemond
- Carl Dyer's Original Moccasins

Renboots
Revival Leather Goods
The Basketman

FRAGRANCE

Barra Export Company
/Romany Djilia
Blackstone's Bath & Boutique
Past Tyme Perfumerie

FURNITURE

Du Puy Creations
Gryphon Furniture
Past Tyme Perfumerie
The Basketman

FURS

TLC Leathercraft

GAMES/TOYS

Past Tyme Perfumerie

GLASSWARE

Blue Dragon Glass
Past Tyme Perfumerie
Revival Leather Goods

HEAD GEAR/HATS

Calontir Trim
Consortium Emporium
Jadi's Silk Road
Kevat's Bag
Neverland Designs
Palmyra Traders
The Basketman
The Frisky Filly
Tress and Comb

Two Baronesses
Ursula's Alcove

HERBS/SPICES

Auntie Arwen's Spices
Tea and Comfort

ILLUMINATION SUPPLIES

By My Hand Designs.com
Guild of Limners and Artificiers

JEWELRY

Barb's Garb
Barra Export Company/Romany
Djilia
By My Hand Designs LLC
Calontir Trim
Crafty Celts
Drachenstein Treasures
Dragonscale Jewelry
Feed the Ravens
Good Girl Gone Bead
Ian's Grove
Jadi's Silk Road
Koll's Productions
Metalsmith Mage
Niko's Novelties
North Star Armoury
Odyssey Craftwork, LLC
Rabenwald Metalsmything
Raymond's Quiet Press
Reliquary Arcanum
Silk Road Caravans
Silvertree Souq
Sinclair Jewelry
T'gerToggs
The Frisky Filly

The Vault of Valhalla
Thorhor's Hammer
Thundermama
Tomas the Lapidary's Jewelry
Two Baronesses

LEATHER GOODS

ArmStreet LLC
Boots by Bohemond
By My Hand Designs LLC
Feed the Ravens
Green Mountain Leathercraft
Hamish's Dreck
Kentucky Leather & Hides
Kings Ransom
Reliquary Arcanum
Renboots
Revival Leather Goods
TLC Leathercraft

METAL WORK

Alworthy's Forge, Esq.
Calontir Trim
Metalsmith Mage
North Star Armoury
Rabenwald Metalsmything
Sinclair Jewelry
The Vault of Valhalla
Thorhor's Hammer
Timeless Manufacturing

MIDDLE EASTERN

Barb's Garb
Jadi's Silk Road
Khan's Arrows
Metalsmith Mage
Silvertree Souq

MISCELLANEOUS

Alworthy's Forge, Esq.
Bedlam Bazaar
Boots by Bohemond
By My Hand Designs LLC
Kat's Krafts
Koll's Productions
Mediaeval Miscellanea
Niko's Novelties
Nobudys Bizness
Palmyra Traders
Past Tyme Perfumerie
The Crafty Apothecary
The Frisky Filly
The Vault of Valhalla
Thistlewood Manor Soap
Timeless Manufacturing

MUSIC

Aesc & Thorn
Reliquary Arcanum

PATTERNS

Mediaeval Miscellanea

POTTERY

Aesc & Thorn
A's Round Pottery
Ash and Griffin Pottery
Dragonby Studio
Feed the Ravens
Fire Horse Pottery
Kerstin's Zeramica
Kraken Press
Painted Sky Pottery
Tosten's Pots

POUCHES/BAGS

Bedlam Bazaar
Boots by Bohemond
Hamish's Dreck
Kevat's Bag
Neverland Designs
Tea and Comfort

RATTAN

Munitions Grade Arms

RELIGIOUS /SPIRITUAL

Ian's Grove

STAINED GLASS

Blue Dragon Glass

TENTS

Mediaeval Miscellanea
Rabenwald Metalsmything
The Basketman

TRIM

Calontir Trim
Consortium Emporium
White Wolf and Phoenix

T-SHIRTS

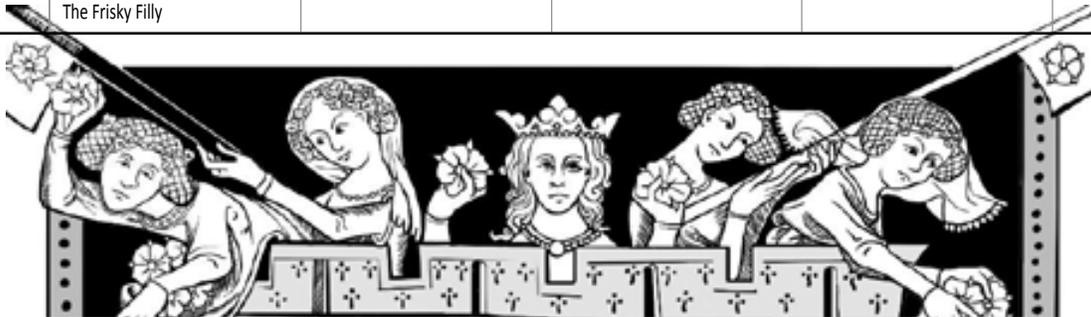
Kraken Press
Renaissance Arts & Design

WEAPONRY

Alworthy's Forge, Esq.
ArmStreet LLC
By My Hand Designs LLC
Chisle and Hammer
Hamish's Dreck
Khan's Arrows
Rabenwald Metalsmything
Zen Warrior Armory

WOODCRAFT

Aesc & Thorn
By My Hand Designs LLC
Du Puy Creations
Gryphon Furniture
JMS Spinning Wheels
& Woodworks
Neverland Designs
Stormbringer's Treasure



Goods & Services Auction

Marshin Fayne

FRIDAY
6:30pm

Sable and Gules Stage

WELCOME TO A KNIGHT IN THE MAGIC KINGDOM!

**JOIN SHADOW LEGION
FOR AN EVENING OF
PRINCESSES AND ALL SORTS
OF MAGICAL CREATURES!**

**THURSDAY STARTING AT 9PM
LEGION ENCAMPMENT
GULF WARS XXVIII**

PLEASE BRING SITE TOKEN AND STATE I.D./18 TO ENTER AND 21 TO IMBIBE



Joan of Arc 1412-1431