

An Tir West War

June 30th - July 5th 2022

Let Them Eat Cake!



	General	War Field	Town Square	Arts and Sciences	Equestrian	Archery Range
June 30th						
Thursday						
12:00 PM	SITE OPENS FOR EVERYONE					
12:30						
1:00						
1:30						
2:00						
2:30						
3:00					Riding authorizations	Royal Rounds
3:30						
4:00						
4:30					Drill and ceremony formations/no horses	
5:00						
5:30						
6:00		Rapier and C&T Spear Classes				
6:30						
7:00		RBG Duels				
7:30						
8:00	Vigil for Jared Galen, Mist					
Later	Royal Encampment					

	General	War Field	Town Square	Arts and Sciences	Equestrian	Archery Range
July 2nd						
Saturday						
8:00 AM	Gate Opens					
8:30	Wake Up Call	Missile Inspection				
9:00		Heavy Armor Inspection	Hardcore Mode Tournament (Rapier)			Pride & Piety Novelty Shoot
9:30						
10:00		Muster and Head Count		Historic Veggies	Rossfecten /Horses	
10:30		War Scenarios Start		Introduction to Counted Blackwork		
11:00						
11:30						
12:00 PM		An Tir Field Court		Making a Felt Stuffed Animal	Come meet the horses!	
12:30						
1:00				Opus Anglicanum	Ground to Mounted desensitization	
1:30						
2:00		Start of Last War Scenario of Day		The Art of the Boast		Grand Archery Tournament
2:30						
3:00			Cancer Sucks Fundraising Tournament (Heavy)	Display	Jousting 201/Horses	
3:30					AND	
4:00					Jousting Crew 201	
4:30						
5:00						
5:30					Ride Before a Prince Practice	
6:00		Grand Court, Hosted				
6:30		by the Kingdom of the West				
7:00						
7:30						
8:00	BIG GAY Root Beer Floatcial					
Later	Toga Party after Grand Court (An Tir Royal Encampment)					

	General	War Field	Town Square	Arts and Sciences	Equestrian	Archery Range
July 3rd						
Sunday						
8:00 AM	Gate Opens					
8:30	Wake Up Call					
		Missile Inspection				
9:00		Heavy Armor Inspection	An Tir Cut and Thrust Championship Tournament			Royal Rounds
9:30					Rossfecten practice	
10:00		Muster and Head Count				
10:30		War Scenarios Start				
11:00				Slavic Veil Styling		
11:30						
12:00 PM				Intro to Rectangular Construction	Mounted Archery	
12:30						
1:00				Making a Roman Rag Doll		
1:30						
2:00						
2:30		Start of Last War Scenario of Day			Ride Before a Prince Competition	Royal Rounds
3:00		Period Master's Tournament (Rapier, Cut and Thrust)		Open Bardic		Hearts Duel
3:30			Squires Tournament			
4:00						
4:30						
5:00					Challenge course	
5:30						
6:00						
6:30						
7:00						
7:30						
8:00						
later						9:15 p.m. Candle Shoot

	General	War Field		Town Square	Arts and Sciences	Equestrian	Archery Range
July 4th							
Monday							
8:00 AM							
8:30	Wake Up Call	Missile Inspection					
9:00		Heavy Armor Inspection		SA Awareness Tournament (Rapier)			Society Seasonal Archery Competition (SSAC)
9:30							
10:00		Muster and Head Count					
10:30		War Scenarios Start					
11:00						Rossmecten Coached tourney	
11:30							
12:00 PM							
12:30							
1:00							
1:30						Mounted Archery Tournament	
2:00							
2:30						Jousting practice	Inter-Kingom Archery Competition (IKAC)
3:00							
3:30				Bear Pit Tournament (Rapier, Cut and Thrust)			
4:00							
4:30							
5:00							
5:30							
6:00							
6:30							
7:00							
7:30							
8:00							
July 5th							
Tuesday							
8:00 AM							
8:30	Wake Up Call						
3:00	SITE CLOSSES	SITE CLOSSES		SITE CLOSSES	SITE CLOSSES	SITE CLOSSES	

SITE RULES

1. This site is rented by the Kingdom An Tir and as such reserves the right to move the site layout as seems fit. All decisions on land layout are at the event team's discretion. The site owner does not/will not negotiate land with you. Do not leave anything on site at the end of the event, if you do it will be put in the trash or lost and found as appropriate. If you have any questions on this please contact either the Land Steward.
2. Please smoke/vape in the privacy of your camp away from public areas, for the comfort & safety of all. Remember, Merchant Row, Town Square, EQ Arena, War Fields, archery/thrown weapons ranges, A&S, Courts, activity areas, and roads are specifically no-smoking areas. Do NOT smoke on the bridge.
3. Generators can be run during the times of 7:30 am - 10:00 pm
4. No medical or recreational marijuana of any kind at the event. "As of July 1, 2015, recreational marijuana became legal in Oregon. There are limits to the law; marijuana is not allowed to be consumed in a public place. Measure 91 defines a public place as a general place where the public has access. This includes all special events with OLCC licenses." The Society for Creative Anachronism, Inc., is a national organization. We are able to rent this site and obtain insurance coverage only because we are part of the SCA. We must abide by SCA policy which does not allow any marijuana or other federally controlled substances at SCA sanctioned events. So, no medical or recreational marijuana of any kind at the event.
5. Everyone has to sign the equestrian waiver. Even if I have a blue card? — Yes. Even if I'm not going to do any activities with horses? — Yes.
6. There is a creek/river onsite, bear this in mind concerning pets & children.
7. It may be cool and pleasant here but remember hydration and sunscreen!
8. If the grass is long the ground is likely SOFT! Don't drive in unmown or muddy areas! RV's will not be allowed to pass the RV parking area. This will be enforced. Anyone thinking it is a good idea to drive somewhere else maybe asked to leave the site.
9. This is a working farm and also wildlife in the area; keep your pets under control at all times and have a record of current vaccinations. Do NOT pet or feed livestock, do NOT approach wild animals.
10. Please don't burn our survey stakes! Please return pulled wooden stakes to Volunteer Point so we can use them again!
11. Fire Regulations: no ground fires, clear grass back 6' around fire pits, attend any flame source at all times, have extinguisher nearby, etc. NO fire-dancing, fire-spinning, fire-breathing, no black powder, etc. Oregon Department of Forestry or Coos Forest Protective Agency can ban even campfires at any time. If this happens, the Stewards will send out a town cry to that effect. {SUBJECT TO CHANGE AT LAST MINUTE}
12. There are ash barrels for the remains from your fire-pits. Please use them, and do not put your coals and ashes in a dumpster. Let's avoid having another dumpster fire as we have had in the past. *Don't dump garbage in the ASH BARRELS*
13. Please haul your trash to the dumpsters.
14. Quiet Hours are midnight to 6am.
15. The Staff of the War would kindly ask that everyone to please avoid channels 7, 8, 9 and 10, as they use these to run your War.
16. Fireworks are NOT allowed on site. If you want to go see a 4th of July fireworks display, there are ones in Gold Beach.

LOCAL SERVICES

GROCERY & SUPPLIES

- Nesika Beach Market, 4 miles south - small local market. (Supporting war with Ice & other things)
- McKay's Gold Beach, 12 miles south, open 24 hours.
- Ray's Market Gold Beach, 13 miles south.
- Ray's Market Port Orford, 14 miles north.
- Fred Meyer Brookings, 40 miles south, full service with groceries, Starbucks, fuel, sporting goods, pharmacy, hardware, etc.
- Dan's ACE, 29733 Ellensburg Ave, Gold Beach, OR 97444 (541.247.6822).
- Kerr's Ace Hardware. Full service, including lumber yard; 41 miles south, 711 Chetco Avenue, Brookings, OR 97415 (541.469.3139).

PHARMACIES

- Corner Drug, 29670 Ellensburg Ave, Gold Beach, OR 97444 (541) 247-4544
- Valurite Pharmacy, Next door to 24 hour McKay's Grocery Store
- Fred Meyer, 325 5th St, Brookings, OR 97415 (541) 469-1643
- Chetco Pharmacy & Gifts 890 Chetco Point Ter, Brookings, OR 97415 (541) 469-2616
- Rite Aid, 16261 Highway 101 S, Harbor, OR 97415 (541) 469-3121

HOSPITAL AND VETERINARY

Curry General Hospital

94220 4th St, Gold Beach, OR 97444, (541) 247-6621

Sutter Coast Hospital www.suttercoast.org, 800 E Washington Blvd, Brookings, OR 97415, (541) 469-9611

Veterinarian

Town and Country Veterinary Clinic, 15740 Highway 101 Brookings, OR 97415, 541-469-4661

Heavy Fighting

Conventions for An Tir West War 2022:

- 1) Weapons are limited to 9' in length.
- 2) No Plate is Proof - Battles will alternate between with and without missile combat so everyone can have fun.
- 3) Death from Behind and Death on the Ground will be allowed with the following statement: "It is highly encouraged that you face your opponent before dispatching them while keeping in mind and perpetuating the notion that this is one of the most problem-free and fun wars around. This is a way in which we foster that." There will also be a demonstration before fighting begins each day.
- 4) Sides will be evened at Their Majesties West, An Tir and/or the Scenarios Directors discretion.

Morning Schedule Each Day:

8:30am Missile Inspection Begins

9:00am Armor Inspection Begins

10:00am Muster, Words from The Crowns and Marshals, Headcount

FRIDAY, JULY 1ST

OPEN FIELD REZ X4, 20 MINS EACH
(3 REZES OR CUT OFF AT 5 MINS LEFT)

10:30 - 20 minute battle w/missile

5 minute break

10:55 - 20 minute battle w/o missile

11:15 - 10 minute break - switch sides

11:25 - 20 minute battle w/missile

5 minute break

11:50 - 20 minute battle w/o missile

12:10 - 15 minute break - Setup for new scenario

DIVIDED BRIDGE BATTLE TO THE LAST PERSON X4

12:25 - 15 minute cut off w/missile: Count living if time runs out

5 minute break

12:45 - 15 minute cut off w/o missile: Count living if time runs out

1:00 - 10 minute break - switch sides

1:10 - 15 minute cut off w/missile: Count living if time runs out

5 minute break

1:30 - 15 minute cut off w/o missile: Count living if time runs out

1:45 - Town Battle to the last person (if extra time is on the schedule from quick running scenarios from earlier in the day).

Number and use of missile weaponry to be determined based on available time.

If not enough time for another scenarios, then open up pickup field: Close part of battle field for Rose Tournament/Royal Tea

SATURDAY, JULY 2ND

CROSSROADS REZ BATTLE X4, 20 MINS EACH
(3 REZES OR CUT OFF AT 5 MINS LEFT)

10:30 - 20 minute battle w/missile

5 minute break

10:55 - 20 minute battle w/o missile

11:15 - 10 minute break - switch sides

11:25 - 20 minute battle w/missile

5 minute break

11:50 - 20 minute battle w/o missile

12:05 - 30 minute break for Royal Action

TIMED CASTLE BATTLE X 4

(NO REZ DEFENDERS, UNLIMITED REZ ATTACKERS)

Special Rules: Choice of attacking vs defending will be determined by a Kings Champion Dual.

To be Determined: A wall side breaks after 5 total minutes of attackers controlling it.

12:45 - Fastest to take castle w/missile (A Attacks B)

5 minute break

Fastest to take castle w/o missile (B Attacks A)

10 minute break - Evaluate

Fastest to take castle w/o missile (A Attacks B)

5 minute break

Fastest to take castle w/ missile (B Attacks A)

~2:30 - Open Pickup Field

SUNDAY, JULY 3RD

TOWN REZ BATTLE X4,
20 MINUTES EACH (CAPTURE/CONTROL OBJECTIVES)

10:30 - 20 minute battle w/missile

10 minute break

11:00 - 20 minute battle w/o missile

11:20 - 10 minute break - switch sides

11:30 - 20 minute battle w/missile

10 minute break

12:00 - 20 minute battle w/o missile

12:20 - 25 minute break, setup for new scenario

FULL FIELD BATTLE X?, LAST PERSON STANDING

12:45 - w/missile

5 minute break

w/o missile

10 minute break - switch sides

w/missile

5 minute break

w/o missile

Open Pickup Field

MONDAY, JULY 4TH

Scenarios to be determined, based on headcount. Potentially a melee tournament of some sort.

Rapier and Cut & Thrust

Rapier considerations for An Tir West War 2022:

In An Tir a cut can be valid if it has percussion so long as it has the appropriate amount of draw. Of course one should limit the percussive elements. In the West, percussion invalidates a cut. To perform a cut the blade must be placed and then pulled or pushed across the body.

To resolve this, we ask everyone for grace. An Tirian fighters should try their best to place and cut. They should also expect that cuts they felt were valid may not be taken due to this difference in blow calling. For West fighters, be generous when determining whether a blow was percussive or not. Also, if you receive a blow that is delivered with percussion, know that your opponent is not trying to be dangerous.

With this though, remember that if a blow has enough percussion to be dangerous and injure the opponent, it is always invalid under society rules and is not allowed. Anyone hitting with excessive force will be sanctioned.

Cut & Thrust considerations for An Tir West War 2022:

In An Tir, any blow received ends the fight. To recognize that a head shot is more deadly than a hand shot the greater blow convention is used where a death by head shot is superior to a death by limb shot.

In the West, blows to limbs are treated the same way as in rapier where a hit to the arm disables the arm and a hit to the leg disables the leg.

We will resolve this by discussing ahead of time for each tournament and melee what the rules will be. In a tournament, any two fighters can agree to use either rule set as desired. In a melee everyone must use the same rule set. We will determine based on how many fighters are present and will probably switch it up.

The other Cut and Thrust difference is the armor standard. In An Tir, fighters must wear rigid knees and rigid elbows.

In the West fighters must wear padded elbows and do not have any requirement for knee armor.

Everyone will wear the armor that their kingdom authorized them with. Fighters from An Tir must ensure that they are not delivering excessive blows to their opponents. Fighters should not have relied on armor to keep their opponent safe in the past and must recognize that the opponent is not wearing that armor on the field.

TLDR: Try and be considerate with how you deliver and take cuts.

We will discuss how C&T limbs work.

West wears less armor in C&T, be aware of that.

FRIDAY, JULY 1ST

8:45 Muster up for the Days rundown.

9:00am to 10:00am Capture the Documents - Rapier

10:00am to 11:00am Capture the Documents - C&T

11:00am to 11:30am Retrieve the Proof - Rapier

11:30am to 12:00pm Retrieve the Proof - C&T

12:00pm to 12:30pm Race to the Border - Rapier

12:30pm to 1:00pm Escape to Freedom - Rapier

1:00pm to 1:30pm Race to the Border - C&T

1:30pm to 2:00pm Escape to Freedom - C&T

2:00 Rose Tourney on Warfield (See Tournament Page for Details)

SATURDAY, JULY 2ND

9:00am to 10:00am Hardcore Mode in Town Square (See Tournament Page for Details)

10:00am to 11:00am Castle Siege - Rapier

11:00am to 12:00pm Castle Siege - C&T

12:00 - 30 minute break for Royal Action

1:00pm to 2:00pm Bridge Battle - C&T

2:00pm to 2:30pm Large Team Melee - C&T

2:30pm to 3:30pm Bridge Battle - Rapier

3:30pm to 4:00pm Large Team Melee - Rapier

SUNDAY, JULY 3RD

9:00am to 10:00am An Tir Premier Cut and Thrust Championship Tournament (See Tournament Page for Details)

11:45 Muster up for the Days rundown.

12:00pm to 12:30pm Grand Melee - Rapier

12:30pm to 13:00pm Small Team Melee - Rapier

13:00pm to 13:30pm Grand Resurrection Battle - Rapier

13:30pm to 14:00pm Grand Melee - C&T

14:00pm to 14:30pm Small Team Melee - C&T

14:30pm to 15:00pm Grand Resurrection Battle - C&T

15:00pm to 17:00pm Period Master's Tourney (See Tournament Page for Details)

MONDAY, JULY 4TH

9:00am to 11:00am SA Awareness Donation Tourney (See Tournament Page for Details)

11:45 Muster up for the Days rundown.

12:00pm to 12:30pm Zombie Melee - C&T

12:30pm to 13:00pm Capture the Flag - C&T

13:00pm to 13:30pm Escort the Captain - C&T

13:30pm to 14:00pm Zombie Melee - Rapier

14:00pm to 14:30pm Capture the Flag - Rapier

14:30pm to 15:00pm Escort the Captain - Rapier

15:00pm to 16:00pm Bear Pit Tournament - Rapier (See Tournament Page for Details)

15:00pm to 16:00pm Bear Pit Tournament - C&T (See Tournament Page for Details)

FRIDAY STORY MELEES

The Rightful Heir

The king is long in years and must soon pass on his throne. Your liege is the true heir but he has many enemies who also hunger for the throne.

During a daring night raid one of your soldiers discovers a plot against your liege where his greatest rival will declare him illegitimate and seize the throne.

It is up to your merry company to gather the proof of your liege's claim from enemy lands and return it to the castle so that he might take the throne in the appointed time.

Each phase of the story series will gain you advantages based on how you perform.

Capture the Documents Tournament - Uncovering the Plot: Foul deeds are afoot! You have heard a rumor about a plot against your liege lord. You will sail to the foreign city, subdue the watchmen, sneak past the guards, and get proof of this foul plot. This capture the document style tournament will be fought on the war field. The two fighters with the best time will be the team captains for the remainder of the story missions with the top performing fighter getting to choose whether to go first or second on each round.

Story Melee 1 - Retrieve the Proof: A not so peaceful village. Now that you know of the plot against your liege, your forces have shown up to a small village where the proof of his claim is stored. Just as you find it, raiders attack the village intent on burning it down. You must escape with the documents, but you must also save the people from the raiders or else the countryside will turn against your lord.

Story Melee 2 - Race to the Border: Run for your lives! You have the proof but now you need to escape the hostile territory alive. As your party travels though you are ambushed by brigands on the road. Will you be able to make it back to your lord or will you lie in an unmarked grave?

Marshal Description: For every building the attacker burned they will get an extra ambush

Story Melee 3 - Escape to Freedom: Salvation is within sight! You have reached the border of your liege's land, but his foes have arrayed an army against you and will not let you through. You must, at all costs, get the documents across the border. Each team will struggle to push the documents across the opponents border. This will be a timed infinite resurrection battle, so gird yourself well!

SATURDAY TEAM MELEES

Castle Siege: Our steel is as strong as our stone and neither will be breached! Defend the castle against your foes, no matter how numerous they may be. This will be a non-resurrection castle siege battle. We will divide the fighters into four teams and each team will need to face off against three to one odds. Do you have what it takes to hold the castle or is your stone merely a façade?

Bridge Battle: Shields to the fore! A bridge is all that stands between your countrymen and your enemy. We will split the fighters into four armies and then we will have a round robin tournament where each army attempts to hold a bridge against another army. These will be non-resurrection battles. Spears and guns will not be allowed.

Large Team Melee: Beat the drums of war and stand fast your line! We will split the field into four armies of equal size and then do most glorious battle until only one is left standing. This non-resurrection battle will allow both spears and guns.

SUNDAY BIG MELEES

Grand Melee: This means WAR! The world is your enemy and you will fight it. We will gather all of the forces we can muster and then everyone shall face off against everyone, it's every fighter for themselves! Can you be the last one standing or will you be a rung on someone else's ladder to victory?

Small Team Melee: Gather your friends and stab your other friends! Everyone will gather up into teams of six and then try to kill all of the other teams of six. This will be a no resurrection battle, we will just re-arm and do it again if we get through fast enough. Each team will only be allowed a maximum of one spear and one gun.

Grand Resurrection Battle: Glory can never die! We will have a massive team on team resurrection battle. We will fight for 30 minutes and each time you die you can come back for more! When you die, you will put counters into your opponent's jar. Baronial, principality, or Kingdom champions have to put in 8 tokens. MODs, white scarves, bronze rings, etc. have to put in 4 tokens. Provosts, cadets, etc. must put in 2 tokens. All others will put in 1 token. At the end of 30 minutes, the side that has the most tokens will win!

MONDAY FUN MELEES

Zombie Melee: They're coming right for us! It's back, the infamous Zombie Melee (dun dun DUUUN). This will be an open field melee. We will pick a small number of fighters to start as zombies and everyone else will be human. Zombies can only wield a single sword but they are immune to everything but head hits and death from behind. If a human gets struck anywhere, even a pinky finger, they die and respawn as a zombie. Can you save the world from the zombie infestation or is humanity doomed?! Spears and guns will not be allowed.

Capture the Flag: What's yours is mine! This is a classic capture the flag battle. Go into the enemy base, steal their flag, and bring it home; but make sure they don't do the same to you! This will be an infinite rez battle that will last until one team gets both flags or 30 minutes passes, whichever comes first. Spears and guns will be allowed.

Escort the Captain: But I haven't even finished my beer! There is treasure for the taking and your sister ship is going to get there first if you don't leave now! Unfortunately your captain is still in the bar getting drunk. Take your deadbeat captain and gently guide him back to your ship so that you can take off and claim the prize. Beware, your sister ship is dealing with the same problem. Maybe you should "help" their captain escape to slow them down. This will be an infinite rez battle with both

Rapier and Cut & Thrust

spears and pistols. So strap on your flintlocks and hoist the mainsails because we have treasure to find!

TOURNAMENTS

FRIDAY, JULY 1ST

ROSE TOURNAMENT (HEAVY AND RAPIER)

Long Live the Queens! The Companions of the Rose and Valorous Estate are invited to a regal tournament of skill and daring. Each companion will choose two champions, one heavy combatant and one rapier combatant. These teams will then face off against each other in a glorious combat to determine who is truly the fairest in all the land. Come and fight for the honor of your kingdom and the grace of our society.

What: Rose Tournament

When: Friday, July 1st at 2:00pm

Where: War Field in front of the An Tir Pavilion(Location of the Royal Tea)

SATURDAY, JULY 2ND

HARDCORE MODE (RAPIER)

Can you survive! When our forefathers battled every blow counted and a missing limb could haunt you for life. Are you as strong as our ancestors, do you have what it takes to do battle when everything is on the line? Come and test your mettle in a single elimination keep your wounds tournament. If you lose a hand in round one, expect to fight with only a single hand through the rest of the tournament. Only the most careful and skilled fighters will survive, are you one of them?

What: Keep your wounds rapier tourney

When: Saturday, July 2nd from 9:00am - 10:00

Where: Town Square

CANCER SUCKS HEAVY FUNDRAISING TOURNAMENT (HEAVY)

All heavy combatants are invited to participate in the seventh annual fundraising tournament at West / An Tir War to benefit the Providence Cancer Center.

For a \$10 entry donation you will have the opportunity to fight for the honor of your consort, win a fantastic prize, and support cancer research. Consorts, I invite you to inspire your fighter by standing at their side. Prizes will be awarded for overall winner, most chivalric fighter, most inspiring consort,

Tournaments

and highest single donation. The first fifty entrants will also receive a unique token. (Any remaining tokens will be sold for \$5 each.)

We are also seeking list runners, marshals, and heralds. Please let me know if you are available to support the tournament in this way.

Come support your favorite fighter!
Witness acts of chivalry and inspiration!
Kick cancer to the curb!
What: Cancer Fundraising Tournament

When: Saturday, July 2 at 3:00pm

Where: Town Square

Why: Because cancer sucks!

SUNDAY, JULY 3RD

INAUGURAL AN TIR KINGDOM CUT AND THRUST TOURNAMENT

Hear the Roar of the Lion! Cut and Thrust fighters, Their Majesties An Tir have heard of your prowess and cunning. You are hereby invited to fight for the pleasure of their Majesties and the honor of An Tir. Though wind did howl and bough did break it could not silence the roar of the Lion. Show the world the valiant Cut and Thrust prowess of An Tir that cannot be contained! Come and do most glorious battle in the Inaugural An Tir Kingdom Cut and Thrust Tournament! All authorized cut and thrust fighters, regardless of kingdom, are invited to compete in this double elimination tournament to prove they are the greatest Cut and Thrust fighter in the land!

What: Inaugural An Tir Kingdom Cut and Thrust Tournament

When: Sunday, July 3rd at 9:00am

Where: Town Square

PERIOD MASTER'S TOURNAMENT (RAPIER, CUT AND THRUST)

A master has failed more times than a beginner has even tried. We are tied to our history by learning the ways of the historical fighters and trying to emulate their methods. Come join us for the Period Master's Tournament and show what you have learned. This tournament is open to both rapier and cut and thrust fighters. You will need to explain to the judges what style you are fighting in, explain three principles of the style, and then demonstrate those principles in a series of fights. You should be prepared to discuss what the principle is, how to execute it, and how it can assist you in winning a fight. The winner will be the person who proved their mastery by showing how their principles can be effectively used in combat.

Tournaments

What: Period Master's Tournament

When Sunday, July 3rd at 3:00pm

Where: War Field

SQUIRES TOURNAMENT (HEAVY)

An-Tir/West War is soon upon us, and as our heavy armored fighters prep their kits for battle, let it be known, that on Sunday of war, at 3:30pm, Upon the Town Square, all squires (include perspective squires, and those sponsored) are welcomed to take part in a tournament to display you prowess, chivalry, and other qualities, to the order of chivalry, and indeed the populous.

This will be a standard style students tournament, starting off with two open field, challenge rounds, leading to a sweet 16, single elimination battle to the final victor.

I encourage all those who can participate, to do so.

This is an excellent opportunity to get one on one, fighting with many opponents you might not get to fight at your regular practice.

There are usually several knights, who will armor up and stand on the field, who are willing to accept the challenge of any worthy gentle.

Any fighter who is not a squire, or student, who wishes to participate, is encouraged to join us as well.

There are generally many knights who are willing to sponsor a brave, adventurous soul.

What: Squires Tournament

When: Sunday, July 3rd at 3:30pm

Where: Town Square

MONDAY, JULY 4TH

SA AWARENESS DONATION TOURNAMENT (RAPIER)

Good gentles all, we would like to welcome all rapier combatants to participate in the An Tir West War RAINN Fundraising Tournament Monday July 4th, A.S. LVII (being 2022 Gregorian) at 9:00AM on the ATWW Town Square. This will be a round robin prize tournament, finals: best 3/5, with donations to RAINN. RAINN is the nation's largest anti-sexual violence organization and operates the National

Tournaments

Sexual Assault Hotline (800.656.HOPE, online.rainn.org y rainn.org/es) in partnership with more than 1,000 local providers.

Time: 9:00-11:00am Monday July 4, 2022

Combat Style: Rapier Type: Round robin tournament. (Single or Double, TBD based on number of entrants.)

Finals: Best 3/5.

Location: Town Square

We're excited to raise awareness for this important cause and hope to see all able participants on the list field!

BEAR PIT TOURNAMENT (RAPIER, CUT AND THRUST)

It's not over until it's over! War may be wrapping up but we just can't stop fighting. To put a nightcap to A&W war we will be having a bear pit tournament. There will be a field for rapier and a field for cut and thrust. Come fight as slow or as fast as you want. We will have a 15 minute round, a 5 minute break, and then another 15 minute round. You know you want just a little bit more fighting, so go ahead, give in to the temptation.

What: Bear Pit Tournament

When: Monday, July 4th at 3:00pm

Where: Town Square

EQUESTRIAN AREA ACTIVITIES

THURSDAY, JUNE 30TH

3:00 pm to 5:00 pm - Riding Authorizations

If you need to authorize or be reauthorized, please pre schedule with with the EqMIC or an authorizing marshal from your kingdom. We do have several horses being made available for authorizing purposes if needed.

5:00pm to 6:00pm - Drill and ceremony formations/no horses

Discussion and footwork to help understand how horses were used in combat with cavalry maneuvers as well as ceremonial drills

FRIDAY, JULY 1ST

10:00am to 12:00pm - Rossfecten ground class/ no horses

This is the ground class to help understand the sword techniques used on horseback before getting on your horses. No horses will be used for this class.

12:00pm to 2:00pm - Drill and ceremonial formations/Horses

Taking the information from the first class, and applying it to horseback maneuvers

2:00pm to 4:00pm - Jousting crew 101

Learn how to effectively ground crew for a jousting tournament

2:00pm to 4:00pm - Jousting 101

A training session dedicated to teaching the intermediate aspects of historical jousting. For the first hour, anyone is welcomed to come and learn about techniques of lance control, handling, targeting, timing and position in jousting. The second half of the class will be geared towards riding the horses and utilizing what is taught in the first half. Equestrians do not have to be authorized for jousting but must be authorized for riding and games. Armour is not required for this class. There will be some lances, but please feel free to bring your own if you wish. Although these classes provide an excellent opportunity for those who wish to become authorized in the Wooden Lance Jousting, the same skills are used when jousting with Foam Lances.

5:00pm to 6:00pm - Autocratting an event with horses

Equestrian

Discussion on what you need to know to add Equestrian activities to your event as an Autocrat!

6:00pm to 7:00pm - Ride Before a Prince discussion/no horses

Discussion on what to do for Ride before a Prince, different activities to add into your routine, how the tournament is judged

SATURDAY, JULY 2ND

10:00am to 12:00pm - Rossfecten/Horses

Working with swords on horses back

12:00pm to 1:00pm - Come meet the horses!

Meet and greet the horses! We will have treats that you can feed and lots of opportunity to pet the horses! Horses that will be used for the meet and greet are especially trained to be exceptionally calm. Children are welcome, but must be accompanied by a responsible adult and must listen to direction.

1:00pm to 3:00pm - Ground to Mounted Desensitization

This class is meant to help desensitize horses to ground combat, working slowly with people on the ground using techniques to help desensitize the horses. We also teach ground people how to work with the horses in combat situations and recognize when to back down the energy to give the horse enough space and time to adjust to become desensitized. All are welcomed, even if you don't have a horse

3:00pm to 5:00pm - Jousting 201/Horses

Building on the experience gained in Jousting 101, this class will concentrate more on developing the skills required to make actual passes with an opponent such as riding in armour, horse desensitization, measuring passes and handling unexpected situations. If individual horse and rider are ready, we will make breaking passes with both types of lances. Approved jousting armour is required (for foam or wooden lance styles). Some lances and tips will be supplied but participants can bring their own if they wish. Although these classes provide an excellent opportunity for those who wish to become authorized in the Wooden Lance Jousting, the same skills are used when jousting with Foam Lances.

3:00pm to 5:00pm - Jousting Crew 201

This class will apply what was learned in the 101 class, with horses involved!

5:00pm to 6:00pm - Ride Before a Prince Practice

Practice time for anyone wishing to learn Ride Before a Prince or to compete in the competition

SUNDAY, JULY 3RD

10:00am to 12:00pm - Rossfecten Practice

This time will be used to practice rossfecten techniques

12:00pm to 2:00pm - Mounted Archery

A short class will be done in the beginning for those needing it, and time to practice mounted archery after.

2:00pm to 4:00pm - Ride Before a Prince Competition

This competition will be a judged competition, so bring your best!

5:00pm to 6:00pm - Challenge Course

A small challenge course will be set up to practice your medieval skills, Rings, Reeds, Heads, spear, and possibly more.

MONDAY, JULY 4TH

11:00am to 1:00pm - Rossfecten Coached Tourney

This tourney will allow the rider to apply everything learned and practiced to a tournament style that will be coached by the instructor when needed.

1:00pm to 2:00pm - Mounted Archery Tournament

This tournament will apply what was learned and practiced in the Mounted archery class

2:00pm to 4:00pm - Jousting practice

If there is an interest, this time will be used to allow the who took the class to practice passes under the coaching of the jousting instructor

Target Archery

June 30th Thursday

3:00pm to 6:00pm Royal Rounds

Royal Rounds consist of 6 shots at 40 yards, 6 at 30 yards, 6 at 20 yards, and a 30 second timed end also at 20 yards. **Archers hoping to compete in the Hearts Duel on Sunday afternoon must complete at least one royal round at War to be eligible for the Hearts Duel.**

July 1 Friday

9:00am to 12:00pm Royal Rounds

1:00pm to 3:00pm Royal Rounds

3:00pm to 5:00 pm Ivar the Old's Novelty Shoot

July 2 Saturday

9:00am to 12:00pm Novelty Shoot: Pride & Piety by Lord Lorenzo di Leone Salvini

Before each round, an archer must choose to shoot with piety or pride. Scoring for Piety uses a 1-5 from outer ring to inner ring **on the white spaces only**, & 8 for the black bullseye; arrows in the red score no points. Scoring for Pride uses a 2,4,6,8,10 from the outside ring to inner ring on the red, & 16 for the black bullseye BUT you can lose points if you hit the white spaces: -1,-2,-3,-4,-5 from the outside to the inner ring.

2:00pm to 5:00pm Grand Archery Tournament - Kaleidoscope by Dame Johanna

This shoot uses all circular targets, but the interior of the circle is split triangularly, which moves the desired target depending on the orientation of the circle. Scoring is based on color matching the 5-4-3-2-1 FITA color scores but adds green as a -1 risk. RISK vs REWARD! This novelty shoot will encompass various distances, various target sizes and a timed round.

July 3 Sunday

9:00am to 12:00pm Royal Rounds

2:00pm to 3:00pm Open range

LAST CHANCE to shoot Royal Rounds before Hearts Duel

Target Archery

3:00pm to 5:00pm Hearts Duel by Lord Ivar the Old

The Hearts Duel is a single elimination competition. Shooting at a suspended heart-shaped target, archers duel. Archers will be bracketed according to their best Royal Round score **shot at War**. Each pair will start with bow in hand and their draw hand on their heads. At the call of "loose" the first to hit the heart wins. Victors will be move through the bracket to become the champion.

9:15 p.m. Candle Shoot by Dame Johanna Trewpeny

July 4 Monday

9:00am to 12:00pm Society Seasonal Archery Competition (SSAC): Pokka Dots

This shoot is a twist on the Royal Round. The round is shot at 25, 35, and 45 yards, with a 45 second timed round at the 25-yard target. The target face is similar in size to the standard 60 cm FITA target. However, in the center of the target is a single 14" blue diameter disc. Placed vertically and horizontally around it are four 8" red discs. Placed at the diagonals from the blue disc and between the red discs are four 4" yellow discs. Just like your standard Royal Round, you have six arrows for each of the untimed rounds. HOWEVER, you may not hit the same red or yellow discs twice during an untimed round, secondary hits to a single disc do not count. All hits to the blue disc count for untimed rounds. During the 45 second Timed round you must hit ALL 9 discs before doubling up on any disc, same for tripling up. The scoring is the similar to a Royal Round: yellow=5, red=4, blue=3.

2:00pm to 5:00pm Inter-Kingdom Archery Competition (IKAC).

The IKAC consists of twelve rounds: two static (or "untimed") rounds, and two 30 second timed (or "speed") rounds at 3 distances 20, 30 and 40 yards. The static rounds will consist of six arrows each. There is no limit on the number of arrows that can be shot in the 30 second timed round. Once again: this means that each archer will shoot at each distance four times, two static and two timed.

More fun might be added, please check at archery to see what else is going on.

A&S Class Descriptions

FRIDAY, JULY 1ST

Polish Cross Cutting for Stick and Steel

10-11am

Instructor: Lord Samwell Langdon

Maximum class size: 16

Fee:

free

Minimum age: 14

What to bring: Please bring a cut & thrust legal sword or heavy stick, hand, and head protection if you have it. Some loaner swords will be available.

The Winged Hussars of The Polish Lithuanian Commonwealth in the late 16th Century developed a unique and renowned style of swordsmanship called the Cross Cutting Art. This class will examine the fundamentals of that style and how to apply the techniques to Cut & Thrust and Armored Combat. This class is meant to help incorporate historical techniques into your repertoire and encourage dialogue between the steel and armored communities.

We will cover:

- Footwork
- Cutting Mechanics
- Guards
- Feints
- Deflections
- Combinations

TABLETWOVEN BROCADE – HISTORY & TECHNIQUE,

11AM – NOON

Instructor: HL Póra Jórsalafari, An Tir A&S Kingdom Champion

Maximum class size: 10

Fee:

free

What to bring: (see detailed instructions below)

This class will briefly cover the history of tabletwoven brocade and the areas/times it was prevalent. Pattern drafting and reading shall be discussed and the class handout will include some sample patterns developed by the instructor. Brocade tabletwoven technique will be demonstrated with class participants able to try on the instructor's looms or their own (if brought). Helpful books and resources will be linked in the course materials so participants can explore additional resources on their own time.

Knowledge Requirement: Understanding of tabletweaving technique (advanced beginner to intermediate). This course will not cover fundamentals such as warping, and common terms/concepts, such as warp, weft, turning direction, S/Z threading should be generally understood by the participant.

Recommended Materials: Participants are encouraged to bring their own loom (or backstrap setup) with a single color 10 card warp (all holes threaded) with alternating S/Z threading. Participants should also bring a brocade weft thread 2x as large as the warp thread they used (the instructor will provide options if the participant isn't sure what to select).

BEGINNING SPINNING AND FIBER

12PM – 1PM

Instructor: Lady Linnet Hatfield

Maximum class size: 12

Fee: \$3

What to bring: nothing needed.

Learn to spin on a drop and supported spindle. Explore different fibers (various types of wool, plus alpaca, mohair and angora). Explore types of fiber prep and what makes a good spinning fleece.

Kit includes a simple spindle, and enough fiber to keep you busy for a while. Top roving and batt wool, plus alpaca. There is also synthetic for those with allergies.

MAKING PERIOD STORIES YOUR OWN

1PM – 2PM

Instructor: Lady Hannah the Storyteller

Maximum class Size: 10
free

Fee:

What to bring: nothing needed

Want to tell period stories around the fire, but frustrated by how inaccessible they can be to modern audiences? In this class, we will discuss some of the changes that can make period stories more palatable to modern audiences while leaving the core of the story intact. We'll also workshop a story from the Mabinogion, and everyone will leave with a new story in their repertoire!

BEGINNING WOODEN SPOON CARVING

2PM – 3PM

Instructor: Kennari Kaelin in Storrada, OL

A&S Classes

Maximum class size: (see below)

Fee: free to attend, tools can be purchased after the class

What to bring: work gloves, interesting sticks, a chair to sit on.

WARNING: This is a hands-on class with sharp knives.

I have 5 spoon knives for students to use, and 10 strait carving knives. IF students are willing to share knives when they are not using them, we can have a class of 10 people. This is a beginner class, please be prepared to work with wood and knives. If you have work gloves, your own carving knife, or interesting wood to carve, please bring them. I'll bring some oak, Douglas fir, etc. The spoon knives will be for sale at the end of class, \$12 each.

SOLAR/SALON

3PM – 5PM

The solar/salon is a time to bring your own projects to work on during that time, and talk to experts about their current works. Please bring food and drinks to share if you would like.

SATURDAY, JULY 2ND

HISTORIC VEGGIES

10AM – 11AM

Instructor: Duchess Eleanor de Bolton, OL

Max class size: 20

Fee: free

What to bring: nothing needed

Taste and touch a seasonal selection of European pre-1600's produce from Eleanor's garden. May include peas, sea kale, fennel, beets, Alexanders, and more (depending on how the garden grows). All are welcome to bring and share historic veggies & knowledge of what you are currently growing, researching, or dreaming of growing.

INTRODUCTION TO COUNTED BLACKWORK (BEGINNER LEVEL)

11AM – NOON

Instructor: Mistress Katherine de Langelei, OP OL

Maximum class size: 6

Fee: free

What to bring: a chair and scissors

One of the easiest, but most impressive embroidery techniques! We will explore some examples from period portraits, learn how to read the patterns and reproduce the stitches. Kits and patterns will be provided. Please bring your own scissors and a chair.

MAKING A FELT STUFFED ANIMAL

NOON – 1PM

Instructor: Lady Ceara der Alcan

Maximum class size: 15

Fee: \$5 class fee for materials.

What to bring: nothing needed

Come and learn how to make a simple stuffed animal. Class is suitable for anyone ages 6 and up (adults included). Knowing how to sew is not required but helpful. All materials will be provided.

OPUS ANGLICANUM BASICS (EMBROIDERY, 1000AD ENGLAND)

1PM – 3PM

Instructor: Countess Ascelin Meere of Ravenslocke, OL, OP

Maximum class size: 6

Fee : \$5

What to bring: nothing needed

A hands-on class for the techniques used in embroidery dated from 1000AD in England. Class will focus on under-side couching using passing gold and on silk shading.

THE ART OF THE BOAST

2PM – 3PM

Instructor: Baron Kal-bardr Gellir

Maximum class size: no limit

Fee: free

What to bring: nothing needed

The herald acts as MC, announcer, and hype man for a number of people. Whether it be the crown or your favorite combatant, a good boast will set them up for success. Like Chaucer shows in my favorite 'medieval' movie, it is truly an art form.

INFORMAL DISPLAY

3PM – 5PM

The informal display (bring your own tables!) is especially suited to those who feel most comfortable sharing via something like a poster, and is great for research projects that might otherwise be difficult to share.

SUNDAY, JULY 3RD

Slavic Veil Styling

Sunday: 11am-noon

Instructor: Countess Ingridr Raudkinn, OL

Max Class Size: None - though on-hand supplies for participants will be limited Fee: Free

What to Bring: Rectangular Veil and temple ring band (if owned) - there will be some available to use during the class

Come join us for an interactive tutorial on options for how to style temple rings and veils for a slavic persona

INTRO TO RECTANGULAR CONSTRUCTION

NOON – 1PM

Instructor: Lady Kittia Refr

Maximum class size: 10

Fee: free to attend, \$5 for a printed copy of instructional slides (can be accessed free online)

Materials to bring: pencil and paper if you wish to take notes. Existing or in progress garb if you'd like tips on how to fix or improve construction.

This is a detailed step-by-step overview of rectangular constructed garments, such as Norse/ Viking, focusing on the trickier parts such as neck facings and underarm gussets. If there is time after class, we can discuss any particular fitting or construction issues students are having with their own garb. For class slides, visit tinyurl.com/introtoRCgarb

MAKING A ROMAN RAG DOLL

1PM – 2PM

Instructor: Lady Ceara der Alcan

Maximum class size: 15
hand out.

Fee: \$5 class fee for materials and

What to bring: Please bring a pair of scissors

A&S Classes

In this class you'll learn how to make a Roman Rag doll like the one that was unearthed in the sands of Egypt.

OPEN BARDIC

3PM

Thank you to all of those who volunteer to teach and we look forward to seeing everyone at War!!

Vigils

JARED GALEN – ORDER OF THE CHIVALRY, WEST THURSDAY NIGHT – MISTS ROYAL ENCAMPMENT

Greetings to the most noble Kingdom and populace of An Tir! I am proud to announce that Their Majesties have seen fit to place my squire Jared Galen on vigil for elevation to the Chivalry. Jared will be elevated at West/An Tir War, in West Court on Friday. All are welcome to join him as he sits his vigil around the fire in the Mists Royal encampment at War on Thursday night, in the style pioneered so recently by Sir Daud ibn Ali. All are welcome to join us there and join the discussion of Chivalry.

GENEVIEVE CHOUÉ – ORDER OF THE PELICAN, AN TIR FRIDAY – 8:00 PM – ARGENT COMPANY ENCAMPMENT

The vigil for Genevieve Choue will occur Friday evening (approx 8pm) at the Argent Company Encampment by the Warfield.

Please come partake in Hatian foods and drink to honor Genvieve's heritage and provide words of wisdom or congratulations as she prepares for this next leg of her journey and joins the Order of the Pelican.

If you are unable to attend but would like to send words to be included in the vigil book please send them via email to lindis.de.aquisgranno@gmail.com.

MARCUS LONGINIUS RUFUS – ORDER OF THE CHIVALRY, AN TIR FRIDAY – 7:00 PM(AFTER AN TIR COURT) – ARGENT COMPANY ENCAMPMENT

On Friday evening of the war, following Their Royal Majesties Court, Marcus Longinius Rufus will sit vigil in his Roman encampment located within the Argent Company camp.

Please come sit by the fire, and share your words of wisdom and insights as Rufus contemplates his path to knighthood and his future as a member of the Chivalry of An Tir. Join in a glass of Roman wine and snacks befitting of his station.

SEAMUS O'CAELLAIGH – ORDER OF THE PELICAN, AN TIR FRIDAY – 8:00 PM – HOUSE HONEY BADGER ENCAMPMENT

The Vigil for Seamus will occur Friday at approximately 8pm. Come leave words of wisdom in his Vigil book, eat late period English inspired "pielets", snack on yummy snacks, drink Arch Rock brewery's finest Porter or Ale, and sip the signature cocktail made for him by Baroness Milisandia.

Find him in the Vigil space between House Honey Badger and the Shire of Tymberhavene with Taran sitting Vigil too!

Vigils

TARAN DAESTINGR – ORDER OF THE LAUREL, AN TIR

FRIDAY – 8:00 PM – HOUSE HONEY BADGER ENCAMPMENT

Join House Honey Badger in celebrating Taran's imminent elevation to the Order of the Laurel with fine food, marvelous subtleties, and good company!

While she welcomes words of wisdom and congratulations, Taran will not be sequestered, feeling that she's had quite enough isolation and quiet contemplation during her 847 long days on vigil.

THORA JORSALAFARI – ORDER OF THE LAUREL, AN TIR

FRIDAY NIGHT – CAMP TROUBLE ENCAMPMENT

Dear companions of the Order of the Laurel, SCA friends of Thora Jorsalafari, and all other pillars of SCA wisdom,

Please join us in Camp Trouble (in our usual spot across from the war field) for Thora's vigil on Friday evening beginning at 8 pm.

We are hosting a joint vigil with the wonderful Ula Paulson. We will have tasty Viking Age and more modern snacks and Norse culture offerings periodically throughout the evening.

Bring your sage advice, questions intended to cause the vigilant to ponder her new responsibilities, and your sense of fellowship and curiosity. It will be an evening of hospitality and education. If you are unable to attend and would like me to add your words to Thora's "yearbook," please send via messenger or message me to get my email address.

Meistara Reginleif in harfagra, Companion of the Order of the Laurel.

ULA BRENNASDOTTIR – ORDER OF THE LAUREL, WEST

FRIDAY NIGHT – CAMP TROUBLE ENCAMPMENT

Camp Trouble will be hosting Ula's vigil as a joint vigil with Thora Jorsalafari on Friday evening

Parties

Royal Tea

FRIDAY – 2:00 PM – AN TIR ROYAL PAVILION

Let all folk assembled for the conflict between An Tir and the West find respite in the glorious hospitality of the Queens of these two great lands! On Friday at 2:00pm please join Their Majesties, Queen Dagmar and Queen Rauokinn and the assembled Princesses and Noble Consorts of these lands at the An Tir Royal Pavilion for food, drinks, and gracious company! Libations of alcoholic and non-alcoholic varieties as well as assorted snacks will be provided; please bring your own drinking vessel. Masks are not required, but are welcomed.

DANELAW VIKING FUN!

FRIDAY – 4:00 PM(FOLLOWING THE ROSE TOURNEY) – WEST ROYAL ENCAMPMENT

Please join House DaneLaw for an afternoon of Viking fun!

To all who value the tenets of hospitality, fellowship, and camaraderie, the Danelaw invites you to a great afternoon of Norse culture this coming West An Tir war on Freya's Day!

Beginning half an hour after the Rose tourney on Friday under the watchful eyes of Hugin and Munninn, and the ancestors in Valhalla, a grand prize tournament shall be held. This tournament shall include prizes both for the winner and the final non-knight in the list. Once you are eliminated you may enter a second bear pit style tournament in 'Valhalla', fighting for the prize of the Most Viking Heart!

Once the fighting is over, in the DaneLaw camp the fellowship shall continue with trading, story telling, and games!

BIG GAY ROOT BEER FLOATCIAL

SATURDAY – 8:00 PM – HOUSE HONEY BADGER ENCAMPMENT

Look for the 12 ft Skeleton with the Rainbow Flag!

West Coast Blue Feather, House Honey Badger, and Tower and Bramble invite you to the second annual BIG GAY Root Beer Floatcial! We'll have root beer, we'll have ice cream, we'll have 'mix ins' for the 21+ who so wish! We'll have FABULOUS COMPANY!

Questions? Email: damir@westkingdom.org

TOGA PARTY!

SATURDAY – 8:00 PM(AFTER GRAND COURT) – AN TIR ROYAL

Please join their Majesties An Tir for an epic, and ancient, get together. There will be ancient roman food, fun and frivolity.

Emergency Plans

EMERGENCY RESPONSE

Our event site is located some distance from the nearest emergency response centers in Gold Beach and Port Orford. Also, cell service is, for all intents and purposes, unavailable.

With that in mind, what are our expectations for you in an emergency?

ISSUES REQUIRING AMBULANCE / POLICE / FIRE DEPARTMENT

The site owner has a landline. It is available for use in any emergency situation. The site owner's house is located directly across the road from the gate entrance. They leave the front porch light on all night.

Emergency numbers:

Gold Beach Police / Curry County Sheriff (541) 247-3242 (800) 543-8471

Site address: Lazy J Moore Ranch 96029 Euchre Creek Rd. Gold Beach, OR 97444

They will need to know the following information: Type of emergency: fire, medical, or criminal?

Site address: Which gate is closest to the emergency?

WAR STAFF NEEDS TO KNOW THAT EMERGENCY SERVICES HAVE BEEN CALLED! If you call on your own, please find a staff member, tell them the details, and they will alert the autocrat.

WILDLAND FIRE

It is possible that a wildfire will occur in the hills behind or around the site. If that happens, do not panic!

We are advised by the local officials to shelter in place (stay where you are), leaving the road open for fire fighting equipment to travel to the fire. The area around the site is privately owned, so their fire response is quick and effective. If the situation changes, you will be advised by site staff or local authorities to leave.

CASCADIA EARTHQUAKE AND/OR TSUNAMI

The Pacific Northwest has a long history of infrequent yet very large earthquakes. In the unlikely event that we experience an earthquake Drop, Cover, and Hold On!

Once the shaking stops, gather your loved ones (friends, spouses, children and animals), and head for the nearest hill. **Do not plan on getting to your vehicle and driving out!** There are two bridges between the site and Hwy 101 which may be knocked down. The steep hills above the road may slide. Just head for a hillside.

Climb at least 150 feet in elevation. **Do not wait to see if a wave has been generated!** This is how many people die in tsunamis.

For mobility challenged individuals, please make arrangements within your camp, or with neighboring camps, to help get you to safety.

In the case of a distant earthquake that generates a tsunami, we will try and issue warnings. Several staff are on various alert/warning distribution lists, and the Sheriff's office knows we are out here. Technically, we are above the Distant Earthquake Tsunami evacuation level, but it would be unfortunate to be technically correct and swept out to sea.

WHAT TO DO DURING AN EARTHQUAKE WHEN YOU ARE OUTSIDE

**MOVE TO AN
OPEN AREA**



STAY AWAY FROM:

**BUILDINGS, TREES
ELECTRIC POSTS, AND
LANDSLIDE PRONE
AREAS**



**IF YOU'RE IN A
MOVING VEHICLE
STOP AND EXIT THE
VEHICLE.**

DROP!

DROP where you are, onto your hands and knees. This position protects you from being knocked down and also allows you to stay low and crawl to shelter if nearby.

COVER!

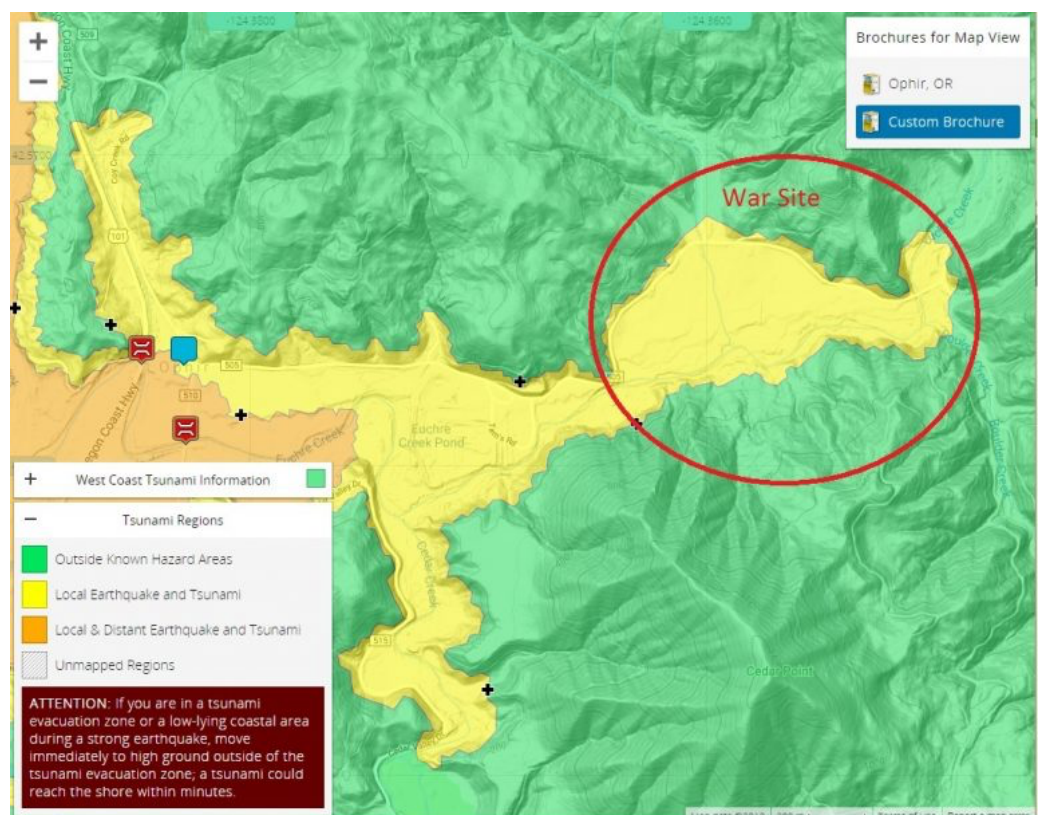
COVER your head and neck with one arm and hand

- If a sturdy table or desk is nearby, crawl underneath it for shelter
- If no shelter is nearby, crawl next to an interior wall (away from windows)
- Stay on your knees; bend over to protect vital organs

HOLD ON!

HOLD ON until shaking stops:

- Under shelter: hold on to it with one hand; be ready to move with your shelter if it shifts
- No shelter: hold on to your head and neck with both arms and hands.



STAFF

Head Event Steward -Vice Stewards	Viscountess Nadezhda Volynskaiia, OP Viscountess Tessina Felice Gianfigliuzzi Dominus Marcus Longinius Rufus
War Exchequer	Master Arontius of Bygelswade
Pre Registration Coordinator -Deputy	HL Gwyneth Blackthorne, PreReg@antirwestwar.org Lady Arnora Durinsdottir Thunderhand
Land Reservation -Camp Coordinator -RV Coordinator -Merchant Coordinator	Marcus Longinius Rufus, Land@antirwestwar.org Sir Olin Ulfredsson, RV@antirwestwar.org Baron Piaras mac Toirdhealbhaigh Merchant@antirwest.org
Gate	Viscountess Ceridwen ferch Morgan
Royal Liaison	Viscountess Tessina Felice Gianfigliuzzi
Arts and Sciences Area Coordinators	Kennari Kaelin in Storrada, OL ArtsnSci@antirwestwar.org Viscountess Diana de Winterton
War Council -War Marshal in Charge -An Tir Warlord -West Kingdom War Marshal -Heavy Fighting Scenario Director -Rapier/Cut & Thrust MIC and Scenario Director	Viscount Matheus Bane Earl Edward Ean Anderson Jarl Thorfinn the Cruel Ritter Meister Brion, Landgraf von Bellatrix Dionadar Feradach MacTralin
Target Archery MIC	Viscountess Temperance Trewelove
Equestrian MIC	Ulrich Hell-Licht
Volunteer Coordinator	Baroness Cemper Breoniann
Heralds In Charge	Cormac Mor
Webminister	Dominus Marcus Longinius Rufus

