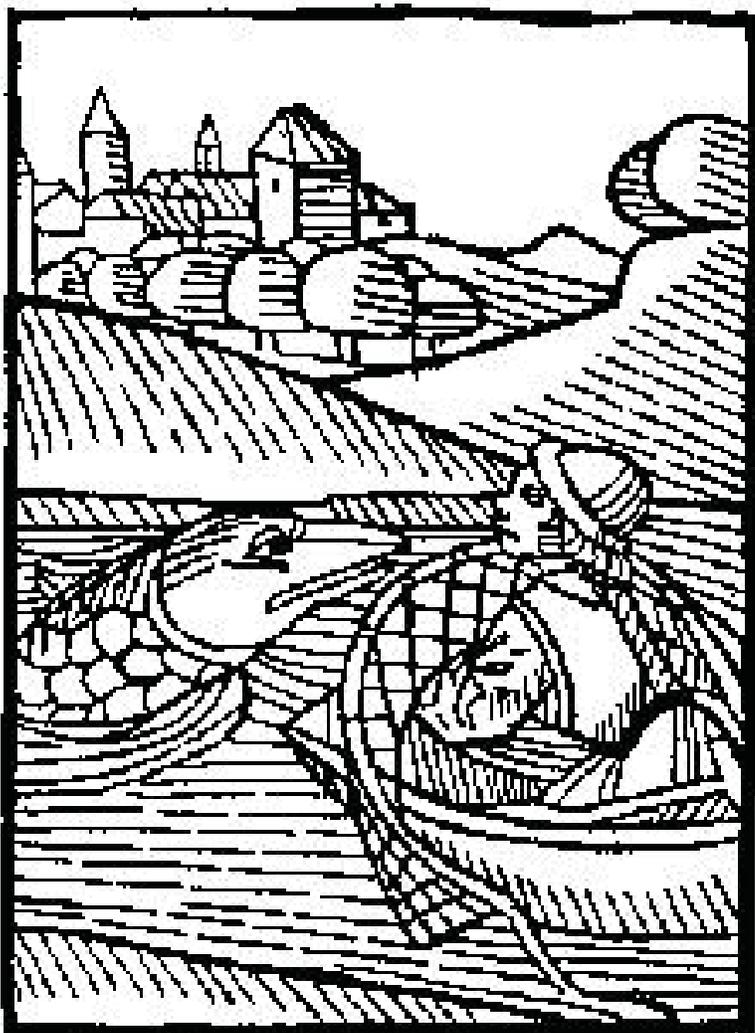


Great Northeastern War

XXXII

Malagentia vs Hadchester
July 12-15, 2018



Welcome!

A message from the Event Steward

Welcome to the Province of Malagentia, and thank you for joining us for the 32nd Great Northeastern War. We are glad that so many people come out to our corner of the kingdom to enjoy a Maine summer. Like everything in the Society, Great Northeastern War only happens through many people volunteering for an hour or two during their war. We are endlessly grateful to our staff and all of the folks who work before, during, and after the event to make things run.

Please have fun, be safe, and enjoy another weekend with old friends and hopefully some new friends.

In Service,

Master Samuel Peter Bump
aka Speedbump

Steward, Great Northeastern War XXXII

Site Rules

Pets

Due to a change in campground rules, pets are no longer allowed at Great Northeastern War. Service animals are, of course, still welcome.

Do not dispose of bags of animal waste in the portable toilets. The bags will damage the equipment used to pump out and clean the toilets.

Horses, poultry, or other livestock are not allowed on site.

Harassment Policy

THE SCA PROHIBITS HARASSMENT AND BULLYING OF ALL INDIVIDUALS AND GROUPS. Participants engaging in this behavior are subject to appropriate sanctions. If you are subjected to harassment, bullying, or retaliation, or if you become aware of anyone being harassed or bullied, contact a seneschal, President of the SCA, or your Kingdom's Board Ombudsman. Per the Society Seneschal, July 17, 2017.

Regarding Alcohol, Tobacco and Controlled Substances

Modern laws do not cease to apply just because you are at an SCA event. Should staff learn of illegal activity on site, we will not hesitate to evict the participants without refund and will contact local legal agencies if necessary. While marijuana is legal in Maine, it is illegal on a federal level, therefore the SCA has chosen to ban it at all events. Please respect this decision. The legal age for alcohol possession in Maine is 21. **Please note that per East Kingdom Law, smoking is banned in the central areas of the event.**

Grey Water Disposal Regulations

Hebron Pines campground, like all campgrounds in Maine, is subject to stringent grey water discharge regulations. Grey water (water used in washing dishes, runoff water from showers, and other types of waste water that contains soap or food remnants) may not be dumped onto the ground. Collect all grey water from cooking and washing and dump it only at the designated grey water dumping stations. Improper disposal of grey water violates state and county health department guidelines, impacts the environmental quality of our land and water resources, and may result in hefty fines for Hebron Pines campground and the SCA, inc.

Please wash dishes in your campsite and throw away any solids with your trash. The water should be put in the collection barrels next to the portajohns and bathhouse.

Leave No Trace

Participants at Great Northeastern War are responsible for the disposal of their own garbage and clean up of their campsites. Hebron Pines Campground provides a dumpster for garbage disposal, located at the top of the parking lot. If you need garbage bags, they are available at Information Point. **Absolutely no garbage should be placed in grey water barrels, in port-a-potties, or the bath house.** Bottles and cans purchased in Maine are subject to a 5 cent deposit, which is refundable when the bottles are returned to any bottle redemption center in the State.

When you are leaving, please check your camping area carefully for any trash or other items left behind. Lost and found items can be left at Information Point.

Please make sure you have all the tent stakes you came with! In the past, the site owners discovered a number of tent stakes in the worst possible way — by driving over them with their lawn tractor. For the continued good will of the site owners, please help us ensure that the site's equipment is not damaged by double checking to ensure you have taken all your stakes with you!

Please do not dispose of anything other than human waste and toilet paper in the portable toilets. Every year, the folks who clean these units find disposable diapers, pet waste bags, feminine hygiene products, and even bottles and cans inside the tanks. These items can damage the equipment used to pump out and clean the toilets.

Thank you for your help in keeping this site clean.

Event Staff

SENESCHAL OF MALAGENTIA

Wynefryd Bredhers

EVENT STEWARD

**Samual Peter Bump
aka Speedbump**

Brenden Crane & Perley of Malagentia

FACILITIES COORDINATOR

Matthew MacGyver

Titus Claudius Silvanus & Matthew d'Arden

MERCHANT COORDINATOR

Ellice de Valles

Tiernan Shepherd & Ascelinne de Chambord

GATE COORDINATOR

Ilulia Baebiana

Heather MacDowell

INFO POINT COORDINATOR

Ulfeithr Artudottir

Catalina Maria De Lunar

HERALD

Conall An Doire

Joshua Mustard

ARCHERY MARSHAL

Magnus Surtsson

Deormund Wulfscyld

RAPIER MARSHAL

Mat Wyck

Christian Woolfe

BATTLEFIELD COORDINATOR

& HEAVY LIST MARSHAL

Fia Kareman

Richard Crowe & Edward MacGyver

COMBAT ARCHERY MARSHAL

Bess Brechin

Karl der Falchner

THROWN WEAPONS MARSHAL

Boden Henebry

Guyuk Sakighchi

FIGHTER SUPPORT

Anna Serena

Slaine An Doire

YOUTH ACTIVITIES COORDINATOR

Thomas de Marr

Thalia of Malagentia

ARTS & SCIENCES COORDINATOR

Aloysius Sartore

Mary of the High Hills & Elgiva Wilhelm

SECURITY

Ranka Sveinsdottir

Edward of Malagentia

CHIRURGEON IN CHARGE

Admiranda Howard

BARDIC COORDINATOR

Gregor von Medehem

RVs and Other Vehicles

Although the campground does have hookups for RVs, we do not feel that RVs are conducive to creating a medieval atmosphere at our event, and our agreement with the management of Hebron Pines Campground does not allow for them. Attendees are expected to camp in tents (medieval or modern). All vehicles must be removed to the parking area as soon as possible after loading or unloading them. You may not leave a motor vehicle in camp, even if you cover it with tarps or otherwise camouflage it. (Trailer-based tiny houses and Vardo-style residences are not considered motor vehicles so long as they are designed to be towed.)

If you have special medical needs that require you to sleep in an RV (or other specially equipped vehicle) in order to attend the event, please contact the autocrat before July 1st to discuss your camping options.

CPAP and other Electrical Medical Needs

There are a number of electrical outlets located on the site. If you need access to electricity to charge a CPAP, motorized scooter, or other medical device, please contact Gate to get a tag before plugging in. Access to electricity is a separate part of our contract with Hebron Pines and there is a small fee imposed by the campground for access to electrical outlets. We will do our best to accommodate every camper with medical needs. See Gate for your electrical needs.

Fireworks, Fires and Fire Wood

Great Northeastern War does not allow fireworks because of the danger of fire and personal injury. **Use of fireworks at Great Northeastern War will result in your immediate eviction from the event.**

Do not dig fire pits. Fires may be built only in the pre-built fire rings provided by the campground, or you may provide your own above-ground fireplace. Pre-built fire rings may not be moved for any reason. Do not dispose of ashes from fires unless they are completely cold. Failure to do so may cause a fire.

State regulations prohibit importing firewood from other states. Please plan to acquire your firewood as close to the site as possible. Do not cut branches from or cut down trees. A private vendor will be selling firewood on site. You may also purchase firewood from a number of stores in the nearby towns of Mechanic Falls, Poland, Oxford, and Lewiston.

Absolutely no tiki torches in the woods, under overhanging branches, or within 30 feet of the wood line.

Pavilions on the Battlefield

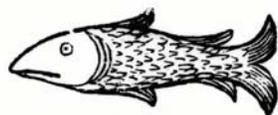
Due to the size of the safety zone needed for Combat Archery to take place without danger to spectators, the space available to set up pavilions or sunshades at the sides of the battlefield is somewhat limited. All persons wishing to erect structures on the battlefield must obtain permission from the Battlefield Coordinator before setting up.

Volunteers

Any and all persons are welcome to volunteer at Great Northeastern War! There is plenty to do. Some areas where help may be especially needed is working at Information Point, working a shift at gate, and working with the East Kingdom waterbearing guild to bring cold water to various areas of the event. Marshals are also always needed on all fields and ranges. Many volunteer roles are welcoming to newcomers, and volunteering is a great way to make new friends. Please check at Information Point to find out what volunteer opportunities are available. **Volunteering is worth a War Point!**

Use of Two-Way Radios on Site

If your group is using two-way radios, we ask that you please keep off channels 7, 8 and 9. These channels are used by our staff to keep the event running smoothly.



About the Site Token



Made by **Fernando de Rivera**. This year's site token is to commemorate all the people who make the Society for Creative Anachronism (SCA) so amazing. Each item on the token was chosen to be a representation of a few of the things we do in the SCA as well as at GNEW.

The Bow: Be it a bow or a crossbow, few things can compare to the sight of dozens of arrows flying through the air to hit their mark.

The Rapier Swords: It's more about finesse and less about strength!

The Axes: While throwing weapons incorporates various types of weapons. There will almost always be an axe hurtling through the air hitting a block of wood.

The Swords: The heavy list fighters can be seen on the field of battle with swords in hand!

The Scroll: The scroll represents the arts and sciences – the hard work that goes into the documentation and research we put towards a historical project. The scroll also represents the recognition we give to those who worked so hard for their research, combat, or service.

The Pavilion: Tents are typically where we lay our heads down after a long day of battle. Pavilions are the gathering places where we celebrate, feast, and drink!

The Knight's Helm: Chivalry, courage, and honor are the attributes of our fighters, but also values recognized within our society.

The Chalice: We raise our cups in remembrance of absent friends. We also raise our cups in welcoming new friends.

Each of these symbols are placed around the token in between the crenellations of a circular castle turret.

Heavy List

All heavy list fighting will be fought with the standard SCA and East Kingdom conventions for combat, armor and weapons standards. Each participant MUST be inspected prior to their first battle. All times subject to change at the whim of weather and field conditions.

Thursday

2-4 pm **Combat Archery Ammo & Weapons Inspection.**
Battlefield

Friday

1-5 pm **Authorizations and Inspections;** sections of the field open for pick-ups

2-4 pm **Combat Archery Authorizations and Ammunition Inspections**

A “Viking Deed”

Friday at 2 pm, Battlefield

Due to the popularity of the 14th Century Deed, we are bringing a themed combat event for “Early Period” kits. The Scenarios and Requirements are below. Rules of combat will be explained to all combatants before the combat begins.

Scenarios:

Mead Hall Gamble - Opponents challenge each other, and roll dice to see what weapon they get to use. They put up a piece of loot, winner gets the prize. Can be challenged as many times as the amount of loot that you bring. All participants should be prepared to put up loot for “gambling” before that section of the combat begins. This should be something that they feel is appropriate to their station. Combatants may “gamble” as many times as they have loot, time permitting.

Valkyrie’s Field - field battle with 360 engagement. Valkyries may resurrect fallen warriors at their whim.

Odin’s Champions – The Valkyries will name champions to compete for Odin’s prize.

Requirements: All participants must wear an 8th-11th century “Viking” kit inspired by historical counterparts. All armor must meet SCA safety requirements and be “legal” under the rules. All weapons must closely resemble their medieval counterpart and are restricted to one handed swords, single handed axes, great (Dane)



Deed of Arms – Momento Mori

Friday at 4:30 pm on the Battlefield

This is the fifth year a Deed of Arms has been run at GNEW, and we promise this year will be the biggest one yet! The spirit of the Deed was born out of the similar Deed of Arms run at Pennsic, Gulf Wars and Estrella War. The rules are a combination of the rules from those events. All questions should be directed to Lord Alexander Clarke. Rules of combat will be explained to all combatants before the combat begins.

Procession to the field will start no later than 4:30. Bring as much pomp and ceremony as you wish.

There will be an overview of the rules and the scenarios prior to the procession, and a recap for the gathered crowd once on the field. All scenarios except the Ransom Battle are standard SCA engagement. The Ransom Battle is 360 Engagement. Any combatant or spectator may call hold at any time, during any of the scenarios, for any reason. For the Ransom Battle, we will be returning to the format of pre-assembled teams.

All participants should be prepared to pay a ransom that they feel is appropriate to their station in the event that they are “captured” during this deed of arms.

Scenarios

“Danse Macabre” (aka the Dance of Death)

One on one, Single Handed Matched Weapons - Combatants will grasp either end of a short baton and attempt to deliver 3 stout blows to the head or body of their opponent. First to deliver 3 stout blows is deemed the winner. The arm holding the baton is immune, and off target. Any intentional targeting of arm will amount in disqualification. If a combatant let’s go or drops the baton they are out. Combatants are allowed to move over the field, but may not intentionally try to trip, grapple, or pull baton out of opponent’s hand.

“Love Send Me to My Fate.” Ladies Challenge - The Ladies of the Gallery will have picked champions prior to start of combat. Here they will deliver challenges to their champions.

The Lady in Death’s Tower. All vs. All Single Handed Grand Melee - Combatants will vie to be able to take the favor from the Lady who has been locked atop Death’s Tower. Combatants will be armed with a single handed weapon, and attempt to deliver ONE (because Death is without Mercy) stout blow to opponents. (But because Death has a sense of Humor,) They may then resurrect ONCE and rejoin the melee. Last combatant on the field wins the favor. Combatants may not touch the tower, or barriers around the tower. This will lead to disqualification.

Ransom Melee.

Requirements:

All participants must wear a 14th C kit. All armor must meet SCA safety requirements and be “legal” under the rules. Greaves are not required (but are encouraged) and all are encouraged to wear chausses and braies. All weapons must closely resemble their medieval counterpart. Full rules are also available at www.deedsandfeatsofarms.wordpress.com.

7-8:30 pm **Authorizations and Inspections**

Mother Nature vs Fall Fairy Torchlight Tourney

Friday at 8 pm on the Battlefield. 1 War Point.

All fighters, be it known that the Winter Witch and the Summer Druid by mutual agreement have called a truce and will not be sponsoring teams this year. Fear not however, for the avatars of the 2 other seasons have stepped forward to sponsor teams for this years GNEW torchlight tournament. Great fighters of the East will you side with Mother Nature the avatar of Spring. Celebrating new birth and the return of longer days and warmth to this northern land. Or, will you join the forces of the Fall Fairy the avatar of Autumn. Bringing with her warm days, cool nights, the beautiful foliage, and the joys of the harvest. Bring with you your passion for the seasons and your love of fighting to the battlefield of GNEW and choose your side.

Description: All fights will conform to SCA standards of combat and armor standards. Teams will be balanced (if needed) by numbers and relative skill levels. There will be 3 rounds. Each fight will be worth a certain number of points. Team with the most points wins.

Round 1 Grand Melee. Each team will send its full force to the field for traditional last man standing field battles. Best 2 out of 3 winner take all. 5 points.

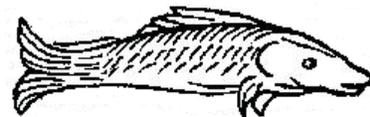
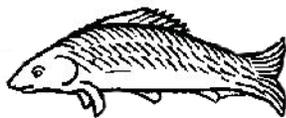
Round 2 Triads: Each team will split its forces into triads (depending on numbers one "Triad" may be 2 or 4 people) Each Avatar will send out a team to fight a team from the other side. Each triad on each side fights once. Each fight will be a single pass, with 2 points going to each winning team.

Round 3 Singles: Each round one Avatar will send out one fighter to the field. The other Avatar will then send out a fighter in response. Each match will be a best 2 out of 3 with the winner scoring one point for their team. Each round the Avatars will alternate who picks first until all fighters have taken the field. Depending on time and light multiple picks and fights may happen at the same time.

The winning side is the side that accumulates the most point over the 3 rounds.

There will be a 4th surprise bonus round! This is just for the fun of the fighters and will have no impact on the outcome.

Please come out to support your season, fight with your friends, and enjoy a wonderful GNEW evening.



Do You Know Where Your Tent Stakes Are?

In the past, the site owners discovered a number of tent stakes in the worst possible way — by driving over them with their lawn tractor. Please help us ensure that the site's equipment is not damaged by double checking to ensure you have taken all your stakes with you!

Saturday

9 am Authorizations and Inspections - will continue as long as Marshals are on the field

9 am Combat Archery Authorizations and Ammunition Inspections - will continue as long as Marshals are on the field.

Resurrection Woods Battle

Saturday 10 am. 1 War Point.

This year, the Battle will be fought over three stationary flags, the side that controls the most flags will win the battle. This will be a 30-minute resurrection battle. Each team will have a resurrection point and the boundaries will be marked. This battle will be fought with each side fighting with the allies they have acquired. We will not create even sides for this battle. No combat archery in this Battle.

Broken Field and Town Battles

Saturday 11 am. 1 War Point.

There will be two Broken Field/Town Battles - one with combat archery, one with no combat archery. The Battles will each be a 30-minute resurrection with three buildings to capture and control. The team that controls the most buildings at the end wins the battle. Also, either resurrection point may be captured and destroyed. If this happens the team that lost their resurrection point may no longer resurrect. To capture and destroy the resurrection point, combatants must have hand protection, such as gauntlets or heavy hand gloves approved for Great Weapons/Spears, etc. and must remove the flag for resurrection point from its holder.

Bridge Battles

Saturday 1 pm. 1 War Point.

There will be two Bridge Battles, one with combat archery, and one with no combat archery. These battles are not resurrection battles and will be fought to the last man.

Field Battles

Saturday 2:30 pm. 1 War Point.

There will be three Field Battles, the first and third with combat archery, and the second with no combat archery. These battles are not resurrection battles and will be fought to the last man.

Rapier Combat

All Rapier Combat at Great Northeastern War will be conducted in accordance with the East Kingdom Rapier Combat Rules Inspections and authorizations will be available on Thursday, Friday and Saturday. All times subject to change at the whim of weather, field conditions and Roving Royal Court.

ALL WEEKEND

Pickups & Learnings: Don Scamus O'Neill will be facilitating pickups and spontaneous lessons. The goal is to foster good feedback, encouragement and of course, plenty of fencing. Please see Don Scamus on the fencing field for full details.

THURSDAY

3 pm - Field Open. Pickups and authorizations. Bring your own marshal.

6 pm - Field Closes.

FRIDAY

9 am - Field Open. Pickups and authorizations.

5 Person Melees

Saturday 10 am. 1 War Point.

Sign ups will begin as soon as the field opens in the morning. Each team will declare for a side, war point will be awarded to the last team standing.

Tavern Brawl

Friday 1:15 pm. Located in the Barn.

Treachery, innovation and style are the watchwords of the day in the ever popular tavern brawl. We will run through a variety of scenarios, giving you ample opportunity to fight beside your friends...and stab them in the back.

Woods Battle

Friday 2:30 pm. 1 War Point.

We are excited to host another fabulous woods battle! The format of the battle will be capture the flag, using two to three flags depending on space. Each army will need to press forward and flip the flag so that their color is visible. We will plan for a 45 minute resurrection battle.

If the weather is poor and we may not use the woods due to overly wet terrain, we will move to the field and do a field capture the flag resurrection battle instead. Pennsic rules apply (knee walk to engagement, no running into engagement, and death from behind allowed).

By the Book Prize Fight

Friday – 4 p.m.

It is our great pleasure to host an exhibition tournament focusing on period form, weapons, and kit (points awarded to each category and more). Pomp and circumstance are welcome and encouraged. Please bring: A brief primer (one to two pages; three copies) on the period form you are using, weapons that are appropriate to said form, and your

best kit also in keeping with said form. Did we mention there would be prizes? Contact Colonel Christian Woolfe for more information.

SATURDAY

9 am - Field Open. Pickups and authorizations.

The Great OGR Mix'n'Match

Friday 10:30 am.

Fencers will be split between OGRs (and MODified OGRs) and non-OGRs/MODified. Non-grant level fencers will be paired up with a random OGR in the field for a set period of fencing time, a set period of discussion/feedback/instruction, and then another round of fencing to finish things up before rotating to a new pairing. The intent is to offer a series of short, semi-organized training opportunities for non-grant level fencers, as well as the chance to meet various OGRs and get some one-on-one fencing and feedback in a non-tourney setting. The times will be kept somewhat short, but will hopefully open the door for more in-depth discussion throughout the rest of the weekend (and beyond!).

Any grant-level fencer or higher who is interested and available to fence during this time, please contact Aesa Ormstunga.

3rd Annual Master Gregory Finche Memorial Cut & Thrust Tournament

Saturday 11:30 am.

In memory of Master Gregory Finche comes the third annual Cut & Thrust memorial tournament. It is asked that fencers donate an item to the prize pool in order to secure entry. This item must be handmade, either by you or another in your name. A limited number of sponsor prizes will be available for those in dire need prior to tourney start.

Final format will be dependent on the number of entrants, however we hope to have each bout be the best of three passes, scored by number of victories. Double kills will be refought.

Pennsic Rapier Singles Tournament

Saturday 1:30 pm.

Don Lupold Hass returns once again to host a tournament to help determine the makeup of this year's Pennsic Champs team. Double elimination, bring your best weapons form. Each pass will be fought once, double-kills will be refought so as to make the tournament as clean as possible. (Note: winning the tournament does not guarantee a spot on the team).

Field Battles

3 War Points.

A set of three scenarios: Capture the flag with limited resurrection (No DFB); Timed open field with unlimited resurrection (DFB Allowed); Timed three-zone 'control' with unlimited resurrection (No DFB).

4:30 pm - Field Closes.

Archery

This year's archery theme will be "Fire at Will" all of our War Point shoots will be named Will: The Castle Clout will be a life size William Wallace; The Advancing Soldier will be William the Conqueror; The Castle Window will be William Tell JR; and our Novelty shoot will be William Shakespeare protected by floating foam books. As always, all equipment should reflect the spirit of medieval archery and should be appropriate for and familiar to you.

East kingdom Archery policies and Equipment Standards will be in force

War Points

There will be four war point shoots: Castle Clout, Advancing Soldier, Castle Window, and Hanging Obstruction. Each archer will have as many opportunities as they wish to shoot each target but may only submit their highest score for each. War point shoots can only be shot Friday and Saturday.

In addition to the War Point shoots, there will also be a standard range for practice and Royal Rounds, as well as a small youth range operating near the tree line for instruction and short range shooting appropriate for our next generation of archers.

Range Hours

Thursday, as Marshals are available. Royal Rounds and open practice. Please BYO marshal if possible.

Friday, 9am to 7pm. Royal Rounds available all day; youth archery instruction available all day pending marshal availability; War Point shoots available all day; IKACs available by request.

Saturday, 9am to 5pm (or start of court). Royal Rounds available all day; youth archery instruction available all day pending marshal availability; War Point shoots available all day; IKACs available by request.

Sunday, 9 am to 11 am. Royal Rounds. Please BYO marshal if possible.

Archery Marshals

Help make the weekend much easier on the Archery Marshal in Charge. Any assistance, even if it's just for an hour or two will be greatly appreciated, contact Lord Magnus Surtsson or Lord Deormund Wulfscyld if you can assist. This year, there will be an online marshal signup schedule to make it easier. Additionally, this is a great opportunity for MITs to get practice running a complex and busy line and performing equipment checks while also being observed by different marshals.

Thrown Weapons

Thanks to the generosity of our **Marshals In Charge, Lord Boden Henebry and Taishi Guyuk Sakighchi**, the thrown weapons range will be open all weekend. Whether you are new to thrown weapons or an experienced arm, we will have something for you. We encourage everyone to bring their own weapons for throwing, and we plan to have a limited amount of loaner gear available.

Please visit the East Kingdom Thrown Weapons page for more information about range rules, royal rounds, weapons, and throwing technique.

No authorizations are necessary, and the range is open to anyone age 5 and older. However, **youths between the ages of 5 and 17 must be accompanied by a parent or legal guardian while the child is throwing, no exceptions.** The adult accompanying the youth must be the parent or legal guardian, not another family member or friend. This will be strictly enforced.

There will be four war point shoots: Under 5, Youth, Adult and General Range Throw. Each thrower will have as many opportunities as they wish but may only submit their highest score. War point shoots can only be shot Thursday, Friday and Saturday.

Thursday

12 pm to dusk – Range Open

Friday

10 am to dusk – Range Open

Saturday

8:30 am - 9:45 am – Range Open

Under 5 tourney "Save the Royal Pets"

10 am - 11am. 1 War Point.

The vile petnapper "Leif the Thief" has made off with the Royal's pets. Stop Leif and his gang from making off with his spoils.

Contestants of the under 5 tourney will be throwing toy viking foam hammers.

11 am - 2:15 pm – Range Open for All

2:30 pm – Youth Tourney. **1 War Point.**

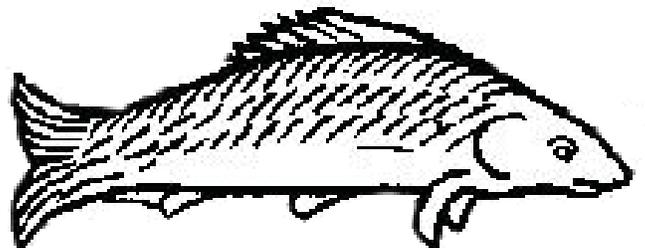
3:30 pm – Adult Tourney. **1 War Point.**

4:30 to Court – Range Open for All

After Court to dusk – Range Open for All

Sunday

9 am 11:00 am – Range open for Royal Rounds only



Arts and Sciences

The Arts & Sciences War Points will be determined by the outcome of the competitions listed below.

Great Northeastern University

Each teacher will earn five points for his or her declared side, and each person attending the class will earn one point for his or her declared side. The side with the highest point total wins the overall point.

The Potables Competition

Sign in Saturday 1:30 pm. Judging starts at 2 pm sharp.

The format of the competition is a roundtable, where entrants are part of the judging panel. Entries are limited to one per category: Beers & Ales, Meads, Wines, and Cordials/Other. If you are unsure of which category your potable belongs in, feel free to contact Lord Kythe Szubielka, or another member of the Brewer's Guild, or ask when you arrive at the competition. In order for your wine, mead, or ale to be considered in those categories, you must have pitched the yeast yourself. If you have not, your potable will be entered as a cordial.

Documentation is not required to enter. You will be scored and have comments on your potable. However, be aware that part of the final score will include documentation, so it's a huge plus. Our judging criteria this year is sanctioned by the East Kingdom Brewers Guild and this competition is considered "official." Please find the forms for judging on the EKBG website: <http://ekbg.eastkingdom.org/> Go to "Guild Documents" and "Competition." Bring a clear tasting glass, a palate cleanser (such as bread or plain crackers), and some water. Arrive early to fill out forms and enter. The competition starts promptly at 2:00. Due to time constraints, no entries will be accepted after that time.

Youth Arts and Sciences Competition

Taking place at the same time as the Grand Exhibition in the barn, we encourage the youth of the Society to come show off their stuff! Documentation is optional, but a short description of what the item(s) are is helpful. Each entrant will earn five (5) points toward winning the exhibition for their declared side. In addition, each comment card filled out by viewers of the exhibition will earn one (1) 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 Youth Exhibition will be open to the public for commenting on Saturday from 11:30 to 2:00 pm. Entries must be signed in at the Main Barn on Saturday between 11:00 am and Noon, and must be picked up on Saturday afternoon between 2:00 pm and 3:00 pm. Items entered in the Exhibition will be attended by GNE war 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).

Arts and Sciences Grand Exhibition

The Arts & Sciences Grand Exhibition is open to any and all arts and sciences related objects or projects, finished or "in progress", by artists of any age. There will be a separate Youth Table for work by younger artists. 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 (5) points toward winning the exhibition for their declared side. In addition, each comment card filled out by viewers of the exhibition will earn one (1) 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 GNE war 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.

Other A&S Activities

The Annual Malagentian 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 Balle will be held on Friday night in the Main Barn, starting at 8:00 pm. 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.

If you've never done Renaissance dancing, or if you merely need a refresher, dance classes will be held in the Main Barn in the hours leading up to the Balle. Check the Class Listing for times. Please note that there will be very limited formal dance instruction during the Balle.



Bardic Grove

There will be many bardic events this year at Great Northeastern War, including a bardic showcase, and various performances. Visit Bardic Grove on the hill side of Merchant's Row to get your music and entertainment fix!

Embroidery Challenge – Adult & Youth

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 at Information Point. Competitors will design and construct an embroidery work using only materials supplied in the kit. This year, the theme is quite rightly, pretty fish. Yes, please embroider us a fish. The completed piece must be turned-in at the Main Barn at the end of Court on Saturday night, look for the basket and sign. 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!

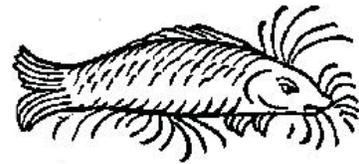
This year's theme for both youth and adults is simple, come up with your best fish, and after all are turned in, we'll take a picture of the collage to share online.

Guild and Organization Meetings

Great Northeastern War is also a great place to host a meeting for your guild, group or organization. If you would like to schedule event space for a meeting of your guild or other group, or schedule space for a special tournament, please request a class at <https://gneuniversity.org> and we will do everything we can to honor your request.

Volunteer War Point

This year will have 2 war points for Volunteering, one for Adults and one for Children. When someone volunteers for a staff member, they will be given a ticket. Tickets will be given for every hour an adult volunteers (15 minutes for children). Volunteers can then place the tickets in the side they support at Merchant's Point. One War point will be given for Adult Service, and one for Children. Tickets must be turned in by 10 AM Sunday.



Youth Activities

Youth Point will be available throughout the weekend as a collection point for Youth. There will be board and card games available for use throughout the event on the tables and I encourage people to use this as a safe space for youth. Bored of the fighting or just watching? Hang out at youth point. Parents trying to find your child? Check youth point. Youth Point will only be manned by an adult at times there are scheduled classes so please remember that YOU are still ultimately responsible for your child. The idea is to create a safe place kids can hang out at their own pace with their peers.

Queen Caoilfhionn's Youth Service Initiative

Forms available throughout the weekend at Information Point. Unto the fine people of the East Kingdom do I, Caoilfhionn, send my warmest greetings. Many times I see our children hard at work learning about crafts and pursuits medieval and ancient. I see them learning about heraldry, life in times gone by, clothing that was worn and why. I see them engaged in youth combat, archery, and fencing. All of these things are good and pleasing. It left me to wonder, though, what do we teach them of OUR society, how the SCA functions and thrives on the backs of the hard working folks who give of themselves their service that we all might live the dream. Service comes in many forms, great and small, from holding a kingdom office or autocrating an event to washing dishes and moving benches. Every hand makes the work lighter, every link in the chain makes it stronger, and every "thank you" given in earnest makes us a little brighter and happier. Thus, I created the Kids Service Initiative. This activity will have something of a service scavenger hunt. Each item has a number of points, from 1 – 4. Any child reaching 10 points by 30 minutes before court is scheduled to begin can turn in their sheet to the youth coordinator. (All checked items should have adult signature/initials). Their names will be called in court and they will receive a token of appreciation. Youth Service Initiative Forms

can be picked up at Information Point anytime during the weekend. Completed forms (10 points) should be turned in at Information point at least 30 minutes before Court on Saturday afternoon. If you have questions, please contact the Youth Services Coordinator, Lord Thomas de Marr'. There will also be an explanation of the initiative during the youth meet and greet on Thursday evening.

Quest Givers

Gather your gear, Adventurers, and make ready to go questing at GNEW! Questgivers will be roaming the highways and byways of Hebron Pines with missions for bold youth. Look for the yellow belt favors with the purple exclamation mark – this is a Questgiver! When you find one, ask for a quest. They will send you off on a journey learn or help or discover. Once you have completed the assignment, return to the Questgiver and receive your sweet reward! Questgivers have unique missions, and will be out at different times all weekend. Try to find them all! Haven't found a Questgiver and need a hint where to look? Check the GNEW Facebook group for periodic updates on the latest sightings.

Youth Archery

Ongoing, throughout the weekend, Archery Range The Archery range welcomes youth over the age of 5 whenever the range is open. Please speak with a marshal about proper supervision at the archery range. All archery shoots are open to archers of all ages and abilities. New archers are welcome, and specific instruction time for new archers is listed in the archery schedule.

Youth Water Battle

Saturday 1pm Youth water battle with Thalia (Hill by the Barn). Bring your water guns loaded for war! There will be a youth water gun battle at Youth Point but you must bring your own weapon of choice to compete!

Youth Thrown Weapons

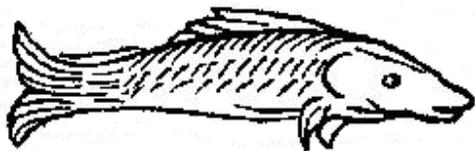
Ongoing, throughout the weekend, Thrown Weapons Range Whether you are new to thrown weapons or an experienced arm, thrown weapons is available for people of all ages. No authorizations are necessary, and the range is open to anyone age 5 and older. Youths between the ages of 5 and 17 must be accompanied by a parent or legal guardian while the child is throwing — no exceptions. The adult accompanying the youth must be the parent or legal guardian, not another family member or friend. This will be strictly enforced. There will also be a 5 and under throwing event which will be posted in the schedule of activities.

Youth Armored Combat

Friday 9 am - 12pm; Youth Field near Youth Point Saturday: 8am - 10am: Youth Field near Youth Point Marshal in Charge: Thomas De Marr' Calling all young warriors! Friday will have pickups and group tactics Culminating in a bridge battle. Saturday morning shall be the Barrier of Might and a Tavern Brawl! Per SCA rules, a parent or guardian must be present during all youth combat activities. If you are a youth marshal, we would love to have your help. Please contact Lord Thomas de Marr' to volunteer. Per East Kingdom rules, minors participating in Youth Combat must either have a parent present at the event/activity, or a responsible adult, designated by the parent, present and in possession of a properly executed "Medical Authorization Form for Minors" and a signed waiver as needed. The medical authorization form must designate an adult, present at the event or activity, as able to authorize medical treatment in the case of emergency (a form of temporary guardianship). Complete East Kingdom Youth Armored Combat rules are available at this link.

Youth Combat MiT Meeting

Friday 7:30pm after the Deed (Youth Point) with Thomas de Marr'. If you are currently an MiT or wish to be one please come to discuss the rules, meet other marshals and ask questions of your Northern Regional YC Marshal. I would love to see everyone in person as our region is vast and our opportunities equally so!



Youth Combat Archery

Friday 1pm - 2pm. Youth Point, Marshals in Charge Lord Thomas de Marr' & Bess Brechin. Youth 5 and up. Parents must help their young ones load their crossbows which will be fun for the whole family. Defend the field from charging knights who are armed with buckets of water and wet sponges. Don't let them get close enough to throw a wet sponge at you, YOU MIGHT GET WET! Using crossbows our ferocious youth must defend the field to the last man.

Youth Arts & Sciences Exhibition

Young Scholars and Artisans of the East are invited to display their work in a Grand A&S Exhibition and compete for a War Point with their effort! Each entrant will earn five points for their declared side, and each comment card filled out by a member of the populace will earn a point for the commenter's side. These points will be added up, and whichever side has the most points will earn a War Point for GNEW! All members of the Populace are invited to bring small tokens to gift to youths they feel have done exemplary work, so that the youth of the East may better know that they are part of the great community of artisans and scholars for which the East is so well known! Children and youths of ALL ages are most welcome to participate. This will be part of the A&S display with a separate table for youth entries.

Completed or in-progress work of any variety is welcome, and documentation is always lovely but never required! We'll have some basic 'worksheets' style documentation sheets you can fill in with basic information, if you have it in your head but not on paper. If you were influenced by an existing piece, however, bringing a photo of the work that inspired you is always a nice addition to a display!

Teen Activity

Cattle RAID!

Saturday 9pm - 10pm. Lord Thomas de Marr. Youth Point.

Teenagers use their cattle raiding skills in a capture the flag game in the dark. The flags are poor unsuspecting cows marked with glowsticks and in true Irish fashion it's the thrill of the raid that matters.....and bragging rights.....did I mention the bragging rights?!



Battlefield Support Needs You!

Lords and Ladies, lads and lasses, all gentles who enjoy the fun and excitement of the battlefield but don't enjoy participating in the fighting - The Battlefield Support staff would love to have you join them! Battlefield Support - or "waterbearing" - provides water, gatorade, pickles, oranges, and other potables to comfort the overheated who have taken up arms to entertain us on the battlefields, in the rapier list, and on the archery and thrown weapons ranges. We will meet under the MOL tent (between the Heavy List and Rapier fields) half an hour prior to the beginning of heavy list activities (including Friday for both Deeds and the Mother Nature vs Fall Fairy Touchlight Tournament). We will have a brief cleanup after the tournament to prepare our station for the next events. Come for as little or as long as you like - many hands make light work, and we love to make new friends. Children are most welcome, but must be supervised by someone aged 16 or older. Unattended children will be sent back to their encampment.

If you're interested in volunteering but would like more information before committing, or if you need special accommodation, please find Lady Anna Serena or Lady Slaine An Doire at the Battlefield Support station (or ask after either of them at Info Point). They'll be thrilled to meet you!

Merchants

Shopping War Point

Shop your way to victory! Your purchases in Merchant's Row contribute to a War Point that goes to whichever side spends the most money. Forms for the War Point are available at Merchant's Point. Forms must be turned in to Merchant's Point (co-located with Herald's Point) or the Merchant Coordinator, Baroness Ellice de Valles, by 10 am Sunday.

Auntie Arwen's Spices – Spices, blends, ingredients, candied ginger, tisanes and teas. www.AuntieArwenSpices.com

Camelot Creations – Garb: dresses, tunics, cloaks, pants, Viking aprons, leather accessories, cloak clasps. www.camelotcreations.com

Central Asian Garb – Mongol, Persian, Chinese, and Japanese garb

Cloak & Dagger Creations – Trim, circlets, veils, gowns, cloaks, cloak clasps, shirts, tunics, pants, straw hats and fabric. cloakmaker.com

Diabolis Bazaar – Items from our Silk Road travels...saris and veils, musical instruments, jewels, decor items, spices, feast gear and more.

Dragonrose Leathers – Leather pouches, covered bottles, bracers, greaves, ring belts & bone, knives, forks, spoons, needles, buttons, jewelry & more

Fairely Well Maid – Jewelry, costuming accessories, mundane household stuff, knitwear, gently used garb. <http://fairelywellmaid.vpweb.com>

Feather and Scale Farm – Goat's milk soaps, lotions, lips balms and goats milk and cheeses. featherandscalefarm.com

Firebird's Treasures – Hand-tied pearl necklaces, beaded earrings (late and early period styles), Anglo-Saxon and Norse necklaces, Mongolian hats, Norse hats, pilgrim bags. www.etsy.com/shop/FirebirdsTreasures

Green Mountain Leathercraft – Leather goods, beads, jewelry, socks, misc.

Ironmonger Armory – Armor and armor making tools ironmongerarmory.com

Lady Guendalina's Closet – Snoods, trim, notions, cameos, jewelry, hair sticks, boning, busks, shawls, etc.

Lady M's Gently Used Wares – Clothing, accessories, and housewares

Mead Hall Outfitters – Fabrics (linen, wool, brocade, silk, hemp) [Facebook.com/MeadHallOutfitters](https://www.facebook.com/MeadHallOutfitters)

Mountain Greenery Designs – Jewelry, woven belts, embellished purses, paternosters

My Stone Garden Jewelry – Handmade made jewelry w/bone, stone & pewter. Animals & symbols in bone, stone & pewter pendants, also pewter Charms.

My Wee Dragon – Stuffed toy dragons, other toys & goods made of felt. [facebook.com/myweedragon](https://www.facebook.com/myweedragon)

Stay in Contact

After its popular debut last year, Merchant's Point will once again offer a donation based charging station for phones and other small devices. Please put your donation into the castle on the Merchant's Point table supporting your side's war point! The funds will be added to the total spent for that side when determining the shopping war point. Please be courteous in your use of the charging station.

Oliver's Music Shoppe – Music books, assorted accessories and instruments. Hand forged camp items made by Quiet Bear Forge, and various different and eclectic items. www.oliversmusicshop.com

Plunder Sisters – An eclectic mix of items that you need.

Rampant Wolf Forge – Forged goods, iron work, knives, tent stakes, hooks for every purpose.

Renaldo's Emporium – New and used bows, arrows and archery equipment.

Rockmaple Forge – Knives, ironwork and jewelry. <https://www.etsy.com/people/rockmapleforgevt>

Running Dog Pottery and Jewelry – Selling and demonstrating period and period inspired pottery and design your own jewelry.

Sigrid and Magnus Leather Emporium – Leather goods, pouches, belts, haversacks, bracers, arm guards etc. <http://sigridmagnusmanufacturing.com/>

Sunshadow Design – Handmade historical dress accessories, knives, SCA coronets, award regalia, fencing weapons & blades. <http://www.sunshadowdesign.com>

TF Woodworking – Handcrafted wooden items including: embroidery frames, drop spindles, Kubb sets, chairs, benches, inkle looms, lucets and other pieces.

The Burlap Beggar – Used furs, tankards, steel, garb, jewelry, feastware

The Far-Flung Potter – Pottery a-plenty! TheFarFlungPotter.com

The Medieval Merchant – Clothing (mostly men's basic, some for women and children), trim by the yard, stainless steel tankards, medieval daggers, miscellaneous feast gear and utensils.

The Shire Co-op – wool (yarn, roving, fleeces, hand knit items), inkle looms, drop spindles and felted items; maple syrup and maple syrup products; handcrafted live edge shelves with forged hooks, hand crafted jewelry, cut fabric packs and trim

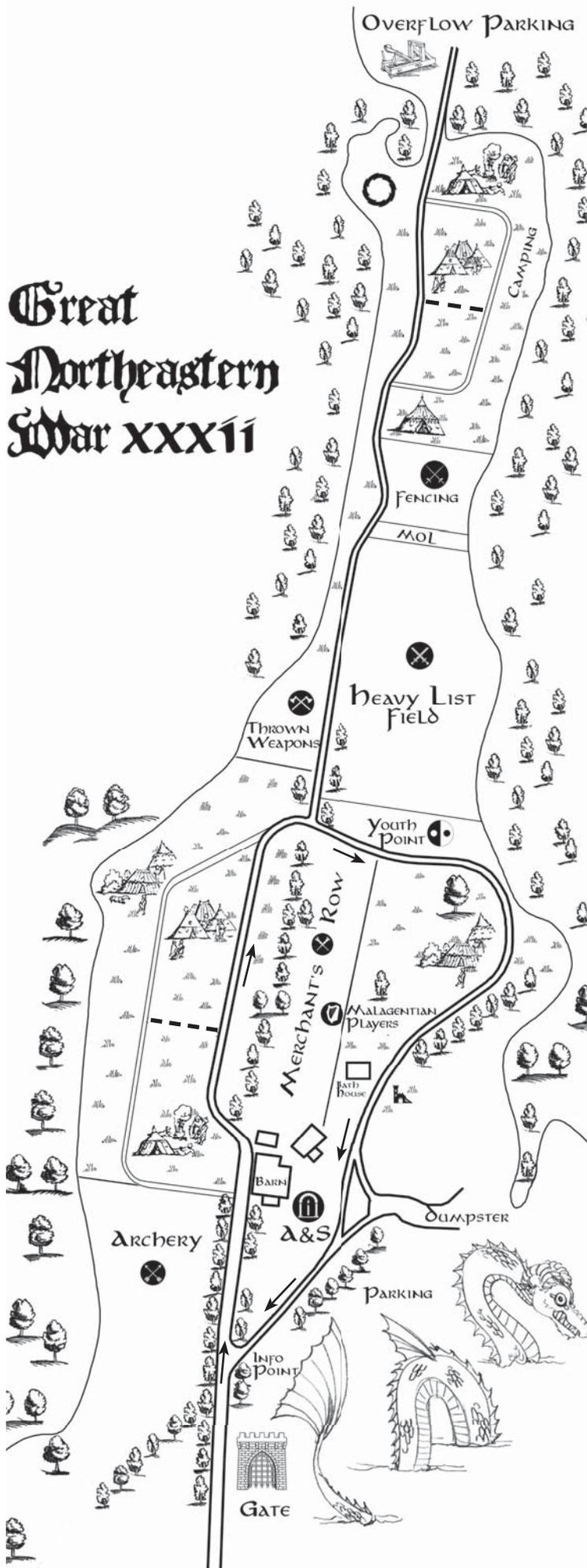
Thor's Hammer – Fire pit sets, roasting spits, bow holders, pressure hooks of several sizes, arrow shafts, and archery supplies, cording, spice boxes, knives, kilts, sporrans, belt blanks and buckles, rivets.

Tinker's Backpack – Drinking horns, feast gear, jewelry.

Trinity Love Cafe – Pies (meat and fruit) juice, tea, coffee, crustless quiche, salads, fruit desserts. Trinitylovecafe.com

Walt-King Sticks & More – Custom woodworking. waltkingsticks.com

Great Northeastern Sodas XXXII



Due to the high volume of court business, all times are subject to Their Majesties scheduling and may change with extreme short notice. Thank you for your flexibility and understanding.

Thursday

| | | |
|----------|---|-------------|
| All Day | Archery Range Open per marshal availability | |
| 12:00 pm | Site Opens | |
| 12:00 pm | Thrown Weapons Range Opens | |
| 2:00 pm | Combat Archery Inspections | Battlefield |
| 3:00 pm | Rapier Open Field – BYO marshal | |

Friday

| | | |
|----------|--|-----------------------------------|
| All Day | Great Northeastern University Classes | (see classes schedule) |
| 8:00 am | Embroidery Challenge | Kits Available Info Point |
| 9:00 am | Archery Range Open | (see archery listing for details) |
| | Rapier Auths & Inspections | Rapier Field |
| | Youth Combat | Youth Point |
| 10:00 am | Rapier 5 Person Melees | Rapier Field |
| | Thrown Weapons Range Opens | |
| 1:00 pm | Heavy List open for Auths & Inspections | Battlefield |
| | Youth Combat Archery | Youth Point |
| 1:15 pm | Rapier Tavern Brawl | Rapier Field |
| 2:00 pm | Combat Archery Authorizations & Inspections | Battlefield |
| | Viking Deed | Battlefield |
| 2:30 pm | Rapier Woods Battle | Rapier Field |
| 4:00 pm | By The Book Prize Tourney | Rapier Field |
| 4:30 pm | Deed of Arms Begins | Battlefield |
| 7:00 pm | Heavy List open for Authorizations & Inspections | Battlefield |
| 7:15 pm | Friday Court (After the Deed) | Battlefield |
| 7:30 pm | Youth Combat Marshal-in-training Meeting | Youth Point |
| 8:00 pm | Malagentian New Moon Balle | Barn |
| | Heavy List Champions Battle | Battlefield |

Saturday

| | | |
|--------------|--|-----------------------------------|
| All Day | Great Northeastern University Classes | (see classes schedule) |
| | Youth Activities | (see youth schedule) |
| 8:00 am | Youth Armored Combat | Youth Point |
| 8:30 am | Thrown Weapons Range Opens | |
| 9:00 am | Rapier Auths & Inspections | Rapier Field |
| | Archery Range Open (until 5 pm) | (see archery listing for details) |
| | Heavy List open for Auths & Inspections | Battlefield |
| | Combat Archery Auths & Ammo Inspections | Battlefield |
| | Morning Court | Battlefield |
| 9:30 am | Thrown Weapons Range Closes | |
| 9:45 am | Grand Exhibition & Youth Exhibition Registration Opens | Barn |
| 10:00 am | Heavy Resurrection Woods Battle | Woods Muster Point |
| | Thrown Weapons Under 5 Tourney | |
| 10:30 am | Great OGR Mix'n'Match | Rapier Field |
| 11:00 am | Grand Exhibition & Youth Exhibition Open | Barn |
| | Thrown Weapons Range Opens | |
| | Heavy Broken Field & Town Battles | Battlefield |
| 11:30 am | G. Finche Memorial Cut & Thrust Tourney | Rapier Field |
| 1:00 pm | Heavy List Bridge Battle | Battlefield |
| | Youth Water Battle | Youth Point |
| 1:30 am | Rapier Pennsic Singles Tournament | Rapier Field |
| | Potables Competition Sign In | Barn |
| 2:00 pm | Potables Round Table Judging | Barn |
| 2:30 pm | Heavy List Bridge Battles | Battlefield |
| | Thrown Weapons Youth Tourney | |
| 2:45 pm | Rapier Field Battles | Rapier Field |
| 3:30 pm | Thrown Weapons Adult Tourney | |
| 4:00 pm | Grand Exhibition & Youth Exhibition Close | Barn |
| 4:30 pm | Rapier Field Closes | |
| 5:00 pm | Archery Range Closes | |
| 5:00 pm | Royal Court | Front of Barn |
| End of court | Embroidery Challenge Entries Due | Barn |
| 9:00 pm | Teen Night - Cattle Raid! | Youth Point |

Sunday

| | | |
|----------|----------------------------------|---------------------------------|
| 9:00 am | Archery Range Open (until 11 am) | see archery listing for details |
| | Thrown Weapons Range Open | (until 11 am) |
| 10:00 am | Shopping War Point Forms Due | Merchant Point |
| 11:00 am | Closing Ceremonies | Front of Barn |
| 12:00 pm | Site Closes | |