

Great Northeastern War XXXIV

Stonemarche vs Carolingia
July 14-17, 2022



Welcome!

A message from the Event Stewards

Welcome to the Province of Malagentia, and the Great Northeastern War XXXIV. It's been a journey three years in the making, and I'm so happy to finally actually have this event. Like other years, we have a fantastic staff. Please thank them for pulling all of this together - none of us could do it alone. I thank you for coming to spend some time here, and thank you for volunteering - whether it's five minutes or an hour - your time spent helping makes it possible for the staff, newcomers, royals and all of us to enjoy too.

There's a special thanks I need to give to Baron Keziah of Stonemarche, for creating the background story around this year's event with Mistress Rhonwen glyn Conwy. Further, Baron Keziah was instrumental in securing the hearty involvement of Their Excellencies Carolingia, Fithuric and Fiore. She has convinced them to work out their differences with Stonemarche in our fair Province, a perfect place to meet to negotiate, as we do not have any Barons of our own. With our staunch friends in their Excellencies Endewearde, we'll no doubt resolve any issues and be fast friends when we conclude.

We all feel how the world has changed since we were here last. Please be assured you're not alone - it's been an isolating time recently, and current world events are not making anything easier. We think this is a good time to rebuild old friendships and connections, and start some new ones. Be safe, have a good weekend, and find (or hide) some sheep!

Aloysius Sartore
Event Steward, GNE XXXIV

Meara MacNeil & Octavia Valeria
Deputy Event Stewards, GNE XXXIV

In Memoriam - Lord Perley of Malagentia



Oyez Oyez!

Listen all and I shall recount for you the great deeds of the titan of a man who walks now with his ancestors in the halls of Valhalla. You may have heard tell of his many feats of valor and wise words for they far outnumbered his years, and filled many hearts with warmth. This, the great Lord Perley of Malagentia, who wrestled the hordes from distant lands and brought glory and honor to The East.

With arrows knocked and longbow ever at the ready, this accomplished veteran of the range spent many an hour imparting both his wisdom and wit to beginner and master bowman alike. In defense of his kingdom, Lord Perley's arrows would sing their deadly song as they sailed unwavering toward their marks. A patient, albeit gruff teacher, he was always ready to advise and tutor those willing to learn.

In the depths of the summer heat, on the field of battle when East clashed against the Kingdom of the Middle, his sword remained true and his shield unbroken. Marching unflinchingly forth, foe would always become friend, and all were welcomed at his table from peasant to peer alike; A table replete with corn fresh from the fields and cups over-flowing with mead.

Let it be known that Lord Perley never let those in need go without food or drink in their bellies. Many a good gentle witnessed such resolve when, upon noting the lateness of the hour and the fading Pennsic sun, Lord Perley took it upon himself to present sustenance from his very own table to the fading King and Queen of a distant land during courtly proceedings. Heralded by members of his own house, this resolute warrior returned victorious and satisfied that these fair nobles had been restored to life and vigor.

With skillet heaped with eggs and mugs of steaming, aromatic coffee, Lord Perley dared to summon forth three slumbering Valkyries on hot Pennsic mornings. And, when they did not heed his call, he shook the very heavens around them with his mighty rattan spear until they spilled from their canvas refuge with shouts of amusement and alarm.

In the North-Eastern lands, on the fields of Hebron Pines, Lord Perley could oft be found patrolling and ensuring the safety of his Province and his household. With his Great Lady at his side, no task was ever too small or too inconsequential. If it needed doing, it would be done, often by Lord Perley himself.

And, if the task required many hands to make light work, a quest would be bestowed upon a chosen personage by this great man himself. To be called forth and honored with a "Perley Quest" was to prove your measure as a woman or man. For no undertaking was deemed complete until met with Lord Perley's exacting satisfaction. Or, without the approval of his Lady Mary, for whom his warrior's heart beat.

Even the great Winter Witch and the Frost Giants themselves could not stop this stalwart warrior from braving frore winds and icy snow to journey to the great market at Birka. With marshaling regalia in hand, Lord Perley dove fearlessly into the stench and heat of battle to maintain order amidst the clash and clamor of rattan striking shield. Then, once a victor had been named as blood and sweat lingered in the air, his battle-hardened exterior would soften and the merchants would smile as he begrudgingly opened his purse strings and served as a gallant escort for his Lady-love.

Honor him and his many deeds: These and countless unspoken others that will remain fondly etched within our hearts and minds. Though he has passed from our world, may we remember to always raise a glass in Lord Perley's name from now until we join him again in the hallowed halls. Blessed are all those who knew and loved him, the great Rabbit Lord of House Blackthorne, Perley of Malagentia.

We will meet you again one day, and though your arrows no longer sing through the air, and your shield will no longer flash in the blinding Pennsic sun, you will never be forgotten.

For Lord Perley!

-Lysisa Foxwood

Site Rules

Although the SCA complies with all applicable laws to ensure the health and safety of our event participants, we cannot eliminate the risk of exposure to infectious diseases during in-person events. By participating in the in-person events of the SCA, you acknowledge and accept the potential risks. You agree to take any additional steps to protect your own health and safety and those under your control as you believe to be necessary.

Harassment Policy

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

Pets

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

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. 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.

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. The legal age for alcohol, tobacco and marijuana possession in Maine is 21. Marijuana use and possession must conform to Maine law at all times. **Please note that per East Kingdom Law, smoking of marijuana, like tobacco, is banned in all public 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 wash dishes in your campsite and throw away any solids with your trash. The water should be put in the collection barrels next to the portajohns and bathhouse.

Leave No Trace

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

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

Event Staff

SENESCHAL OF MALAGENTIA

Mat Wyck

EVENT STEWARD

Aloysius Sartore

Meara MacNeil & Octavia Valeria

FACILITIES COORDINATOR

Eiríkr Óxnháls

Fernando Rivera

MERCHANT COORDINATOR

Meara MacNeil

GATE COORDINATOR

Camille des Jardins

Magnus Morté

INFO POINT COORDINATOR

Hesychia of Ravensbridge

ROYAL LIASON

Maxton Gunn

ARCHERY MARSHAL

Magnus Surtsson

RAPIER MARSHAL

Ivan Ulrickson

BATTLEFIELD COORDINATOR

& HEAVY LIST MARSHAL

Richard Crowe

COMBAT ARCHERY MARSHAL

Karl der Falchner

THROWN WEAPONS MARSHAL

Tomas Bergstrom

Boden Henebry

FIGHTER SUPPORT

Slaine An Doire

YOUTH COMBAT MARSHAL

Thomas de Marr

YOUTH ACTIVITIES COORDINATOR

Amée le Mort

Marie D'Agincourt

ARTS & SCIENCES COORDINATOR

Mickel von Salm

Griet Wever & Ysenda Cleland

BARDIC COORDINATOR

Aalina Godwin

GOLD KEY

Ulfeithr Artudottir

WATCH

Nessa La Blythe de Cornwall

SCHEDULING COORDINATOR

Griet Wever

SITE BOOK

Wynefyrd Bredhers &

Christiana Crane

QUARTERMASTER

Speedbump



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 wagon-style residences are not considered motor vehicles so long as they are designed to be towed.)

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

CPAP and other Electrical Medical Needs

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

Fireworks, Fires and Fire Wood

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

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

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

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

Pavilions on the Battlefield

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

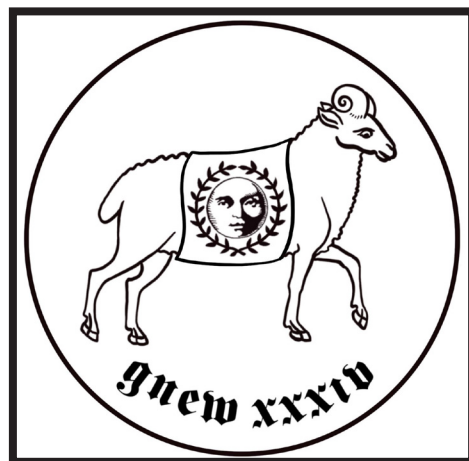
Volunteers

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

Use of Two-Way Radios on Site

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

About the Site Token



Designed by **Tiffan Fairamay**

This year's site token for the Great North Eastern War is inspired by the growing controversy over a flock of missing Stonemarche sheep, which brings us to the field of battle this weekend.

The ram is from a Romanesque bestiary in the British Library: Royal MS 12 C XIX, folio 30 verso, and is sporting a blanket bearing the Malagentia moon.

Much thanks goes to Solivere of Malagentia for providing tools and patient tutelage in her digital drawing program, to Tilman for rendering the image into a vector file, and to Meara's generous Aunt Dawn for adjusting the file and burning the tokens for us.

Land Acknowledgement

We wish to acknowledge the land and water that the Great Northeastern War occupies, as well as the ancestral and contemporary peoples indigenous to this place in the Dawnland.

These lands were the ancestral fishing, hunting, and agricultural grounds inhabited by the Abenaki and Wabanaki people for thousands of years.

We recognize that we are on indigenous land. In addition to the Abenaki, the broader place we now call Maine is home to the sovereign people of the Wabanaki Confederacy: the Penobscot, Passamaquoddy, Maliseet, and Mi'kmaq peoples. We exist on their unceded homelands.

We also acknowledge the uncomfortable truths of settler colonialism, among them that the peoples indigenous to this place were often forcibly removed from it. Harm from the physical and cultural genocide of Native people here and throughout the land we now call Maine continues and is felt by members of the Wabanaki Confederacy who live here today.

Heavy List

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

FRIDAY

1pm - 2pm Battlefield open for CA armor, weapons and ammo inspections. LOCATION: South end of Battlefield.

2pm - 4pm Battlefield open for early inspections and authorizations. No formal battles, however the field will be open for pickups and pickup melees if fighters wish and marshals are available. DUE TO THE NUMBER OF FIGHTERS NEEDING INSPECTIONS AND REAUTHORIZATIONS WE STRONGLY RECOMMEND THAT PEOPLE REAUTHORIZE AT THIS TIME AND NOT WAIT UNTIL SATURDAY MORNING. LOCATION Battlefield tent.

4pm - 6pm The Deed of Arms

The most Honorable Combatants and Gracious Gallery gathers this year to say goodbye to one who has been a friend of the Deed since it began.

Lord Nuttus Assingdone will always be remembered as one who loved pageantry, history, and humor, and so with this year's Deed dedicated to his honor and memory we will pay our respects in these three ways:

Each worthy competing for the Shield of Honor bestowed upon them by the Gallery shall take part in three distinct challenges.

The Challenges: The two fighting parts of the challenges are standard SCA Engagement/Hit rules

- » **Spear vs Spear at the Barrier.** Nuttus was a lover of the verbal joust, and here combatants shall screw their courage to the sticking post, and trade thrusts upon thrust until a winner named. Best 2 out of 3. Winner stays at barrier.

- » **The Twig and Berries** Shield/Shield/Polearm triad. Two shield bearing warriors must keep their polearm fighter alive. Shield bearers have no weapons only shields, must kill pole arm fighter for victory. Triads can be made up before event, or assigned randomly.

- » **The Last Laugh** Combatant must stand with their opponent at the barrier, clasp hands, and tell them a joke that makes them laugh.

Ransom Battle 360 Engagement field battle. 3 Hits to stun. No Sword and Shield. Pole weapons must have shaped head. All combatants must have a ransom to pay out if taken prisoner

About the Deed at GNEW

The "Deed," held at Great NorthEastern War, is a High Persona Deed of Arms based on Historical 14th century events.

It is modeled off of the Combat of the Thirty Deed of Arms that take place at Pennsic and Gulf Wars, with added elements representative of the Edward III Grand Tournaments held during the 14th century.

It is our mission to highlight the use of high fidelity 14th century kits, as well as reward those making gains toward improvement, by providing a background setting full of chivalry and pageantry. That being the case, all participants shall be in a 14th century kit. With reasonable exceptions made for safety, and SCA armor standards. Closed faced helms are not required but very strongly encouraged. Absolutely no visible plastic or "sports gear". Plastic or sports gear completely covered by a 14th century surcoat is allowed. No plastic shields or basket hilted swords are allowed. Mitten or "clamshell" gauntlets are allowed provided they are metal.

9pm - 10pm Torchlight Tournament - The sun has set, the pretty lords and ladies of the Deed have left to dance, and the sheep are finally asleep. Don your armor, grab your weapon, and join us for a tourney by torchlight where we all look like champions of old in the flickering darkness. Nectar of the bees for the victor.

This is a heavy list singles' tourney, fought by torchlight. Tourney starts at 9pm and will be held on the field of the Deed.

SATURDAY

8am - 10am Inspections and Authorizations. Priority will be given to CA for the first hour.

9am - 10am CA Tournaments. The first 1/2 hour will be a dodgeball style tournament. The second 1/2 hour will be a "The Quick and the Dead" tournament. This is for Combat Archers only. No shield support. Come show your accuracy, speed, awareness, and prowess. Authorizations and inspections will continue during the tournament.

10am - 11am break for Court.

11am - 11:30am Final call for inspections.

11:30am - 3pm Battlefield Senarios.

Welcome all to the GNEW battlefield where we will help decide the conflict Between Stonemarche and Carolingia over some stolen sheep. I, Doyen Crowe, having HERD of this dispute of sheep having been FLEECED by some BAAAAHHHHHDDDDDD people will SHEPHERD the armies through 4 interesting senarios fitting this years theme.

While each senario will allow us to practice some standard (i.e. field, bridge, woods) tactics there will be a number of twists and turns to make the senarios unique and fun. And don't worry, there will be plenty of opportunities for the armies to RAM into each other.

Each battle will be described in detail before we start. Fighters will then have 5 minutes to armor and assemble before the lay on. At the conclusion of each battle will be a 15 minutes water/rest (ammo reinspection) period. The fighters will again assemble for the description of the next senario. Because we have limited time and lots of fighting to do, this will be strictly adhered to. If hay bales need to be moved, the rest period will start after the hay bales have been reset. ALL BATTLES EXCEPT THE WOODS WILL HAVE CA.

Battle #1 Woods: 30 minute capture the sheep woods battle with unlimited resurrections and multiple capture points. No CA. (3 war points)

Battle #2 Naval battle with elements of bridge battles. 2 sheep transport ships have collided. Capture your opponents sheep and return it to your ship. Timed resurrection points, and Combat archery will require different tactics than standard bridge engagements. (1 war point)

Battle #3 Mountain pass battle. Based on one of the most famous battles in history (Thermopylae) now with added sheepy shenanigans. Each side will take turns as the attacker and defender. The side that kills the sacred sheep in the shortest time wins. Limited front, limited weapons forms, and other surprises. Including CA "blotting out the sun". (1 war point)

Battle #4 Broken field battle. 30 minute broken field resurrection battle with 3 static capture points. Be warned, we have herd that there are flocks of sheep present that are more than happy to be rather disruptive. (2 points)

Anytime left over will be used for training and pickups.

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. Unless otherwise noted, all activities will occur on the fencing field. All times subject to change at the whim of weather, field conditions and Roving Royal Court.

ALL WEEKEND

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 pm - 6pm. Pickups and authorizations. Bring your own marshal.

FRIDAY

9 am - Field Open. Pickups and authorizations.

5 Person Rapier Melee

Friday 10 am. 1 War Point. Sign ups will begin as soon as the field opens in the morning. Each team will declare for a side, war point will be awarded to the last team standing.

5 Person Cut and Thrust Melee

Friday 11 am. 1 War Point. Sign-ups will begin as soon as the field opens in the morning. Each team will declare for a side, war point will be awarded to the last team standing.

Tavern Brawl

Friday 12:30 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.

By the Book Prize Fight

Friday – 4 pm. It is our great pleasure to host our 3rd annual exhibition tournament focusing on period form & weapons. This year, there will be two parts. Interested fencers may opt-in into EITHER or BOTH parts. 1. ASSAULT/KATA/FLOW. Fencers should come up with a 30-45 second series of movements that demonstrate a variety of bladework, body positions, & footwork of their chosen style. 2. EXHIBITION/PRIZE FIGHTS. These will be three to five passes per pairing (depending on # of fencers), rotating forms when applicable. If your chosen form doesn't have multiple forms or you are limited by your current authorizations, repeating forms is fine. These exhibition fights must be with SCA-legal weapons, including spears. C&T is allowed & encouraged if agreed upon by both participants. The SCA Reduced Armor Experiment is also permitted for this event. Contact Maréchal Remy Delamontagne de Gascogne for more information.

5:30 pm – Field Closes

SATURDAY

8 am - Field Open. Pickups and authorizations.

Pennsic Rapier Singles Tournament

Saturday 9 am. 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).

GNEW Novice Tourney

Saturday 9 am. Open to all rapier fighters authorized on or after July 1, 2020. 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.

The Great OGR Mix'n'Match

Saturday 11 am. It's back! As in previous years, fencers will be split between OGRs and non-OGRs, and then non-grant level fencers will be paired up with a random OGR in the field for a short period of fencing time, a short period of discussion/feedback/instruction and then another round of fencing to finish things up before returning to rotation for a new pairing. The intent is to offer a series of short, semi-organized training sessions, as well as the opportunity for fencers to meet and get some one-on-one fencing and feedback in a non-tourney setting. The individual fencing/discussion times will be kept somewhat short, but will hopefully open the door for more in-depth discussion throughout the rest of the weekend (and beyond!). Any questions, please contact Aesa Ormstunga or Molly Schofield.

5th Annual Master Gregory Finche Memorial Cut & Thrust Tournament

Saturday 12 pm. In memory of Master Gregory Finche comes the fifth 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.

Field Battles

Saturday 1 pm. 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 pm - Field Closes.



Archery

This year's novelty archery shoot will be sheep themed! You are the shepherd of a flock of sheep. In the distance, you see an approaching wolf ready to attack. Between you and the wolf is your flock of oblivious sheep. You must guide your arrows or bolts through the hanging sea of frolicking sheep to dispatch the stalking wolf!

Alongside the frolicking sheep shoot, there will also be traditional clout, advancing soldiers, and castle window shoots.

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 Frolicking Sheep. 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 – 4:30 – 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 Marshal 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 12 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, and have filled out the youth thrower paperwork for any youth under 18 (<https://thrown-weapons.eastkingdom.org/wordpress/youth-throwers/parents-legal-guardians/>). Packet will also be available at info point. **This will be strictly enforced.**

War Points: There will be 2 war point shoots: Under 5, and free the sheep. Each thrower will have 1 chance. War point shoots can only be shot Thursday, Friday and Saturday.

Thursday

12pm to 6pm – Range Open

Friday

10am to 6pm – Range Open

Saturday

10am to 6pm – Range Open

Under 5 tourney “Save the Royal Garden”

10 am - 11am. 1 War Point.

That time of year again when we set up small targets, hand little ones foam axes and hammers and try not to pass out from all the cuteness. The Under 5 tourney, where we will make sure than every child under the age of 5 gets a chance to have fun and show what they can do. Bring your little warrior or just stop by to cheer them on. Come see the Kingdom champions of tomorrow. (if you have a small 5 year old, bring them along as well)

Open tourney – “Save the Sheep”

Viking Braid Toss: will have 4 sheep to save, but don't hit the sheep or hurt the king's sheep!!!

Do You Know Where Your Tent Stakes Are?

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

The Malagentian Maaaaad Sheep Thrown Weapons Tournament

As many of you may have herd, war has come to Malagentia. Brigands from Carolingia have fleeced some sheep from Stonemarche and are on the lamb in Malagentia. Warriors, Throwers, Archers, and many other citizens of the Eastern lands have flocked to our fair Provence to help resolve this conflict. But while the wool of war was pulled over our eyes, there is another threat on the horizon that the throwers of the East are uniquely skilled to deal with. A flock of sheep has been infected with Malagentian Mad Sheep Disease and are running amok and need to be dealt with before they infect other flocks or even innocent citizens. It is up to ewe the throwers of the East to save us from this wooly threat.

The tournament will run in 2 parts: qualifiers and finals. The qualifiers are OPEN TO ALL THROWERS of all ages and skill level and will be held at multiple times on Friday and Saturday. The top 10 scores from the qualifiers will then advance to the finals on Saturday afternoon starting at 3.

Qualifying Rounds

- Friday 10-12 and 2-4.
- Saturday 9-11 and 12:30-2:30

The rules for the qualifying round are as follows: each thrower will throw 2 "sets" of weapons at a multi-target WALL (similar to the Pennsic champions tournament target) with the different targets being worth different points based on difficulty. The 2 sets will be added together for a total final score. You don't have to throw both sets consecutively. If you choose, and time and space allow, a thrower may throw a 3rd set and take the best 2 scores. Range preference will be given to throwers who have not yet completed 2 sets.

Each "set" will consist of 4 throws each of knife and axe from 10' and 2 spears from 20'. One calibration throw will be allowed (but not required) for each weapon. The targets are designated by the black lines (not the paint). Breaking the line goes to the benefit of the thrower. Only one stick per target, per weapon form, per set will score. Throw and retrieve will be allowed for the qualifying rounds. Top 10 scores will be posted at the range and updated regularly. In the event of a tie for the last spot, both throwers will advance.

Finals: Saturday from 3-4

The top 10 throwers qualifying will compete in a speed tournament for 1 hour. All throwers must bring 4 knives, 4 axes, and 2 spears to the tournament. Loaners will be available as needed.

The throwers will line up and one at a time throw their 4 (or 2) weapons at a new WALL target, representing the flock of sheep that have "Malagentian Mad Sheep Disease." The same rules apply for this round as the qualifiers except the following:

- 1) each thrower must throw all 4 (or 2) weapons within 20 seconds.
- 2) As there are multiple targets and this is a speed tournament there will be NO throw and retrieve during your set. Any weapon stuck in a target for at least 3 seconds will count even if they fall out after.
- 3) Sticking in the target gets you the allocated points. Hitting the sheep gets you DOUBLE points.
- 4) No calibration throws.

After each thrower is finished, their set will be scored and weapons retrieved as quickly as reasonably possible. That thrower will then switch weapons for the next set and move to the back of the line. The next thrower will take their place on the line and be prepared to throw on command.

After all throwers have thrown their set we will immediately start the next round with the next weapon form. Forms will rotate in the following order: knives (at 10'), axes (at 10') and spears (at 20').

We will continue to throw set after set, switching forms each set until we reach the one hour time limit. At that time, the remaining throwers will finish their set so that all throwers have an equal number of throws.

Ties will be broken by one knife throw each - highest score wins. We will repeat as necessary.

At the end of the tournament the thrower with the most points will be declared the winner and SAVIOR of the FLOCKS!!!!



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!

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!

Arts & Sciences Petting Zoo

Join us in Town Center, to spend time together in creative pursuit, or stroll through and see the wide variety of activities that people are up to. This is meant to be part demonstration, part inspiration... an opportunity for anyone to bring a portable craft to work on, visit with other artisans, or get a taste of what's possible in the A&S community that's different from what one might experience in a class or exhibition. Bring a chair or what you might need to be comfortable while working. See the schedule for when the Petting Zoo will occur.

Embroidery and Cord-Making Challenges – General & 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 at Info Point 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.

The Cord Challenge allows those artisans who enjoy crafting narrow-work pieces to show their creativity! Competitors will design and complete their work using only the materials provided. 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 winners of both Challenges will be announced, and prizes awarded, at closing ceremonies on Sunday. Please provide your name with your entry and if you want your embroidery or cord back, please indicate that on the form provided with your contact information. For the embroiderers, please return all needles and hoops from the kits so we can continue this competition next year!

Bardic

Casual Bardics in Town Center; Period pieces, filks, originals, folk/traditional, poems, stories, absolutely anything goes! Please keep things short, a 10 minute time limit will be enforced if necessary. Friday evening will be pick-pass play, Saturday will be popcorn-style. If you are interested in performing and have questions, find Aalina Godwin for more information. We hope that your muse will inspire you to come play, sing, or recite. All experience levels are welcome and encouraged!

There will also be Bardic-related classes during the days, please check the class schedule for details.



Arts & Sciences War Points

There are many ways to contribute through A&S to help your side win the war! The Arts & Sciences War Points will be determined by the outcome of the competitions listed below:

Great Northeastern University

Teachers will earn five points for each class taught, and each student attending will earn one point. A sign-in sheet for each class will be available for teacher and students to declare which side of the war they want their points awarded to; the final tally of all points at the end of the University will determine which side wins the War Point.

The Potables Competition

The format of the competition is a round table where all entrants become part of the judging panel. Entries are limited to one submission per each of the following categories: Beer/Ale; Mead; Wine; Cordials/Other. If you are unsure of which category your entry belongs in, please ask upon arrival at the competition.

Documentation is not required to enter, or be scored, or have comments on your potable. However, be aware that part of the final score will include documentation, so it is encouraged. The judging criteria 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 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.

Grand Exhibitions - General and Youth

The 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 in the Exhibition will earn five points toward their declared side. At the close of the exhibition, the points will be tallied and the side with the most points will be awarded the war point.

The Exhibition will be open to the public for commenting on Saturday from Noon to 3:00 PM. Entries must be signed in at the Barn on Saturday between 10:30 and Noon, and must be picked up on Saturday afternoon between 3:00 and 4:00 PM.

We will provide exhibit tables and chairs, but if you need a mannequin or other special equipment to properly display your item please bring that with you. We strongly suggest that all scrolls be framed, covered, or protected in some way.

Documentation is encouraged but not required. There will be forms available at the registration table inside the Barn, to provide 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 note within your display whether viewers can touch your item(s).

All visitors to the Exhibition are encouraged to leave comments to individual entries and bestow their tokens on any entry they find to be exemplary.

Youth Activities

Family Point

Located at the Merchant's Row side of the battlefield, Family Point will be the center for youth activities and family meetups. We encourage Family Point to be the meet up space for parents and kids to get together with other families. A parent/guardian/supervising adult/older teen will be required to stay with any child under the age of 10 at family point as well as throughout the event.

Family Meetups

Are you interested in getting together with other toddler families? Maybe your shy school age child would like to meet others their own age, or your precocious Pre-K child needs to run around with others their age. We will post dates and times for family meetups. These meetups will not be supervised by Family Point staff.

Activity Blocks

Family point will offer various 2 hour activity blocks throughout the event. During each block there will be teachers and activities available offering themed activities within a category such as heraldry, paper crafts, weaving, embroidery and more. These activity blocks will have 2 or more activities in each theme and are fluid to allow families to come and go during that time period. We encourage late arrivals! Activity block themes will be posted at Family Point.

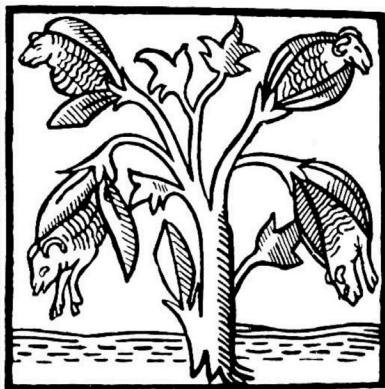
Great Sheep Game

A huge flock of sheep has descended upon the fields of Great Northeastern War! Whether the sheep are Stonemarche's lost flock, or someone else's, we need your help to gather them together before they cause havoc in the camps! Shepherds and Sheep Relocation Agents will need to sign up at Family Point to participate in the Great Sheep Game! You will find the sheep frolicking all over the site throughout the weekend. Gather them up as a shepherd for points. Sheep Relocation Agents are there to help "bring the sheep out to graze" so that they don't get too hungry while we wait to find out who all these adorable sheep actually belong to!

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. 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 youth of ALL ages are most welcome to participate.

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!



Teen Time Activities

There will be activities such as 'Capture the Sheep' specifically for the teens. Please check the class schedule. Activity details and times will be posted at Family Point.

Garb Closet

Please bring your kids outgrown lightly used garb over to family point and trade it in for a size that fits. We currently have a limited selection, and it is a first come first serve basis.

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 Fencing

If your child is interested in Youth Fencing please stop by Family Point at any time throughout the event and we will do what we can to get you in touch with a Youth Fencing Marshal.

Youth Thrown Weapons

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

Youth Combat

Friday

10 am – 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!

11 am - Youth Combat Inspections

This is the time to come get in your armor, get inspected and see if you need to make any repairs or adjustments in order to compete for the tourney or fight in the melee. There is no time realistically to do last minute repairs before the tournament so use this time to your benefit! We want to help you!

2 pm – Youth Combat Archery

Youth 5 and up. Parents must supervise 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.

3 - 4 pm – Youth Combat Tournament

Bring your best look and your fighting spirit! This will take place on the Deed list field in full view of your many fans and supporters so come ready to have fun and show your skills! Who knows, your future knight may be watching....

Saturday (Youth Combat con't)

3 - 4 pm – Youth Combat Melee

There will be group tactics training for all divisions and then we will run a few scenarios to practice what we learned.

(Youth Combat loaner gear will be very limited if nonexistent. Please plan as if there will be none. For the melee unit work Saturday there will be some out of armor drills so everyone who wishes can participate and learn. As always, loaner gear does not include groin protection!)

03



Largesse Challenge!

Once again at GNEW we will be hosting a Largesse drop off point for The Royal Majesties. What is largesse you ask? Largesse is the generously bestowing of gifts upon others. In this case we use the largesse to collect toys for the children's toy chest, favors, gifts, tokens or anything else for their majesties to hand out as they see fit. The great thing about this is that the largesse is open to everyone who wants to help, no matter your skill level. So, feel free to try a new skill, dust off a skill that you have had for a while or represent a skill that you excel at. In the past we have had resounding results from people making and donating toys, crafts, and gifts.

If you are looking for ideas. Talking with their majesties they have expressed an interest in items that reflect their personas. Their reign colors are black and gold colored and of Japanese and Indian personas. Her Majesty enjoys giving out beaded or bangle bracelets. TRM are continuing to bestow gifts to newcomers so any items that help bring the dream alive as well.

There will be a drop off point in the marketplace.

Go to glory,

Magnus "Morty"

Need Garb?

We ask that everyone attending the Great Northeastern War please make an attempt at donning pre-17th Century clothing - or "garb". But if you don't happen to own a T-tunic, or a roman chiton - never fear! Stop by Gold Key behind the barn - we have all sorts of garb you can borrow and wear while on site. All different sizes, periods, colors - visit early for best selection. Please drop off any borrowed garb before you leave so we can launder, repair, and have it ready for the next event. If you have garb that no-longer fits, or no-longer fits your persona, please consider donating it so we can allow even more folks to play!

Gold Key is open: Thursday 12 pm - 6 pm

Friday 9 am - 6 pm

Saturday 9 am - 6 pm

Sunday 10 am - 12 pm

Battlefield Support Needs You!

Greetings 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. There will be communal drinking containers. **ALL PARTICIPANTS NEED TO PROVIDE THEIR OWN DRINKING VESSEL!** We will provide the tubing for putting into your own water jugs! 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 Lady Slaine An Doire 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

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 each merchant's booth or at Info Point. Forms must be turned in to Info Point or the Merchant Coordinator, Meara MacNeil, by 10 am Sunday.

Anni Thellen - Hand crafted drinking horns and hand crafted goods

ATS Galleries - Hand casted pendants and belts, hand crafted jewelry, hand carved mugs

Bare Bones Boutique - Divination Tools, Incense and Decor

Caricatures by the Art of J - J is a local cartoonist, graphic designer, and aspiring tattooist from Lewiston. He has yet to choose a Scadian name.

Carrissa Larsen - Miscellaneous goods

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

Crafty Mice - Scribal supplies

Crimson Hound Haberdashery - Clothing/Garb/Cloth

Designs By Sparrow - Hand crafted stoneware pottery & sterling silver jewelry. <http://www.designsbysparrow.com>

The Far-Flung Potter - Making special pieces for the populace. Come find something to fit your hand and tickle your fancy! Come early for best selection.

Ironmonger Armory - Specializing in SCA helmets, hilts and armor tools. ironmongerarmory.com

Knives of the North - We sell high quality, period-appropriate belt knives imported from Scandinavia (Norway, Sweden, and Finland), as well as throwing axes, knives, and spears. <https://www.knivesofthenorth.com/>

Lisa Switzer - Handmade Jewelry

Martin's of Sheffield and Steel Wool - Helmets, armor, pins, jewelry and miscellaneous goods.

Mead Hall Outfitters - Fine fabrics. Wool, linen, silk, and leather.

Mhisty's Coven Tree - Metaphysical supplies

My Wee Dragon - In the Mythical Orphanage, the Mommy of Dragons cares for baby dragons in need of a forever lair to call their own. 100% hand stitched dragons in all kinds of colors, born to be loved for years by kids of all ages. Stop by our wee little booth and meet a friend for life! @myweedragon myweedragon.square.site

North Tower Archery Supply - Custom made crossbows, bolts/arrows, quivers and arm guards. Fletching supplies, bows and much more!

Old World Ironworks - Blacksmithed goods, cutlery, jewelry, woodwork

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

Proxima Design - We strive to make the best cat toys around! Come see our large selection! There's something for every kitty. We also have comfortable face masks, bags, hair accessories, and various useful and decorative gifts. <http://www.etsy.com/shop/ProximaDesignCatToys> <https://www.facebook.com/ProximaDesign-LLC-106465401186379/>

RampantWolf Forge - Iron work

Sigrid and Magnus Leather Emporium - Sigrid and Magnus Leather Emporium sells a broad variety of items. We sell belts, pouches, hats, hoods, linen and leather haversacks, leather jewelry, games, and this year we will have hardware for armor plus more. <https://smleatheremporium.com/>

Stone Garden Jewelry - jewelry and stones

Strongford Arts Historic Crafts - Makers and purveyors of one of a kind jewelry inspired by extant pieces and motifs from museums and private collections, mostly from Celtic, Roman, Early Medieval English, and Norse sources. <http://www.facebook.com/strongfordarts>

Sunshadow Design - Handmade jewelry and garb accessories, handmade knives, handmade SCA regalia, handmade knives and swords, SCA fencing equipment. [facebook.com/sunshadowdesignjewelry](https://www.facebook.com/sunshadowdesignjewelry)

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.

Thunder Fire and Ice - Firewood and ice.

Walt-King Sticks & More - Waltham Woodmansee presents Walt-King Sticks & More! Custom walking sticks, staffs, canes, child-safe knives, feast ware, fiber art tools and so much more! All handmade waltkingsticks.com

Witches get Stitches - Miscellaneous goods



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

12pm	Site Opens	
12 - 6pm	Thrown Weapons Range Open	
2pm	Embroidery & Cord Challenge	Kits Available Info Point
2 - 5pm	Info Point Open	
2 - 6pm	Family Point Open	
2 - 7pm	Archery Range Open -inspections, Royal Rounds & Novelty	
3 - 6pm	Rapier Open Field – inspections, authorizations and pickups	
8:45pm	Teen Meet-up - Capture the Sheep!	Family Point
10pm	Gate Closes	

Friday

All Day	Great Northeastern University Classes	(see classes schedule)
6am - 10pm	Gate open	
9am	Archery Range Open	Archery Field
	Rapier Auths & Inspections	Rapier Field
9am - 5pm	Info Point open	
9am - 6pm	Family Point Open - Great Sheep Game	
10am	Youth Combat MIT meetings	Family Point
	Five-Person Rapier Melees	Rapier Field
	Under-Five Thrown Weapons tourney "Save the Royal Garden"	
11am	Youth Combat Inspections	Family Point
	Five-Person Cut & Thrust Melee	Rapier Field
	Thrown Weapons Range Open	
12:30pm	Rapier Tavern Brawl	Barn
1pm	Beginners Thrown Weapons	
	Combat Archery Authorizations & Inspections	Battlefield
	A&S Petting Zoo	Town Center
2pm	Heavy List open for Auths & Inspections	Battlefield
	Youth Combat Archery Shoot	Family Point
3pm	Youth Combat Tourney	Family Point
4pm	By The Book Rapier Tourney	Rapier Field
	Deed of Arms	Battlefield
6pm	Dance Class	Barn
8pm	Malagentian New Moon Balle	Barn
9pm	Torchlight Tourney	Battlefield
	Open Bardic	Town Center

Saturday

All Day	Great Northeastern University Classes	(see classes schedule)
6am - 3pm	Gate open	
8am	Rapier Auths & Inspections	Rapier Field
	Heavy List open for Auths & Inspections	Battlefield
9am	Combat Archery Tournament	Battlefield
	Archery Range Open	
	Thrown Weapons Range Open	
	Pennsic Rapier Singles Tourney	Rapier Field
	GNEW Novice Tourney	Rapier Field
9am - 5pm	Info Point Open	
9am - 3:30pm	Family Point Open - Great Sheep Game	
10am	Morning Court	Town Center
10:30 - 12pm	Grand Exhibition Registration Opens	Barn
11am	Great OGR Mix'n'Match	Rapier Field
	Heavy Battles	Battlefield
12pm	G. Finche Memorial Cut & Thrust Tourney	Rapier Field
12 - 3pm	Grand Exhibition Open	Barn
1pm	Rapier Melee	Rapier Field
	Potables Competition Sign In	Barn
2pm	Potables Round Table Judging	Barn
3pm	Malagentian Maaad Sheep Thrown Weapons Tourney	
	Youth Combat Melee	Family Point
4:30pm	Royal Court	Front of Barn
	All Fields Closed	
End of court	Foresters' Court	A&S Tents
	Embroidery & Cord Challenge Entries Due	Barn
9pm	Open Bardic	Town Center

Sunday

9am	Curia	Barn
10am	Shopping War Point Forms Due Merchant Point	Merchant Row
11am	Closing Ceremonies	Front of Barn
12pm	Site Closes	

