

## Event Staff:

Baron Gernon Valletort du Harfleur

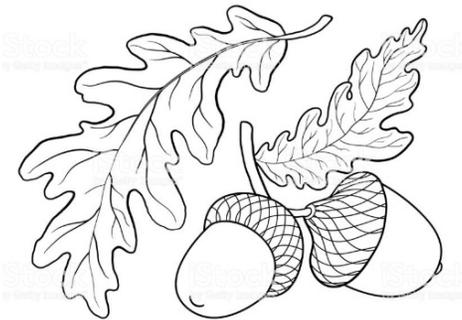
Baroness A'yse al-Zahra

Main Autocrat ~ Lord Hákon Þorgeirsson von Eignersfjord  
Land Steward ~HL Jazod Felygo  
Merchant Coordinator ~ HL Alizand Þorgeirsson née LeFevre  
MIC ~ Maestra Althaia filia Lazari  
Archery ~ Lord Biörn Atlason  
Rapier ~ Lord Verith de Prendergast  
Thrown Weapons ~ HL Phydeaux Weir  
YAC~ Karl Redstone Tourney ~ Sarah Pixie  
Gate ~ Lady Sigridr Erikskona  
A&S Coordinator ~ Lady Maude Louisiana d'Orleans  
Iron Needle/Hati Longtooth ~ HL Audny Refsdottir  
Siege Cooking ~ HL Merlyn Dragonsblood  
Bardic ~ Lady Maire Nic Shiobhan  
Youth Activities ~ Heather Vaerewyck  
Volunteer Coordinators ~ Lady Elina and M'Lady Cassandra Hakonsdottir  
Artisans Tea ~ HL Rosamond Winter  
Artisans Village Coordinator ~ Mistress Gwenllyen Potter

THE SCA PROHIBITS HARASSMENT AND BULLYING OF ALL INDIVIDUALS AND GROUPS.

Participants engaging in this behavior are subject to appropriate sanctions. If you are subjected to harassment, bullying or retaliation, or if you become aware of anyone being harassed or bullied, contact a seneschal, President of the SCA, or your Kingdom's Board Ombudsman.

# *Autumn War 2018~ We Love Our Baroness More Than You Love Yours*



*Barony of Blatha An Oir  
Kingdom of An Tir  
Nix Farm  
220 Nix Rd  
Chehalis, Wa. 98532*

# AUTUMN WAR SCHEDULE

<b>Wednesday</b>	
NOON	Site opens to merchants
3:00 pm	Site opens to the populace
10 pm	Gate closes
<b>Thursday</b>	
12 pm- 4pm	A&S Classes
1 pm	Youth Activity- Fan or Birdhouse Painting
<b>Friday</b>	
8 am	Gate opens
10 am -4 pm	A&S Classes
11am	Armored combat inspections with scenarios to follow
	Youth Activity- Catapults: Make and take
3 pm	Youth Activity- Hobby Horses- Make and Joust
4 pm	Range Opens
6 pm	Rapier armor inspections followed by a Round Robin Tournament
	Youth Armored Combat armor inspection in the Family Activity area. Loaner gear will be available.
7 pm	Range Closes
7-9 pm	Missile weapon inspections in the Clan Carn encampment. <b><i>Households or War Bands wishing to do their own armored combat inspections on Saturday need to check in with MIC Althaia filia Lazari at the Clan Carn encampment.</i></b>
7 pm – 10pm	Companions of the Shattered Lance Torchlight Tournament on the erics. Inspections and introductions begin at 7pm, followed by combat at dusk.
9pm/ After Tourney	Bardic – After the Torchlight Tourney
Dusk	Youth Activity- Sky Fliers on the Warfield
8 pm	Candlelight Shoot
11 pm	Gate Closes
<b>Saturday</b>	
8 am	Gate opens

8 am cont.	Missile combat and siege weapon inspections near the BAO pavilion on the war field.
	Heralds Consultation Table- Town Center
9 am	Youth armored combat - Karl Redstone Memorial Tournament on the erics Rapier and adult armored combat inspections on the war field (May pause for Court)
10 am	Opening court (pause in inspections)
10 am –1 pm	A&S Classes
10:30 am	Armored combat inspections: center war field Rapier melee scenarios start: south end war field. Youth armored combat melee scenarios on the war field
11 am	Armored war scenarios start in the center of the war field.
	Hati Longtooth/Iron Needle begin
	YAFA Archery- Youth Range
12 pm	Siege Cooking Begins
	Range closes for lunch
	Thrown Weapons Challenge
1 pm	Artisan’s Tea A&S Pavilion (A&S Classes paused)
	Range Open
2 pm	Youth Activity- Make Chainmail
TBD	York Shoot on the north end of the war field
3 pm	Novelty Shoot on the archery range
	Youth Activity- TBA
	A&S classes resume (3 pm- 4 pm)
5 pm	Royal Court followed by Baronial Court
Dusk/After Court	Youth Activity- Sky Fliers on the Warfield
<b>Sunday</b>	
TBD	Clout Shoot on the war field
<b>Monday</b>	
<b>NOON</b>	<b>Site Closed</b>
<b>3 pm</b>	<b>Everyone off site- NO EXCEPTIONS</b>

## A&S Class Schedule

### Local amenities:

Providence Family Medical – 5 miles  
931 S Market Blvd, Chehalis, WA 98532

Providence Centralia Hospital - 10 miles  
914 S Scheuber Rd, Centralia, WA 98531

Hillcrest FoodMart -2 miles  
108 Old Hwy 603, Chehalis, WA 98532

Walmart Supercenter - 5 miles  
1601 NW Louisiana Ave, Chehalis, WA 98532

Town Center Liquor & Wine – 5 miles  
1365 NW Louisiana Ave, Chehalis, WA 98532

Safeway – 6 miles  
1100 S Market Blvd, Chehalis, WA 98532

Rite Aid – 5 miles  
551 S Market Blvd, Chehalis, WA 98532

Chase Bank  
681 S Market Blvd, Chehalis, WA 98532

Timberland Bank  
714 W Main St, Chehalis, WA 98532

Twinstar Credit Union  
1555 S Market Blvd, Chehalis, WA 98532

WSECU  
2015 NE Kresky Ave, Chehalis, WA 98532

<b>Thursday</b>	12:00pm-2:00pm	Why not to hate Homer's Iliad
	1:00pm-2:00pm	Beginner Recorder
	2:00pm-3:30pm	The Trojan War in Medieval Lore
	3:00pm-4:00pm	Singable Period Songs
<b>Friday</b>	10:00am-12:00pm	Beginning Black Work
	11:00am-12:00pm	Beginner Recorder
	1:00pm-2:30pm	Songs by the Fire
	2:00pm-3:30pm	Iron Production in ancient Scandinavia
	2:00pm-4:00pm	Blackwork Embroidery
<b>Saturday</b>	10:00am-12:00pm	Forging and Stamping Norse jewelry
	10:00am-1:00pm	Intro to old world plant dyes: Madder and Woad.
	11:00am-1:00pm	Filking is Period
	12:00pm-1:00pm	Dancing around the fire!
	3:00pm-4:00pm	Beginner Recorder
	3:00pm-4:00pm	Learn to read musical notation (treble clef)

### A&S Class Descriptions

Iron Production in ancient Scandinavia.....1.5 hours

Sven Red Beard

Discussion of the introduction and production of iron in pre- Viking Age Scandinavia. No fee – Bring chair and note taking material.

Beginning Black Work.....2 hours      \$5.00

HL Rosamond Winder

There will be a brief history of this style of needlework. This is a hands-on class where students will learn the basic stitches of Black work, and they will also work on a small project. Students should bring scissors and their own chairs. Youth and Adults welcome

Forging and Stamping Norse Jewelry.....2 hurs

Thangbrandr

Demonstration of methods for forming, shaping & stamping metal to make specific types of Norse jewelry. Bring chairs

Intro to old world plant dyes: Madder and Woad..... 3 hours

Una of Grimwith

In this class we will discuss the history and some fundamental basics of dyeing with plants, what is a mordant and how to use them, and of course dying with madder and woad in particular. There will be a “hands on” portion so expect to get dirty. The hands on will include mordanting and dyeing your fabric or yarn. The colors that can be obtained are shades of blue, a pinkish red and orange. You may bring up to 2 yards of pre-washed fabric or 1 skin of yarn and a pair of dish washing gloves. Your pre-washed fabric / yarn can be either wool, linen, silk or cotton.

***Please be advised that these dyes are permanent and can stain you and your clothes so please take this into account and dress accordingly.***

You must pre-register for this class as dyes take time to put together.

Please bring a chair. Class Cost;

Woad only;

\$5 per skein

\$7 for up to 2 yards fabric

Madder and mordant;

\$7 per skein

\$10 for up to 2 yards of fabric

Yarn will be available for purchase

Youth and Adults welcome

## *Words from the Barony of Wealdsmere:*

WAR!!

It is wonderful to be back in the lands in which we once lived, although for painful reasons. Sir Baron Gernon the Peacemaker, has declared war on my peace loving Barony after we have given all of the hospitality that one could give to a noble cousin when he attended our event and court at Celtic Revolt. He declared how the Mighty Blatha an Oir's Baroness is more loved by her populace than our Baroness is by hers, and there would be war of it. His struggle for war and power must be stopped since he has now resorted to using his loving wife as a pawn in his bloody hunger. We look forward to the ferocious hospitality of the great Barony of Batha An Oir and we hope you enjoy this amazing event, savoring the memories, friendships and comraderies that will be made.

Yours In Service to the Crown, Kingdom and the Great Barony of Wealdsmere,

Baron Sir Osrik Rolfsson

Baroness Honorable Lady Sigrun Osrikskona

# *Words from Their Excellencies of Blatha An Oir:*

## **Greetings to all and welcome to Autumn War!**

WAR has come to An Tir and the brave and noble populace throughout the lands have heeded the call to arms!

This year's opponent is the mighty Barony of Wealdsmere. Their Baron, in his very first court, in fact, his very first order of business was to declare war on Blatha An Oir! We could not let this outrage stand. Knowing that they felt safe in far-off lands, We traveled to Wealdsmere to "encourage" them to travel here, to the Lands of the Golden Blossoms, to settle this affront. To help embolden them I declared that Our populace loves our Baroness more than Wealdsmere love theirs! How could they refuse such a noble challenge?

The battles to be held during this event are many, be it combat, bardic, archery, thrown weapons, siege cooking, iron needle, YAC, and so much more. The event stewards have gone above and beyond again this year and there will be something exciting for everyone to do, from fighting in the war to siege cooking or just hanging out with old friends and new. So come and enjoy all that Autumn War has to offer.

In service to Crown, Kingdom and Barony!

Sir Gernon Valletort du Harfleur and Ladyship Ayse al Zahra

Baron and Baroness of Blatha An Oir

Learn to read musical notation (treble clef) .....1 hour

Zada Byrd

A basic note reading class in treble clef (violin). All welcome. Instruments optional. Chairs and tables please. No fee.

Youth and Adults welcome

The Trojan War in Medieval Lore.....1.5 hours

Rauthulfr inn Orthstori

Pretty much all of us have heard of the Trojan War. And most of us were exposed to Homer's version in the Iliad in a Language Arts class. However, there are other traditions than that of Homer, and the Medieval world knew those best. Medieval and Renaissance readers knew the Trojan War through worked based upon the writings of Dares and Dictys. Their versions of events and perspective often differ greatly from Homer's. And while they present no challenge to Homer as masterworks of literature, they do represent a rich and complex alternative view of The Trojan War and what lead up to it. All this and more, if you come to the class! Bring a chair, a beverage, and stuff for notes. No fee.

Youth and Adults welcome

Why not to hate Homer's Iliad.....2 hours

Rauthulfr inn Orthstori

Homer's Iliad; it's a text many of us learned to hate in high school. Yes, it is a work that can be hard for a modern reader to get into because it represents a world with very different values and perspectives. But, with a bit of help it becomes a deeply rich epic of turbulent emotion and humanity under severe stress.

The Iliad is only a picture of part of the tenth year of the war, but it is so cleverly constructed, that by the end the reader feels as though they have been through all ten years. We'll talk about that. And we'll discuss, in brief, the works which once told the story in full but which are now lost aside from fragments.

Please come, and bring your copy of the Iliad, regardless of the translation. And we'll open up a world much wider and more thought provoking than you ever found in high school. No fee. Bring chairs and note taking materials

Youth and Adults welcome

Tribal Dance.....1 hour

Valkyrie Hjarta

Dancing around the fire!

An introduction to Tribal dance for SCA events.

No fee. Youth and Adults welcome

Beginner Recorder....1 hour \$5.00

Elizabeth Piper

Learn to play simple period songs on the recorder. Soprano recorders available to borrow or purchase or bring your own. Chairs for max class size or request that students bring their own seating.  
Youth and Adults welcome

Singable Period Songs.....1 hour

Elizabeth Piper

Learn fun and easy period songs. Chairs for max class size or request that students bring their own seating. No fee  
Youth and Adults welcome

Filking is Period.....2 hours.....\$2.00

HL Serena Zane

Bring your words to Period tunes. Fun frivolity for your casual musician to your historically accurate musician. Keeping music fun for everyone. Beginners welcome. Bring chairs  
Adults welcome

Blackwork Embroidery.....2 hours.....\$5.00

HL Serena Zane

Learn simple beautiful stitches that will make your garments pop.  
Bring chairs. Adults welcome

Songs by the Fire.....1.5 hours.....\$2.00

HL Serena Zane

Fun songs from 16th Century England that are fun and entertaining.  
Share them at the campfire in a rousing chorus of tra-la-la's  
Adults welcome

### Artisan's Tea

Please come and share your arts and science passion with your fellow artisans at the Arts and Science Pavilion on Saturday beginning at 1pm to 3pm. We will provide snacks, drinks and a safe place to socialize in. Please bring a chair to sit upon and your latest project that you are working on and are willing to share.

Note: All youth activities will be held at the Youth Pavilion unless otherwise noted.

Thursday:

1pm - 2 pm

Painting Birdhouses or Fans

Come and paint your very own Birdhouse or fan!

Friday:

11am -12pm

Build Catapults

Catapults are fun! Learn to build a catapult that really works!

3pm - 4 pm

Hobby Horses

Finish making your very own hobby horse, then participate in races and jousting.

Dusk

SkyFliers

Light-up skyfliers will be available for games and fun on the Warfield at Dusk.

Saturday:

11 am

YAFA Archery on the Youth Range

2pm - 3pm

Chainmail Class

Learn to make chainmail.

Dusk

SkyFliers

Light-up skyfliers will be available for games and fun on the Warfield at Dusk.

### Youth Activities

No Missile weapons

3 lives

Notes: Standing on hay bales is allowed. The bride will be set at a diagonal across the river.

Battle 7 – One point

Open field

Missile weapons allowed

15 minute unlimited resurrections

Notes: The “dead” will only be allowed to reenter combat at 3 minute intervals. If a dead fighter has not made back to the resurrection point before the dead are released they must wait for the next resurrection.

Battle 8 – Zero points

Open field

No Missile weapons

15 minute unlimited resurrections

Notes: The “dead” will only be allowed to reenter combat at 3 minute intervals. If a dead fighter has not made back to the resurrection point before the dead are released they must wait for the next resurrection.

Battle 9 – Zero points

Zombie battle

Missile weapons allowed

60 minute unlimited resurrections

*Notes: Fight until you are exhausted and are ready for a cold and tasty beverage you savages!*

## Iron Needle

It is my honor to be running the Iron Needle competition this year at Autumn War as your illustrious A&S Champion has taken on the monumental task of running the event and has been kind to ask me to do so.

As such, I've decided on a contest to create Largesse!

I will be embroidering 10 of each of the lovely patterns below, 10 for Blatha, 10 for Wealdsmere on scraps of linen. Your challenge is to apply the embroidery pattern in a creative way to a hand-sewn object you have created at the event to be donated to your Barony as Largesse!

Rules:

1. The item that your patch is applied to must be made at Autumn War, 2018.

2. Project can be created by a single person or team

3. Item must be donated to your barony of choice at the end of the competition for largesse

4. Patch must be incorporated in some way directly to the item in a permanent fashion (not pinned on)

You can use any materials you see fit. If I have any patches left over I will donate them unfinished to their prospective barony to do with as they wish.

2 warpoints, 1 for most creative use of patch (chosen by your Baronesses and myself), and 1 for the Barony with the most patches used!

PM me with any questions!

YIS

HL Audny Refsdottir, Courtier of Blatha An Oir

## Hati Longtooth Memorial Woodworking

All workers in wood are encouraged, invited, and cajoled to bring their current creations to Autumn war 2018 for entry into the Hati LongTooth Memorial Woodworking competition.

Your entry must be one of the following:

1. A finished Medieval style object made or partly-made of wood where you did the woodworking.

2. An in-process object that demonstrates a Medieval woodworking technique (If you wish to be on hand to demonstrate your process, you will be given 10 minutes to do so, please contact HL Audny at the email listed below to reserve your time). Documentation should consist of

your name and a description of what you are entering, either printed clearly on a 3 X 5 card or in a handout that can be shown to the judges. Pictures and full documentation are always welcome and encouraged but not required. It should be your own work and something that hasn't been entered previously in a competition.

Any skill level is encouraged (if 2 or more youth enter we will have a youth point for the war!)

Enter for the joy of sharing your love of Medieval woodworking, and to win a War point for your chosen Baroness!

Entries should be brought to the the BaO pavilion on Saturday where final court will be held, entries will be received up until an hour before court, where they will be judged by the War Barons and two woodworking judges.

For any questions, email HL Audny Refsdottir at [erin\\_dolphin@hotmail.com](mailto:erin_dolphin@hotmail.com)

## Siege Cooking

Greetings on to An Tir,

Autumn War is fast approaching and the drums of war are growing louder. Do you wish to help prove who loves their baroness more? It is time for Siege Cooking!!!!

Rules for the Siege cooking are as follows:

Each participate or team of participants will be given a basket of ALL ingredients to create your Main Dish and a desert.

Please pick up your Basket from His Lordship Merlyn Dragonsblood at the Tribe encampment on Saturday at noon and please present your completed items to him and the Judges at 4pm.

In Service to the Dream,  
Merlyn Dragonsblood

## Artisans Village

Mrq Laurellen, painting

HL Padraig, bardic

Mistresses Eleanor & Elizabeth Piper, bardic and spoon carving

Countess E, fiber arts

Rowen Spirit Walker, spinning

Blue Tygre Forge

## Heavy Fighting Scenarios

### Rules of War:

No death from behind

Missile weapons only every other fight

Five minutes between switching sides

Ten minutes between scenarios

Battle 1 – One point

Open Field

Missile weapons allowed

Three lives

Notes: In this battle both armies will fight with the army that they raised. Sides will not be evened up.

Battle 2 – One point

Fall Back Battle

No Missile weapons allowed

Defender have four lives

Attackers have unlimited lives

Four castle gates will be set. When a defender dies they must fall back to the next gate to resurrect. The scenarios will be ran twice switching sides and the winner being the army with the fastest offensive victory.

Battle 3– One point

Street Fight

Missile weapons allowed

15-minute unlimited resurrections

No weapons over 6 feet

The hay bale castle gates will be used as town streets.

Battle 4– Zero point

Street Fight

No Missile weapons allowed

15-minute unlimited resurrections

No weapons over 6 feet

The hay bale castle gates will be used as town streets.

Battle 5 – Zero points

Bridge Battle

Missile weapons allowed

3 lives

Notes: Standing on hay bales is allowed. The bridge will be set at a diagonal across the river.

Battle 6 – One point

Bridge Battle

## Rapier

Word has spread throughout the Kingdom of the exceptional beauty and grace of the Baroness of Blatha An Oir. However, a rival for her title of Most Beloved Baroness is rising from the East; Wealdsmere contends that their own Baroness is much more beautiful, graceful and well-love.

Rapier scenarios Friday. Will be bring your best round Robin if we have enough people. Should start around 6pm.

Saturday following 10am court.

Grand melee. Followed up by a 3vs3 team melee. Capture the flag will be the next scenario. Finishing with a double elimination tournament.

Rapier has 3 designated points to allocate to the baroness you believe is the most beautiful, graceful, and well loved in the land. 3vs3 teams is worth one point. Capture the flag is worth 1 point. Double elimination is worth 1 point.

Hope to see many of you on the field.

### ***Instructions for adult armored combatants:***

***- You must bring your fighter card to armor inspection. Forms will be available if you need to renew your card, but it will be easier if you do this before Saturday. If you are a first time fighter who needs to be authorized, you must make your own arrangements with a current senior marshal to do so before taking the field, as the volunteers managing the war scenarios will have too many other tasks.***

***- Helms will be inspected inside and out, per the instructions from the Society Earl Marshal. An Tir does not permit the presence of hockey gloves on the field, even as padding. Please review this and other rules in the An Tir Book of Combat***

***at <http://antir.sca.org/Pubs/index.php#combat.shelf>***

***- Households or War Bands who wish to conduct their own inspections in camp will need to send the senior marshal who will be doing those to check in with MIC Althaia filia Lazari. This can occur in the Clan Carn encampment on Friday from 7-9pm or tt Missile Inspection Point from 8-9am on Saturday. Please bring your authorization and membership cards. (Households doing inspections in this manner helps us get everyone onto the field faster***

## Volunteers

On this warm summer eve, the drums and horns of war ring loudly! Autumn War is upon us! As you may know, it takes many hands to bring victory! Would you like to lend your side a helping hand in sounding the horns of triumph? Do you enjoy greeting people at gate? Or bringing refreshments to our brave fighters? Does volunteering a shift or three in parking sound like fun to you? Do you just want to help out? Then Volunteer Point is the place for you!

Lady Elina and I will be in charge of Volunteer Point this year, and we have planned a volunteer drawing for items! For every hour of volunteer work you provide, you will receive one ticket to be put into a drawing for some lovely prizes! As a bonus, every 5 hours of volunteering done will be worth one war point, given to your chosen side!

Volunteering isn't just for the adults though, we encourage our Youth to volunteer as well! Drawing items will be in 2 groups, adult and youth. The drawing for the items will be done after closing court Saturday night (approx 4pm).

To celebrate another wonderful year at Nix Farm and an end to another amazing War, there will be a Sky Flier War held on the battlefield at dusk for the children Friday and Saturday evening after court. The Sky Fliers will be provided by our esteemed Event Steward Ld Hakon Thorgeirsson and Merchant Steward HL Alizaunde Thorgeirsson. We ask that any youth who come to participate bring a parent or other trusted adult with them.

In Service to the Dream~

Lady Elina

M'Lady Cassandra Hakonsdottir

## Youth Armored Combat Tournament and War

Bring your young fighters to war and sign them up to win glory and prizes.

Youth 6 to 17 years old may enter with what ever armor they have and we'll bring loaner armor to fill in the gaps. Come to the family activities area Friday evening around 6 pm to get fitted for loaner gear, have your gear inspected and sign up for the Karl Redstone Tournament.

The Karl Redstone memorial tournament will be before court at 9 am on Saturday in the Eric. It will be round robin, cross division, tournament with prizes for the most chivalrous, knightly fighter in each division. For details on Chivalry on the battle field see page 10, section B. Behavior on the Field

in the An Tir book of combat found here. To read more about Karl Redstone see the Antir wiki page here. If you need gear and you miss meeting up Friday night, come anyways and we will see what armor we have left for you.

War- Bring your youth and their armor to the War field right after court on Saturday morning as the youth will have their own multi-man melee on the war field while the adults are getting ready.

### War Points

Heavy Fighting: 5

Rapier: 3

Archery: 2

Youth Combat: 1

Bardic: 2

Siege Cooking: 1

Thrown Weapons: 3

Woodworking: 1

Iron Needle: 2

Volunteer: 5 hrs per person = 1 war point.

### Archery

Archers of An Tir pray attend,

At Autumn War archery is planned to run Friday, Saturday, and possibly Sunday if there is interest.

The range will be split into separate ranges for adults and youth. This will allow younger archers the ability to participate in any YAFA classes that may be available, as well allow the youth range to double as an atlatl range for those who wish to throw.

Novelty Shoots will be scheduled for Saturday, 3PM

We will also have a York range set up. For the York it will be available upon request and marshal availability.

Arcuarius Shoot:

I am encouraging any and all Arcuarii in attendance to seek out members of the Order of the Grey Goose Shaft that they have not met, or

have not shot with to introduce themselves ask if they may shoot with them.

Lord Biorn Atlason

Arcuarius to Leif Moonshadow Dalesonn

Archery Marshal for Autumn War 2018

### Thrown Weapons

This year at Autumn War Saturday as usual a very challenging Thrown Weapons Challenge will start at noon, it will include All forms of TW knives, Ax, Spear, Atal Atal, Darts, and plumbate if we can get them there, more them 12 stations, it won't be short but when it it ever, but it will be challenging and loads of fun.

HL Phydeaux Weir

### Torchlight Tourney

***The Companions of the Shattered Lance proudly presents the Twelfth Annual Autumn War Torchlight Prize Tournament!***

My Lords and Ladies bring your weapons and gauntlets and display your chivalric spirit on the Eric Friday night and compete in this wonderful Torchlight Tournament.

Armor inspection and introductions will begin at 7:00pm. The combat will begin at dusk. The format will be based on list size.

This year's contest will be open to any weapons style but shields will be limited to 16 inches in any dimension. Also, the combat will be fought a' plaisance, which is the historical term from the fourteenth century meaning that the use of the point is forbidden.

We will end the evening with a two-person single-sword relay at the barrier. So make sure you stick around to the end. Rest assured, there will be plenty of fighting for everyone!

The Companions of the Shattered Lance will select The Victor of this tournament whom we believe most fully encompass those virtues of chivalry we aspire to achieve.

To enter the lists your armor needs to be of a high standard and clearly represent the period of your persona. To that end, no visible plastic or modern materials may be visible. Some other items that are not

permitted are, visible tape, stickers on helmets, tennis shoes, and large areas of rust on your armor. A banner or other display of your heraldry and a herald are also recommended, but not required.

Please Contact Sir Gernon for more information.

## *Site Rules*

Please smoke/vape ONLY in the privacy of your camp or away from public areas. Activity areas and roads are specifically no-smoking areas.

Be polite when running your generator. No generators after 9 pm.

No medical or recreational marijuana of any kind at the event. SCA insurance and policy does not allow any cannabis or other federally controlled substances at SCA sanctioned events.

It may be pleasant here but remember hydration and sunscreen!

Please haul your trash to the dumpster.

The Staff of the War would kindly ask that everyone to please avoid channels 7, 8, 9 and 10, as they use these to run your War.

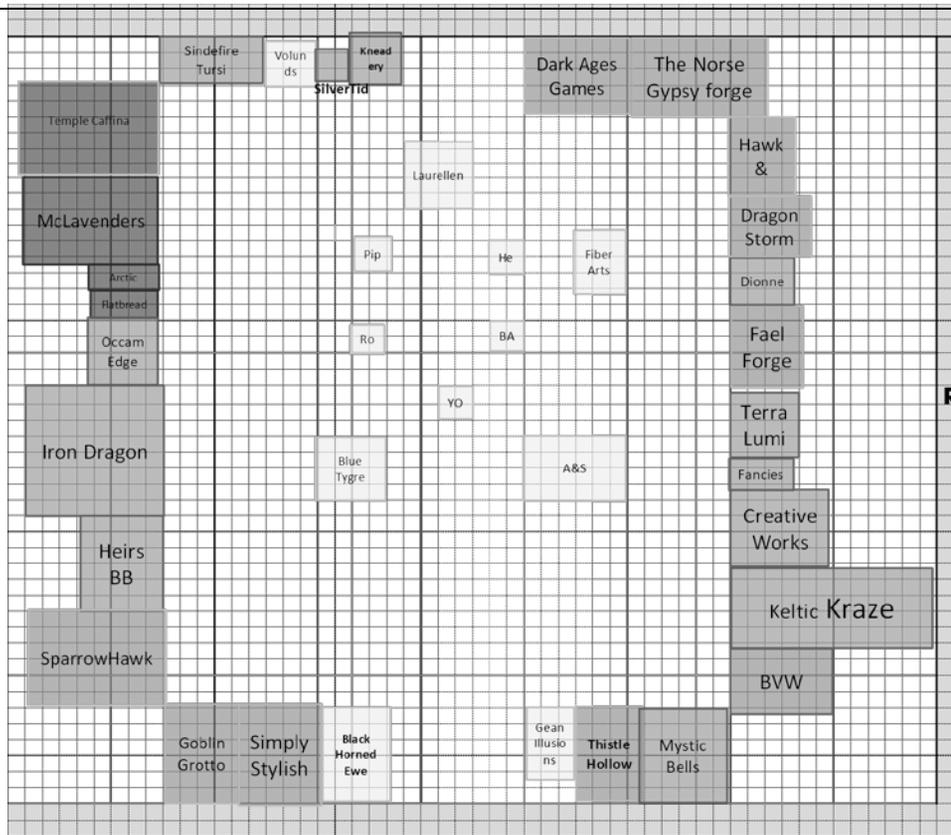
Pets must be leashed and under your control at all times. Please pick up after them!

**Everyone MUST BE OFF SITE by 3 pm Monday!**

**NO EXCEPTIONS**

## *Merchant List:*

Artic poison  
Black Horned Ewe  
Burnt Village Wares  
Creativity Works  
Dark Ages Games  
DragonStorm Sports  
Faels Forge  
Fancies  
Flatbread Food Factory  
Gean Illusions Pottery  
Goblins grotto  
Hawk and Dove  
Heirs of Elegance/ Blackened Buzzard  
Iron Dragon Trading Company  
Keltic Kraze  
Mama Bear Bakery  
McLavenders  
Mystic Bells  
Occams Edge  
Sidhefire Arts / Tursi Art and TatterHawk Primitive Arts  
Silver Cat Farm  
SilverTide Jewelry  
Simply Stylish  
Sparrowhawk Studio  
Terralumina Daughters Apothecary and Fiber Arts  
Temple Caffeinea  
The Kneadery  
The Norse Gypsy Forge  
Thistle Hollow  
Volund's Pencraft  
Waltz Art & Trade



**BARDIC RULES** Calling all Bards, word weavers, troubadours, and performers of all types, from the Lands of the Golden Blossom, Wealdsmere, and beyond!

The AW 2018 bardic competition will consist of 1 main entry of original performance piece dedicated to either Baroness A'yse al Zahra, baroness of Blatha an Oir; or to Baroness Sigrun Osrikswife, baroness of Wealdsmere. The original piece must be no longer than 12 minutes long, must be presented in a period style, and must be about one of the baronesses and why you love them (do they inspire with the softest touch? Does their beauty stop you in your tracks? Tell us!!) Oral documentation as to the specific style of performance encouraged but not required, and any oral documentation will count in your total 12 minute performance time. (Ex. This is a filk written to the tune of Greensleeves, which was written in the 16th century and sometimes-incorrectly- attributed to Henry the VIII).

Bards will perform for a panel of lucky yet-to-be-named judges, and will be judged on the following:

Oral documentation offered.

Time- did the performance stay within the time requirements.

Mood- did the performance evoke a Medieval/Renaissance ambience?

Audience interest – did the performance hold the interest of those watching?

Performance/technical ability- was the piece and performance well written, sung/spoken/danced/recited?

**\*Bonus Baroness Point\***-Bonus point awarded for above average emotional response. Did the subject baroness blush and hide her face, laugh uproariously, was she moved to tears? The performance is about her after all.

Performers should have a 2nd performance piece ready in case of tie (no longer than 5 minutes in length).

Lady Maire Nic Shiobhan