

Great Northeastern War XXXI

Malagentia vs Stonemarche
July 6-9, 2017



Welcome!

A message from the Event Stewards

Welcome one and all to this 31st Great Northeastern War. We are so glad you are able to join us for another weekend of fun, as we battle with the Barony of Stonemarche over the protection of our dear Riding of Giggleswick. As always, you can help the war effort for your chosen side in many ways – fencing, fighting, archery, arts & sciences, and even shopping!

This year we are very pleased to be hosting the King & Queen's Thrown Weapons Championship. Be sure to visit the range on Saturday to watch the best the East has to offer vie for these coveted Champion positions.

Like everything in the Society, Great Northeastern War only happens through the work of many volunteers. 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 creating new tales of glory to be shared for years to come.

In Service,

Baroness Molly Schofield

Lord Eiríkr Oxnaháls

Autocrats, Great Northeastern War XXXI

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.

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, run-off 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 DO NOT wash dishes in the sinks inside the bath house. You may wash dishes in the utility sink outside the 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.

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.

Event Staff GNEW XXXI

Event Stewards

Lord Eirikr Oxnaháls
Baroness Molly Schofield

Seneschal of Malagentia

Lady Wynefryd Bredhers

Gate Coordinator

Baroness Anastasia Guta, OP

Info Point Coordinator

Uleifdr Artudottir

Merchant Coordinator

Baroness Ellice de Valles

Battlefield Coordinator

Sir Edward MacGyver

Rapier Marshal

Lady Aesa Ormstunga

Archery Marshal

Lord Deormund Wulfscyld
Lord Magnus Surtsson

Thrown Weapons Marshal

Lord Symon of Barnsdale
Lady Serafina della Torre

Arts & Sciences Coordinator

Lord Frederick Van der Veer

Class Coordinator

Aloysius of Ravensbridge

Youth Activities Coordinator

Lord Thomas de Marr

Fighter Support

Lady Anna Serena

Facilities Coordinator

Lord Hoarr Dondersson

Security

Edward of Malagentia

Site Tokens

Lord Gaius Claudius Valerianus
Lord Cailte Crobdurg MacScandal

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 the autocrat directly (through Information point) before plugging in. Access to electricity is not part of our contract with Hebron Pines. There may be a small fee imposed by the campground for access to electrical outlets, but we will do our best to accommodate every camper.

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.

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.

Many Hands Make Light Work!

Got some spare time? Consider volunteering a bit of it to help make GNEW run smoothly for everyone! Whether it's a shift at Gate or Info Point, a turn as Marshal so that others can play or even a round of watering the fighters, every little bit helps to make things go easier!

About the Site Token

Cast by **Cailte Crodburg Mac Scandal** and **Gaius Claudius Valerianus**, the inspiration for this year's site token was taken from the Maine Penny.



(Photo: Maine State Museum)

Minted in Norway between 1065 and 1080 A.D. during the reign of Olaf Kyrre, these coins were discovered in 1957 at the Goddard site in Penobscot Bay and dated between 1180 and 1235 A.D. It is believed to be evidence not of Norse settlements in the states but of Native trade with the Norse in Greenland and Vinland.

While the coin would typically be struck in silver, due to the time and materials available to us, our site tokens were cast in pewter from a carved wooden disk. The runes on the coin read GNEW Thirty One.



(Photo: Wikimedia Commons)

Heavy List

All heavy list fighting will be fought under standard East Kingdom Heavy List Policies. All times subject to change at the whim of weather, field conditions and Roving Royal Court.

Deed of Arms

Friday 5:30 pm

The theme of this years Deed of Arms is: "The Knights of the Round Table." This is the fourth year a Deed has been run at Great Northeastern War, 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.

Procession to the field will start no later than 5:30.

There will be an overview of the rules, and of the scenarios prior to the procession, and a recap for the gathered crowd once on the field. There will be three challenges laid out. Each one having a theme of the Knights of the Round Table. Then will come the Ransom Melee. (Run only once).

Bring as much pomp and ceremony as you wish.

Requirements: All participants must wear a 14th C kit. Greaves are not required (but are encouraged) and all are encouraged to wear chausses and braies. All weapons must closely resemble their medieval counterpart. 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. Rules of combat will be explained to all combatants before the Combat begins. Full rules are also available at www.gnewar.org.

The Summer Druid vs The Winter Witch - A Champions Battle of the Legends of Chivalry

Friday Night 8 pm.

This tournament will be fought with the standard SCA conventions of combat, armor, and weapon standards. any weapon-approved form may enter. Combatants may choose which season to defend.

This will be a three ransoms for lives. Ransoms may be homemade or purchased. This will be a challenge tournament, if you lose your challenge - you pay a ransom. Challenges may be made individually or teams. Won ransoms may not be used. Ransom will be supplied for anyone who wishes to enter, but failed to bring a ransom.

Resurrection Woods Battle

1 Warpoint. Saturday 10:30 am-11 am

This tournament will be fought with the standard SCA conventions for combat, armor, and weapon standards. 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

2 War points. Saturday 11:30 am.

There will be two Broken Field/Town Battles - one with combat archery, one with no combat archery. This battle will be fought with the standard SCA conventions for combat, armor, and weapon standards. The Battles will be two 30-minute resurrection, each worth 1 war point. There will be three buildings to capture and control, the team that controls the most buildings at the end, will win the war point. The 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 remove resurrection point from holder. **Combatants must have hand protection. Gauntlets or heavy hand gloves approved for Great Weapons/Spears, etc.**

Field Battles

3 War points. Saturday 1:00 pm.

There will be three Field Battles, two with combat archery, and one with no combat archery. Each battle is worth 1 war point. This battle will be fought with the standard SCA conventions of combat, armor, and weapon standards.

Bridge Battles

2 War points. Saturday 2:30 pm.

There will be two Bridge Battles, one with combat archery, and one with no combat archery. Each worth 1 war point. This battle will be fought with the standard SCA conventions of combat, armor, and weapon standards.

All Battles will be scheduled based on morning or afternoon courts

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

Don Scamus O'Neill will be organizing a new variant of the Grand Ball for pickup fencers. 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

Field Open

3 pm. Pickups and authorizations. Bring your own marshal.

Field closes

6 pm.

FRIDAY

Field Open

9 am. Pickups and authorizations.

Valhalla Tourney

Friday 10:30 am.

Also known as a Reverse Snowball tourney, this event begins as a Roman melee. Once killed, you must leave the melee field, but remember who it was that killed you-- when they in turn are killed, you may re-enter combat. If the scenario looks to run over time, a freeze will be placed on further resurrections.

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.

Town Battle

1 War Point. Friday 2:30 pm.

Each team takes turns at trying to burn down one of three structures, defined by having a fencer of the attacking side placing the "torch" in the holder in the center of the room. This is a timed battle where the winner will be determined as the team with the lowest time it took to claim victory.

Field closes

5 pm.

SATURDAY

Field Open

9 am. Pickups and authorizations.

5 Man Melees

1 War Point. Saturday 10 am.

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.

2nd Annual Master Gregory Finche Memorial Cut & Thrust Tournament

Saturday 11:30 am.

In memory of Master Gregory Finche comes the second 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. Saturday 2:45 pm.

A set of three scenarios. Capture the Flag with limited rez, no DFB; timed open field with unlimited rez, DFB allowed; and a timed, multi-point Hold Territory objective with unlimited rez, no DFB.

Field closes

4:30 pm.

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 or the Merchant Coordinator, Baroness Ellice de Valles, by 10 am Sunday.

Thrown Weapons

Thanks to the generosity of our **Marshals In Charge, Lady Serafina Della Torre and Lord Symon of Barnsdale**, 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.

Thursday

5:00 to dusk: Range Open

Friday

10:00 am - Noon – Range Open

1:00 pm - 7:00 pm – Range Open

7:00 pm - 8:00 pm – Range closed for tourney set up

8:00 pm – 30 glow stick tourney (Axes only, restricted to ages 12 and up)

Saturday

9:00 am - Noon – Range Open

King's and Queen's Championship Tourney

1:00 pm to 5pm. 1 Warpoint.

The thrown weapons range is located on the northern end of the site, to the left of the battlefield, off of Thunder Road.

This year GNEW is hosting the **King's and Queen's Thrown Weapons Championship Tourney**. When the range is open you may throw to qualify for the Tourney. You may throw three qualifying rounds, of which the best will be selected. The top 16 throwers will qualify for the tournament to be held on Saturday afternoon. A qualifying round is structured similar to a Royal Round, throwing four throws in each of the three weapons forms at each of the two distances. Once you have declared you are starting a qualifying round, however, you must complete all your throws in succession with no breaks or practice in between.

Additionally - Your qualifying throws will count towards war points! Declare who you are throwing for, and your best score will be counted toward the one war point available. The scores will be tabulated together and the points awarded to the side that receives the highest total.

5:00 to Court – Range Open for All

After Court to dusk – Range Open for All

Sunday

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

Archery

As always, Archery will be an important and integral part of the competition at Great Northeastern War. In addition to four war point shoots, we will offer Pennsic war practice shoots for both adults and children.

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 Suns.

Range Hours

Thursday

– Royal Rounds and open practice as marshals are available. Please BYO marshal if possible.

Friday: 9 am to 7 pm

– Royal Rounds (all day); New Archer Instruction (all day); IKACs (by request as Royal Rounds are shot); War Points (Castle Clout, Advancing Soldier, Castle Window, Hanging Suns) (all day)

Saturday: 9 am to 5 pm (or court begins)

– Royal Rounds (all day); New Archer Instruction (all day); IKACs (by request as Royal Rounds are shot); War Points (Castle Clout, Advancing Soldier, Castle Window, Hanging Suns) (all day).

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 Deormund Wulfscyld or Lord Magnus Surtsson if you can assist.

Arts and Sciences

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 Mistress 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

There will be many bardic events this year at Great Northeastern War, including a puppet show, bardic showcase, and various performances. Visit The Malagentian Players on Merchant Row to get your music and entertainment fix!

Malagentian Players on Merchant Row Schedule

Friday:

After Dark: Concert – Lady Solveig and Friends

Saturday:

2:00 pm: Puppet Show “Aesop’s Fables & Other Tales”

1 hour after Court: Open bardic circle

Embroidery Challenge – Adult & Youth

The Embroidery Challenge is a unique competition that tests your ability to plan and create an embroidered work in a short period of time. Embroidery kits for both adult (18+) and youth (17 and under) challenge will be available at Information Point. Kits are first come, first served, and will be available starting at 8:00 am on Friday. Competitors will design and construct an embroidery work on a specified theme using only materials supplied in the kit. The completed piece must be turned in for judging at the Barn by the end of Court on Saturday, and the winner will be announced and prize awarded at closing ceremonies on Sunday morning. Please write your name on the paper provided so we know who to return the needlework to at the end, and return all hoops and needles when you turn in your kit!

The Potables Competition (war point)

The brewing competition is open to all brewers. Potables must be signed in at the barn between 1:30-2:00 on Saturday. No entries will be accepted after that time. Categories are as follows: ales/beers, meads, wines, cordials. Only one entry per person per category, so pick your best!

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 pitched the yeast, your potable will be scored as a cordial.

No home distillates allowed unless the brewer has a proper mundane license to distill. Please plan to stay with your potable, or send a proxy who is familiar with your process.

Only entrants may judge at the round table unless a suitable bribe has been offered to the Guildmistress. Documentation is highly encouraged and represents 20% of your overall score. Please do not let this prohibit you from entering! The documentation hotline can be found by contacting our competition organizer, Mistress Sylvia, who will happily help you prepare your document!

Bring a clear tasting glass, a pallet cleanser (bread, crackers, or pretzels work well), and some water.

Arts & Sciences Grand Exhibition (war point)

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 11 am to 4 pm.

Entries must be signed in at the Main Barn on Saturday between 10:00 am and 11:00 am, and must be picked up on Saturday afternoon between 4:00 pm and 5:00 pm. Items not picked up by 5:00 pm will be taken to Lost and Found at Information Point. 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.

Great Northeastern University (war point)

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. In order to qualify for the point, all teachers must pre-schedule their class with the Class coordinator by 11:59 PM on Monday, June 30. The full class schedule is available separately.

Youth Activities

Great Northeastern War 31 will host many activities where all youth, age 17 and under, will be readied for preparation of service to King and Society. All of our young offspring will have the opportunity to assemble in friendship, fellowship and belonging.

Volunteers are always welcome, and teens who would like to spend some time working in partnership with an adult supervisor would be especially helpful.

Per East Kingdom Law, children age 12 and under must be supervised at all times while attending SCA events. Certain activities may require that a parent or legal guardian be present during the activity. In addition to the activities listed here, many classes offered by the Great Northeastern University are open to students of all ages – please see the class listings for details.

Again this year, we have opened a Youth Point tent, located near the battlefield and very close to the merchant area. The youth point tent is designed as a shady spot for youth and parents to meet and play together. The tent will feature books, games, puzzles, and other activities for youth to use. We encourage families to come to the point to meet other SCA families, but supervision is not provided. We ask that everyone respect each other, that elders help the younger, and use the space and materials provided respectfully.

Youth Muster and Meet and Greet

Thursday: 6 pm, Youth Point.

Come and meet other SCA families on Thursday evening to hear what opportunities lie ahead for the war youth of GNEW 31. This is a family event and will be presided over by Lord Thomas de Marr. Warriors will share stories, songs will be sung, games will be played! Pasties and fruit will be offered but please feel free to bring a morsel to share!

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 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.

Youth Embroidery Challenge

Thursday – Saturday, Information Point.

When in Rome... “Si fueris Rōmae, Rōmānō vīvitō mōre; si fueris alibi, vīvitō sicut ibi (“if you should be in Rome, live in the Roman manner; if you should be elsewhere, live as they do there”) – St. Ambrose, 4th century.

In honor of our most glorious King and Queen, create an embroidery piece incorporating the feather and Roman ‘H’ of our Queen’s favor. Projects do not have to be finished to be included in judging. All projects **MUST** be turned in by the end of court on Saturday. Please drop off finished projects in the blue-lined basket in the A&S barn during the day Saturday, or directly to Aloysius (who will be by the barn porch with said basket at the end of court). Winner will be announced at closing ceremonies on Sunday.

Youth Armored Combat

Friday: 9 am – 11 am; Youth Field near Youth Point.

Saturday: 9 am – 10 am; Youth Field near Youth Point.

Marshal in Charge: Lord 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).

Youth Combat Archery – Battle of Badon Hill

Friday: 1 pm – 2 pm; Baden Grove.

Marshals in Charge: Lord Thomas de Marr and Lord Samuel Peter Bump.

Youth ages 5 and up. Parents must help their young ones load their crossbows, which will be fun for the whole family. Defend the hilltop from the 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 ridge to the last man.

Youth Arts & Sciences Exhibition

War Point. Saturday. Sign in at 11:00 AM; Exhibition 11:30 am – 2 pm.

Young Scholars and Artisans of the East are invited to display their work in a Grand Arts & Sciences Exhibition and compete for a War Point with their effort! Each entrant in the 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 commenters declared side. 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 youth of ALL ages are most welcome to participate, and adult-child joint projects may also be submitted for display. At the close of the exhibition, the points will be tallied and the side with the most points will earn one war point.

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 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.

The Exhibition will be open to the public for commenting on Saturday from 11:00 am to 4 pm in the barn. Entries must be signed in at the Main Barn on Saturday between 10:00 and 11:00 am and must be picked up on Saturday afternoon between 4:00 and 5:00 pm. Items not picked up by 5:00 pm will be taken to Lost and Found at Information Point.

Items entered in the Exhibition will be attended by GNE war staff Arts and Sciences 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.

Teen Night – Cattle Raid!

Saturday: 9 pm; Youth Point.

Led by Lord Thomas de Marr.

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?!

Youth Classes

Poetic license

Friday. During the Winter Witch & Summer Druid Tournament. Youth Point. Led by Lord Nicol mac Donnchaidh.

Youth class and competition. You will learn how to write epic poems and limericks telling tells of important events as the bards of old taught history. Everyone will finish by writing the tale of the Witch vs Druid battle and the best one voted on by the judges will receive a special gift.

Hnefatafl!

Youth Point. Saturday 3 pm – 4 pm.

Led by Lady Embla Knútrdottir.

Learn to play this fun Viking game with the whole family. This is a family activity so bring your parents with you.

Forest Shelters

Youth Point, Saturday 1 pm – 2 pm.

Led by Hrefna Hrodbjortsdottir.

Learn to make forest shelters for your next family expedition! You will learn to make simple shelters and the skills needed. This is a family activity and parents must accompany their child.

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 The Deed and the Summer Druid vs. Winter Witch). 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 Rose Copper Steele at the Battlefield Support station (or ask after either of them at Info Point). They'll be thrilled to meet you!

Merchants

Alchemy - Sterling jewelry, cameo & resin jewelry, trim and kimono
<http://alchemy2.etsy.com>

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

B3 Imagination Studios – 3D Selfies. 3D scanned and printed statues of gentles in their garb b3is.com

Big Picture Posters - Custom designed green screen digital images and wall posters bigpictureposters.com

Cabochons - Silver jewelry, beaded necklaces, booklets, stockings, assorted other artwork. <https://tchipakkan.wordpress.com/businesses/cabochons/>

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

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

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

Chainmaille Inc. - Chainmail (bracelets, belts, earrings, necklaces, ladies tops, armor), Blades (Bodice blades, Seax, Boot knives, swords), Leather Pouches. Metal hair pins, wire jewelry (pendants, bracelets, rings), mini popsicle stick crossbows. <http://saronchainmail.wixsite.com/saronchainmail>

Dark Victory Armory - HDPE sport grade armor, steel armor, fighting accessories (cuphilts, sword baskets, gloves, tips), leather belts and historical hardware and leather pouches www.DarkVictory.com

Diabolis Bazaar - Our Silk Road finds: feast gear, saris, veils, spices, clothing and “yard sale” items. Small Black Market: toiletries, batteries, snacks and a miscellaneous assortment of mundane stuff that may save you a trip off site.

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

Fairely Well Maid – Snoods, circlets, jewelry, wash cloths, pouches and drawstring bags, shawls, capelets, shrugs. <http://fairelywellmaid.vpweb.com>

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

Lorelei's Loaves & Treats – Bread, scones, focaccia, baked goods, fudge. www.loreleisloaves.com

Maine-Line Industries - Finished leather goods and raw materials for people to make their own items. MaineLineLeather.com

Mamma Moon Designs - Leather, pouches, hats, garb, jewelry, tarot card readings. Mammamoonherbals.org

Mead Hall Outfitters - Fabrics (linen, wool, brocade, silk), plus leather and fur

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

Oliver's Music Shoppe – Music books, instruments, accessories. Donuts. oliversmusicshop.com

Plunder Sisters - Mostly feast gear

Rampant Wolf Forge – Forged ware, camping supplies, knit wear.

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

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

Sigrid and Magnus Leather Emporium – Belts, pouches, quivers & other leather creations. <http://sigridmagnusmanufacturing.com/>

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

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

The Far-Flung Potter – Pottery a-plenty!

Thor's Hammer – Fire Irons, cooking forks, tent stake pullers, pressure hooks, chandeliers, spice boxes, Viking chairs, cordage, archery supplies.

Tinker's Backpack – Drinking horns, wooden feast gear, jewelry and leather crafts.

Trinity Love Cafe LLC - Food vendor selling pies (meat, poultry, veggie, fruit) and salads as well as coffee and tea (iced and hot). www.trinitylovecafe.com

Waddon Woods - Books, SCA garb and gear, miscellaneous wares. Possibly drinks (tea, cocoa).

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

Waxing Gibbous – Sewn, burnt & bent novelties, arming caps, pouches, veil pins, knitting notions. Mending services.

Great Northeastern Sodas XXXI

OVERFLOW PARKING

CAMPING

FENCING

MOL

Heavy List Field

Thrown Weapons

Youth Point

Merchant's Row

Malagentian Players

Bar House

Baden Grove (Formerly Bardic Grove)

Dumpster

Parking

Archery

A&S

Info Point

Gate

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

12:00 pm Site Opens
All Day Archery Range Open
3:00 pm Rapier Open Field – BYO marshal
5:00 pm Thrown Weapons Range Open
6:00 pm Youth Muster Youth Point

Friday

All Day Great Northeastern University Classes (see classes schedule)
Youth Activities (see youth 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
Heavy List open for Auths & Inspections Battlefield
10:00 am Thrown Weapons Open Range Thrown Weapons Range
10:30 am Rapier Valhalla Tourney Rapier Field
12:00 pm Thrown Weapons Closed for Lunch
1:00 pm Thrown Weapons Open Range Thrown Weapons Range
Youth Combat Archery Water Battle Baden Grove
1:15 pm Rapier Tavern Brawl Rapier Field
2:30 pm Rapier Town Battle Rapier Field
5:00 pm Rapier Field Closes
5:30 pm Deed of Arms Begins Battlefield
8:00 pm Malagentian New Moon Balle Barn
Heavy List Winter Witch v Summer Druid Tourney Battlefield
Thrown Weapons 30 Glow Stick Tourney Thrown Weapons Range
After Dark Lady Solveig and Friends Concert Malagentian Players on Merchant Row

Saturday

All Day Great Northeastern University Classes (see classes schedule)
Youth Activities (see youth schedule)
9:00 am Rapier Auths & Inspections Rapier Field
Archery Range Open (until 5 pm) (see archery listing for details)
Thrown Weapons Range Opens (until noon) TW Range
Heavy List open for Auths & Inspections Battlefield
Youth Armored Combat Youth Point
10:00 am Rapier 5 Man Melee War Point Rapier Field
Grand Exhibition & Youth Exhibition Registration Opens Barn
10:30 am Heavy Resurrection Woods Battle Woods Muster Point
11:00 am Grand Exhibition & Youth Exhibition Open Barn
11:30 am G. Finche Memorial Cut & Thrust Tourney Rapier Field
Heavy Broken Field & Town Battles Battlefield
1:00 pm Heavy List Field Battles Battlefield
K&Q Thrown Weapons Championships TW Range
Youth Forest Shelters Youth Point
1:30 am Rapier Pennsic Singles Tournament Rapier Field
Potables Competition Sign In Barn
2:00 pm Potables Round Table Judging Barn
Puppet Show "Aesop's Fables & Other Tales" Malagentian Players on Merchant Row
2:30 pm Heavy List Bridge Battles Battlefield
2:45 pm Rapier Field Battles Rapier Field
3:00 pm Youth Hnefatafl Youth Point
4:00 pm Grand Exhibition & Youth Exhibition Close Barn
5:30 pm – ish Royal Court Front of Barn
End of court Embroidery Challenge Entries Due Barn
Thrown Weapons Open (until dark) Thrown Weapons Range
1hr After Court Open Bardic Circle Malagentian Players on Merchant Row
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)
Curia
10:00 am Shopping War Point Forms Due Merchant Point Merchant Row
11:00 am Closing Ceremonies Front of Barn
1:00 pm Site Closes