

Welcome to



hosted by the Baronies of
Jarfsvellir and Nordskogen
July 11 ~ 14 AS LV

Helpful Information

Gate

Thursday and Friday
Saturday

9am-8pm
9am-2pm

Info Point

Thursday and Friday
Saturday

9am-6pm
9am-2pm

Courtesy Patrol

24 hours!

Thursday - Sunday

608-797-5466

The Courtesy Patrol Phone Number is intended to be used by campers on site to contact the WW Courtesy Patrol with:

- Appropriate requests for aid.
- Situations that should concern the Patrol or Event Staff.

It is **NOT** a message service. It should **NOT** be used by those off-site to contact those on-site unless:

- It is a dire emergency, **AND**
- All other options to contact the party you seek (such as other campers' cell phones) have been completely exhausted.

Local Directory

These are the closest options. See Info Point for additional services & businesses.

All hours have been confirmed and may differ from the Web. *ATM available.

***Walmart** *Daily:24 hours*

222 W. McCoy Blvd. (4.2 miles)
608-372-7900

Pharmacy: 608-372-7557

Monday – Friday: 9am-9pm
Saturday: 9am-7pm (Closed 1:30-
2pm for breaks)
Sunday: 10am-6pm (Closed 1:30-
2pm for breaks)

* **Casey's General Store (Gas & Sundries)**

313 N. Superior Ave. (2 miles)
608-372-3132
Daily: 5am-11pm
Carryout: 5am-10pm
Delivery: 4:30pm-9pm

* **Kwik Trip #718 (Gas & Sundries)**

1504 Superior Ave. (.7 miles)
Phone: 608-372-7600
Daily: 24 hours

* **Festival Foods (Groceries)**

701 E. Clifton St. (2.4 miles)
Phone: 608-372-5355
Daily: 6am-10pm

Ace Hardware (Hardware)

1110 N. Superior Ave. (3 miles)
Phone: 608-372-4724
Monday-Friday: 7:30am-8:00pm
Saturday: 7:30am-6:00pm
Sunday: 8:00am-5:00pm

All American Do It Center (Hardware)

1201 N. Superior Ave. (2.9 miles)
Phone: 608-374-4200
Monday-Friday: 7:00am-7:00pm
Saturday: 8:00am-5:00pm
Sunday: 9:00am-5:00pm

Casey's Spirit Shop (Liquor)

201W. Veterans St. (2.8 miles)
Phone: 608-372-9777
Daily: 8:00am-9:00pm

* **Tomah Memorial Hospital**

321 Butts Ave. (1 mile)
Phone: 608-372-2181
Urgent Care (walk-in) 9am-9pm
Emergency room Daily: 24 hours



Welcome to Warriors and Warlords!

We are happy to have you with us for one of our biggest and best events. There are so many things to do, we know we will be running the entire weekend fencing, fighting, shooting, throwing, singing, partying, and enjoying the camaraderie of all of the fine people of our kingdom. We encourage you to not only do the things you know you love but try something new this weekend, learn a new skill, try a new craft, make a new friend. We will be having quite a bit of court business this weekend with courts both Friday evening and Saturday late afternoon, and maybe a "drive by" court or two to round out our business. We will be having a competition for our bardic champion on Friday and Saturday morning. We will also be having our thrown weapon and archery champions decided by competition on Saturday afternoon. With so much to do and see we will all need a vacation from our vacation, it's good to be Northshield.

TRM Konrad and Aibhilin



Thank you for joining us at Northshield's largest summer event! Whether it is your first year or your 26th, WW has so much to offer.

Hopefully everyone will enjoy their favorite activities; we also encourage you to try something new this year – meet a new friend, try your hand at a new art or activity, or maybe take a class in something you've never studied.

Though we have enjoyed WW's previous homes, we are very optimistic about being here in Tomah. We are SO EXCITED that this new location can allow our equestrian friends to once again join us! Horses add so much to the atmosphere of our events, and it is wonderful whenever their riders get a chance to share their talents and knowledge.

And please remember, MANY MANY people's time and talents go in to making this event possible. We are profoundly grateful for all those who contribute to making Warriors and Warlords a reality. If you are likewise grateful, please thank the staff you see, and do your part to help make others' jobs as easy as possible.

Toussaint and Jois

Baron and Baroness of Jaravellir



We are excited to welcome you to Warriors and Warlords at our beautiful new site. The transition teams have been working hard to support the needs of all attendees, and we're delighted with the magic they have worked. This would not be possible without the work of our dedicated volunteers, and we hope that everyone will donate an hour or two of time to helping with the event as a whole.

We will have our presence in the Nordskogen camping area and would love to see you drop by. The Baronial Pavilion will be a hospitality area, and we welcome all who desire a shady spot to rest or visit. It will also host the Nordskogen Arts & Sciences Display and Championship on Saturday from 1-3 p.m., and we hope to see many of your talents on display for the kingdom. If you see us in camp or out and about, please come say hello. We especially look forward to our archery champion's shoot and to the Bad Baroness Turnney and Challenge and the Baronesses' Whim Turney cosponsored with Her Excellency Jaravellir.

On Saturday evening we will be joining the King and Queen for their royal court, and we know that much merriment will be had following those recognitions. Please join us, and have an exciting and inspiring event!

Caolffhionn & Gabriel

Baroness and Baron of Nordskogen

To my chosen family

It is my pleasure to present to you Warriors and Warlords XXVI.

A new site with many possibilities, room to grow, and for the first time in WW history, designated storm shelters and Equestrian activities! With something for just about everyone, it is my fervent wish that each and every one of you have fun, remember to stay hydrated, be safe, and have a Great Dubdub!

Matthias of Rolling Oaks (aka Papa Moose), WW XXVI Lead Event Steward

Selected Site Rules

General Camping:

- The camping area is laid out with designated quiet and loud camping areas. Please respect these designations. Quiet hours are from 10:00 p.m. until 7:00 a.m. Complaints concerning noise in quiet camping should be directed to the Courtesy Patrol or the Event Stewards.
- Any large-scale, decorative structures must be approved by the Event Stewards before construction.
- No ghost camping is allowed. If reserving space for others arriving later, use lathe and rope or a ground cloth (if less than 24 hours). Please reserve only a reasonable amount of space for your needs.

Electrical Usage (CPAP Usage / Disability Camping / Electronics Charging):

- The site has electrical connections in many locations that can be used. General electrical use is provided free.
- RVs (or anything that has air conditioning) will be charged \$10/day.
- The Tomah fairgrounds has significantly more space for RVs and campers than our previous site.

Fires and Fire Safety:

The below rules apply ONLY if there are no other burning restrictions in place.

- Fires must be in off-the-ground fire containers or existing site fire pits.
- Cold ash and cinders should be disposed of in a designated dumping area.
- Unattended fires will be extinguished.
- All flames (including candles) must be contained in non-flammable containers and have a bucket of water or fire extinguisher on hand in case of emergency.

Garbage:

- There is no trash pick-up from campsites. Everyone is responsible for bringing their trash to the bins provided for that purpose or to the dumpster.
- Please tie your garbage bags closed.
- Please clean your campsite thoroughly before leaving, including all tobacco-related materials.

Pets:

- Pets are allowed on site.
- No large animals allowed, with the exception of the equestrian activities. Pets will not be allowed in areas where food is being prepared or sold. If there are a lot of rules violations, pets may not be allowed on site in the future.
- If you decide to bring your pet, remember that you are responsible for each and every action your pet makes. You and you alone.
- When you check in at gate, all animals shall be trolled in and issued a site token that will be on them at all times. This site token will have their owner's name/ Scadian name and how to reach them on it.
- There is the strong expectation that you will be loving and caring provider for your animal friend and that your animal will be a well-behaved guest.
- All animals must be contained by items such as leashes, fences, tie-outs, kennels, etc. at all times.
- Please DO NOT tie your animal up in a place were it can touch or reach passer bys, or blocking foot paths.
- All animals must be adequately fed, watered, and sheltered throughout your stay at WW.
- You will curb your animal. If you are out and about it is expected that you clean up after them.
- Barking and other animal noises should be minimal during dark hours.
- Noise complaints. If a dog is barking it is assumed that there is a reason for them to be doing so: they are either alerting you to an outside presence or are in need of something. Event Stewards will work as intermediaries between the complainant and the owner to correct the situation. If it cannot be corrected, and it will not cease, the owner will be expected to take the animal off site.
- Any animals found wandering or disturbing the peace may be asked to leave site. A list of daycare and kenneling locations with prices will be available with Pet Coordinator and at Info Point.

Pets (*continued*)

- Aggressive animals will be asked to leave immediately.
- Pet owners with multiple offenses may be asked to leave site along with their pet with no refund of site fee.
- A list of emergency vet locations will be available with Pet Coordinator and at Info Point.
- With this in mind, you and your animal are cordially welcomed to WW and we bid you both a wondrous time!

Horses:

Dos and don'ts around horses at events

- Minors must be under adult supervision at all times while in the Equestrian area.
- Never approach within ten feet of a horse with out the rider's or owner's consent.
- A red tassel or ribbon on a horse indicates that the horse may bite or kick. Do not approach this horse.
- Do not make fast or large movements around the horse.
- Do not make loud noises around the horses.
- Do not feed the horses anything without the owner's permission.
- Yellow ribbons indicate a stallion, who should always be treated with caution.
- Do watch where you step around the Equestrian area. Horses are not picky about where they defecate.
- Do feel free to ask for permission to approach the horse. We like it when you too can enjoy our horses!
- If a horse is having trouble, i.e. rearing, bucking or acting scared, you should clear the area and move at least 50 feet way.
- Do come and watch the activities, ask questions, offer to participate in any way you can!

Radio Use:

- Please use channels 1, 2, and 10–14 for personal communications. Channels 3–9 are in use by event departments.

Vehicles:

- During loading and unloading, vehicles must remain on designated roads. Do not drive into the camping areas.
- Vehicles must be removed to designated parking as soon as unloading is completed.
- Any vehicle left unattended, not currently being used for loading or unloading, is subject to being TOWED AT THE OWNER'S EXPENSE.

Miscellaneous:

- No illegal substances. If it's illegal mundanely, it's illegal at WW.
- Trailers must be parked in trailer area of the parking lot.
- Generators are not allowed at WW for any reason.
- Smoking is not permitted in the permanent camp structures, including the large shelter. Please do not throw butts on the ground.
- Minors and adults serving minors alcohol will be evicted from site with no refund of fees paid. The adults legally responsible for such minors shall also be evicted from site with no refund of fees paid.
- Glass containers are allowed, provided they are inside a break-proof container (such as a cooler, box, or sturdy cloth bag) during transport.
- No broken glass may be left on the grounds.

Consequences

The Event Stewards reserve the right to evict people from the site at their discretion. If obnoxious, dangerous, or otherwise intolerable behavior presents itself, the Event Stewards can and will ask the person responsible to leave. In other words, the Event Stewards reserve the right to smite the stupid. Don't be stupid. Let's make this a fun time for everyone.

Thanks!

Merchants ~ Organizers: Gerald Loosehelm

*The following Merchants were preregistered to vend
but there may be more by the time of the event!*

- 7 Hens
(Blacksmith Row)
- Bear Leathers
- Bee Attitude Apiary and
Iarnvidia Craftwork
- Blu Clover Studios
(Blacksmith Row)
- Blue Anvil Forge
(Blacksmith Row)
- Broom and Crow
- Essentially Eiya
- Faust Blades
- Forge of IHM
(Blacksmith Row)
- Griffin's Rose
- Hands of the Healer
- Hang Around Cafe
- Heart Felt Aromatics and Henna
- HoBO Rose
- Imps Cottage
- Ingrid the Crafty
- Irontree Works
(Blacksmith Row)
- Kit Designs by Kithandra
- Kraken Press
- Lokissons Bargain Loot
- MacGregor Historic Games
- Outpost Sales
- Rhians Feathers
- Thistlewood Manor Soap
- Tosten's Pots
- Ursula's Alcove
- White Stag Jewelry

T-Shirts & Totes

Available at a booth near Gate and Info Point.

(As long as they last!)



Thursday, Friday 9:00 am–4:00 pm

Saturday 9:00 am–3:00 pm

*Also available before Saturday Court
if there are any left!*



Ice & Firewood available on site from:

The Valle-Ville 4H Club

Thursday, Friday, & Saturday

Noon - 9:00 pm



Staff

If you have any questions, please direct them to the correct head of that department.

Event Stewards

Jararvellir:

Matthias of Rolling Oaks (*Primary*)
Nikolaus der Auslander (*Deputy*)

Nordskogen:

Bazyli Boleslaw z Krakowa (*Primary*)
Nell the Innocent (*Deputy*)

Exchequer

Arwa al-Jinniyya

Gate Coordinator

Dyonisia Buleheued

Family Faire

Isabella Tinker

Info Point

Rosanore of Redthorn

Land Mayor & Welcome Inn

Marguerite Coquette de Lyon

Merchants, Smiths, and Artisans

Tim the Smith, Cinthia Koli,
Ragnarr jafnkollr

Pet Coordinator

Pickles Drake

Privy Press

Anna Meyer

Resources

Katarzina Celjczowska

Royalty Liaison

Hrafnrún Úlfriðardóttir

Straw Boss

Ed the Tall

T-Shirts

Adriana Rose Berry

Volunteer Coordinator

Nell the Innocent

Waterbearing

The Shire of Rockhaven

Thursday	Class Pavilion		Glass Bead Tent	Bardic	Archery	Thrown Weapons	Equestrian
9:00 AM						Setup	Setup
10:00 AM						Range opens	Unloading and authorizations
11:00 AM						Range open / Sponsored throws	
12:00 PM							
1:00 PM					Royal Round (1:30 PM)	Aquila Throwing Challenge	
2:00 PM						Range open / Sponsored throws	
3:00 PM			Glass Bead Open House/Demo		Shrinking String Shoot		
4:00 PM	How to Build Boffer Weapons	Welcome Inn Hospitality Corner & Guided Tours			Shoot till you drop		Class -- Miminal cues
5:00 PM					Range closes	All equestrian meeting	
6:00 PM							
Dark				Bardic til the stars grow cold			

Warriors and Warlords XXVI

Friday	Class Pavilion			Glass Bead Tent	Authentic Encampment	Bardic
8:00 AM		Elizabethan Ladder Stitch (until 9:30 am)				
9:00 AM				Glass and Fire		
10:00 AM	The No-A\$Shole rule	Way of the Samurai Warrior	Welcome Inn: Making the Sale	101 - Beginning Bead	Whipcording	Bardic Workshopping
11:00 AM		Tunic Embroidery for Men	Welcome Inn: Recruiting 101	Glass Bead Open House/Demo		
12:00 PM		Arrow Cresting	SCA Dance for Total Beginners		Bread Experiment (until 1:30 pm)	Round #1 Kingdom Bardic Champion
1:00 PM	Silent Heraldry Round Table		15th c. Italian Dances	Glass and Fire 101 - Beginning Bead	Renaissance Naval Warfare (Starts at 12:30)	Hand Drumming 101
2:00 PM	Slaying your Peer Fear	Prick and Pounce Pattern Transfer	16th c. Italian Dances			
3:00 PM	A Vairy Interesting Class	Basic Handsewing	Dances To Make You Dizzy	Glass Bead Open House/Demo		Daytime bardic circle
4:00 PM		Building Youth Lamellar		Advanced Class Veil Pins		
5:00 PM						
6:00 PM	Brewing & Vintning Competition		Two-Couple English Country Dances			
7:00 PM			Pick-up Dancing			
8:00 PM	Hospitality Table					
Dark						Bardic til the chickens come home to roost.

PRIVY PRESS

Do you have an announcement to make?

Post it where everyone will read it! See Info Point by 6:00 pm to have it printed in the Privy Press for the following day!

Archery	Rapier Field	CT Field	Armored Field	Thrown Weapons	Youth Combat	Equestrian
			List Opens	Range setup		
Breakfast of Champions Shoot	Authorizations		Pickups	Range open / Sponsored throws	Authorizations	Authorizations
Nordskogen's Champion Sponsored Shoot	Field Battle Training and melees				Tournament / Melee	
Aquila Challenge	Duel at Dawn-Botany Project	CT Prize Tourney	Children's Tourney (until 12:30 pm)			Mounted combat tournament
Children's Shoot (1:30 pm)	Teams of 3 melee		Atlantian Speed Tourney	Aquila Throwing Challenge		Games Tourney
	Captain and First Mate Tourney		Hydra Tourney (starts at 2:30 pm)	Range open / Sponsored throws		
Battle for Castle Interwebs	Weird Off-Hand Tourney					
	Novice Tourney		Bear Pit	Range closes		Equestrian marshal's meeting
	Pick ups, bring your own marshal					
			Court			
			Bad Baroness Torchlight			

PLEASE NOTE

While this booklet was correct when it went to press, please don't forget to check the **Privy Press** and **Info Point** for changes, cancellations, and additions to the schedule!

Warriors and Warlords XXVI

Saturday	Class Pavilion			Glass Bead Tent	Authentic Encampment	Bardic	
8:00 AM		Beginning Nalbinding – Oslo stitch pouch -					
9:00 AM							
10:00 AM	<i>Welcome Inn</i> : How to Pattern & Make Adjustable Garb	Next Steps in Illumination (10:30 start)	Dances of the Harvest	101 - Beginning Bead		Daytime bardic circle	
11:00 AM		Next Steps in Calligraphy (11:30 start)		Advanced Class - Practice Your Skills			
12:00 PM	Retaining 101	Scribal Play Table (12:30 start)	Bransles		Clay Pot Cooking		
1:00 PM	An Introduction to Clothing in Anglo-Saxon England		Exchequer Ice Cream Social	Gresley Dances	Advanced Class - Decorate Your Bead	Nordskogen Baronial A&S Demo & Championship (<i>Nordskogen Baronial Pavilion</i>)	
2:00 PM	Intro to Fragrances of High Medieval Period and Renaissance (until 3:30 pm)	Stamping and Stenciling on Fabric (2:30 start)	Advanced Class - Practice Your Skills		Open House		
3:00 PM			Family Faire (including Children's Garb Swap)				
4:00 PM	Scents of Antiquity (starts at 3:30 pm)		Chatelaine Meeting		How to sew a Buttonhole or Eylet by Hand		
5:00 PM	Hair of Northshield (5:15 PM)						
6:00 PM	Court						
After court	Dance Ball					Bardic til the cows come home	

DESIGN CREDITS

This booklet was designed by justShava® — *Jararvellir*
 Cover art by Matilda the less Innocent (Teresa Hebert) — *Rivenwood Tower*; t-shirt art by Alex Milinski with idea by Nuala inghen Aodha Dhiolmhain (Lisa Strait Maines) — *Skerjastrand*; tote design by Nezzeta (Alex Olfson) — *Nordskogen*.

Archery	Rapier Field	CT Field	Armored Field	Thrown Weapons	Youth Combat	Equestrian
				Range setup		
So You've Got a Sweet Tooth	Authorizations	Women's Self Defense Class		Range open / Sponsored throws	Authorizations	Authorizations
Shooting Your Mouth Off	Retained wounds tourney	Wounding Only C&T Tourney				Class -- Quadrilles
Auden's Ultimate Archery Skills Challenge	Baronesses' Whim		Field Battle	Are You Scirurus?	Tournament / Melee	Jousting Tournament
			Bridge Battle			
Himalayan Shoot	Tavern Brawl Melee		Castle Battle	Range open / Sponsored throws		Mounted Archery Tournament
Kingdom Archery Champion Tourney	Ribbon Tourney			Blackjack at the Casino Royal de Northshield		
Shoot the Aquila Fund Raiser	Magic Point Tourney			Kingdom TW Champion's Tourney		Games
	Pick ups, bring your own marshal					
	<i>Orphanage de Lyon's Badminton Tournament</i>					

SITE CLOSES AT 12NOON ON SUNDAY

Help the staff leave on time!

Please be packed up & clean up your campsite promptly!
Volunteer for cleanup — even 30 minutes makes a difference!

Special Activities

Authentic Encampment

All event

The goal of the Authentic Encampment is to display period appearing tents and campsites. Period cooking and demonstrations of other period arts and sciences are encouraged. Come see our re-creation endeavors and talk to others about what they are doing.

Bad Baroness Challenge

All event. All scoresheets must be turned in by 4:00 pm Saturday for tallying.

HE Caoilfhionn of Nordskogen and HE Jois of Jararvellir have observed that the “baddest” among us must be adept at encouraging and leading others into shenanigans. This year the entire event is their playground: Who will take home the traveling coronet?

For this year's competition, any baroness (landed or court) may assemble a team of up to five people (not including the baroness) to represent them and earn points for their team. If you wish to enter the challenge, please notify the scorekeeper, Meistari Sefa, that you intend to participate. To register at the event, please visit **Irontree Works in Blacksmith Row** to fill out a form with your name and the names of your team, put it in the mailbox, and pick up scoresheets.

People are absolutely welcome to participate in the Bad Baroness Tourney and Baronesses' Whim without joining the larger challenge!

Scoring:

- Each team member will receive a scoresheet and record any points they earn on it.
- Participants must ask the marshal or organizer of an activity to initial their scoresheet to verify their participation. Should the marshal/organizer/teacher happen to be that team's baroness, another marshal/

organizer/teacher present must verify the points.

- Use one sheet for each day of the event that you participate. Sheets from Thursday and Friday may be turned in before Saturday.
- These sheets must be turned in to the scorekeeper, Meistari Sefa, or delivered to the mailbox at the Irontree Works merchant booth. The baroness may collect them for the team, or participants may deliver them directly.

Baronesses themselves may not earn points for their team. However, each baroness may award one point to a team or team member who inspires them. Award inspiration points by giving them to the scorekeeper or dropping them in the mailbox.

Points are earned as follows:

- 10 points: winner of Whim or Bad Baroness Armored tourney
- 5 points: runner up of each of these tourneys
- 3 points: winner of any other tournament/competition scheduled at the event (armored, fencing, archery, thrown weapons, equestrian, youth combat, A & S)
- 3 points: teach a class
- 2 points: volunteer at least 1 hour (includes all standard volunteer shifts plus marshalling, list minister, heralding, etc.)
- 1 point: Any of the following:
 - ♦ Participate in any organized tournament, shoot, equestrian challenge, or throw (e.g., not pickups, open range, etc.)
 - ♦ Participate in an A&S display
 - ♦ Take a class
 - ♦ Perform at bardic

Participants may only earn points ONCE PER DAY in each activity category. Show the breadth of your talents! However, if you score for one activity (e.g., participate in a shoot, 1 pt.) and then earn a higher point value in the same activity later in the day (e.g., win a shoot, 3 pts.), fill in the higher-scored activity in the blank lines at the bottom of the sheet and then cross out the lower-value one. (Score only once: this example earns 3 points for the archery category, not a total of 4.)

Baonesses are encouraged to inspire their team members with team tokens or favors, to cheer them at tournaments, and, as appropriate, to boast them in or introduce them to the crowd. The winner of the Bad Baroness Challenge will receive the traveling coronet plus a prize shareable with team members.

Bad Baroness Tourney (Armored Field)

Friday, 9:00 pm

Come one, come all, and join the Bad Baronesses for their annual torchlight, double-elim armored combat tourney and shenanigans showdown! Each fighter is sponsored by a Baroness, who will boast them in with all due pride and attitude. Baronesses wishing to sponsor a fighter day-of and fighters seeking sponsors should meet at the field 15 minutes before the start of the tourney. Spectators encouraged!

Badminton Tournament

The Orphanage de Lyon is sponsoring a Badminton Tournament on the Rapier Field beginning one hour after court ends on Saturday. All are invited to come and cheer for the teams of two as they battle it out under the stars. Snacks and Beverages will be served. Those wanting adult beverages will be carded.

Brewer & Vintner Competition

(Class Pavilion)

Friday 6:00 pm

Oye! Oye! Their Excellency's do hereby invite all gentles of the Known World

with skills in Brewing or Vintning to enter their wares into the Brewing and Vintning Competition. We will be collecting your entries in the Shire of Rockhaven encampment or prior to the start of the Competition.

Good gentles who wish to enter their wares for display, rather than competition are also welcome to attend. Pray note than none under the age of 21 may sample the provided beverages. The Hospitality Table will begin at 7 pm.

Dance Ball (Class Pavilion)

Saturday night 30 Minutes post-Court

Exchequer Ice Cream Social

(Class Pavilion)

Saturday 1:00 - 2:00 pm

Come meet the Kingdom Exchequer and deputies. Ask questions about the jobs, forms or anything you have ever wanted to know about the office of Exchequer.

Family Fun Faire (Class Pavilion)

Saturday 3:00 - 4:00 pm

There will be several fun activities with for kids and their families! Face painting, fun photos, make your own sand art token and more! Please bring children's garb to Info Point or the Welcome Inn for the Children's Garb Exchange that will happen during the Family Faire.

Glass Bead Tent

Come and explore the glass bead tent! Many classes are being offered during the weekend starting with a new option of an open house/demo offered throughout the weekend! Come and learn about glass beads, the tools, how glass beads were made before modern torches, and some other history of glass beads!

Open House/Demo Time: All ages are welcome to view and explore. Age to take Classes: 18+

Classes start Friday morning and continue through Saturday afternoon, most classes are published in the site

booklet, however more classes may be offered so come and check the glass bead tent for a current and updated schedule!

Joint Royal/Baronial Courts

Friday, 8:00 pm on Armored Field

Saturday, 6:00 pm in Class Pavilion

Nordskogen Baronial A&S

Demonstration & Championship

(Nordskogen Baronial Pavilion)

Saturday, 1:00-3:00 pm

Bring your best work to display to the Kingdom! Unfinished projects encouraged! Written and/or oral documentation welcome but not required: at minimum, please fill out a 3x5" card (provided) with who you are, what it is, etc. Entries may be display-only, but all those active in Nordskogen/Nordleigh/Blachemere and willing to champion the growth of the arts and sciences there are encouraged to compete for the championship. Or just come and see what we're making!

Welcome Inn (Class Pavilion)

Thursday 4:00 - 6:00 pm

Friday & Saturday 10:00 am - 4:00 pm

The Welcome Inn is a hospitality corner dedicated to the support and education of visitors, newer SCA members and those people who like to encourage new people. Everyone is welcome

to stop by and learn about the many opportunities to socialize, learn and play at WW as well as throughout the year. We are combining forces with the Garb Consultation Table and hope that you will stop by to visit us.

Visitors, New SCA Members or those talked into attending their first event/first camping event are all encouraged to stop by to enter our newcomer PRIZE DRAWINGS.

AND, those who brought a new person to their first event/first camping event can enter a different drawing for... wait for it... FABRIC!

The Welcome Inn is sponsoring three classes and has brought up Vincent De Vere from Calontir (Vincent. devere.calontir@gmail.com) (www.starsandgarters.org) to teach them. Look for "Welcome Inn" on the class schedule.

The Welcome Inn is also hosting the:

Garb Consultation Table

The Garb Consultation table offers direction to anyone seeking guidance regarding garb from different centuries or cultures. There are books available showing garb, information on appropriate fabrics, and resources for patterns. New to the SCA or just interested in something different, all are welcome.

volunteer!

Help make WW XXV a success!
Go to Info Point and sign up to
volunteer a bit of your time!

Thank you!



CLASSES ~ ORGANIZER: ÆÐELWALD BALD

Please check Info Point and the Privy Press for any changes to the schedule.



The Lecture and Practicum classrooms are located in the Class Pavilion.

An Introduction to Clothing Construction in Anglo-Saxon England

Saturday 1:00 pm Lecture

ÆÐELWALD BALD

A brief introduction to clothing construction from 6th to 11th century England, including fiber types and dyes available as well as decoration techniques. Length: 1:00; Class Fees: donations for hand out welcome; All ages.

Arrow Cresting

Friday 12:00 pm Practicum

Thomas Tausend

Thomas will share his technique for faux marble and striping on arrow shafts. All supplies provided, but you may bring your own arrows for decoration. Length: 2:00; Class limits: Not a hard limit, but around 4; hands-on; Children welcome, with adult.

A Vairy Interesting Class

Friday 3:00 pm Lecture

Godefroy du Lyon

This class is devoted to discussing the many varieties of "vair" (squirrel skins) when they were in fashion, and the differences between the variations. We will have examples on hand so you can feel, see, and even smell the differences (no tasting or licking please). Length: 1:00; Class limits: 15; All ages.

Basic Handsewing

Friday 3:00 pm Practicum

Constanza de Sevilla

Learn the stitches you need to make a garment, and how to make a flat felled seam. Length: 1:00; Class limits: 10; Children welcome, with adult.

Beginning Nalbinding — Oslo Stitch Pouch

Saturday 8:00 am Practicum

Giesela

Brief overview of the history of nalbinding. Hands on learning of the Oslo stitch, the oval start method and different joining methods. Then we will put it all together to start a pouch for a cellphone, water bottle or random stuff. Yarn and plastic nalbinding

needle included in class fee. I will have a few wooden nalbinding needles for purchase. Length: 2:00; Class fees: \$10; Class limits: 4; Children welcome, with adult

Bread Experiment

*Friday 12:00 pm Authentic Encampment
(by the cooking fire)*

Alissende de Montfaucon

We'll attempt to make a loaf of bread and biscuits over an open fire using a Curfew as an oven. We'll also make flat breads with various flours. I will have a limited amount of hand ground oat flour, and possibly some pulses. Discussion on flours in different time periods and social classes. Length: 1:30; Children welcome, with adult.

Building Youth Lamellar

Friday 4:00 pm Practicum

Kristina

Construction of lamellar for youth fighters. Length: 1:00; Class fees: Purchase of ties and lamellar is optional; Class limits: 10; Children welcome, with adult.

Clay Pot Cooking Over Open Fire

*Saturday 12:00 pm Authentic Encampment
(by the cooking fire)*

Alissende de Montfaucon

Hands on introduction to cooking with pottery. Prepare recipes for cooking in glazed and unglazed pots, covering preparation of the pots, introducing to the coals, as well as cleaning different types of pottery. There will be examples of what can go wrong, and discuss what can be done to avoid these issues yourself. There will be a number of different pot types and sizes to cook in and discuss. Length: 1:00; Class fees: \$30 for clay pot; Class limits: First 8 will receive pots, no limit if they want to audit; Children welcome, with adult.

Elizabethan Ladder Stitch

Friday 8:00 am Practicum

Rachell Baker

The ladder stitch was used to separate motifs in Elizabethan embroidery. Several versions of the ladder stitch will be taught.

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Participants need to supply their own embroidery hoop and scissors. Thread, needle, and linen will be provided. Length: 1:30; 18+ only.

Glass Bead Tent Open House/Demo

Adaliunda Marikova doch & Luce Tolle

Thursday 3:00 - 5:00 pm Glass Bead tent

Friday 11:00 am - 12:00 pm Glass Bead tent

Friday 3:00 - 4:00 pm Glass Bead tent

Come check out what the Glass Bead Tent is all about!

Glass and Fire, 101 — Beginning Bead

Adaliunda Marikova doch

Friday 9:00 am Glass Bead tent

Friday 1:00 pm Glass Bead tent

Saturday 9:00 am Glass Bead tent

Learn How to make your very own Glass Beads! Must be 18 years of age, and follow Glass Bead tent rules. Learn how to create your very own glass beads to wear with your Viking Outfit or make into rings. Basic skills will be taught to create a round bead as well as safety skills while working with different tools on a hot head torch. Length: 2:00; Class fees: \$5; 18+ only.

Glass and Fire, Advanced Class — Decorate Your Bead

Luce Tolle

Saturday 1:00 pm Glass Bead tent

Dots and Stringers. Must be 18 years of age, and have taken beginning bead class prior to this class. Learn how to decorate your beads with dots and make your own stringers to use on beads to create lines. Length: 1:00; Class fees: \$5; 18+ only.

Glass and Fire, Advanced Class — Practice Your Skills

Adaliunda Marikova doch & Luce Tolle

Saturday 11:00 am Glass Bead tent

Saturday 2:00 pm Glass Bead tent

Open Torch. Instructor will be on hand for questions, while you practice your skills. Must be 18 years of age and have taken a Beginning Bead class prior to this class. Length: 1:00; Class fees: \$5; 18+ only.

Glass and Fire, Advanced Class — Veil Pins

Luce Tolle

Friday 4:00 pm Glass Bead tent

Add personality and a touch of style to any wardrobe. Learn how to make these simple embellishments for yourself and your friends. Must have taken a beginning bead class prior to this class. Length: 1:00; Class fees: \$5; 18+ only.

Hand Drumming 101

Friday 1:00 pm Bardic Circle

Mahir bil Tabla, Galvin Stonerunner, and Shamus McAddams

Description: Join us for an introductory course on hand drumming. We will instruct stretching, proper strikes, timing, drum circle etiquette, and we will play some basic traditional Middle Eastern rhythms. An intermediate course will take place after the intro and we will explore dynamics, advanced strikes, soloing, advanced rhythms, and more. If you have your own drum, feel free to bring it; spare drums will be provided, but their numbers are limited. Length: 2:00; Class limits: Drumming has no limits. 18+ only

How to Build Boffer Weapons

Thursday 4:00 pm Practicum

Abelard die Elster

How to build weapons for Youth Armored Combat. Length: 1:00; Class fees: \$10 per person to cover materials; Class limits: 10; Children welcome, with adult.

How to Pattern & Make Adjustable Garb

(Welcome Inn class)

Saturday 10:00 pm Class Pavilion

Vincent De Vere

This class covers modifications made to three classic SCA costuming styles to produce adjustable fitted garments as well as highlighting other styles that have a flexible fit and extend the usefulness of the gold key. Originally intending to produce fitted and flattering garments for a range of body shapes and sizes for loaner clothing, others have used these for younger members who are growing and members who are fluctuating in size. This covers modifications done to Cotehardies, basic SCA Hangeron (Norse apron dresses) and Bliaut as well as highlighting other flexible styles we

have used like the Eura dress, chiton, stola and peplos. The class includes patterning of a fitted dress and demonstration of construction of one style. The target audience is those new to the SCA and those who help those new to the SCA. Vincent will stay with the class until 12:30pm to support those making an advanced pattern or a new piece of garb. Length: 2:00. *One lucky class attendee will receive a completed adjustable garment to keep or contribute to their local group's Gold Key loaner garb.*

How to Sew a Buttonhole or Eyelet by Hand

Saturday 3:00 pm Authentic Encampment
Æðelwald Bald

I will walk you through how to make beautiful eyelets and buttonholes by hand, and let you try yourself. Length: 1:00; All ages.

Introduction to Fragrances of High Medieval Period and Renaissance

Saturday 2:00 pm Lecture
Dugu Jinan

A mini-lecture combined with opportunity to sample over 20 different fragrances from 14 - 16th century. Length: 1:30; Children welcome, with adult.

Making the Sale *(Welcome Inn class)*

Friday 10:00 am Class Pavilion
Vincent De Vere

This presentation uses the model of sales and marketing to discuss recruitment and retention efforts for groups and regions. This covers topics like opening discussions on your target market and market environment, training for people who are doing the recruitment, organizing your recruitment materials and forming a more coherent recruitment strategy. Length: 1:00.

Next Steps in Calligraphy

Saturday 11:30 am Practicum
Cecily of York

Once you have a script or two under your belt, where do you go from there? In this lecture class, we'll talk about how to practice and improve your eye, learning new scripts, using new tools, and other ideas for improving and having fun with calligraphy. Length: 1:00; Children welcome, with adult.

Next Steps in Illumination

Saturday 10:30 am Practicum
Cecily of York

So you've done your first few scrolls. What next? In this lecture class, we'll talk about how to go beyond the basics in illumination, including using new materials, trying new styles, and creating original designs. Come get ideas to challenge yourself, improve your scribal skills, and most importantly, have fun. Length: 1:00; Children welcome, with adult.

Prick and Pounce Pattern Transfer

Friday 2:00 pm Practicum
Rachell Baker

Learn the technique of pricking a pattern to transfer a design to fabric for embroidery. This technique can also be used to transfer a pattern to wood or metal. Length: 1:00; Class fees: \$5; Children welcome, with adult.

Recruiting 101 (The SCA Iowa Project)

(Welcome Inn class)
Friday 11:00 am Class Pavilion

Vincent De Vere

This is an introduction to a project to create and improve recruitment and retention infrastructure and strategies as used in the state of Iowa. The introduction covers the creation of recruitment materials, recruitment infrastructure such as social media and linking together the materials, strategies and people into coordinated efforts to improve the rate of return on recruitment efforts. Length: 1:00.

Renaissance Naval Warfare in the Mediterranean

Friday 12:30 pm Authentic Encampment
Niccolo Falconetto

An introduction to naval combat in the century before the rise of the Galleon. Length: 1:30

Retaining 101

Saturday 12:00 pm Lecture
Hrafnrún Úlfriðardottir

A Retainer has the position of tending to a member of the Royal Family while they carry out Their duties. This class will give you an idea of what to expect during your shift, how to plan, and how you can support them while retaining. Length: 1:00; Children welcome, with adult.

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Scents of Antiquity

Saturday 3:30 pm Lecture

Dugu Jinan

A fragrant journey through scents from the West and the East. This class offers opportunity to test perfumes, body powders and incense. Length: 1:30; Children welcome, with adult.

Scribal Play Table

Saturday 12:30 pm Practicum

Judith of Northwode and Marcial de Salas

Open table for the populace, aspiring scribes and current scribes to come and experiment with materials, and partake of experience and knowledge they might not have access to. Length: 2:00

Silent Heraldry Round Table

Friday 1:00 pm Lecture

Christiana Galyard de Caen

Are you interested in Silent Heraldry? Want a chance to meet up with others to practice or chat? This is the open discussion you're looking for! Length: 1:00; Children welcome, with adult.

Slaying Your Peer Fear: How to Quit Being Afraid of the Shiny

Friday 2:00 pm Lecture

Shamus of Avonwood

Introduction to dealing with anxiety in the face of peers of the realm when you're terrified. A round table discussion with personal stories and actionable steps. Length: 1:00; Class limits: 25; Children welcome, with adult.

Stamping and Stenciling on Fabric

Saturday 2:30 pm Practicum

Tatiana Marana Melville

Hands on class using stamping and stencils on fabric. Length: 2:00; Class fees: \$5 will include a woodblock stamp and handouts. Class limits: 8; Children welcome, with adult.

The No-A\$\$hole Rule

Friday 10:00 am Lecture

Kita Jiru Toramassa

Bassed on the book. Dealing with A\$\$holes in the SCA and other volunteer groups. Ideas for identification, understanding, and mitigation; Length: 1:30; Children welcome, with adult.

Tunic Embroidery for Men

Friday 11:00 am Practicum

Rachell Baker

This is the most basic of embroidery classes designed for men only. Several very easy but attractive stitches will be taught so that participants will feel proud of their embroidered tunics. Length: 1:00; Children welcome, with adult.

Way of the Samurai Warrior

Friday 10:00 am Practicum

Sharon Botz

Learn about the historical "Way of the Samurai". Sharon Botz, 4th Degree Karate Black Belt will share her knowledge about the "Way of the Samurai". There will be a 13th century representation of the Samurai including weapons display and discussion, garb, arts and lifestyle. Some discussion about the peasantry and the royal court of Medieval Japan will be presented. Also, a brief history of the beginnings of Martial Arts will be discussed. Length: 1:00; 18+ only.

Whipcording

Friday 10:00 am Authentic Encampment

Eithni ingen Talorgain

Drawstrings, rope, and even trim can be made with this quick and easy technique. Never lack for cord again! (Please note that this technique will be taught throughout the hour, so don't be shy if you need to show up late!) Length: 1:00; Class fees: \$1; Class limits: 15; 18+ only

Women's Self Defense Class

Saturday 9:00 am CT Field

Sharon Botz

Description: Applicable self-defense techniques taught by a 4th degree karate black belt. Class is for 13+ girls/women. Spend one hour learning effective, simple and easy self-defense techniques. You will learn how to de-escalate potential volatile situations up to and including escaping physically dangerous situations. Not an exercise class!! Length: 1:00; 18+ only.

Bardic Activities ~ Organizer: Dahrien Cordell

You CAN share bardic arts *anywhere*, really, as long as you're polite about where, when, and what ☺ — so if you want Dahrien's help announcing or to reserve the bardic area, let him know!

Planned Activities

- Bardic circles round the fire:** Each night at dark until the last person abandons the circle!
- Daytime bardic circles:** 3pm Friday (Bring snacks & drink to share if you like!) ... and 10:00 am Saturday (*Bring breakfast/brunch food & drink to share if you like!*)
- Note:** Friday afternoon 1:00 - 3:00 pm, there is a 2-hour drumming class at the bardic area; it makes sense to host a noisy activity there ☺ .
- An opportunity:** Dahrien is happy to teach "Fitting Your New Words To An Existing Tune," to one or a group; just arrange time with him. It can be quick, 10 or 15 minutes fast run-through or an hour or more with work ☺.

- Workshoppings:** Let's see if we can help each other with pieces in progress. Friday 10am, AND any other time you can get someone to work with you. ☺
- All event!** Ahead of the event, learn a story about Tyl Eulenspiegel, a fun trickster character — or about Nasrudin (spellings of this name vary) — the wisest of fools and most foolish of wise men. Check online and your local library! Then pick random polite times & places around site to just stop and tell the story! See who stops to listen to a part or the whole thing! You can do it as many times as you wish! (If you get any fun stories about those times, share them at the circles!)
- Kingdom Bardic Champion:** Round #1, Friday, 12:00 pm — Prepare any piece- 3 minutes in length or shorter; Round #2, Saturday, 9:00 am — Perform a PERIOD (pre-1600) piece. Round #3 (*if necessary*), Saturday TBD: (BARD-OFF) The winners of the second challenge will be given the information for the third challenge at the conclusion of the second challenge.

Dance ~ Organizer: Dafydd Arth

SCA Dance for Total Beginners

Friday 12:00 pm Class Pavilion

Hakon Hrafsson

Single/Double Bransle, Queen's Almain,
Ruftu Tufty, Petit Vriens

15th c. Italian Dances

Friday 1:00 pm Class Pavilion

Dafydd Arth

Petit Rose, Gelasia, Vita di Cholino

16th c. Italian Dances

Friday 2:00 pm Class Pavilion

Dafydd Arth

Contrappasso in Due, Gracca Amorosa

Dances to Make You Dizzy

Friday 3:00 pm Class Pavilion

Dafydd Arth

Boateman, Burley Mariners, Whirligig,
Puzzle Box, Shannon's Shamrock

Two-Couple English Country

Friday 6:00 pm Class Pavilion

Eyrice Rycard

Hearts Ease, Rufty Tufty, Hit and Miss,
Cuckolds All A Row

Pick-up Dancing

Friday 7:00 pm Class Pavilion

Dances of the Harvest

Saturday 10:00 am Class Pavilion

Christiana Galyard de Caen

Picking of Sticks, Jenny Pluck Pears,
Gathering Peasecods, Pease Bransle

Bransles

Saturday 12:00 pm Class Pavilion

Hakon Hrafsson

Clog, Horses, Washerwoman's, SCA-Maltese,
Pinagay, and Official Bransles

Gresley Dances

Saturday 1:00 pm Class Pavilion

Isabella Beatrice della Rosa
called Belle

LyBens, Prenes in Gres, Armynn,
Mowbray, and a surprise "bonus" dance.

Martial Activities



Archery ~ MC: Eyrice Rycard



Thursday

1:30 pm Royal Round:

Time to get in your Royal round in for the summer.

3:00 pm Shrinking String Shoot:

A classic favorite that will have you wishing your string was just a little bit longer.

4:00 pm Shoot Til You Drop:

The range will stay open till the last archer yields.

Friday

9:00 am Breakfast of Champions Shoot:

Sponsored by Steven of Jaravellir. You are what you eat; you eat what you shoot... IF you score high enough. Breakfast is the most important shoot of the day; come join us.

10:00 am Nordskogen's Champion's Shoot:

Sponsored by Augustine Baer Tesch. Test your precision with this shrinking progression ring shoot.

11:00 am Aquila Challenge:

Sponsored by Toussaint de Caluwé. This summer's Aquila sponsored shoot. A twist on the old shrinking string shoot. At the end of the summer highest score gets a quiver and a dozen arrows.

1:30 pm Children's Shoot:

Sponsored by Gavin Mag Aonghusa. Children of Northshield! Come join the huntsman on his great hunt to slay the wild beasts that roam the lands of Northshield.

3:00 pm Battle for Castle Interwebs:

Sponsored by Ginevera Maddalena di

Tomaso Volpe. Friend or Foe, the battle for Castle Interwebs will be something not to miss.

Saturday

9:00 am So You've Got a Sweet Tooth:

Sponsored by Gretchen Tisher. If yesterday mornings shoot was healthy, this morning's will be what your mom won't let you have for breakfast.

10:00 am Shooting Your Mouth Off:

Sponsored by Marcial de Salas. A light-hearted bardic inspired tourney where you shoot at a list of words to create the most humorous taunt.

11:00 am Auden's Ultimate Archery Skills Challenge:

Sponsored by Auden the Black. Good gentles, the name speaks for itself. Auden's challenge is ultimately about archery skills.

1:00 pm Himalayan Shoot:

Sponsored by Rhys ap Ishmael Llygad Odd. A progress difficulty shoot using triangle targets.

2:00 pm Kingdom Archery Champion's Tourney:

Worthy archers of Northshield, attend to the challenge of TRM Konrad and Aibhilin. Their Majesties wish to raise a shining star of the north as their Kingdom Archery Champion.

3:00 pm Shoot the Aquila Fund Raiser:

Sponsored by Kaydian Bladebreaker. No Aquila were harmed in the making of this contest.



Rapier & C&T Combat ~ MiC: Tarien Dane



"Authorization and Pick ups" and "Pick ups - bring your own marshal"

Please let the MiC know if you want to authorize in your initial authorization or a new form. We have many MiTs that are looking for experience and I want to have marshals on hand ready to go. I have had several requests for an open field time where people from smaller groups can learn from experienced fighters from outside their own groups. We will allow you to play with unauthorized forms during these times, if you provide a marshal that is active in the training session (giving advice or fighting).

Friday

10:00 am — Field Battle Training and Melees

Audrey Cross (*known as Stabby*) will be teaching basic melee tactics for rapier. If you've never been in a melee or if you're a veteran and wish to help provide bodies and get some melee fights in, all are welcome.

11:00 am — ... Sunday morning? — **Duel at Dawn** — Jean-Robert Lemarchand will be leading a weekend "botany project." Please come to the rapier field at 11am for your weekend long botany instructions. *Dueling is illegal. Participate at your own risk.*"

11:10 am — C&T Tourney

The Northshield Courtesans are sponsoring a double elimination C&T prize tourney. Please armor to 2-handed armor standards. All fighters must have a patron or consort they will be fighting for. Brunch will be provided for those watching.

1:00 pm — Teams of 3 Melee

...or if not enough teams show up, a Bear Pit

2:00 pm — Captain and First Mate Tourney

Margalit Medicus is sponsoring a 2 person team tourney. Rules and explanations provided at the WW Rapier marshal tent.

3:00 pm — Weird Off-Hand Tourney

Sponsored by Bastien De La Mesa, bring your off-hand parry ... the odder the better. Please pre-approve anything really odd with Bastian before WW. We'd hate to bounce something you worked hard on, so if you think the marshal might not like it, please get permission first. Odd off-hands will be provided for those who don't have one.

4:00 pm — Novice Tourney

Sponsored by Liadan ingen Cheallaigh. Novices are those authorized for less than 2 years and have never won a tournament.

Saturday

10:00 am — Retained Wounds Tourney

Sponsored by Clydwyn Gwehydd A single elimination, retained wounds tourney. A prize leather mug will be awarded to the winner.

10:00 am — Wounding Only C&T Tourney

Sponsored by Wilhelm zu Eltz-Kempenichn. A C&T round robin wounding tourney. Delivering a lethal blow will count as a loss. Wounding blows only.

11:00 am — The Baronesses' Whim

Join the Baronesses of Jararvellir and Nordskogan for rapier schenanigans.

1:00 pm — Tavern Brawl Melee

Sponsored by Helisius Morte d'Arbor.

2:00 pm — Ribbon Tourney

Sponsored by Tomás Ordoñes Sandino de Triana. This timed tourney will have competitors fighting for the ribbons of their opponents, the winner being the one with the most ribbons. Rules and explanations provided at the WW Rapier marshal tent.

3:00 pm — Magic Point Tourney

Sponsored by Tarien Dane. This multi-round event will give all combatants multiple fights, hopefully close to their prowess level. Rules and explanations provided at the WW Rapier marshal tent.



Equestrian ~ MIC: Durand Fitz Robert



Thursday

Authorizations will be preformed and set up. Contact the Equestrian list either at the barn or over at the arena to sign up.

4:00 pm Class: Minimal Cue Technique

Durand Fitz Robert, instructor. The purpose is to teach rider and horse how to lighten the cues and to improve communication between horse and rider. The course may be participated in by any who have a horse to ride or auditioned by those that don't.

5:00 pm All equestrian meeting

Discuss plans for the event, future events, and sign up for ground crew for the event.

Friday

9:00 am Authorizations

Contact the Equestrian list either at the barn or over at the arena to sign up.

11:00 am Mounted Combat Tourney

Spare weapons will be available to a limited degree. This will be conducted as a general melee. Each rider will have three lives. The winner will be determined by a committee based on skill, chivalry and horsemanship.

1:00 pm Games Tournament

Rings, reeds, Saracen heads, and quintain. 10 points will be added for running the course at a trot, and 20 points for running the course at a canter.

4:00 pm Equestrian Marshals Meeting

Discuss Northshield Equestrian activities.

Saturday

9:00 am Authorizations

Contact the Equestrian list either at the barn or over at the arena to sign up.

10:00 am Class: Quadrilles

Lorelei Feuerpferde, instructor. All are welcome to participate or audit.

11:00 am Foam Jousting Tourney

Double elimination. Please read the Equestrian Handbook for the rules of foam jousting.

1:00 pm Mounted Archery

One point for every arrow that is shot from the bow. 5 points for every target hit and 15 Points for a kill. Each rider will have two attempts at the course. 10 points will be added for running the course at a trot, and 20 points for running the course at a canter.

3:00 pm Equestrian Games

Fun and challenges.



Armored Combat (Friday) ~ MIC: Faolan mac Braim



11:00 am - 12:30 pm Children's Tournament: Will be a straight double elimination tree, bring your best.

1:00 - 2:00 pm Atlantian Speed Tournament: A double elimination.

2:30 pm - 3:30 pm Hydra Tourney: All heavy fighters form a loose circle. Each fighter takes a turn inside the circle. While a fighter is taking their turn in the circle, they are being timed in how long they survive, they are the only fighter being timed. At 10 second intervals a new opponent is sent in to fight the fighter being timed. If they have not

defeated their previous opponent, they now must fight two opponents, up to a maximum of four opponents. The fighter in the circle fights until they are defeated, at which point their time is recorded.

4:00 - 6:00 pm Bear Pit: Will consist of four pits. Each pit will have its own line. Any fighter may choose which line to get into. The victory condition for the bear pit is total number of rounds holding a pit. The person at the end of the bear pit who held a pit for the greatest number of fights wins.



Youth Boffer ~ MIC: Abelard die Elster



Friday Teddy Bear Pit:

We will attach a teddy bear to the head of each combatant (*with the help of sticky stuff*). The bears are valid targets — knocking off a bear counts as a kill, just as a sufficient blow to the body or the head is a kill. Combatants will compete in a 'Bear Pit' format (*aka, "winner stays in"*), but after three victories in a row the winner must rotate out. Fighters receive one point per victory in a bout. Winner will be the fighter with the most points.

Saturday Kittens and Lava:

Combatants will cross a field of lava, rescuing as many kittens as possible, avoiding hazards and dragons. Points will be awarded for killing dragons, number of rescued kittens, and successful navigation of the field.
(*Combatants will cross the field by leaping from stone to stone. Kittens will be plush toys, not live kittens. Dragons are combatants who can walk on lava.*)

One of the two days Goose:

Goose is a simple race game, created in Italy in the 1500's. TL;DR: the first person to reach space **63** wins.

Rules: Players take turns to roll the dice and move their piece forward by the sum of the two dice.

To win the game, you must land exactly on space **63**.

If you land on a space within two of another fighter, fight that person for their space. The winner will stay there, the other fighter will be returned to the space that the piece started from in that turn (*i.e. the two fighters swap places*).

If you land on a space with a picture of a goose, you move forward by same amount again. If this causes you to land on another goose, you move forward again in the same way.

If you are approaching space **63** but roll too high, "bounce" on the last space and reverse direction on the board. If you then land on a goose space, you must continue moving backwards by the amount of your throw until you land on a space with no goose. When that turn is finished, resume moving forward as usual.

If your first throw is six and three, move to space **26**.

If your first throw is five and four, move to space **53**.

The following spaces are called Hazard spaces and are usually illustrated to match their name. If a piece lands on the space indicated, that piece must follow the stated rule.

Space Name Rule

6 The Bridge: Go to space **12**.

19 The Hotel Stay: For (miss) one turn.

31 The Well: Wait until someone comes to pull you out — they then take your place.

42 The Maze: Go back to space **39** (*or space **30** in most French games*).

52 The Prison: Wait until someone comes to release you — they then take your place.

58 Death: Return your piece to the beginning — start the game again.

61 Drink: Lose a turn, take your helmet off, get a drink.



Thrown Weapons ~ MIC: Roffin the Bowleg



Would you like learn how to throw an axes, knives, and/or spears? Do you wish to hone your skills or learn some new ones? Come to the thrown weapons range and get pointers from experienced throwers. Come and participate in sponsored throws and fun challenges.

Thrown Weapons basics:

- Closed toe footwear is mandatory.

- All weapons must be inspected by a warranted TW marshal or MIT with marshal present. (loaner equipment will be at range)
- All minors must have a legal adult or guardian present with them at the range.
- Understand and follow safety rules.
- Have fun!

WARRIORS AND WARLORDS XXVI

RECREATION PARK

TOMAH, WI

Map Legend

TEN Their Excellencies Nordskogen

TEJ Their Excellencies Jararwellir

TRM Their Royal Majesties

Baronial Hospitality Tents

