

Great Northeastern War XXXIII



The Riding of Ravensbridge Vs. The Barony of Endewearde July 11 – 14, 2019

Welcome!

A message from the Event Steward:

Welcome to the Province of Malagentia and thank you for joining us for the 33rd 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 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,

Sigrída Arnisdóttir

Event Steward

Great Northeastern War XXXIII

From our Royals



To all whom these letters come, greetings!

We, King Ôzurr and Queen Fortune, have heard the plight of our Populace and have come to answer the call to Justice. Having heard the arguments and grievances of each side, the Crown has thought long and hard about the issues and strife between Our two beloved groups, Ravensbridge and

Endewearde. We have spent hours cloistered with Our most trusted advisors. We have poured over the books of law and sought the wisdom within, and We have come to a decision. Well, two decisions, one for each of Us.

His Majesty Ôzurr, being both brave and wise, has sided with the Riding of Ravensbridge in part for the righteousness of their claim, and also to thank them for the generous service given at Our Coronation. Her Majesty Fortune finds she must side with the Barony of Endewearde for the service they gave at Crown Tournament when Their Majesties won, and also as Endewearde is the homeland of Her Majesty's beloved Mother.

Come, Our warriors of all Tyger stripes and sharpen your claws as we prepare for War!

King Ôzurr and Queen Fortune

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.

More on Service Dogs

The handler is liable for the animal's behavior and actions at all times, Service dogs must a) be housebroken and b) be under the control of the handler at all times. They must be on leash unless their task demands they be off leash, at which point they may be off leash to do their task and then go back on leash. A service dog cannot react to anyone or anything without the handler's say so. If the dog tries to interact with any other human or dog without the handler's say so, the dog can be asked to leave the site. If the dog behaves in a manner outside of their purpose, they will be asked to leave. It is asked that all service animals come with their person to gate at check in.

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 wastewater 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 porta johns and bathhouse.

Leave No Trace

Participants at Great Northeastern War are responsible for the disposal of their own garbage and cleanup 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. 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. **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.

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 doing your part in helping keep the site clean.

Event Staff

SENESCHAL OF MALAGENTIA

Wynefyrd Bredhers

EVENT STEWARD

Sigrída Arnsdóttir

DEPUTIES

Aloysius Sartore
Audrye Beneyt

FACILITIES COORDINATOR

Hoarr Dondersson

MERCHANT COORDINATOR

Mairghread Huntley

GATE COORDINATOR

Shyvan Floyd

INFO POINT COORDINATOR

Menodora of Ravensbridge

HERALD'S POINT

Edmund Beneyt

ARCHERY MARSHAL

Magnus Surtsson

BATTLEFIELD COORDINATOR/HEAVY LIST MARSHAL

Fia Kareman

DEPUTY HEAVY LIST MARSHAL

Edward MacGyver

RAPIER MARSHAL

Mat Wyck

COMBAT ARCHERY MARSHAL

Karl der Falchner

THROWN WEAPONS MARSHAL

Tomas Bergstrom

FIGHTER SUPPORT

Anna Serena

YOUTH ACTIVITIES COORDINATOR

Yfir Donalsson

ARTS & SCIENCES COORDINATOR

Embla Knutrdóttir

SECURITY

Ulfeidr Artudoittr

CHIRURGEON IN CHARGE

Admiranda Howard

BARDIC COORDINATOR

Gregor von Medehem

ACCESSIBILITY COORDINATOR

Olalla Tristana

SITE BOOK CREATOR

Kathryn Foxburrow

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 Firewood

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.

Fire Performance Regulations

Fire performances, such as fire spinning, are welcome entertainment at GNEW. Please follow the regulations below to ensure the safety of yourself and those around you.

- Perform at a safe distance from your audience. A minimum of 20 feet is required.
- Have at least two trained spotters. More is better.
- Have the following items at hand for at least one spotter: a fire blanket, a 5-gallon bucket of water, and a fire extinguisher.
- Wear non-flammable clothing.
- If a person under the age of 18 wishes to perform, a parent or legal guardian must be one of the spotters.
- Perform at your skill level. Please do not use GNEW as a place to practice new techniques.
- Do not perform while intoxicated.

Thank you for sharing your joy and passion with the attendees, just remember safety comes first!

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 high traffic areas include: Information Point, Gate, Herald's Point, and assisting the East Kingdom Water Bearers Guild to bring cold water to various areas of the event. Marshals are 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.**

Two-Way Radios

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



This year's site tokens were made by Fernando Rivera and feature the devices of Endewearde and Ravensbridge. In addition to the tokens, cords will be provided which represent the side you are fighting for. Cords for Ravensbridge are blue black and white, and Endewearde will be yellow black and white. It is perfectly acceptable to pick based on whim, or favorited colors. These cords will not reflect the outcome of the War. Staff will have cords which are red, black and white. Merchants will be provided cords which are orange, yellow, and red. These cords have been either finger loop or kumihimo braided by hand by members of Ravensbridge to hold your site tokens. Some will be belt favors and others will be neck length. Enjoy them!

Master Schedule

Thursday

12:00 PM	Site Opens Great Northeastern University Begins (see classes schedule) Largesse Challenge Drop Offs Begin	Merchants Row
2:00 PM	Embroidery & Cord Making Challenge Kit Pickup Archery Range Open-BYOM 7:00 pm closes Heavy List -Authorizations & inspections. field open for pickups 4:00 pm Closes Combat Archery Inspections 4:00 pm closes	Merchants Row Archery Range Battlefield
3:00 PM	Thrown Weapons Range Open 7:00 pm closes Rapier Open Field – BYOM 6:00 pm closes	Thrown Weapons Range Rapier Field

Friday

	All Day Great Northeastern University (see classes schedule)	
8:00 AM	Embroidery & Cord Making Challenge Kits Available	Info Point
9:00 AM	Archery Range Open (until 7 pm) (see archery listing for details) Rapier Authorizations & Inspections & pickups Youth Armored Combat Near Youth Point Rapier 5 Person Melees	Rapier Field Rapier Field
10:00 AM	Thrown Weapons Range Open (until Dusk)	Thrown Weapons Range
1:00 PM	Youth Combat Archery Rapier Tavern Brawl	Near Youth Point Barn
1:00 PM	Heavy Auths & Inspections, pickups CA Ammo & Weapons Inspections Viking Deed of Arms	Battlefield Battlefield Battlefield
2:30 PM	Rapier Woods Battle	Rapier Field
4:00 PM	By the Book Prize Fight (5:30 field closes)	Rapier Field
4:30 PM	14 th Century Deed of Arms	Battlefield
7:00 PM	Fencers After Hours	Rapier Field
7:15 PM	Evening Court	Battlefield
8:00 PM	Malagentian New Moon Balle Legends by Torchlight Tourney	Barn Battlefield

Saturday

	All Day Great Northeastern University Classes (see classes schedule)	
8:00 AM	Rapier Auths & Inspections plus pickups Heavy List Authorizations & Inspections	Rapier Field Battlefield
8:30 AM	Thrown Weapons Opens (until 9:45 am)	Thrown Weapons Range
9:00 AM	Pennsic Rapier Singles Tournaments Great Northeastern Novice Tourney Archery Range Open (until 5 pm) Youth Armored Combat Combat archery inspections Golden Sword Tournament	Rapier Field Rapier Field Youth Point Battlefield Battlefield
9:30 AM	Morning Court	Town Square
10:00 AM	Thrown Weapons Under 5 Youth Tourney Grand Exhibition Registration opens (Adult & Youth)	Thrown Weapons Range Barn
10:30 AM	Special Battle including CA OGR Mix n' Match	Battlefield Rapier Field
11:00 AM	Bridge Battles Grand Exhibition Opens (until 2) Youth Exhibition Opens (until 2)	Battlefield Barn Barn

11:30 AM	Thrown Weapons Opens to All (until 2:15 pm) 4th Annual G. Finche Memorial C&T Tourney	Thrown Weapons Range Rapier Field
12:00 PM	Largesse Challenge Drop Off Ends	Merchants Row
12:30 PM	Rapier Field Battles (4:30 field closes)	Rapier Field
1:00 PM	Castle Battles Heavy List Woods Battle Youth Water Battle	Battlefield
2:00 PM	Potables Competition Sign in A & S Heavy Field Battles	Youth Point Classroom 5 Battlefield
2:30 PM	Potables Round Table Judging Thrown Weapons Youth Tourney	Barn Thrown Weapons Range
5:00 PM	Before Court Youth Service Initiative Forms Due Royal Court End of court Embroidery Challenge Entries Due Shopping War Point Forms Due	Front of Barn Barn Barn Merchants Row
9:00 PM	Thrown Weapons Range Open to All till Dusk Teen Night - Cattle Raid!	Thrown Weapons Range Youth Point

Sunday

		No Martial Activities
9:00 AM	East Kingdom Curia	Barn
10:00 AM	Youth closing ceremonies	Barn
11:00 AM	Closing Ceremonies	Barn
12:00 PM	Site Closed	

War Points (31)

Shopping – 1
 GNE University – 5
 Merchants – 1
 Archery – 4
 Rapier – 5
 Heavy – 5
 Thrown Weapons – 4
 A&S Exhibition – 1
 Potables Competition – 1
 Largesse Challenge – 1
 Youth Activities – 1
 Youth Volunteer – 1
 Adult Volunteer -- 1

Heavy List

Staff

- Mistress Fia Kareman – Battlefield Coordinator and Heavy List Marshal in Charge
- Master Edward MacGyver – Deputy Heavy List Marshal in Charge
- Lord Karl der Falchner - Combat Archery Marshal in Charge
- Lord Alexander Clarke – “Legend of Valhalla”, Viking Deed & “Canterbury Tales”, 14th Century Deed
- Master Richard Crowe – Legends by Torchlight Tournament
- Master Tiberius Iulius Rufus Primus – Golden Sword Tournament

General Rules

All heavy list fighting will be fought with the standard SCA and East Kingdom conventions for combat, armor, and weapons. Each participant **MUST** be inspected prior to their first battle.

All times subject to change at the whim of weather and field conditions.

All battles will be fought with each side fighting with the allies they have acquired. We will not create even sides for any battle.

Thursday

2:00 – 4:00 – Authorizations & Inspections; portions of the field open for pick-ups

2:00 – 4:00 – Combat Archery Authorizations & Inspections

Friday

1:00 – 5:00 – Authorizations & Inspections; portions of the field open for pick-ups

2:00 – 4:00 – Combat Archery Authorizations & Inspections

2:00 – Warriors of Valhalla: A Viking Deed of Arms

A High Authenticity themed combat event for those “Early Period” kits.

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 you have.
- Valkyrie’s Field - field battle, 360 engagement, Valkyries may resurrect fallen warriors at their whim.
- Odin’s Champions – the Valkyries will name champions to compete for Odin’s prize.

All armor and weapons must meet SCA safety requirements. Rules and more information will be available on the battlefield and announced to all combatants prior to each scenario.

4:30 – The Canterbury Tales: The 14th Century Deed of Arms

“The Canterbury Tales,” are the best known, and most widely published of Geoffrey Chaucer’s works. Written between 1387 and 1400 it serves as a literary gateway to the social structure and norms of 14th Century England and Europe. The scenarios and theme for the 2019 Deed will pull from three of the tales within the work.

Scenarios

- The Host’s Challenge - Like the prologue to the Canterbury Tales, the Host of the Deed shall issue a Challenge, either individually or in groups, to all the competitors.
- The Pardoner’s Tale - Combatants will be split into groups of three. They can either work in a pair to “kill” the other, then the remaining two may fight. Or they may all fight each other at the same time.

- The Knight’s Tale - Combatants will form triads and choose a Captain. Triads will consist of either Spear, Spear and One-Handed Sword; or Sword, Sword and One Spear. All triads will take the field against each other simultaneously. The Captain of the last standing Triad will be the winner of this round.
- Ransom Battle- The teams of England and Scotland will face off against each other in the ransom field battle. All combatants must supply a ransom befitting their station.

All armor and weapons must meet SCA safety requirements. Rules and more information will be available on the battlefield and announced to all combatants prior to each scenario.

7:00 - 8:30 – Authorizations and Inspections

8:00 – Legends by Torchlight (1 war point)

Fighters of the East, Tournaments are a time to make legends. Legends of Skill, Legends of Honor, Legends of Chivalry. If that name sounds familiar it’s because you remember a wonderful event from days gone by. An event that valued honor, courtesy, and chivalry more than wins and losses. This year, at the GNEW Torchlight Tournament we honor the memories of legends gone by and recreate the tournament from Legends of Chivalry.

The format of the tournament is simple. Depending on the number of fighters we will divide into 3 or more teams. How we divide the teams will be determined at the tournament. Each team will have captain and a herald. After we divide the teams the fighting will start. The format is up to you. Each fighter and team will issue challenges to any fighter or group of fighters on any other team. The challenges are open and the sky is the limit. Do you want to fight dagger and buckler with a member of Chivalry? Issue a challenge. How about dizzy sword with a Companion of the Order of the Tyger’s Combatant? Issue a challenge. How about putting together a triad and challenge any other triad to a fight with single sword. Issue a challenge. Traditional, crazy, unique, as long as it’s fun, issue the challenge. The goal is to fight people you don’t normally fight and have fun. Multiple challenges will be offered at one time and multiple fights will occur simultaneously. Exceptionally fun or creative fights may be featured “front and center” so that everyone can enjoy the entertainment.

The winning team will be determined by chivalric observers. There will be a number of official observers to watch the combatants. Each observer will be given a number of tokens, determined by the number of fighters. They will give the tokens to fighters throughout the tournament for whatever reason they see fit. Entertaining fight, glorious death, chivalrous actions, and so forth. Each observer must give all their tokens by the end of the tournament and there will be a limit as to how many tokens can be given out at a time.

There will be a small entry fee for tournament that will contribute to the final prizes. Each fighter must bring 1 unit of their favorite beverage to contribute to the pool. It can be whatever you like, beer, liquor (nips only), soda, coffee, voucher for coffee in the morning, etc. It need not be fancy or expensive. An emergency stock will be available so no fighter who wishes to participate will be turned away. At the end of the tournament the tokens will be counted and the team with the most tokens wins. The winning team gets the prize pool to divide among themselves.

Saturday

8:00 – Authorizations and Inspections (*will continue as long as Marshals are on the field*)

9:00 – Combat Archery Authorizations and Inspections (*will continue as long as Marshals are on the field*)

9:00 – Golden Sword Tournament – *Sponsored by the Barony of Stonemarche and Arastorm the Golden*

In all the tournaments, Ælfwine and Kobi always came in second and third. She thought it must be really depressing to be a good fighter, but who had no chance when those guys were playing. She decided to have a tourney just for new fighters, celebrating the Most Promising New Fighter.

This tournament is open to all fighters who have been fighting for less than a year and have not been to Pennsic. The tournament will consist of experienced fighters sparring with the new fighters, and then giving their opinion regarding the potential of each fighter. The winner will be the fighter who shows the most promise.

10:00 – Castle Battles (1 war point)

Two Castle Battles - one side attacking in the first, and the other side defending; they will switch for the second battle. The side with the shortest time to take the castle will win the War Point. The attackers have unlimited resurrection, the defenders can resurrect once. The castle will be one large square room with a resurrection point in the middle. There will be two entrances – one in front that is at least 9’ wide and a second through a “tunnel” in the rear that is less than 6’ wide. All weapons can be used on the front entrance; weapons used in the rear tunnel must be less than 6’ long. Combat Archery is allowed at both entrances, and the defenders may fire from the walls “down” into the attackers.

11:00 – Bridge Battles (1 war point)

Three Bridge 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.

1:00 – Resurrection Woods Battle (1 war point)

This will be a 30-minute resurrection battle, with three stationary flags. Two random checks and a final check at the end of battle will be taken for who controls the flags; the side that holds the flag at each check will earn a point for that side. At the end of battle, the team with the most points wins the War Point. Each team will have a resurrection point and the boundaries will be marked. No combat archery in this Battle.

2:00 - Field Battles (1 war point)

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.

After the last battle, the field will remain open for Unbelt practice, pick-ups, etc., as long as a Marshal remains on the field.

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 “water bearing” - 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 Torchlight 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 Domina 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!

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. Unless otherwise noted, all activities will occur on the fencing field.

Pickups & Learnings: We will be facilitating and encouraging pickups and spontaneous lessons to foster good feedback, encouragement and of course, plenty of fencing. The 'pick-up' site is the small tent featuring the colorful 'fish 'o fence.'

Thursday

3:00 – 6:00 – Pickups and Authorizations

Friday

9:00 – Pickups and Authorizations

10:00 – 5 Person Melee (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.

1:00 – Tavern Brawl (Barn)

Taking place 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.

2:30 – Woods Battle (1 War Point)

We are excited to host fabulous woods battles! We will feature both a capture the flag scenario as well as a travelers/brigands scenario. If the weather is poor and we may not use the woods due to overly wet terrain, we will move to the field. Pennsic rules apply (knee walk to engagement, no running into engagement, and death from behind allowed).

4:00 – By the Book Prize Fight

It is our great pleasure to host our second annual 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, your best kit also in keeping with said form, and an audience. Each fencer will be asked to begin with a brief verbal description of their form and physically demonstrate two plates or actions from it." Did we mention there would be prizes? Contact Maréchal Remy Delamontagne de Gascogne for more information.

5:30 – Field Closes

7:00 – Fencers After Hours

Come socialize with your fellow sword slingers and recovering wire weenies from hell! Bring a chair, a few pops to savor or share, and a few "no spit, there I was" stories to tell.

Saturday

8:00 – Pickups and Authorizations

9:00 – Pennsic Rapier Singles Tournament

The East Kingdom's Rapier Singles Leaders will once again to host a tournament to help determine the makeup of this year's Pennsic Champions 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).

9:00 – GNEW Novice Tourney

Open to all rapier fighters authorized on or after July 1, 2017. Tourney will be round robin format for the first round. Subsequent rounds will be determined based on number of participants. It is requested that combatants match form for those who are limited to single sword.

10:30 – The Great OGR Mix n' Match

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).

11:30 – 4th Annual Master Gregory Finche Memorial Cut & Thrust Tournament

In memory of Master Gregory Finche comes the fourth 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.

12:30 – Field Battles (3 War Points)

A set of three scenarios: Capture the flag with limited resurrection; Timed open field with limited resurrection; Treasure Chest / Banners Scenario. (DFB allowed in all scenarios; knee walk to engagement, running allowed *to* engagement).

4:30 – Field Closes

Archery

This year's archery theme will be **Star Wars**. The Castle Clout will be a life size **Darth Vader**; the Advancing Soldiers will be **Storm Troopers**; the Castle Window will be a **light saber**; and our Novelty shoot will be Flying **TIE Fighters** defending the **Death Star**.

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

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

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.

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. There is a minimum of 3 marshals required to keep the line running smoothly, but we always welcome

more marshals for any shift. 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.

Thursday

2:00 – 7:00 – Range Open

Royal Rounds and open practice as marshals are available. Please bring your own marshal if possible.

Friday

9:00 – 7:00 – Range Open

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

9:00 – 5:00 – Range Open

Royal Rounds available all day; youth archery instruction available all-day pending marshal availability; War Point shoots available all day; IKACs available by request. Range will close prior to the start of Evening Court.

Thrown Weapons

Thanks to the generosity of our Marshals in Charge, Tomas Bergstrom, 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. **Shoes or sandals must be worn at all times while on the range.**

No authorizations are necessary, and the range is open to anyone age 5 and older. **Youth 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.

War Points

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. War Points will be open all times range is open.

Thursday

12:00 – Dusk – Range Open

Friday

10:00 – Dusk – Range Open

Saturday

8:30 – 9:45 – Range Open

10:00 – Under 5 Tourney – Save The Royal Pets (1 War Point)

The vile petnapper "Leif the Thief" has made off with the Royals' pets. Stop Leif and his gang from making off with his spoils. Contestants of the Under 5 Tourney will be throwing bean bags for safety.

11:00 – 2:15 – Range Open

2:30 – Youth Tourney (1 War Point)

4:30 – Start of Evening Court – Range Open

Arts and Sciences

We are excited to again offer a broad spectrum of arts and science classes, activities, and competitions this year. Whether you are interested in learning a new craft, competing in the grand exhibition, joining a bardic circle or having a late-night dance, there will be something for everyone!

Friday

6:00pm – New-Moon Balle Dance Practice

8:00pm – The Annual Malagentian New-Moon Balle

GNEW is happy to be hosting the Annual Malagentian New-Moon Balle again this year! Please join us for an evening of Renaissance dancing. This is normally an informal affair, so come dance a little or a lot, or just come watch the dancers and listen to the live music. The Balle will be held in the Main Barn and all are welcome!

Bardic

This year, bardic will be run a little differently than in previous years. Look out for the various performer appearances at Town Center. If you are interested in performing, find Lord Gregor von Medehem for more information. This will be happening throughout the weekend as bards are gathered and time allows. We hope that your muse will inspire you to come play. All experience levels are welcome and encouraged!

Embroidery and Cord Making Challenge – Adult & Youth

The Embroidery Challenge is a unique competition that challenges you to plan and complete an embroidered piece in a short amount of time. The embroidery kits for both adults and youth will be available on Merchant's Row near the Largesse Drop off on Thursday and are first come, first served. Competitors will design and complete their work using only the materials provided and within a specified theme that will be revealed at the beginning of the competition. Participants will have until the end of court on Saturday evening to complete their piece. Please turn in your entry at the Main Barn. More information on who will receive entries will be provided when you pick up your embroidery kit. This year, we will be adding a challenge for those interested in creating cord. The times and places of pick up and drop off of the kits will be the same as the Embroidery Challenge. After judging the entries, the winner will be announced, and prizes awarded at closing ceremonies on Sunday. Please provide your name with your entry and if you want your embroidery back, please indicate that on the form provided with your contact information. Please return all needles and hoops so we can continue this competition next year!

Arts & Sciences War Points

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

Great Northeastern University

There are many ways to contribute through A&S to help your side win the war! Teaching and attending classes will both contribute to the war point total this year. We have 5 points attributed to just GNE University! The A&S exhibition will add another point

to the war totals! If you volunteer to sit with the A&S display, adults will be given a ticket for every volunteer hour and children will be given a ticket for every 15 minutes volunteered, to contribute to the volunteer war point for your side!

The Potables Competition

The Great Northeastern War is happy to host the Potables Competition again this year. The format of the competition is a round table where all entrants are also a part of the judging panel. Entries are limited to 1 submission per each of the following categories: Beer/Ale, Mead, Wine, and Cordials/Other. If you are unsure of which category your entry belongs in, feel free to contact Braumeister Otto Gottlieb or ask upon arrival at the competition. Documentation is not required to enter, 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. Go to "Guild Documents" and "Competition Score Sheet." 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 2:00pm. Due to time constraints, no entries will be accepted after that time. Good luck brewers!

Youth Arts and Sciences Grand Exhibition

All young gentles are invited to display their original completed or in progress work in the Grand Arts & Sciences Display this year. Every entry will contribute 5 points towards the tally of their declared side and all competitors will be given the opportunity to receive feedback on their entry and the chance to be the Youth A&S Champion. Documentation is not required for entry but if you have it, you are encouraged to include it in your display. We will have some sheets for participants to fill out with their information and information about their entry at registration. All entries will be attended by staff during the duration of the display but, you are encouraged to protect art and note whether viewers can touch your item(s). If you have any questions about the process, please reach out to Lady Embla Knutrdottir (artsandsciences@malagentia.eastkingdom.org) or Lady Elisif Hoarr Kona. You are also welcomed to bring any questions to registration.

Arts and Sciences Grand Exhibition

The Arts and Sciences Grand Exhibition is open to all A&S related objects, projects, or research, finished or in-progress. Artisans and scholars of all skill and experience levels are encouraged to participate and contribute to the A&S war point! Every entrant into the A&S competition will add 5 points to the tally towards the war point of their declared side. The overall winner will add an additional 5 points towards their side. At the end of the competition, the points will be tallied and the side with the most points will be awarded the A&S war point. All viewers of the A&S displays, and especially members or the Order of the Maunche and the Order of the Laurel, are encouraged to leave comments to individual entries and leave their tokens to any entry they find to be exemplary. Documentation

is not required but encouraged. There will be forms to fill out at registration with your information and information about your work. Entrants may sit with their display to answer questions for some or all of the Exhibition if they desire but this is not mandatory. All entries will be attended by staff during the duration of the display but, you are encouraged to protect art and note whether viewers can touch your item(s).

Largesse

A Largesse Competition is a challenge between two parties to see who can create the most unique and beautiful items which get donated to the King and Queen. These gifts are then bestowed upon other subjects throughout the known world at their majesties pleasure. The largesse challenge is a great way to show the Kingdom what we can do here in the Northeast. Pieces may end up in the children's toy box or more elegant items bestowed upon people during high merit celebrations. We have had such items donated as:

Book marks, Toys, Favors, and Jewelry. Any and all donations are welcome.

How you can participate

Numerous conflicts have come and gone but the largesse competition continues to this day. This year's largesse competition is between Ravensbridge and their friends versus Endewearde and their allies. We would like to formally invite you to participate in the largesse competition. Gather your fabric remnants, your scraps of wood, or anything else that you can create an A&S project out of. We will have a drop off point for your largesse donations in merchant's row. All items will be gathered together, points tallied to determine a winner then put in the barn at the A&S display for all to view. Feel free to label your donations. The deadline to submit your items is by 12:00 Saturday at GNEW.

Thank You for supporting our King and Queen.

Lord Magnus "Morty" Seneschal to Ravensbridge,
GNEW Largesse Coordinator

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.

Youth Service Initiative

This year, I challenge every youth at the Great Northeastern War to take up this service initiative. By performing deeds of valor, kindness, prowess and service, may you all show us that which is the bounty of our wonderful young folk. Sing a song, escort a Lord or lady to court, take out trash, help a fighter carry his armor, fight chivalrously in a tournament, be kind in all you do. Please see Info Point for more information.

Quest Givers

Gather your gear, Adventurers, and make ready to go questin' at GNEW! Quest-givers 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 Quest-giver! When you find one, ask for a quest. They will send you off on a journey to learn, help or discover. Once you have completed the assignment, return to the Quest-giver and receive your sweet reward! Quest-givers have unique missions, and will be out at different times all weekend. Try to find them all! Haven't found a Quest-giver

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, the Archery range welcomes youth over the age of 5 whenever the range is open. Please speak with a marshal about proper supervision. All archery shoots are open to archers of all ages and abilities.

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!

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 volunteer (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 the end of court on Saturday.

Youth Thrown Weapons

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 Martial Activities Combat

Marshal In Charge: Yfir Donalsson

Location: Youth Field near Youth Point

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 Yfir Donalsson 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).

Friday

9:00 – 12:00 – Youth Combat

1:00 – Youth Combat Archery

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.

7:30 – Youth Combat MIT Meetings

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!

Saturday

8:00 – 10:00 – Youth Combat

Youth Classes

O' to be a Knight!

Take a journey with Sir Marcus, discuss what you believe it is to be chivalrous in both your SCA and mundane worlds. Talk about what you want your experience to be and how embracing the peer like qualities of the Society can help us all achieve that, plus, there will be cookies! (Please see Info Point for the time and location.)

Heraldry for Kids

A grand array of banners whip in the wind, the arms of both friend and foe gather as they take the field of battle. Master Alexander takes you through the basic steps of creating your own personal arms. Materials provided. (Please see Info Point for the time and location.)

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 'worksheet' 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!

Cattle Raid

Saturday

9pm – At 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?!

Merchants

Shopping War Point

Shop your way to victory! Your purchases in Merchants 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 Merchants Point (co-located with Herald's Point) or the Merchant by 5pm Saturday.

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

Brandr Forge – Metal Stuff www.brandrforge.com

BloodStoneDragon Jewelry – Homemade Jewelry

Cabochons – Jewels with sew on settings, striped socks, artwork, books, other stuff

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

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

Dragonrose Leathers – Leather pouches, bags, belts, whips, mug straps, bracers & greaves, leather covered bottles, bone buttons, bone utensils, bone needles, needle kits, hand carved wood & bone personal items and netsukes, bone blades, steel blades. All items handmade, none are resale. stoncharvest@earthlink.net

Den of Amber – Amber, leather, misc. jewelry Facebook/Den of Amber

Diabolis Bazaar – A selection of finds from our "Silk Road" travels. Saris, parasols, veils, jewelry, decor items, feast gear, musical instruments, perhaps garb and spices

Far Flung Potter – Pottery Thefarlungpott.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

Freckle Factory – Tablet woven bands, spun wool, and knitted items

French Roast Bob – COFFEE!!

Green Mountain Leathercraft – Leather goods, beads, jewelry

Hus Hallvardr's Fire & Ice – Firewood and ice for use in coolers only

Ironmonger Armory – Armor and armor making tools ironmongerarmory.com

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

MacQueen of Kilts – Kilts Tartan Garb Leather and Fabric goods

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.

Mead Hall Outfitters – Fabrics (linen, wool, brocade, silk, hemp) Facebook.com/MeadHallOutfitters

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

Northern Tower Archery Supplies – Archery equipment and Supplies

Petra's Apothecary – Herbal preparations such as salve, balms, insect bite relief, talismans, etc.

Plunder Sisters – An eclectic mix of items that you need. Includes but not limited to feast gear, clothing, baskets, jewelry etc.

Pretty Evil Treasure Trove – Leather Goods - belts, belt bags, sword frogs, coin pouches, flask covers, stamp pins, shoes, dice bags, hair clips/clasps, etc.

Rampantwolf Forge – Forged goods and camping equipment, tent stakes, tripods, forged jewelry, Banner stands, hooks of every description, custom forge work as always

Rock Maple Forge – Cutlery, iron work and jewelry etsy.com/rockmapleforge

She of The Unbroken Horn – Biofield Tuning is a unique non-medical therapeutic method that uses sound waves produced by tuning forks in the bio magnetic field, or biofield, that surrounds the human body victoriagreenua.com

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

Stone Garden Jewelry – Handmade made jewelry w/bone, stone & pewter. Animals & symbols in bone, stone & pewter pendants StoneGardenJewelry.net

Strongford Arts – Handmade Celtic, Anglo-Saxon, and Viking Jewelry www.facebook.com/StrongfordLtd

pewter Charms.

Sunshadow Design – Handmade historical dress accessories, knives, SCA coronets, award regalia, fencing weapons & blades.

<http://www.sunshadowdesign.com>

Switzer's Jewelry – Handmade nickel-free earrings, bracelets and charms.

T.F. Woodcraft – Wooden handmade tools including embroidery frames, lucet's, drop spindles, benches tfwoodcraft.com

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 – Handmade goods, drinking horns, feast gear, jewelry

VeraStorium – Hoods, Drinking Horns, Pouches and Bags <https://www.facebook.com/VeraStorium-412549882917025>

Walt-King Sticks – Wood! Wonderful Wood! Waltkingsticks.com

Gatherings, Meetings & Guilds

Town Center

One of the highlights of the East Kingdom's 50-Year Celebration was the Town Center. After inquiries about it, we agreed it was a great idea and have added a Town Center to Great Northeastern War. Located on the battlefield end of Merchants' Row, Town Center is a space to meet, relax, and get together. Their Majesties will be holding Court here Saturday morning, and you might see some Bardic performances. Stop by and hang out, meet someone new and share a story.

Info Point / Herald's Point

New to the Great Northeastern War this year info Point and Herald's point shall be located together in the center of Merchants Row.

Herald's Point Hours

Friday

9:00 – 4:00 – Herald's Point Open (break from 1 – 2)

Saturday

9:00 – 4:00 – Herald's Point Open (break from 1 – 2)

Availability each day is dependent on volunteer numbers.

Info Point Hours

Thursday

12:00 – 8:00

Friday

12:00 – 8:00

Saturday

10:00 – 4:00

Sunday

10:00 – 12:00

A return bin for gold key garb will be available and labeled.

Guild and other Meetings

Friday

7:30 – Youth Combat MIT Meeting (Youth Point)

A gathering for Marshals in training and those interested in becoming so.

Saturday

10:00 – East Kingdom Soothsayer's Guild (Classroom 5)

Meeting for current and potential guild-members of the EK Soothsayers Guild. If you shine, scry, see, dowse, cast, foretell, or otherwise say the sooth, come meet the other members. We want to find out who's in the different regions. Come ask questions if you've never heard of it before.

11:00 – East Kingdom Herbalists' and Apothecaries' Guild (Classroom 5)

Meeting of the EK Herbalists' and Apothecaries' Guild.

3:00 – Spinners, Dyers, and Fiber Artists Guild (Classroom 4)

A meeting for the spinners, dyers and fiber artists of the east kingdom (and beyond) to talk about the direction we would like the guild to take. As always you are welcome to bring your work and work as we talk and showing off your work is very welcome and expected.

3:00 – Wordsmithing Guild Roundtable (Classroom 3)

Wordsmithing is becoming a bigger part of the scribal community, and the SCA experience at large. Organizing into a guild would give us the opportunity to meet and discuss our particular art, and think about how else we can lend our unique and desired skills to the SCA and the Eastern Kingdom.

3:30 – Tyger's Cub Meeting (Youth Point)

This is a meeting for all current Tyger's Cubs (regardless of age) and those interested in the order.

7:00 – East Kingdom Royal Foresters Guild (Camp Sundorwine)

A formal meeting of the East Kingdom Royal Foresters Guild to conduct guild business: accepting application for membership, swearing oaths, guild rank promotions, reports from guild officers, and other misc. business. All interested gentles are welcome to attend.

Gatherings

Friday

6:00 – Baconpalooza (Whitehall Camp)

Price of admission is one pound of bacon or a bacon dish.

Saturday

9:30 – Thunder Party (Thunder Camp)

*This being the
Map of
the Great
Northeastern
War 33*

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