

Events Schedule

Great Northeastern War 29 • July 9 - 12, 2015

Events in bold are worth war points. Anything with an "ish" is running on SCA time and will come with on-site announcements. Event descriptions are after the schedule times. The event book is available online. Please consider downloading to your electronic device of choice to help us conserve resources and reduce waste!

Thursday

Official Events

Noon – Site Opens

3pm – Merchant's Row Opens

A&S

8 am – Embroidery challenge kits available at Info point

Bardic Grove

After sunset – Bardic Grove Opening

Heavy List

3:30-5 pm - Armor Inspection/Qualifying bouts

Rapier

4-6 pm - Authorizations, Inspections, & Pickups

Thrown Weapons

5pm-Dark – Thrown Weapons Range Open

Peace Day Friday

Official Events

1:45 pm – Opening Ceremonies

6:30 pm – Court on the Heavy List Field

A&S

All Day – GREAT NORTHEASTERN UNIVERSITY CLASSES (ALL WORTH WARPOINTS!)

9am - Tubing construction for jewelry & small objects

9 am – Welcome to the Fencing List

10 am – Medieval Mustard (Family Activity)

10 am – Useful Plants Site walk

11 am – Period Pigments

11 am – Making Butter (Family Activity)

1 pm – Easy Farmers Cheese

1 pm – Rome in period BINGO (Family Activity)

2 pm – Introduction to Enameling

2 pm – Dragon Hunt! (Family Activity)

3 pm – Battlefield Etiquette for Combat Archery

3 pm – Blacksmithing Demo

3 pm – Introduction to Scribal Arts

3pm – Basic Knife Skills for Cooking

4pm – Anglo-Saxon Eating

4pm – Etruscan Granulation

4 pm – Building Lu-Shan Combat Archery Ammo

4 pm – Two and a Half Redactions

6:30pm – New Moon Balle - dance previews

8 pm – New Moon Balle in Main Barn

Archery

9 am-5 pm – CASTLE CLOUT, ADVANCING SOLDIER, CASTLE WINDOW SHOOT

9 am - 5 pm – Royal Rounds

9 am - 5 pm – Instruction/New Archer Range

9-11am – Dragon's Egg Novelty Shoot (until prize is won).

11am-1pm – Novelty shoot: TBA.

1-3pm – Ergot Novelty Shoot.

1-3 pm – Instruction/ Royal Rounds.

3-5pm – Dragon's Egg Novelty Shoot (until prize is won).

Bardic Grove

9am – Open for use

4pm – The Malagentian Players present: *How Malagentia Got It's Name – An Interactive Mummer's Play.*

8ish – Lord Gregor's Open Bardic Circle

Heavy List

1-1:45pm – Armor Inspection/Qual Bouts

2 pm – THE BATTLE OF THE WHITE WITCH

5-6:30 pm – The 12 of England

Rapier

8-9:30am – Authorizations, Inspections, & Pickups

10-11:30 am – FIVE MAN MELEE

12:30-2 pm – FORTRESS SIEGE

2:30-3:30 pm – FIELD BATTLE

4-5 pm – Tavern Brawl

Siege and Combat Archery

The Combat Archery Range will be open if you make an appointment with Speedbump. Ask around at the coffee cart if you need to find him.

Thrown Weapons

10am-Noon- Thrown Weapon Range Open

1pm- Twilight – Thrown Weapon Range Open

Twilight – Twilight+30 – Set up for glow stick tourney

Twilight+31 – GLOW STICK TOURNEY

War Day Saturday

Official Events

10 am – Morning Court at Barn Area
Before Evening Court - Youth Water Battle on the Battlefield
5ish pm – Court

A&S

**All Day – GREAT NORTHEASTERN UNIVERSITY
CLASSES (ALL WORTH WARPOINTS!)**
9 am – Iron gall ink start to finish
9 am – Pomander/Locket in silver & hinging small jewelry
9 am – Sewing Jewels
10 am – Lucet Cord-Open Workshop
10 am – Mosaics (Family Activity)
10 am – Keeping the Chronicle
10 am – Blacksmithing Demo
10 am – Beginner Tablet Weaving
11 am – Intro to Marozzo's Single Sword
11 am – Basic Flint & Steel Fire Starting
11 am – Essential Oil Usage and Safety
11 am – Field Day (Family Activity)
1 pm – Making Stamps
1 pm – Inside The Reenactor's Tent
1 pm – Medieval Brewing Demo
2 pm – Merovingian Ladies
2 pm – Frilled & Fretted Veils: The Latest Fashion Rage
3 pm – Divination in the Dark Ages
3 pm – Open Spinning
3 pm – Making a Frilled Veil
10:30 am to 12 pm - SUBMISSIONS FOR A&S
GRAND EXHIBITION IN
MAIN BARN
10:30 AM-12 pm – SIGN-IN FOR
A&S DISPLAY/YOUTH A&S COMPETITION
12-3 pm – A&S DISPLAY/YOUTH
A&S COMPETITION VOTING
1 pm – Fiber Meetup
2 pm – BREWING COMPETITION SIGN-IN
2:30 pm – BREWING COMPETITION BEGINS
3-4:30 pm – Guild Meeting: Athena's Thimble, Main Barn
3-4 pm – All A&S Display entries must be picked up by 4 pm.
End of Court – Embroidery Challenge Entries must be turned in
at Info Point.

Archery

9 am-5 pm – CASTLE CLOUT, ADVANCING SOLDIER,
CASTLE WINDOW SHOOT

9 am - 5 pm – Royal Rounds
9 am - 5 pm – Instruction/New Archer Range
9-11 am – Dragon's Egg Novelty Shoot (until prize is won).
11 am-1 pm – Ergot Novelty Shoot.
1-3 pm – Novelty shoot: TBA.
3-5 pm – Dragon's Egg Novelty Shoot (until prize is won).

Bardic Grove

1pm – The Malagentian Players Family Puppet Theater
After court to 8ish – Lord Gregor's Open Bardic Circle

Heavy List

9:30-10:15 am – Inspections and authorizations
10:30 am – WOODS BATTLE
12ish – Sudden Muster!
12:30 pm – SIEGE OF PARIS

Rapier

8-9:30 am – Authorizations, Inspections, & Pickups
10-11:30 am – CITY DEFENSE
1-2 pm – Free for All Combat
2:30-4 pm – WOODS BATTLE

Thrown Weapons

10 am-12 pm – Thrown Weapons Range Open
1pm – THROWN WEAPONS SKILL TOURNEY
FOLLOWED BY THE THROWN
WEAPONS "SPECIAL" TOURNEY
3 pm – 4 pm – Under 5 Tourney (Barn if raining)
4 pm – 5 pm – Thrown Weapons Range Open
6 pm to Night – Thrown Weapons Range Open

Sunday

Official Events

11 am – Closing Ceremonies
3 pm – Site Closes

Archery

9-11 am – Royal Rounds.
The Archery Range closes at 11am on Sunday.

Big Thanks To These Businesses!

The autocrat, staff, seneschal and people of Malagentia would like to thank these businesses for their generous donations.

Maine Tax Professionals

Wal-Mart of Windham

Event Details

Clothing & Fiber Arts

Embroidery Challenge – Adult & Youth.

Youth Challenge is for ages 17 and under. Adult challenge for everyone else. Embroidery kits for both adult and youth challenge will be available for each side at Information Point. Kits are first-come, first-served, and will be available starting at 8:00 on Friday. Competitors will design and construct an embroidery work on a specified theme using only materials supplied in the kit. The completed piece must be turned-in at Info Point for judging at the end of Court on Saturday night, and the winner will be announced and prize awarded at closing ceremonies on Sunday morning. Please write your name on the paper provided so we know who to return the needlework to at the end, and return all hoops and needles when you turn in your kit!

Making a Frilled Veil.

This class is designed to help you make a frilled veil. We will go through the steps designed to make a veil after a quick discussion of the history of frilled veils. No prior sewing skills are needed. I can't promise you will leave with a finished veil, but we will start the process. Please bring 1.5-2 yards of a white fabric of your choice as well as thread, scissors and a needle. I will have cotton available for \$6 per person. I will bring some handouts for use during the class. Personal copies will be available for download for free.

Saturday 3pm in Classroom 3. 1 hour. Bring 1.5-2 yards white fabric, scissors, thread, needle. Free unless you need fabric, then \$6. Space for 8. Children Must Be Accompanied by an Adult. Ellice de Valles.

Open Spinning.

Open spinning for those who already spin and those who would like to learn.

Saturday 3 pm in Classroom 4. 1-2 hours. Please bring spinning wheel or drop spindle. Free. Children Must be Accompanied by an Adult. Ysenda Cleland.

Beginner Tablet Weaving.

You don't have to be an expert to try tablet weaving, you just have to be willing to make mistakes and learn from them. Tablet weaving is an ancient method of weaving using cards with holes to weave strong bands. The cards are rotated to form a variety of patterns. Learn the basics behind tablet weaving, and start your own band. Leave the class with your own cards, shuttle, and starter project.

Saturday 10am in Classroom 4. 2 hours. \$5 for supplies. Space for 7. Children Must Be Accompanied by an Adult. Mallaidh of Huntley.

Frilled and Fretted Veils: The Latest Fashion Rage.

Topics will include: history, variations, frilled veils, fretwork veils and medieval vs. modern starch. We will not be actually making a veil, however there will be 13-15 stations showing each step of the process (from measuring the cloth to starching the finished product) to allow class involvement. We will focus on fretwork veils when describing the process. For an in-depth exploration of frilled veils please attend that class. I will bring some handouts for use during the class. Personal copies will be available for download for free. Please bring your own experiences/examples for discussion.

Saturday 2pm in Classroom 3. 1 hour. Space for 15. Open to all. Under 18 must have parental permission. Ellice de Valles.

Fiber Meetup.

Interested in all things fiber (and we're not talking bran muffins here)? Come meet up with fellow Fiber Fiends, chat, exchange tips, and maybe even learn something new!

Saturday 1pm in Classroom 4. Mickel Von Salm.

Lucet Cord-Open Workshop.

Open workshop for anyone interested in lucet cording. Beginners are welcome (loaner lucets and string will be available). If you already know basic square cord, we can work on multi-string variations.

Saturday 10 am in Classroom 3. 2 hours. If you have a lucet, you're welcome to bring it! Also, anyone who wants to bring their own string (smooth, non-stretchy), that's fine. \$1 for handout and string. Children Must be Accompanied by an Adult. Lady Eadgyth aet Staeningum.

Making Stamps.

Make a stamp to use for adorning clothing, marking your possessions with your heraldry or whatever else you like!

Saturday 1 pm in Classroom 2. 1 hour. Free unless you want to make a large stamp. Space for 10-12 depending on cutters available. Children Must be Accompanied by an Adult. Mistress Brianna Ysulte Wynman.

Food and Drink

Easy Farmers Cheese.

Learn to make a quick cheese with goat's milk and lemon juice for feast or family.

Friday 1 pm in the Back room of the Barn. 1 Hour. Children Must Be Accompanied by an Adult. Free. Adrienne d'Evreus.

Two and a Half Redactions.

You will be presented with two redactions of period brewing recipes followed by an opportunity to practice redacting pre-selected recipes with guidance.

Friday 4 pm in Classroom 2. 1 hour. Please bring writing implement of choice. Free. Children Must Be Accompanied by an Adult. Arnóra Bjölfersdóttir.

Medieval Brewing Demo.

Live demo of brewing on an open fire with period brewing equipment. Class will run as a lab for around 6-8 hours weather permitting. If bad weather, a lecture will be done.

Saturday at 1 pm at the open space near A&S classroom tents. 6-8 hour lab. Free. Children Must be Accompanied by an Adult. Lord William Graham.

Basic Knife Skills for Cooking.

Learn how to properly slice, dice, mince, chop, carve, peel and which type of kitchen knife is best for each job. We will also go over how to use a honing steel. There will be some hands on work if so desired.

Friday 3 pm in Classroom 4. 1 hour. Free. Children Must be Accompanied by an Adult. Lord Aleksei Dmitriev.

Anglo-Saxon Eating.

What did Anglo-Saxons eat? How did they prepare it? How did this change between the 6th and 10th centuries? Whether you want to cook like a Saxon while camping, or choose tableware for feasts, we'll try to have you leave confident and eager to try!

Friday 4pm in Classroom 4. 1 hour. Free. Open to all. Arastorm the Golden.

Potables competition.

In order to be more efficient with time., please read the notes carefully to make sure you understand how things will go. One entry per person per category. Categories are: Beers/Ales, Wines, Meads, Cordials, and Best in Show. Each entry *should* come with documentation (not required, but strongly encouraged). Please plan to include at least a list of ingredients. Keep in mind that time is at a premium, so keeping your documentation under two pages is encouraged.

Competition format - Modified round table: Entrants should plan on judging all of the entries in the categories they have entered. You are also encouraged, but are not required, to judge all entries in all categories. Entries will be placed on tables with other entries in the same category. There will be score cards on the table and cups labelled with the name of each entry placed with each entry. This is where things get very different: Score cards will be filled out at your own pace and in your own order and then placed in cups labelled for those entries. When you are done scoring, you may leave.

In order to make recommendations for "Best in Show" you should judge every entry. Those recommendations will be made by placing a suggestion in the "Best in Show" cup. Discussions are encouraged.

Potable registration will take place between 2:00 and 2:29. The competition will start promptly at 2:30. Please bring a pen, a clear glass, and a pallet cleanser such as bread or plain crackers. Judging must be completed by 4:30. Entries must be picked up at 4:30 sharp.

Marital Activities

(CA) Battlefield Ettiquitte for Combat Archery.

Thinking about combat archery? Learn the rules you need to know to authorize, and the tips that will keep the melee fighters from cursing you.

Friday 3pm in Classroom 3. 1 hour. Open to all. Free. Speedbump.

(CA) Building Lu-Shan Combat Archery Ammo.

Although the Fathead Blunts are a great improvement for Combat Archery, the UHMW (Lu-Shan) blunt is much cheaper if you are willing to take the time to build them carefully. Learn the techniques to build them so they fly consistently and tricks to help make them more consistent and speed up the process.

Friday 4pm in Classroom 3. 1.5 hours. Please wear clothes that can get glue on them. Children Must Be Accompanied by an Adult. Space for 6. \$3 if you keep the bolt, free if you donate to Malagentia Loaner. Speedbump.

(HL) The Battle of the White Witch.

This ruined fort melee battle will last 45 minutes, with minimal holds. At 35 minutes, no further resurrections will be allowed. He or she who holds the torch at end of battle will be the victor. This is a warmup battle in honor of GNEW's extra day this year. Combat archery will be allowed. Victor will determine whether the White Witch is a martyr or a heretic, and light the pyre either in sobriety or with a vengeful glee (either way she must burn).

Friday 2pm on the Heavy List Field.

(HL) Siege of Paris Scenario: Woods Invasion.

A Viking scouting party encounters French troops in a short, confined woods scenario. This is a 35-minute resurrection battle with minimal holds. One member of each side will begin bearing a special weapon in lieu of banners. The fighter holding the weapons must be killed for the other side to "seize" the weapon. If one side has two weapons at end of battle, this victor will have a 3 minute time advantage in the day's main running battle scenario, and will make the initial attack on the fortified city of Paris. If each side has one weapon, the Saturday battle will have no time bonus.

Saturday 10:30am on the Heavy List Field.

(HL) Siege of Paris Scenario: Continuous Battle.

This is a continuous, multi-phase timed battle that involves resurrection. THREE DEFENSIVE POSITIONS – Defenders will have three lives. Attackers will have unlimited resurrections. Defenders begin in the open field, in front of the bridge. Upon first death, their shade will resurrect at the next defensive position, on the opposite side of the bridge. On the second death, they move to the Town area behind the bridge. defending the Oriflamme! (Charlemagne's sacred banner) The third death is final.

RAFTS – Chivalry may walk in the water. Each side will have available a small raft with which to "float" retainers. Chivalry may drag the raft into place anywhere in the river, and select up to four combatants (including Archers) to occupy it. This group can fight over the bridge walls, but can also be struck by bridge defenders. A raft is sunk when an enemy combatant stands with both feet on an enemy raft. It may not be used again.

THE TOWN – In the final phase of the defense, defenders may put people inside the "buildings." In theory, this should give them a strong advantage, because they will be set at a 90 degree angle to the attackers (depending on the weapon mix). Be aware that if you charge through the center of town, ignoring the buildings, you will likely still be engaged and may be struck from behind, or if you ignore the building occupants, be declared dead by the marshalls. You need to clear the way or leave troops to engage the town portals.

DO IT AGAIN – Combatants will then switch sides, with the attackers becoming the defenders. The side that completes the seige fastest, seizing the Oriflamme and holding it aloft, will win 2 war points.

12:30 on the Heavy List Field.

(HL) Sudden Muster!

A horn or other signal will alert combatants that the enemy is at the gates. Fighters will have just 5 minutes to assemble either as attackers or defenders. This will be especially important for the defenders. Latecomers will lose one "life" position, and take up a spot on the bridge.

Saturday between 12 and 12:30 on the Heavy List Field. Be sure to pay attention.

(R) Intro to Marozzo's Single Sword.

Saturday 11 am near the A&S Tents. Christian Woolfe.

(R) Five Man Melee.

Teams of five fencers will band together in a test of skill and tactics, a round robin tournament (format subject to change pending participation) where the victorious team will net a war point for whichever side they see fit.

Team sign-ups will be available at the fencing field starting at 8 am on Friday, and fencers seeking a team are encouraged to meet at the field by 10 am on Friday to be sorted together – the tournament will begin at 10:30am.

(R) Fortress Siege.

The warring forces will be divided in a challenge to defend or conquer our mighty fortress. Each team will take one turn attacking and one defending, each battle will be timed from start to finish by the marshals. Defenders will be granted three resurrections while attackers will have unlimited resurrections, the battle only ends when no defenders remain alive, and the team with the best siege time will award a war point to their side!

Friday 12:30 on the Fencing Field.

(R) Field Battle.

Teams will assemble on the field to face one another in noble combat, as our classic field battle begins. The two armies rally their forces across a field from one another for three intense bouts with only a set number of resurrections per combatant. Last team standing wins another war point!

Friday 2:30 pm on the Fencing Field.

(R) Tavern Brawl.

At 4 pm we will be taking the battle inside one of our brave warriors' most sacred battlegrounds – the tavern. Join us for chaos and excitement in a battle where winning over the crowd can be just as important as defeating your opponents!

Friday 4 pm on the Fencing Field.

(R) City Defense.

An intense bout that will test the resilience of our fencers, the city defense scenario consists of three key battlegrounds: First, the broken field, followed by the bridge, and lastly the battle spreads into the town. The forces will be separated into a defense team and a siege team, which will switch after the first of the two rounds. Attacking forces will be granted unlimited resurrections, where the defending forces will have only two. Each time a defender resurrects, they must take up their defenses at the next battleground – they begin at the field, then retreat to the bridge, and finally make their last stand inside the town. The goal is to defend or retrieve a pair of relics held inside the town, the match ends when both relics have been taken by the attacking team and placed at their resurrection point, or the defending team has been completely defeated. Another war point will be earned by the side whose victory came most swiftly and certainly.

Saturday 10 am on the Fencing Field.

(R) Free for All Combat.

Just for fun, we'll be running a few delightful fights called snowballs to help us limber up after lunch. The rules of the game are simple, but it makes for a great pit – everyone goes in at once, no teams, whenever you die you are eliminated and must remember the fencer who was responsible for your demise – this is because whenever a fencer is eliminated, everyone they eliminated will be allowed back into the fray. This kind of cat and mouse game opens the door for some very tense, exciting moments, and amazing turnarounds. We will be separating the fencers into reasonably-sized combat groups for this activity and running multiple instances at once to accommodate all who wish to join!

Saturday 1 pm on the Fencing Field.

(R) Woods Battle.

The final war point will be earned in the forest, as our forces play a high-stakes game of King of the Mountain, fighting to hold as many rally points as possible across the span of the battle. Rally points will be checked at regular intervals throughout the fight, where each held objective will net the defending team one point. Points will be tallied at the end of the battle, and whichever team has accrued the most will take home the final fencing war point!

Saturday 2:30 pm on the Fencing Field.

(R) Welcome to the Fencing List.

Please join us for an hour long round table session where we will discuss how to make your first fencing experiences rewarding and successful. Topics to be covered include armor requirements, rules and safety regulations. This is a great session for someone who is preparing to or has recently authorized.

Friday 9 am near the A&S Tents. 1 hour. Please bring any fencing equipment you have, although this is not required to attend. Free. Open to all. Marielle d'Aria.

(TW) Champions Take The Field: Skill Tourney.

The war in full swing and the best throwers test their skill on the battlefield! This will be a skill tourney where all will throw a full royal round. In that these can take some time all will be allowed three practice throws for both axe and knife and one for spear at each range (10 and 20 feet) then will score. Kind-of a speed royal round to take place at 1pm on Saturday.

Saturday 1 pm on the Thrown Weapons Range.

(TW) Night Spies.

The scouts of Bergental move ahead of the main host and Malagentia's own go out to determine the size and disposition of the invading force. The Malagentian moon is dark that night making it difficult for both sides to see anything. To combat the darkness small candle-lanterns are given to the scouts so they can make their way without harm. The two groups both see each others lights and converge.

This will be a glow stick (the candle lanterns) tourney where each side will try to take out each others light on Friday night! The marshalls will provide the specific rules at the time of the tourney but the best light breaker will win a warpoint for their side!

Friday Twillight on the Thrown Weapons Range.

(TW) Kill The Leader.

As the battle continues important leaders from both side have taken refuge. It will take a keen eye and a strong arm to get to them!

This will be a surprise tourney where the details will be given at the time of the tourney which will be held after a short set up time after the skill tourney on Saturday (time will vary depending on the number of throwers participating in the previous tourney). This one will be adult only tourney (You'll see why!) and loaner weapons will be limited so please bring your own if you have em!

Saturday after the Skill Tourney on the Thrown Weapons Range.

Metal Work and Jewellery

Introduction to Enameling

This is a hands on class which teaches the basics of the period art of enameling.

Friday 2pm in the Back room of the Barn. 2 Hours. Please bring wire bending tools if you have them. Cost \$7. Space for 8. Children Must Be Accompanied by an Adult. Lady Alys Treeby & Lord Calvius Nero

Blacksmithing Demo.

Come see how metal is molded by fire & force into useful objects using a charcoal forge & bellows.

Friday 3 pm and Saturday 10 am in the Blacksmith's Tent. 1 hour. Free. Children Must be Accompanied by an Adult. Jack Harrill.

Etruscan Granulation.

This class will teach Etruscan granulation with the goal of making a finished, or nearly finished, piece. Once the granulation is complete, the piece will be fashioned into whatever the student wishes, i.e. pendant, button, brooch, locket, pomander.

Friday 4pm in the Back room of Barn. 4 hours. Cost \$30. Space for 15. Children Must be Accompanied by an Adult. Anton Leflamme.

Pomander/Locket In Silver And Hinging Small Jewelry.

In this class, the student will use metal working techniques to create a pomander or locket that can adorn a tassel or be worn about the neck on a chain. Techniques taught are: period hinge making; soldering & enamelling.

Saturday 9 am in the Back Room of Barn. 4 hours. Cost \$25. Space for 15. Children Must be Accompanied by an Adult. Anton Leflamme.

Sewing Jewels.

This is a practical class. How to sew glass jewels together in a metal setting, surrounded with pearls, to simplify adding them to your garb. Very addicting and fun to do; with a small box to carry them, you can work on it anywhere!

Saturday 9am in Classroom 4. 1 hour. Handouts are free while supplies last. Open to all. Mistress Brianna Yseulte Wynman.

Tubing construction for jewelry and small objects.

In this 3-4 hour class, the student will learn to fashion hollow tubing beginning from a flat sheet of silver. Beginner and up can take this class. The tubing constructed will be used later in the afternoon class.

Friday 9 am in Classrooms 3&4. 3-4 hours. Cost \$25. Space for 15. Children Must be Accompanied by an Adult. Anton Leflamme.

Wingstrels, Bards & Dance

New Moon Balle - Dance Previews.

A chance to review some of the dances planned to be featured at this year's New Moon Balle! No prior experience necessary. Bring water and comfy shoes.

Friday 6:30 pm in the Barn. 90 minutes. Children Must Be Accompanied by an Adult. Mickel Von Salm.

New Moon Balle.

We are very pleased again this year to invite all our guests to the Malagentian New Moon Balle. Dance in Malagentia, like almost everything else, is fairly informal; we welcome everyone to stop by, dance a little, dance a lot, or just enjoy the live music and make some new friends. The DisSonatas will provide music for the evening; visiting musicians interested in joining in should speak with Lady Mickel before the start of the Balle.

Friday 8pm in the Barn.

Other Activities

Useful Plants Site Walk.

We will take a stroll around the site and I will point out various useful plants and how to use them. We will discuss which plants and trees can be used for syrups, salves, dyes, and teas.

Friday 10am leaving from Classroom 1. 1 hour. Open to all. Lady Petra of Winding Waters.

Inside The Reenactor's Tent.

The Society for Creative Anachronism has a long tradition of maintaining an oral history through song, poetry, storytelling and casual conversation. We all have "No Kidding there I was" stories that entertain, delight and inform others about situations that have occurred within our Society. This conversationally based storytelling is often how we inform our own opinions and understand the history of how the Society for Creative Anachronism evolved. The "Inside the Reenactor's Tent" series of presentations will attempt to offer class attendees exposure to and interaction with people within the Society that hold a great deal of this oral history, offered in the style of a conversationally based interview. Much like the popular television show "Inside the Actor's Studio". The third in a series of class offerings of "Inside the Reenactors Tent" will be hosted by William O Donovan of Monmouth, 12th Tyger of the East, Master of the Pelican, Baron of the court of Darius III and Alethea, companion of the Queen's Order of Courtesy, holder of the Queen's Honor of Distinction, holder of the King's Cypher, holder of the Queen's Cypher, holder of the Freedom of the Bridge, Companion of the White Oak, bearer of an Award of Arms, called "Liam St. Liam." He comes to us with a long history of involvement in the Society and holds many interesting perspectives therein. This conversationally styled interview, along with question and answer time will be offered and facilitated by Lord Neville Sudlow. Please join us for this fun and informative presentation at GNEW.

Saturday 1 pm in Classroom 2. 1.5 hours. Free. Open to all. Lord Neville Sudlow.

Essential Oil Usage and Safety.

This class is designed to teach basic safety and usage of essential oils. The history of essential oils will be discussed briefly, but the focus will be on a number of essential oils which can be used daily for health benefits. We will demonstrate the use of essential oils in making products and there will be a question and answer period. Essential oils will also be available for purchase.

Saturday 11 am in Classroom #2. 1 hour. Free. Open to all. Moriah Fuller.

Merovingian Ladies.

Before the Carolingians, the Merovingians ruled the Franks and their family squabbles often ended in smaller families. We'll cover both the lifestyles of the rich and infamous, as well as some stories and a bit on the less wealthy.

Saturday 2 pm in Classroom 2. 1 hour. Free. Open to all. Arastorm the Golden.

Divination in the Dark Ages.

If your persona is Anglo-Saxon, Viking, Roman or other early period, you are not going to be using Tarot cards; perhaps runes are more appropriate, but palmistry and astrology are as well. We'll go through the many forms of divination that have come down to us.

Saturday 3 pm in Classroom 2. 1 hour. Free. Open to all. Arastorm the Golden.

Basic Flint & Steel Fire Starting

Learn to use flint and steel to start your campfire!

Saturday 11 pm near the Barn. Free. Children Must Be Accompanied by an Adult. Christian Wolfe.

Arts and Sciences Grand Exhibition.

The Arts & Sciences Grand Exhibition is open to all arts and science related objects or projects, finished or not, by artists of any age. All are encouraged to participate. This is an easy way to contribute to the war effort.

Each entrant in the Arts & Sciences Grand Exhibition will earn five points toward winning the exhibition for their declared side. In addition, each comment card filled out by viewers of the exhibition will earn one point toward winning the exhibition for the commenter's declared side. In addition to filling out comment cards, companions of the order of the Laurel and Maunche are encouraged to bring small tokens to recognize exhibits that they find to be outstanding. At the close of the exhibition, the points will be tallied and the side with the most points will earn one war point.

The Exhibition will be open to the public for commenting on Saturday from Noon to 3:00 pm. Entries must be signed in at the Main Barn on Saturday between 10:30 am and Noon, and must be picked up on Saturday afternoon between 3:00 pm and 4:00 pm. Items entered in the Exhibition will be attended by GNEW staff at all times. If you need a mannequin or other special equipment to properly display your item please bring that with you (we will provide exhibit tables/chairs only). We strongly suggest that all scrolls be framed, covered or protected in some way.

Documentation is optional, however some sort of brief (one page or less) description of the item and its background, context, construction or use is encouraged. Cards will be available for entrants to write basic information about the item being displayed. Entrants may also choose to sit with their item to answer questions for all or part of the Exhibition if they so desire. We do not want a lack of documentation to discourage you from entering any item for comment.

Scribal

Period Pigments.

A discussion of period pigments. What do we think they used? What can we use for paint? Dye?

Friday 11am in Classroom 3. 1 Hour. Free. Children Must Be Accompanied by an Adult. Adrienne d'Evreus.

Iron Gall Ink Start To Finish.

Talk about the history, use and science of iron gall ink. I will make some with the class and have some already made for the class to try.

Saturday 9am in Classroom 3. 1 hour. I will have simple pens to purchase if desired for \$2.50 each. Open to all. Lady Petra of Winding Waters.

Introduction to Scribal Arts.

Have you ever watched the beautiful scrolls go out in court, and wanted to be part of the group of artists that produce them? This class will be a general description of how to become a scribe in the East Kingdom. We will also do some painting with gouache.

Friday 3pm in Classroom 2. 1 hour. Bring gouache & brushes if you have them. Free. Space for 12. Children Must be Accompanied by an Adult. Nest verch Tangwistel.

SCA

Keeping the Chronicle: Painless tricks to run your local newsletter.

The job of a Chronicler can seem overwhelming and too often, local newsletters become abandoned, leaving no written record of a group's history. But newsletters don't have to be a chore. This class explores the role of the Chronicler in our modern high-tech middle-ages and some easy ways to make a great newsletter without making yourself (and everyone around you) crazy. Come meet other chroniclers, get ideas and talk software, layouts and navigating the paperwork maze. **Saturday 10 am in Classroom 3. 30 min. Open to all. Free. Christiana Crane.**

Family Activities

Youth Arts and Sciences Competition.

At the same time as the Grand Exhibition in the barn, the youth of the Society can come show off their stuff! Documentation is optional, but a short description of what the item(s) are is helpful. Populace favorite will determine the point; voting will happen via tokens placed in baskets next to the entry.

Saturday 10:30am in the Barn. Designed With Kids in Mind.

Rome in period BINGO.

This is a light history lesson of Rome in period, followed by a game of bingo to test our knowledge! There will be a prize for the winner!

Friday 1pm in Classroom 1. 1 hour or less. Designed With Kids in Mind. Lady Petra of Winding Waters.

Dragon Hunt!

There's a Dragon hiding somewhere on site! Surely it can spare some treasure?

Friday 2pm leaving from Classroom 1. 1 hour. Designed With Kids in Mind. Lady Bianca di Firenze.

Field Day.

Come play games with us! We'll play Heraldic Twister and Hold! Tag. We'll tailor the games to the ages that show up.

Saturday 11am in Classroom 1. 1 hour. Designed With Kids in Mind. Lady Bianca di Firenze.

Making Butter.

We'll be making herbed and honey butters without a churn. We'll have bread available to try it after. GF bread will be available.

Friday 11am in Classroom 1. 1 hour. Cost \$2. Designed With Kids in Mind. Lady Bianca di Firenze.

Mosaics.

We'll go over a brief history of mosaics, and then practice making our own with construction paper.

Saturday 10am in Classroom 1. 1 hour. Designed With Kids in Mind. Lady Bianca di Firenze.

Medieval Mustard.

Mustard is one of the most common condiments, and we have hundreds of period recipes for it. Come make your own!

Friday 10am in Classroom 2. 1 hour. Cost \$2. Designed With Kids In Mind. Lady Bianca di Firenze.

Teen Medieval Open Mic Bonfire/Coffee House.

Please bring a period story, song, dance, or just come to hang out. There will be Pyro-tainment featuring Youths of Malagentia. Please be advised that the fire pit will be supervised for safety, but will not be chaperoned.

Saturday 9-11pm on the Heavy List Field.

WHAT'S NEW AT GNEW? SINGLE SORT RECYCLING!

Like many of you, we here in Malagentia try to do what we can to help the environment. This year, in addition to encouraging people to download this Site Book to their electronic devices, we are also pleased to announce that there will be single-sort recycling up by the dumpsters. Separate out your paper, cardboard, metal, glass, and non-styrofoam plastics and help us conserve the resources of The East and points beyond.