

Great Northeastern War XXXVI

Malagentia vs. Stonemarche: The Hunt for the Vorpall Hares July 11-14, 2024

*W*elcome, all friends both old and new, to this 36th Great Northeastern War. Thank you for joining us in our fair Province as we meet with the Barony of Stonemarche in a competition to rid ourselves of the scourge of the Vorpall Hares. There are ample opportunities to contribute points to your side, through fighting, archery, fencing, arts & science, classes, thrown weapons, youth activities or—yes—even shopping.

Events such as this could not happen without the many hands of our amazing volunteers. A very heartfelt thank you to all our staff and everyone who lent their time to make this event go, and a special thank you to all those behind-the-behind-the-scenes, who help make sure our staff can keep going, too.

Have fun, stay safe and enjoy your weekend in the Province of Bad People!

In service,

Quentus Quinctilius Mortis

Aesa Ormstunga

Event Stewards, Great Northeastern War XXXVI



In Memoriam: Lady Rose Coppersteel



One cannot think of the home without thinking first of the hearth. And if there was one good Gentle amongst us who's spirit embodied that of both, it was Lady Rose Coppersteel, whose presence amongst us was a beacon of warmth and generosity.

With a passion for nurturing both body and spirit, a famed saying of this great lady was "If we don't have it, you don't need it."

From Ravensbridge to Endewearde, and all places between, Lady Rose was a beloved pillar of the larger SCA community. Her heart brimmed with an excitement for the culinary arts, and she often put her skills to the test in the creation of magnificent desserts and breads. Lady Rose created many culinary delights with the skill of a master bard and ensured every morsel was a delight to the senses.

It was not only her prowess in the kitchen that endeared Lady Rose to our hearts, but her dedication on the field of battle as well. As a waterbearer Lady Rose tirelessly ensured that all were provided succor. And, amidst the chaos of battle, one could always rely on Lady Rose to appear when most needed with draughts of cool water or sustenance. And yet, her enthusiasm for the pageantry of battle was only matched by her dedication to service and support.

Lady Rose attended many demos and public-facing events, and was adept at extolling all the great many virtues of the SCA as a community. Her gregarious nature and knack for telling stories drew people in, making them feel welcome. Not an event went by where Lady Rose wasn't finding someone new to take under her wing to show them all the joy the SCA had to offer.

But beyond her role of waterbearer and camp "mother", Lady Rose was also a beacon of laughter and joy. Her distinctive laugh could always be heard, ringing like silver bells across the sunlit fields and all who heard it knew it was Lady Rose.

Let us cherish the memories we have of this dear Lady. The taste of her culinary creations, the coolness of the water she offered in times of need, and the echoes of her laughter will surely linger in our hearts forever. May her spirit of generosity, service, and joy continue to inspire us as we journey forth on our own paths.

Hail and farewell .

Site Rules

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 site rules, pets are not allowed at Great Northeastern War. Service animals are, of course, still welcome. Horses, poultry, or other livestock are not allowed on site.

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. While marijuana is legal in Maine, it is illegal on a federal level, therefore the SCA has chosen to ban it at all events. Please respect this decision. The legal age for alcohol possession in Maine is 21. **Please note that per East Kingdom Law, smoking is banned in the central areas of the event.**

Grey Water Disposal Regulations:

Hebron Pines campground, like all campgrounds in Maine, is subject to stringent grey water discharge regulations. Grey water (water used in washing dishes, runoff water from showers, and other types of wastewater that contains soap or food remnants) may not be dumped onto the ground. Collect all grey water from cooking and washing and dump it only at the designated grey water dumping stations. Improper disposal of grey water violates state and county health department guidelines, impacts the environmental quality of our land and water resources, and may result in hefty fines for Hebron Pines campground and the SCA, Inc. **Please wash dishes in your campsite and throw away any solids with your trash. The water should be put in the collection barrels next to the porta johns and bathhouse.**

Leave No Trace:

Participants at GNEW are responsible for the disposal of their own garbage and cleanup of their campsites. Hebron Pines Campground provides a dumpster for garbage disposal, located at the top of the parking lot. If you need garbage bags, they are available at Information Point. 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 Info 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!

Staff

EVENT STEWARD

Quentus Quinctilius Mortis

DEPUTY EVENT STEWARD

Aesa Ormstunga

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Aureliana Curva

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RAPIER MARSHAL

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YOUTH COMBAT MARSHAL

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THROWN WEAPONS MARSHAL

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FIGHTER SUPPORT

Thalia of Malagentia

FAMILY POINT COORDINATOR

Amée le Mort

ARTS & SCIENCES COORDINATOR

Lydia Webbe

MINISTER OF THE LISTS

Frances Hastings

WATCH COORDINATOR

Einarr Sælinger

SITE TOKENS

Gaius Claudius Valerianus

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.

CPAP and other Electrical Medical Needs:

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

Fireworks, Fires and Firewood:

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

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

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

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

Live fire performances (e.g. fire spinning/dancing) are not permitted anywhere on site at Great Northeastern War.

Minors:

Parents/guardians remain responsible for their children at all times while at SCA functions. Parents must not expect other adults to supervise, monitor, or otherwise control children who are wandering unaccompanied at events. Parents/guardians may arrange for a responsible adult or older teen to supervise young children when necessary.

Youth officers acting in their official capacity are not to be considered the sole supervision for children who require direct supervision as defined in this document. Children under the age of 10 must be within voice range or in sight of a responsible adult or teenager at all times.

Inappropriate behavior of any sort by a minor will be dealt with in the manner deemed most appropriate in accordance with modern, corporate or kingdom law as applicable.

Pavilions on the Battlefield:

Due to space limitations and safety requirements, all persons wishing to set up structures on the battlefield must obtain permission from the Battlefield Coordinator before setting up.

Lost and Found:

Lost items and be dropped off at Info Point.

EK Rapier Crown Survey

The Board of Directors wants to hear from the East Kingdom populace, asking if you support a one-time variance to allow for a Crown List fought via rapier combat.

This survey is open to all residents of the East Kingdom, whether you are a member or not. The Board has stated they are looking for a minimum 20% response rate. You do not need to be a paid member to participate—if you don't have an active membership, just follow the link to the survey and create an account, which does **not** require purchase of a membership.

The link below will take you to the one-question survey, asking: *Do you support a one-time experiment for the East Kingdom Crown Tournament by rapier combat?*

Answer options are: *Yes / No / I have no opinion.*

Rapier Crown Survey Link



<https://ee.is/survey>

Link to Full Proposal



<https://ee.is/vr>

Deadline to complete the survey:
July 17th

Merchants

SHOP FOR VICTORY!

The Shopping War Point returns to Great Northeastern War this year. If you have coin in your purse, you can participate. Pick up a paper shopping war point form at Gate or Info Point. Then, declare a side (Malagentia or Stonemarche). When you buy stuff from the fabulous merchants who have joined us, have them note down the dollar total of your purchase on the line provided and initial the form.

Turn in the forms at Gate or Info Point before Sunday at 8 am.

We'll tally things up, and whichever side spent the most money will win the war point!

50 Shades of Thread - Embroidered sparky bags and award patches

Blood Stone Dragon Jewelry - Handmade jewelry

Briar & Bone - An oddities shop that with a focus on natural science

Cabochons - Glass jewels with sew-on settings, silver and gemstone jewelry, striped socks and real gold thread for embroidery

The Celtic Woman - Feast gear, house hold feast boxes, baskets, sewing boxes, lighting.

The Crafty Crow - Marginalia inspired art; hand-bound books with wooden covers; hand-carved nalbinding needles in wood, bone and antler; lucets; crotalia earrings; other bits and baubles

Designs By Sparrow - Stoneware, Pottery & Sterling silver jewelry

Diabolis Bazaar - Saris, parasols, jewelry and assorted "Silk Road" finds

Faire Folk Oracle a Traveling Wagon - Oracle and rune readings, cottage wares, carved wooden items

The Far-Flung Potter - Pottery

Feed the Ravens - Handmade, historical, documentable Viking age items

Green Mountain Leathercraft - Leathercraft, beads, jewelry, Viking silver-smithing

Heart of Oak Crafts - Glass beads

Ulf: Mythcraft / Woldales Beeworks - Handmade jewelry (Viking, Roman, etc.); handmade blades; honey and wax

Knightsville Cottage - Pottery and hand-dyed yarn

LnG Feirme "The Shire of Niche" - Yarn and fiber arts supplies, handmade soaps, leather goods, cloth, trim, candles and more!

Martin's of Sheffield - Resale items, mostly feast gear

MeadHall - Fabric and Garments

Mercado de Nuno - Camping essentials and a wide variety of SCA items - a little bit of everything!

Mhistry's Coven Tree - Spiritual and metaphysical gifts

North Tower Archery Supplies - Archery related supplies, arrows, bolts, bows etc.

Proxima Design Cat Toys - Handmade cat toys

Sigrid and Magnus Leather Emporium - Belts, pouches, haversacks, hoods, Viking hats, jewelry, games, armoring hardware, other leather goods

Steel Wool - Jewelry, leather, shirts, other stuff

Strongford Arts - Jewelry and accoutrements

Sunset Luna Art - Stained glass, art, decor, hair accessories

TF Woodcraft - Wooden fiber arts tools

Thor's Hammer - Jewelry, metal work, spice boxes, archery supplies, belt blanks, spice boxes, camp furnishings.

Tinker's Backpack - Drinking horns, decorated feast gear, leather and leather goods, jewelry made by me, Anni, plus other handcrafted sundries

Trolgodite Services LLC - Cookbooks

Von Hagen Hides - Leather and leather goods; knit goods; stitch work

Walt-King Sticks & More - Woodworking

Arts & 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 beneath the Town Hall tent behind the Barn to spend some time together creating together, or stroll through and see the variety of things people are working on. Come demo your current project or check out a new-to-you skill! This is an opportunity for portable craft collaboration and exploration. Bring a chair and what you need to craft comfortably. **Saturday, 10am - 3pm**

Bardic Circle

Join us for a Bardic gathering on Thursday evening in the area outside the Barn to swap stories, songs and more. Bring a performance piece to share, or just come to learn, listen and generally make some magic. All experience levels are welcome and encouraged! If you have any questions, please find Gavin Kent for more information. **Thursday, around 8pm**

Fashion Show

Come strut your stuff and show your Pride on the catwalk in front of the Barn! This is a showcase of outfits answering the FAFO Garb Challenge of: "make a period(ish) outfit inspired by a pride flag (or multiple) or a cultural reference that means something to you," for the East Kingdom. Come enter or cheer folks on!

Friday, 6pm - 7pm

The New Moon Balle

Come by the Barn for the annual dance night at Great Northeastern War! From bransles to almayns to English Country to Italian balli, the playlist will feature a variety of styles and skill levels. Please note: there will be no formal dance instruction during the balle. **Friday, 8pm - 10:30pm**

Dance Preview and Instruction will take place **Friday 4:00pm - 5:30pm, at the Barn.

Embroidery Challenge

The Embroidery Challenge is a competition in which you must plan and complete an embroidered piece in a short amount of time. Kits will be available at Info Point beginning Thursday and are first come, first serve. Competitors must design and complete their work using only the materials provided and within a specified theme that will be revealed at the start of the competition. Participants will have until the end of court on Saturday evening to complete their piece. Turn in your entry at the Main Barn. More information will be provided when you pick up your kit.

The Grand Exhibition (War Point): Come one, come all and show your art! This year's theme is inspired by the theme of the war: rabbits, rabbits everywhere!! Show off your rabbit themed A&S displays: Murder bunnies! Calm, sweet bunnies! And the vast spectrum in between! 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 to contribute to the A&S war point. There will be a populace vote, as well!

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.

Entries must be signed-in at the Barn on **Saturday between 8:30am and 9:30am**

Voting opens at **10am, Saturday**

All entries must be picked up by 3pm sharp so we can prepare for Court.

Great Northeastern University (War Point)

Teachers will earn 5 points for each class taught, and each attending student will earn one point. A sign-in sheet will be available to declare your side, and a final tally of points at the end of the University will determine who the War Point goes to.

A full class schedule can be found at gneuniversity.org

Gaming Den (War Point)

New this year! We are excited to announce the opening of a gaming area beneath the Town Hall tent, facilitated by Lord Bo of Malagentia. The space will be available for hosting a variety of period games, with rumors of a back room where perhaps more illicit gaming can occur. Games that involve wagers will be accessible to those that know the secret password. Once admittance is gained, participants will be given an allotment of tokens to wager with. These tokens will be used for play, and once a participant has finished, they may distribute their winnings in support of the war efforts to the side of their choosing. **Saturday, 11am - 3pm**

Largesse Display/Drop-off

We will be holding a largesse display at Great Northeastern War this year, as our current Highnesses are local to the Barony of Stonemarche. Feel free to bring any largesse you have to be displayed in the Barn on Saturday. We will also have a drop-off point posted in the Barn as well, so that all items can be gathered at the end of the display and delivered to TRH's Largesse Coordinator. If you don't wish to display but still have largesse to drop off, that's fine as well.

For any questions, please contact Dunlaith ingean Donnchada at 149267@members.eastkingdom.org.

Youth Activities

Family Point is returning as 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.

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 any lending will be done on a first come first serve basis.

Animal Search

The goats are expected to be back this year on Friday and Saturday. There are also rumors of bunny rabbits on the loose! We will need your help to search out these animals and gather them together before they cause havoc in the camps! Seekers and Relocation Agents will need to sign up at Family Point to participate in the Animal Search Game. **Friday, 9am - 4pm; Saturday, 9am - 3:30pm**

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 story time, paper crafts, music, 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.

Teen Activities

Volunteers needed! There will be activities specifically for the teens, such as a Meet and Greet on Thursday evening. Activity details and times will be posted at Family Point.

Youth A&S

Many A&S classes held at the A&S tents are family friendly. Check the class description, it will tell you if it is not appropriate for specific ages. If you aren't sure, ask the teacher! Family Point will have scheduled classes, as well various A&S DIY projects available to grab any time Family Point is open. Check the schedule for more information.

YOUTH IN THE MARTIAL ARTS

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. Stop by the Archery Field at any time it is open.

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

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. Stop by the Thrown Weapons Range when it is open.

The 5 and under throwing event: “**Receding Hare Line**” will be held at FAMILY POINT this year. **Saturday, 11am**

Youth Combat

Youth Combat will be centered at FAMILY POINT, with multiple activities throughout the event. Specifics will be posted at Family Point. **Friday 2:30pm - 4:30pm**

There will also be a YOUTH COMBAT MARSHAL MEETING at Family Point, **Friday at noon.**

Combat Archery

Youth combat archery will be taking place on the BATTLEFIELD this year. **Friday, 1pm - 2pm**

Youth Water Battle

The Youth Water Battle will be taking place at FAMILY POINT this year. **Saturday at 3pm**

Thrown Weapons

FRIDAY

Range open:

10:00am - 12:00pm

1:00pm - 5:00pm

SATURDAY

Range open:

9:00am - 10:00am (Closed for Morning Court)

Range reopens:

11:00am - 4:30pm

3:30pm - 4:30pm - Assassin Bunny Challenge

Thrown Weapons Populace War Point

Evil Assassin Bunnies have been let loose and it is up to you to curtail their nefarious activities. Will you step up?

1. All Throwers welcome to throw the populace War Point during official open times, when a marshal is available. The side being thrown for will be declared upon entering the range.
2. A Thrower will throw their War Point round at a wall with 6 bunny targets placed at various heights. A round consists of one set each of 3 knives and 3 axes. Each bunny hit counts as 1 point. Each bunny may only be scored once per round.
3. A Thrower may throw all 6 throws at once or split into 2 sets: one knife and one axe. As there are multiple targets, there is no throw and retrieve but any weapons stuck in the board for a 3 count will score regardless if it falls out after.
4. A Thrower may throw up to 3 War Point scoring rounds over the course of the weekend. 2 practice rounds may be thrown if time and space are available.

Assassin Bunny Challenge

Doyen Richard Crowe, former Sovereign's Champion, being as mad as a march hare himself, and Ameria Browne, Silver Mantle and MiC, bring you a fun challenge on Saturday afternoon.

"Dougs Bunny," the rumored leader of the assassin bunnies, has sent his 2 best agents to steal all the bacon at GNEW. It is your job to capture them and end Dougs' evil ambitions. This will be a 3 stage challenge welcome to all Throwers of all levels with throws based on carnival games. Crowe will describe the challenges before the start of the event and throughout as people arrive, however the overall rules are as follows:

1. There will be three stages: knife, axe and spear that must be completed in order. Each stage will consist of 3 throws of the specific weapon for that stage. As each stage needs only one proper "stick" to complete the challenge, or have multiple scoring areas, there will be no "score and retrieve" loaner weapons will be available.
2. At the start, all participants will line up and enter subsequently to throw at the first stage, then move to the following stages if they completed the previous stage. A fail at any stage and they go back in line.
3. New Throwers may enter at any time by joining at the back of the line.
4. Throwers may continue to cycle through until they either complete all 3 stages and win a PRIZE, or chose to step out. On subsequent turns Throwers may skip stages they have already completed.

1 prize per person. The challenge will continue until the end of the hour, or all prizes have been given out.

Archery

THURSDAY

12:30pm: Range opens; practice lanes and Royal Rounds available.

4:00pm: Forester Specialty Shoot; must be a pre-registered Forester to participate.

FRIDAY

10:00am - 12:00pm: Beginner lessons from Master Peter the Red

10:00am - 12:00pm: All lanes open

Lanes 1 - 2: Clout Shoot—Pennsic Practice

Lanes 3 - 5: Warrior Shoot—Pennsic Practice

Lanes 6 - 7: Castle Window Shoot – Pennsic Practice

Lanes 8 - 15: Royal Rounds – General Practice

Lanes 16 - 17: Beginner Lessons and Practice

Lanes 18- 20: Bunny Warrior Shoot

12:00pm - 4:00pm: "Bunny Hunt" in the beginner lanes

SATURDAY

10:00am - 12:00pm: Beginner lessons from Master Peter the Red

10:00am - 12:00pm: All lanes open

Lanes 1 - 2: Clout Shoot—Pennsic Practice **(until 12pm)**

Lanes 3 - 5: Warrior Shoot—Pennsic Practice **(until 12pm)**

Archery, cont.

Lanes 6 - 7: Castle Window Shoot – Pennsic Practice

Lanes 8 - 15: Royal Rounds – General Practice

Lanes 16 - 17: Beginner Lessons and Practice

Lanes 18– 20: Bunny Warrior Shoot (until 12pm)

12:00pm - 12:30pm: Range closed to reset targets

12:30pm - 3:30pm: All lanes open

Lanes 1 - 6: Carolingian Company of Bowmen Accuracy Shoot

Lanes 7 - 9: Carolingian Company of Bowmen Timed Advancing Warrior Shoot

Lanes 10 - 17: Royal Rounds – General Practice

Lanes 18 - 20: Bunny Warrior Shoot

Archery Marshals

There will be a sign up board at the range for those who want to help marshal. 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.

Rapier

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

In order to participate in rapier/C&T melees or tourneys, fencers must have a current authorization and pass a weapons and armor inspection. Prior to inspection, fencers will be required to present proof of a current authorization and a form of identification. During the scheduled authorization and inspection times, an MOL will be available to assist fencers who have a current authorization but no physical documentation.

Marshals performing the weapons and armor inspections will provide the GNE sticker to be affixed to the mask of the authorized and inspected fencers.

THURSDAY

3:00pm - 5:00pm: Pickups and authorizations (bring your own marshal)

FRIDAY

9:30am - 10:00am: Authorizations and inspections

10:00am - 10:30am: Four Square

10:30am - 11:00am: Red Rover

11:00am - 12:00pm: Monarch of the Square

12:00pm - 1:00pm: BREAK FOR LUNCH

1:30pm - 3:30pm: Woods Battles

3:30pm - 5:00pm: By the Book Prize Fight

SATURDAY

9:30am - Court: Authorizations, inspections and pick-ups

11:00am - 12:00pm: Novice Tourney

11:00am - 12:00pm: 7th annual Master Gregory Finche Memorial C&T Tourney

Rapier Classes:

12:00pm - 12:30pm: Meatsuit Maintenance: Warmups and Cooldowns with Aněžka Liška z Kolína

12:00pm - 12:30pm: Care and Feeding of Your Local Practice: How to Help it Grow with Mat Wyck

12:30pm - 1:00pm: Death From Below: A Primer for Shorter Fencers with Nataliia Anastasiia Evgenova

12:30pm - 1:00pm: An Intro to Thibault with Xavier the Sinister

1:00pm - 2:00pm: BREAK FOR LUNCH

2:00pm - 3:30pm: Field Battles

3:30pm: Rapier field closes

4-Square***

Just like how you remember it as a kid, but this time with swords. There will be two scenarios: 1. There will be four boxes, each with a fencer. If you die, you are replaced with the next fencer in line. Scenario continues for a duration of time. 2. Same as the first but with two people per square. Wounds are retained for partners. If your partner dies, they leave the square.

Red Rover***

Just like how you remember it, but also with swords and no running. Fencers will line up in two teams. We will distribute teams according to fencing OP. Each team will select a combatant from the other team to fight BY NAME. Each selection will pick someone from the opposing team to fight (no repeats until everyone has fought). Loser joins the winner's side. If all fencers end up on one side, that team wins. There will be a time limit otherwise. More important than winning is meeting your fellow fencers and cheering on your team.

Rapier, cont.

Monarch of the Box***

Like 4 Square and Red Rover combined, but also different. There will be a box that a fencer can't leave. One person from each team will go to the box and try and beat the fencer, while also competing with the opponent from the opposing team. Last fencer standing stays in the box. People keep fighting until everyone has gone.

***All three of these scenarios are able to run concurrent Cut & Thrust if there is enough interest.

Woods Battle (War Point)

A set of two scenarios: capture the flag, and travelers/brigands. If the weather is poor and the woods are unusable due to overly wet terrain, we will move to the field.

The Woods Battle is able to run Cut & Thrust if there is enough interest.

By The Book Prize Fight

The fifth annual exhibition tournament focusing on period form and weapons. Fencers of any and all experience levels of historical fencing are encouraged to participate! Seriously! Once again, this year's event will have two parts. Fencers may opt-in into EITHER or BOTH parts

1. ASSAULT/KATA/FLOW OR PLAY DEMONSTRATION. Fencers should come up with a short series of movements that demonstrate a variety of bladework, body positions, and footwork of their chosen style. Alternatively, fencers may also walk through a few actions/plays/techniques from their system or master. This is a great opportunity to show off actions or plays that may not be legal in SCA rapier combat.

2. EXHIBITION/PRIZE FIGHTS. These will be three to five passes per pairing (depending on number 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 combatants.

The SCA Reduced Armor Experiment is permitted for this event. Contact Bobby Tytes or Donovan Shinnock for more information.

Novice Tournament (War Point)

Open to all rapier fighters authorized on or after July 1, 2022. 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.

7th Annual Master Gregory Finche Memorial Cut & Thrust Tournament

The seventh 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 tournament 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.

Classes

Meatsuit Maintenance: Warmups and Cooldowns with Aněžka Liška z Kolína—This class will look at how to take care of your body both before and after fencing. There will be some discussion of the different kinds of stretches and exercises available to you and the benefits of each, as well as a group warmup session.

Care and Feeding of Your Local Practice: How to Help it Grow with Mat Wyck—A combination of class and round table discussion for those interested in expanding their local fencing practice. We'll talk about the best ways to garner initial interest, as well as how to maintain retention going forward. A good opportunity to share best practices for your practice.

Death From Below: A Primer for Shorter Fencers with Nataliia Anastasiia Evgenova—We'll review the positives and negatives of fencing opponents with significant height differences, as well as take a look into aspects such as timing, distance and angles to use to your advantage. There will also be some drills to practice and other pointers to help even the score. This class is recommended both for shorter fencers and tall teachers who want to help their shorter students.

An Intro to Thibault with Xavier the Sinister—A good introductory course for those interested in learning the style of fencing master Gérard Thibault, with a review of posture, movement, guards, footwork and more.

Field Battles (War Point)

Capture the flag with limited resurrection; Timed open field with limited resurrection; Treasure Chest / Banners Scenario. At least one scenario will be run twice, to allow usage of spear in the second iteration.

Note: DFB allowed in all scenarios; knee walk to engagement, running allowed to engagement.

If there is enough interest, field battles will also be available for Cut & Thrust.

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.

In order to participate in heavy combat or fencing, combatants must have a current authorization and pass a weapons and armor inspection. Prior to inspection, a combatant will be required to present proof of a current authorization and a form of identification. During the scheduled authorization and inspection times, an MOL will be available to assist combatants that have a current authorization but no physical documentation.

Marshals performing the weapons and armor inspections will provide the GNE sticker to be affixed to the helm of the authorized and inspected combatant.

THURSDAY

3:00pm – 6:00pm: Authorizations, inspections and pickups

FRIDAY

1:00pm – 4:00pm: Authorizations, inspections and pickups

1:00pm – 2:00pm: Youth Combat Archery Shoot

4:00pm – 6:00pm: The Deed

6:15pm – 7:00pm: Registration for the Squires' Tourney / Golden Sword Tourney

7:00pm – 8:30pm: Squires' Tourney / Golden Sword Tourney

SATURDAY

9:00am – Court: Authorizations and inspections

Court – 1:00pm: Inspections available

12:00pm – 12:45pm: Woods battle, 45 minute resurrection, no combat archery

1:00pm – 4:00pm:

Field Battles (3 non-resurrection, with combat archery)

15 minute break

Bridge-Tower Battles (2 partial resurrection, with combat archery)

Open Field (Unbelted Champions practice, pickups)

4:00pm: Battlefield closes

Woods Battle

The invaders have swarmed our woods. Control the high ground and then 'kill the wabbit'.

This is a 45 minute resurrection battle without combat archery. Resurrection points will be near the entry to the woods for each side. There will be two control points, control indicated by colored markers (two-color brick on a designated stump, color side up is in control). At approximately 15 minutes and 30 minutes, a hold will be called to determine possession of each control point. After the hold is resolved at the 30 minute mark, a (pre-determined) commander from each team will be identified (look for the rabbit ears). At the lay-on, the objective is now to kill the opposing team's commander. Except for the two commanders, this is still a resurrection battle. Combat will continue for another 15 minutes or until one of the commanders is slain.

Scoring for this scenario:

- Each control point possessed at the hold call: 1 point (for a possible total of 4)
- Slaying the commander: 3 points

The victor of the Woods Battle gets to choose whether to first defend or attack during the Bridge-Tower scenario.

Field Battles

The foe has gathered on our grassy fields. Assemble the bannermen and let us drive them from our lands.

Three traditional field battles. Combat archery is allowed. There will be a brief pause between each battle to clear archery ammunition.

Scoring for this scenario:

- 1 point for each field battle

Bridge-Tower Battles

15 minutes after last field battle

The enemy is nigh. Hold them at the bridge...The gate...To the last man! The lord of the tower is depending on you to protect his precious pet.

Or conquer the tower and have some delicious rabbit stew.

The 3-sided tower is surrounded by a 15' wide (and infinitely deep) moat spanned by a 10' wide bridge leading to an open, but narrow (6' wide) gate. There is a 5' wide walkway between the tower walls and the moat. There is also a sally port located at the rear of the tower on one side. Archers will be able to fire from inside the tower and may not be targeted with melee weapons from outside the tower. The walls of the tower are invulnerable and immutable.

Heavy List, cont.

The attacking force has unlimited resurrection. Resurrection point will be located approximately 100' from the bridge. The defending force does not resurrect. Only the defending force may use combat archery.

The attacking force has 15 minutes to take control of the tower. Control of the tower is achieved by slaying all of its occupants. There will be a 15 minute break to clear & inspect archery ammunition and then attackers & defenders will switch roles. The battles will be timed, the army achieving control of the tower the quickest will be victorious.

Squires' Tourney***

Entrants to this tournament must be sponsored by a member of Chivalry. Members of Chivalry may sponsor multiple fighters. The tournament will be a Bedford points format culminating in a finals bout between the top scoring fighters. The finals bout will be best of 5 fights using mixed weapons' forms.

There will be prizes for the top two scoring fighters as well as for the most honorable.

Golden Sword Tourney***

This tournament is for fighters who have been authorized for less than 3 years. Depending on the number of entrants, it will be either a Bedford points format or a round-robin format, culminating in a finals bout between the top two fighters. The finals bout will be best of 3 fights with preferred weapons form.

****These two tourneys will be held concurrently, individual lists will be located in and around the Deed tourney ground. Participants in the Squires' Tourney will have a red identifying marker; Golden Sword Tourney participants will have a yellow identifying marker. The finals bouts for both tourneys will be sequentially held in the Deed tourney ground.*

There will be a separate MOL for each tourney. The MOLs will be located under the tent adjacent to the Deed tourney ground.

Website and Other Info

For additional information, please visit our website at:

<https://malagentia.eastkingdom.org/gnew/>

or use the QR code below.

For a full schedule of classes, please visit the Great North-

eastern University website at: <https://gneuniversity.org/>

Great Northeastern War Website



Great Northeastern University Class Schedule



Many hands make light work, and there are always plenty of opportunities to volunteer and throughout the course of the weekend, including at Gate, Info Point/Gold Key, Battlefield Support, marshaling for both Heavy List and Rapier, hosting a table at the gaming tent, watching over the Exhibition and more.

If you would like to contribute a spare hour or two to help out, please see the Volunteer section of the website.

Thursday

12pm	GATE OPENS
12pm	GNE University (see Class Schedule)
12:30pm	Archery -practice Lanes Open
2-4pm	Family Point & Youth Garb Closet Open
3-6pm	Heavy List - Auths, inspections, pickups
3-5pm	Rapier - Auths, inspections, pickups
4pm	Archery - Forester Specialty Shoot; must be pre-registered Forester to participate
7pm	Family Point - Story Time
8pm	Family Point - Teen Meet-up / Activity
10pm	GATE CLOSES

Friday

All Day	GNE University (See Class Schedule)
8am	GATE OPENS
9am-4pm	Animal Search & Youth Garb Closet open
9:30am	Rapier - Field opens for auths & inspections
10am-3pm	A&S -petting Zoo opens
10am-12pm	Archery - All Lanes Open
	Archery - Beginner lessons from Peter the Red
10am-12pm	Rapier - Fencing Games
10am-12pm	Thrown Weapons - Range Open
12pm	Opening Ceremonies on the Battlefield
12pm-4pm	Archery - "Bunny Hunt" in beginner Lanes
1pm	Youth Combat Archery Shoot
1pm-4pm	Heavy List - Auths, inspections, pickups
1pm-5pm	Thrown Weapons - Range Open
1:30pm	Rapier - Woods Battles
2:30-4:30pm	Youth -Youth Combat
3:30pm	Rapier - By the Book prize Fight
4pm	Heavy List - The Deed
	Dance preview &practice
6pm	A&S - Fashion Show - FAFO Garb Challenge
6:15-7pm	Heavy List - Registration for Squires' Tourney/ Golden Sword Tourney
7-8:30pm	Heavy List - Squires' Tourney/Golden Sword Tourney
7pm	Youth - Story Time
8-10:30pm	A&S - New Moon Balle
8pm	Youth - Teen Meet-up / Activity
10pm	GATE CLOSES

Saturday

All Day	GNE University (See Class Schedule)
8am	GATE OPENS
8:30-9:30am	A&S - Drop-offs for the Grand Exhibition open
9am	Heavy List - Auths & inspections
9am-4pm	Animal Search & Youth Garb Closet open
9am	Thrown Weapons - Range Opens
9:30am	Rapier - Auths, inspections, pickups
10am	East Kingdom Morning Court
10am-3pm	Grand Exhibition opens for voting
10am-12pm	Archery - All Lanes Open
	Beginner lessons from Peter the Red
11am-3pm	Gaming Tent opens
11am	Rapier - GNEW Novice Tourney
	7th Annual Master Gregory Finche Memorial C&T Tourney
	Under 5 Tourney: Receding Hare Line
12-12:30pm	Archery - Ranges closed for lane resets
12:30pm	Archery - All Lanes Open

12pm	Heavy List - Woods Battle
12-1pm	Rapier - Class Offerings, see Rapier schedule
1pm	Heavy List - Field Battles, pickups, Unbelts practice
2pm	GATE CLOSES
	Rapier - Field Battles
3pm	A&S - Grand Exhibition closes, all items must be picked up by this time
	Youth Water Battle
3:30pm	Thrown Weapons - Assassin Bunny Challenge
3:30pm	Rapier - Field closes
4pm	Heavy List - Battlefield Closes
4:30pm	East Kingdom Court

Sunday

10am	Closing Ceremonies at the Barn
Noon	SITE CLOSES

