

AN TIR WEST WAR XXXIX



JULY 1ST – JULY 6TH 2025

TABLE OF CONTENTS

Site Rules	4-5
Local Services	6
Full Schedule	7-9
Heavy War Schedule	10
Rapier / C&T War Schedule	10
Youth Schedule	11
Archery Schedule	11
Arts & Sciences Schedule	12
Merchants Row	13-14
Conventions of Combat	15
Heavy Combat Scenarios	16
Rapier Combat Scenarios	17-19
Tournaments	20-21
Vigils & Parties	22-23
Family & Youth Activities	24-25
A&S Class Descriptions	26-31
Emergency Services	32
Site & Camp List	33
Map	34

SITE RULES

The rules and guidelines are designed to ensure the safety, comfort, and smooth operation of the event. If in doubt, check with event staff.

- **Site Rental & Layout**
 - **Site Rental:** This site is rented by the An Tir West War. The site owner will not negotiate land use with individuals.
 - **Site Layout:** The Event Team reserves the right to adjust and move the site layout as it sees fit—all decisions regarding land layout are solely at their discretion. For questions, contact the Land Steward.
- **Smoking and Vaping**
 - Smoke/vape only in the privacy of your personal camp away from public spaces.
 - Do not use smoking/vaping in public areas including Merchant Row, Town Square, EQ Arena, War Fields, archery/thrown weapons ranges, A&S, Courts, activity areas, roads, etc.
 - Do NOT smoke on the bridge.
 - Always check your drift direction; wind can carry smoke or vapor into adjoining areas.
 - Be thoughtful in dealing with those that may have sensitivities
- **Generators**
 - Generators *can* be run during the hours of 8:00 AM to 10:00 PM.
- **Equestrian Waiver**
 - Everyone must sign the equestrian waiver. This requirement applies regardless of whether you possess a blue card or intend to participate in horse-related activities.
- **Pets, Wildlife & Site Features**
 - **Pets:**
 - Pets must be accompanied AND leashed or securely contained at all times.
 - Pets permitted on site are limited to cats, dogs, and non-livestock birds (minimum 6 months of age). All animals must have current vaccination records (to be presented upon arrival).
 - **Environment:** There is a creek/river onsite; please exercise extra caution with pets and children in these areas.
 - **This is a working farm with active livestock and wildlife:** Do not pet or feed
- **Fire Regulations**
 - No ground fires are allowed.
 - Always maintain a 6-foot clear area around fire pits.
 - Never leave flames unattended.
 - Always have a fire extinguisher or bucket of water within immediate reach of the fire at all times.
 - Activities such as fire-dancing, fire-spinning, fire-breathing, and any use of black powder are prohibited
 - Fire regulations are subject to last-minute changes, so stay alert to any updated restrictions.
- **Trash and Ash Disposal**
 - **Trash Management:**
 - Please haul all garbage to the designated dumpsters near gate.
 - Do not dump garbage in the ash barrels.
 - **Ash Barrels:**
 - Use the provided ash barrels exclusively for the remains of your fire-pits (near gate and bridge).
 - Do not place coals or ashes in dumpsters to help prevent dumpster fires.
- **Quiet Hours:** Quiet Hours are enforced from midnight to 6:00 AM.
- **Fireworks:** Fireworks are strictly prohibited on site.
- **Compliance:** Please adhere to all rules not only for your own safety but to ensure that everyone can enjoy a safe and well-organized event.

General Event Reminders:

- **Weather:** Expect mild coastal weather (50s°F at night; mostly 70s°F during the day; we have seen highs in the 90s°F), often with late night or morning fog and prevailing east/west winds.
- **Driving & Terrain:** Long, unmown grass generally indicates soft ground. Do not drive in unmown or muddy areas to avoid getting stuck.
- **RV Parking:** RVs are strictly limited to the designated RV parking area. Anyone driving outside these boundaries may be asked to leave the site.
- **Survey Stakes:** If you remove any wooden stakes, please return them to Volunteer Point so they can be reused.
- **Radio Channels:**
 - The Staff of the War kindly requests that you avoid using radio channels 7, 8, 9, and 10 as these frequencies are reserved for event communications.
- **Cell Service:**
 - Cell signal on site is extremely limited and low-bandwidth. To conserve battery and available signal, please set your phone to airplane mode.
 - If you must make a call, consider relocating to an area with better reception (for some carriers, Nesika Beach is suggested).
- **Camping:**
 - Group camping areas are for those who pre-registered in Group Camping.
 - Open Camping Areas are for those who did not pre-register for camping space or specifically requested open camping.
 - Vehicles must be moved to the parking areas once you have unloaded.
- **Showers & Potable Water:**
 - Showers will be available on site until or unless a fire pulls them away for safety reasons (see the site map)
 - Water from onsite spigots is potable, but limited.
- **Local Services Information: see page 5**
- Please do not leave any items on site after the event; any belongings left behind will be disposed of (trash) or processed via lost and found. For questions, contact the Event Steward.

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).
- Cascade Home Center. Full service, including lumber yard; 41 miles south, 711 Chetco Avenue, Brookings, OR 97415 (541.469.3139).

PHARMACIES

- Gold Beach Pharmacy 94202 2nd St, Gold Beach, OR 97444 (541) 727-3300
- Fred Meyer, 325 5th St, Brookings, OR 97415 (541) 469-1643

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
- Town and Country Veterinary Clinic, 15740 Highway 101 Brookings, OR 97415, (541) 469-4661
- Town and Country Animal Clinic, 29545 Ellensburg Ave, Gold Beach, OR 97444 (541) 247-9244

FULL SCHEDULE

Legend: A: Archery; AS: Arts & Sciences; CA: Camping Group Activity C: Court; H: Heavy Combat; O: Other; PTY: Party; R/C: Rapier & C&T; T: Tournament; YA: Youth Activities.

Shower Hours are 8am – 11am and 1pm – 8pm.

Thrown Weapons Range (located near Archery Range) is open approximately 10am – 4pm-ish

Tuesday July 1, 2025

12:00 PM

- Site Opens

4:00 PM

- Open Range / Royal Rounds (A)

7:00 PM

- Siege Weapon Inspection (H)

Wednesday July 2, 2025

8:00 AM

- Herald Shout
- Armor Inspection (H)

8:30 AM

- Shower Delivery

9:00 AM

- Gate Opens
- Novelty Shoot (A)

9:30 AM

- Cut & Thrust: Muster (R/C)

10:00 AM

- 5 Man Tourney (T)
- They ate What?! Forgotten Vegetables and Pot Herbs (AS)
- Humoral Theory, Doctrine of Signatures, and Uroscopy (AS)
- Gothic stained-glass painting (AS)
- Cooks Play Date (CA)

10:30 AM

- Muster & Armor Inspections (R/C)

11:00 AM

- The An Tir AS Judging Rubric – A Useful Tool for Crafters (AS)
- Apothecary Equipment and Shops (AS)

11:30 AM

- Light/Experimental Scenarios (R/C)

12:00 PM

- Lunch Break

1:00 PM

- Banner Competition Novelty Shoot (A)
- Beyond the Booze Brew-ha-ha (AS)
- Faux Stained Glass for Event Decoration (AS)
- Spinning 101 – The Park and Draft (AS)

2:00 PM

- Range Open (A)
- Pre-Psych: Mental Health in Medieval Times (AS)

3:00 PM

- Spinning Salon (AS)
- Paint a Parasol (AS)
- Apothecary Geek Session (AS)
- Master Alaryn & Elizabeth Anne deGresse 20th Wedding Anniversary Renewal (O)

4:00 PM

- IKAC (A)
- Mask Crafting with Ximena (YA)

7:00 PM

- Siege Weapon Inspections (M)

8:00 PM

- Assassin Guild Privy Burning (YA)

9:00 PM & Later

- Night Bocci (YA)

Thursday July 3, 2025

7:30 AM

- Armor & Missile Inspection (H)

8:00 AM

- Herald Shout
- Armor Inspection (H)
- Cut & Thrust Muster (R/C)

8:30 AM

- Steel Armor Inspection (R/C)

9:00 AM

- Gate Opens
- Commanders' Meeting (H)
- Rapier: Steel Scenarios (R/C)
- Palas Amata – An Introduction
- Archery 101 Class (A)
- Open Range / Royal Rounds (A)

9:30 AM

- War Scenarios Start (H)

10:00 AM

- GRWM! Beauty Trends of the Middle Ages (AS)
- The Art & Alchemy of Color (AS)
- Open Display (AS)
- Cooks Play Date (CA)

Thursday July 3, 2025 (cont'd)

11:00 AM

- Two Strings and a Toe (AS)

12:00 PM

- Lunch Break

1:00 PM

- Last Scenario of the Day (H)
- Banner Competition Novelty Shoot (A)
- Frisian Hats & Stitches of the 7th to 10th Centuries (AS)
- Horizontal Strip & Alternating Pick-Up Pattern bands on a backstrap Loom (AS)
- Food of Heian Period Japan (AS)
- Yelling at Your Friends for Fun and Profit: A Voice Heralds Primer (AS)
- English Country Dance for Beginners (AS)
- Quick Farmers Cheese & Historical Background @ Northern Marches (CA)
- Youth Combat Tourney (YA)

2:00 PM

- Roses Happy Hour (C)

3:00 PM

- Rose Tournament (H & R/C)
- A Simple 14-16th c Carry Bag (AS)
- Assassins Guild: Cookie Delivery (YA)

4:00 PM

- Laurel Cocktail Hour(s) (AS)
- Clout Shoot (A)

6:00 PM

- Queen Ana Sponsored Youth Archery (YA)

7:00 PM

- Siege Weapon Inspections
- Vigil – Feradach MacTralin (PTY)
- Vigil – Zornhut Rosenhau (PTY)

8:00 PM

- Youth Games Night (YA)

Friday July 4, 2025

7:30 AM

- Missile Inspection (H)

8:00 AM

- Herald Shout
- Armor Inspection (H)
- Cut & Thrust Muster (R/C)

8:30 AM

- Steel Armor Inspection (R/C)

9:00 AM

- Gate Opens
- Commanders' Meeting (H)
- Steel Scenarios (R/C)
- Open Range / Royal Rounds(A)

9:30 AM

- War Scenarios Start (H)

10:00 AM

- Ivar's Novelties (A)
- Coloring with Summits Princess Livia (YA)
- Sprang! Elastic & Spandex before Elastic and Spandex (AS)
- Turkish 9/8 Rhythm for Dancers & Drummers (AS)
- Principality Largesse Competition (AS)
- Cooks Playdate (CA)

11:00 AM

- Youth Armored Combat Tourney (YA)
- Ribbon Roses (AS)
- Let's Talk Largesse (AS)

12:00 PM

- Lunch Break

1:00 PM

- Last Scenario of the Day (H)
- Period Masters Rapier / C&T Tournament (R/C)
- Novelty Shoot (A)
- Designing Your Own Sion-Style Pouches (AS)
- Very Basic Sprang (AS)
- Shield Prep & Shield Painting (AS)
- Q&A with War Event Stewards (AS)
- Easy Bouncy Dances for All Ages (AS)
- Laundry through the ages (CA)
- Princess Tea (PTY)

1:30 PM

- Squires Tournament (H)

2:00 PM

- From Lesson Plans to Peerage Paths: The Syllabus of Success (AS)
- Finger Knitting (AS)
- Craft Hobby Horse (YA)

3:00 PM

- Simple Anglo-Saxon Pouches & Bags (AS)
- Bardic Workshop (AS)
- Game of Goose with TRH Octamasades and Achaxe (YA)
- Meyers Longsword for SCA Heavy Fighters (AS;H)

4:00 PM

- SSAC "Horseman"

5:00 PM

- West Court (C)
- Sprang Salon (AS)
- Show a Little More: A History of Burlesque (AS)

6:30 PM

- An Tir Court (C)

7:00 PM

- Sundown Night Shoot (A)
- Tavern Zondernaam Party (PTY)
- Vigil - Sebastiaen des Roseaux (PTY)
- Vigil - Mikkell Høle (PTY)

▪ Friday July 4, 2025 (cont'd)

7:00 PM

- Vigil – Morgan Ermanaric Guotmann (PTY)

8:00 PM

- Family Bardic (YA)

9:00 PM & Later

- Halfa (AS)
- Siege Weapons Night Shoot (H)

Saturday July 5, 2025

7:30 AM

- Missile Inspection (H)

8:00 AM

- Herald Shout
- Armor Inspection (H)
- Cut & Thrust Muster (R/C)

8:30 AM

- Steel Armor Inspection (R/C)

9:00 AM

- Gate Opens
- Commanders' Meeting (H)
- Steel Scenarios (R/C)
- Open Range / Royal Rounds (A)
- Cordage Making from Plant Materials (AS)

9:30 AM

- War Scenarios Start (H)

10:00 AM

- Hobby Horse Activities (YA)
- Band weaving BIL (Before Inkle Looms) (AS)
- Champion's Competition (AS)
- Cooks Playdate (CA)

11:00 AM

- Ribbon Roses (AS)

12:00 PM

- Lunch Break

1:00 PM

- Last Scenario of the Day (H)
- Bridesmaids Rapier/C&T Tourney(R/C)
- Youth Adventure/Quest/LARP (YA)
- SSAC "Horseman" (A)
- Iron Age Masculine Tunic and Trousers (AS)
- Same Pattern, Different Technique (AS)
- Gettn' Down to (Court) Business: A court Coordinator's Primer (AS)
- Merchant Coordinating 101 (AS)
- Tile Painting (CA)

2:00 PM

- Barony of Allyshia Kiddy Pool Court (PTY)
- Skjoldehamn Hood (AS)
- Level up your bardness with musicality (AS)

3:00 PM

- Cancer Sucks Fundraising Tournament (H; R/C)
- Finger Knitting (AS)

3:30 PM

- Skjoldehamn Belt & Ties (AS)

5:00 PM

- Hand Weaving Salon (AS)

6:00 PM

- Grand Court – Hosted by the Kingdom of An Tir (C)

8:00 PM

- Big Gay Root Beer Party (PTY)

9:00 PM & Later

- Kingdom Party, Hosted by An Tir Rainbow Brite (PTY)

Sunday July 6, 2025

8:00 AM

- Herald Shout

3:00 PM

- Site Closed. See you next year!

HEAVY WAR SCHEDULE

Tuesday July 1, 2025

- 7:00 PM
 - Siege Weapon Inspection

Wednesday July 2, 2025

- 8:00 AM
 - Armor Inspection
- 11:00 AM
 - Melee Warm Up
- 7:00 PM
 - Siege Weapon Inspections

Thursday July 3, 2025

- 7:30 AM
 - Missile Inspection
- 8:00 AM
 - Armor Inspection

- 9:00 AM
 - Commanders' Meeting
- 9:30 AM
 - War Scenarios Start
- 1:00 PM
 - Last Scenario of the Day
- 7:00 PM
 - Siege Weapon Inspections

Friday July 4, 2025

- 7:30 AM
 - Missile Inspection
- 8:00 AM
 - Armor Inspection
- 9:00 AM
 - Commanders' Meeting
- 9:30 AM
 - War Scenario

- 1:00 PM
 - Last Scenario of the Day
- 9:00 PM & Later
 - Siege Weapons Night Shoot

Saturday July 5, 2025

- 7:30 AM
 - Missile Inspection
- 8:00 AM
 - Armor Inspection
- 9:00 AM
 - Commanders' Meeting
- 9:30 AM
 - War Scenarios Start
- 1:00 PM
 - Last Scenario of the Day

RAPIER / C&T WAR SCHEDULE

Wednesday July 2, 2025

- 9:30 AM
 - Cut & Thrust: Muster
- 10:30 AM
 - Muster & Armor Inspections
- 11:00 AM
 - Melee Warm Up
- 11:30 AM
 - Light/Experimental Scenarios

Thursday July 3, 2025

- 8:00 AM
 - Cut & Thrust Muster

- 8:30 AM
 - Steel Armor Inspection
- 9:00 AM
 - Rapier: Steel Scenarios
- 1:00 PM
 - Last Scenario of the Day

Friday July 4, 2025

- 8:00 AM
 - Cut & Thrust Muster
- 8:30 AM
 - Steel Armor Inspection
- 9:00 AM
 - Steel Scenarios

- 1:00 PM
 - Period Masters Rapier / C&T Tournament

Saturday July 5, 2025

- 8:00 AM
 - Cut & Thrust Muster
- 8:30 AM
 - Steel Armor Inspection
- 9:00 AM
 - Steel Scenarios
- 1:00 PM
 - Last Scenario of the Day

YOUTH SCHEDULE

Wednesday July 2, 2025

- 2:00 PM
 - Youth Active Games
- 4:00 PM
 - Mask Crafting with Ximena
- 8:00 PM
 - Assassin Guild Privy Burning
- 9:00 PM & Later
 - Night Bocci

Thursday July 3, 2025

- 1:00 PM
 - Youth Combat Tourney
- 3:00 PM
 - Assassins Guild: Cookie Delivery
- 6:00 PM
 - Queen Ana Sponsored Youth Archery
- 8:00 PM
 - Youth Games Night

Friday July 4, 2025

- 10:00 AM
 - Coloring with Summits Princess Livia
- 2:00 PM
 - Craft Hobby Horse
- 3:00 PM
 - Game of Goose with TRH Octamasades and Achaxe
- 8:00 PM
 - Family Bardic

Saturday July 5, 2025

- 10:00 AM
 - Hobby Horse Activities
- 1:00 PM
 - Youth Adventure/Quest/LARP
- 4:00 PM
 - Popsicle Stick Catapults

ARCHERY SCHEDULE

Tuesday July 1, 2025

- 4:00 PM - Open Range / Royal Rounds

Wednesday July 2, 2025

- 9:00 AM
 - Archery 101
 - Novelty Shoot
- 1:00 PM
 - Royal Rounds & IKAKS
- 4:00 PM
 - IKAC

Thursday July 3, 2025

- 9:00 AM
 - Archery 101
 - Open Range / Royal Rounds
- 10:00 AM
 - Novelty Shoot
- 1:00 PM
 - Banner Competition Novelty Shoot

- 4:00 PM
 - Clout Shoot
- 6:00 PM
 - Youth Archery Shoot

Friday July 4, 2025

- 9:00 AM
 - Open Range / Royal Rounds
- 10:00 AM
 - Ivar's Novelties
- 1:00 PM
 - Novelty Shoot
- 4:00 PM
 - SSAC "Horseman"
- Evening
 - Sundown Night Shoot

Saturday July 5, 2025

- 9:00 AM
 - Open Range / Royal Rounds
- 1:00 PM
 - SSAC "Horseman"

ARTS & SCIENCES SCHEDULE

Wednesday July 2, 2025

10:00 AM

- They ate What??! Forgotten Vegetables and Pot Herbs
- Humoral Theory, Doctrine of Signatures, and Uroscopy
- Gothic stained-glass painting
- Cooks Play Date

11:00 AM

- The An Tir AS Judging Rubric – A Useful Tool for Crafters
- Apothecary Equipment and Shops

1:00 PM

- Beyond the Booze Brew-ha-ha
- Faux Stained Glass for Event Decoration
- Spinning 101 – The Park and Draft

2:00 PM

- Pre-Psych: Mental Health in Medieval Times

3:00 PM

- Spinning Salon
- Paint a Parasol
- Apothecary Geek Session

Thursday July 3, 2025

10:00 AM

- GRWM! Beauty Trends of the Middle Ages
- The Art & Alchemy of Color
- Open Display
- Cooks Play Date

11:00 AM

- Two Strings and a Toe
- Lunch Break

1:00 PM

- Frisian Hats & Stitches of the 7th to 10th Centuries
- Horizontal Strip & Alternating Pick-Up Pattern bands on a backstrap Loom
- Food of Heian Period Japan
- Yelling at Your Friends for Fun and Profit: A Voice Heralds Primer
- English Country Dance for Beginners
- Quick Farmers Cheese & Historical Background @ Northern Marches

3:00 PM

- A Simple 14-16th c Carry Bag

4:00 PM

- Laurel Cocktail Hour(s)

Friday July 4, 2025

10:00 AM

- Sprang! Elastic & Spandex before Elastic and Spandex
- Turkish 9/8 Rhythm for Dancers & Drummers
- Principality Largesse Competition (AS)
- Cooks Playdate

11:00 AM

- Ribbon Roses
- Let's Talk Largesse

1:00 PM

- Designing Your Own Sion-Style Pouches
- Very Basic Sprang
- Shield Prep & Shield Painting
- Q&A with War Event Stewards
- Easy Bouncy Dances for All Ages
- Laundry through the ages

2:00 PM

- From Lesson Plans to Peerage Paths: The Syllabus of Success
- Finger Knitting

3:00 PM

- Simple Anglo-Saxon Pouches & Bags
- Bardic Workshop
- Meyers Longsword for SCA Heavy Fighters

5:00 PM

- Sprang Salon
- Show a Little More: A History of Burlesque

Saturday July 5, 2025

9:00 AM

- Cordage Making from Plant Materials

10:00 AM

- Band weaving BIL (Before Inkle Looms)
- Champion's Competition
- Cooks Playdate

11:00 AM

- Ribbon Roses

1:00 PM

- Iron Age Masculine Tunic and Trousers
- Same Pattern, Different Technique
- Gettn' Down to (Court) Business: A court Coordinator's Primer
- Merchant Coordinating 101
- Tile Painting

2:00 PM

- Skjoldehamn Hood
- Level up your bardness with musicality

3:00 PM

- Finger Knitting

3:30 PM

- Skjoldehamn Belt & Ties

5:00 PM

- Hand Weaving Salon

MERCHANTS ROW

VENDORS

Ancient Echoes

Fiber, pottery, wire wrapped jewelry, soaps and candles

As the Crow FINDS

Hats fans parasols DnD dice & games, feast gear, axes, calligraphy, shawls, jewelry, pouches, bags, garb, 3d prints, backpacks, stuffies, unique treasures

Aurora's Creations

Belts, pouches, satchels and other leather accessories. Norse and Rus jewelry. Fuzzy hats. Norse hoods, leather books, hand woven trim. Knitted and crochet gloves. Needle books embroidered and not. Embroidered mug covers. All hand crafted. Commercially made straw, wool hats.

Black Wings Art Collective

Period and historically inspired tattooing, along with handmade wares including ceramics, woodcrafts, jewelry, herbal crafts and fragrances.

Celtic Moonlighting

Period inspired over dresses, chamise, bodice, trouser, vest, shirt, pant, blouse

Dark Ages Games

Reproductions of medieval games on leather boards with wood or stone pieces

Ember's Sidequest

Linen, cotton and wool hoods, tunics, pants and dresses, wooden boxes, leather pouches, stone and wood jewelry.

Firedryk Steel

Hand crafted Medieval stainless-steel armor, and custom ordered armor options, blades, and metal art.

Goblins Grotto

Jewelry/Accessories, General Wares, Crafted Items, Leather Products, Weapons, Handcrafted, Animal Products (e.g., bones, fur), Trinkets

Green Gryffon Armory

Jewelry/Accessories, General Wares, Crafted Items, Leather Products, Chainmaille, Trinkets

Horse 'n' Round Studio

Handspun yarn, hand-painted drop spindles and lucets, handwoven wool bowls, dyed and natural roving for spinning and felting, original patterns, finished accessories, beaded brooches, ornaments, bone and horn naalbinding needles, and more.

Laurel Cavanaugh, goldsmith

Handmade jewelry, coronets, and peerage regalia

Medieval Masterworks

Hand crafted custom leather and on-site repairs

Raven claw

Beads, cloth, sewing kits, coifs, apothecary, books

Reannag Teine

Historically inspired functional pottery, some armor and destash books & fabric

Red Troll Forge

Blacksmith ironwork knives

Redwolf Ltd.

Pewter Pins, Clasps, Circlets, Torcs, Sometimes Masks All 100% made by me. Jewelry, Accessories, Leather Products, Weird Stuff That I Make

Roelent Arms and Crafts

Rattan, fighter goods and crafted items. General Wares, crafted items

The Chocolate Lantern

Metal lanterns w/electronic candles (for fire safety), handmade wooden back scratchers, circlets w/faux pearls & real abalone shells, metal & bead elf ears (adjustable), wooden dragon tooth "daggers" (tree knots that have been hand-painted)

The Mossy Rose

A wide variety of garb, accessories, and jewelry.

The WinterNight Bazaar

Furs mainly, but possibly some handmade satchels and hats, as well as possibly some lamp work beads.

Thistillium Pottery

High-fired, Period-based porcelain and stoneware functional pottery, plus a few SCA-adjacent textile items

Vidarleatherworks LLP

Leathergoods, belts, pouches, rapier frogs, quivers, bracers, skirt hikes, mug straps, misc viking goods, including sewing scissors and hand forged knives.

Wild Hare Woodworks

SCA appropriate chairs, tables, benches, stools, etc.

FOOD VENDORS

Arr-tic poison

Period Garb, Food / Drink

Liquid dirt

Self-serve coffee bar, with tea, coco, sodas, and RedBull, just come purchase your cup and make your drink how you like.

Mclavenders Table

Breakfast, lunch and dinner

Oscars Meat Pies

Meat Pies, Scotch Eggs, British Sausage Rolls

Sir Keg

Non-alcoholic hot and cold drinks including historic (period), fantasy, indigenous, and other drinks

CONVENTIONS OF COMBAT

HEAVY FIGHTING

- 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.

RAPIER / CUT & THRUST FIGHTING

Rapier Considerations

Percussive Cuts: An Tir considers a cut valid if it has percussion so long as it has the appropriate amount of draw. The West, percussion invalidates a cut. To perform a cut the blade must be placed and then pulled or pushed across the body. Be cognizant that you will need to provide your opponent 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

- 1) 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.
- 2) All fighters will wear the armor that their kingdom authorized them with.
- 3) Fighters from An Tir must ensure that they are not delivering excessive blows to their opponents.
- 4) Fighters should not rely on armor to keep their opponent safe and must recognize that the opponent is not wearing that armor on the field.
- 5) We will discuss how C&T limbs work.
- 6) West wears less armor in C&T, be aware of that.

HEAVY COMBAT SCENARIOS

SCENARIO RULES: HEAVY

1. All scenarios will be run each day
2. Scenarios will be run once with archery and once without archery (10 scenarios)
3. Banners/Flags will be used to identify the village, bog, woods and muster points
4. An air horn will be used to start and stop scenarios
 - a. 2 blasts to start the scenario
 - b. 1 blast to stop the scenario
5. Breaks will only be as long as is needed to set up the next set of scenarios,
6. Terms for Chivalry & Masters of Defense are considered interchangeable.

Purpose: Scenarios encourage strategic or tactical planning on the part of the generals. Most of the logistics of each scenario will be the responsibility of the marshals. Tactics & strategy are the responsibility of the generals and unit commanders. Explanations will be kept to a minimum, so the privates/levies/mercenaries don't have to figure out a bunch of picky details.

ARMY CONFIGURATIONS

Thursday: Mixed troops balanced depending on the number of troops present.

Friday: An Tir is invading and the West defending

Saturday: The West is invading and An Tir defending

WAR SCENARIOS DESCRIPTIONS

1. Road battle: Battle starts with attackers advancing along the road behind the Royal Pavilion. Defenders start just west of the village.
2. Open field battle: Fought between the village, and the royal pavilion. Invaders in front of the Pavillion, Defenders in front of the village.
3. Mixed Terrain Battle: Invaders start west of the village. Defenders start east of the village. The village & bridges are just obstructions. Rocks if you will. No standing on hay bales, or other artificial terrain.
4. Bog battle: there is a trail near the creek two fighters wide. Large road near the trees 7-8 fighters wide. In between is a bog, fighters may only cross the bog on their knees, missile weapons across the bog ok.
5. Woods battle: now the bog is woods, fighters can move through the woods at a walk. no missile weapons through the woods. Can shoot down the roads.
6. Village battle: Attackers need to capture the village. Defenders may start in the village. Roads/Bridges are off limits.

7. Bridge Battle: Defenders start with 1/3 of the army anywhere on or at the bridge they wish. Attackers have 2/3 of the army off the bridge (15 yards) Reserves of both armies are 30 yards back. At the lay on defenders can send a messenger for the reserves. When a messenger arrives, the marshals blow a horn and release all reserves. Variations: If the defending steel warriors lost the prior battle, the defending reserve is in two groups and a messenger must reach each group separately. If the defending steel warriors won the prior battle the defender get 2/3 on the bridge.

8. Castle battle one: Castle is the same as 2024. Attackers get four surges, (three resurrections). At the end of each surge wounded in the castle are healed. All dead in the castle leave the castle. Chivalry remain dead, non-chivalry will form a relieving force that arrives during the fourth surge.

9. Castle battle two; Attackers get three surges (two resurrections). At the end of each surge wounded in the castle are healed. All dead in the castle leave the castle. There is no relieving force.

ORDER OF SCENARIOS

- 1) Road battle, fighters can enter late to the start of the battle.
- 2) Open Field Fought between Pavillion & Village.
- 3) Woods battle as described above.
- 4) Mixed Terrain Battle as described above
- 5) Bog Battle as described above.
- 6) Bridge Battle: As described above.
- 7) Village Battle as described above.
- 8) Open field Fought between village & castle
- 9) Castle battle 1 as described
- 10) Castle battle 2 as described.

RAPIER COMBAT SCENARIOS

We are excited to present the schedule, scenario list, map and fighting treatise for the 2025 An Tir/ West War. As always, we will be sharing the battlefield with the heavy fighters. This year they are fighting a timed grouping of scenarios, and we have based our schedule on moving around the field as they move. As last year, we are going to run Rapier and Cut & Thrust together as much as possible.

This is going to be determined by the following factors:

- Field size
- Scenario size
- Marshal availability
- Fighter participation

This schedule was also made weeks in advance; this can and likely will change. Please check in at Marshalls Point for any updates to the schedule. It's a difficult site to get the word out for changes but we will make every attempt to do so, Marshals Point will always have current intel.

SCHEDULE

NOTE: The schedule may, and likely will, change due to many factors. Please check in at Marshalls Point periodically for updates that happen on the fly. Fighting will move around the field throughout the day. During each time block, the MIC(s) will choose from the list of scenarios found below. Most scenarios will be fought 4 times:

- 2x by swapping sides
- 2x with spears and/or rbg

Every attempt will be made to run something for Rapier and C&T at the same time. There may be instances where we have to run Rapier, followed by C&T based on space allocated and number of marshals present/required to run given scenario.

Time	Thursday (Rapier / C&T)	Friday (Rapier / C&T)	Saturday (Rapier / C&T)
8:45 am - 10 am	Armour Inspections - all kingdoms centralized on field	Armour Inspections - all kingdoms centralized on field	Armour Inspections - all kingdoms centralized on field
9:00 am- 9:30 am	Central Field - MIC to choose scenarios	Central Field - MIC to choose scenarios	Central Field - MIC to choose scenarios
9:30 am - 10:00 am	West Field - MIC to choose scenarios	West Field - MIC to choose scenarios	West Field - MIC to choose scenarios
10:00 am - 10:30 am	East Field - MIC to choose scenarios	East Field - MIC to choose scenarios	East Field - MIC to choose scenarios
10:30 am - 12pm	Central Field - MIC to choose scenarios	Central Field - MIC to choose scenarios	Central Field - MIC to choose scenarios
12:00 pm - 1:00 PM	Break for Lunch	Break for Lunch	Break for Lunch
1:00 pm - 3:00 PM	No Activities Planned (pickups on war field)	Town Square London Masters Tournament (Rapier Followed by C&T)	Town Square Never Won a Tourney Tourney (Rapier Followed by C&T)
3:00 pm - dinner	Roses Tournament - on war field		

MELEE SCENARIOS

- Grand melee
 - Everyone against everyone ○ Bring your best!
 - no spears
 - no RBGs
 - No time, no rez
- Open field
 - 2 sides fight each other over an open field
 - Spears may be allowed
 - no RBGs
 - No time, limited rez
- Broken field
 - 2 sides fight each other over a field with obstacles
 - Spears may be allowed
 - RBGs may be allowed
 - No time, limited rez
- Town battle
 - 2 sides fight over a battlefield with rooms
 - Spears may be allowed
 - RBGs may be allowed
 - No time, limited rez
- Siege battle
 - One side is encamped in an enclosed area, the other tries to remove them from that area by force.
 - Will be run at least twice with each side swapping roles.
 - Spears will be allowed
 - RBGs will be allowed
 - Timed, limited rez
- Resource gathering
 - a human-portable resource is strewn across the battlefield
 - Each side attempts to collect as much as possible
 - Spears may be allowed
 - RBGs may be allowed
 - Time limited, unlimited rez
- Territory Capture
 - Various locations on the battlefield are designated as capture points.
 - At certain time intervals the side that controls a location gains a point.
 - Most points wins at end of time limit
 - Spears may be allowed
 - RBGs may be allowed
 - Time limited, unlimited-timed-rez
- Capture the flag variants: (The flag bearer will have limits on how they are allowed to move down the battlefield. Specific rules will be explained at the time of the scenario.)
- Option A:
 - One flag in the middle of the field
 - Once taken, the flag must be moved to the opponent's capture area.
 - Both sides may take control of the flag, based on rules which will be described at time of scenario
 - No Spears
 - No RBGs
 - Time limited, unlimited-timed-rez
- Option B:
 - One flag controlled by a side
 - The side with the flag tries to move it to the opposite end of the field.
 - The other side cannot touch the flag.
 - Side with the flag has access to spears.
 - Run twice, swap sides.
 - Timed, unlimited rez for flag side, unlimited-timed-rez for defending side.

DEFINITIONS

- No time = no time limit, no countdown timer
- Timed = A stopwatch will be activated at the start of the scenario and stopped at the end. Holds will also pause the stopwatch.
- Time Limited = A set amount of time will elapse for the scenario. The timer running out will end it. Holds will pause the timer.
- No rez = No resurrections in the scenario
- Limited rez = Fighters will have a limited number of resurrections per fighter or per side
- Unlimited rez = All fighters will have unlimited, unrestricted number of resurrections
- Unlimited-timed-rez = All fighters will have an unlimited number of resurrections but will be limited on when or how they can return to the battlefield.
- Limited-timed-rez = There is a set number of resurrections per fighter or per side and there will be limits on when or how they can return to the battlefield

MAP

The map below is of the War Field and is referenced in the schedule above. Not on the map is town square, which can be found on the Event Site Map.



- 1) West Field
- 2) Central Field
- 3) East Field
- 4) Marshals Point (All Kingdoms) - get inspected and report in here.

INTER-KINGDOM TREATISE

Armor - worn as fighters kingdom allows participation in all reduced armor experiments will be honored only if your kingdom allows AND YOU ARE SIGNED UP. Each kingdom will be responsible for inspections and rules enforcement.

Weapons - each person can use any weapon(s) allowed by their kingdom and as their authorization allows. Fighters are not allowed to use weapons or forms their kingdom does not allow and that their authorization does not cover.

- Spears: An Tir fighters who are spear authorized are allowed to use spears for Rapier and C&T.
- C&T non-metal weapons: An Tir C&T Authorized fighters may authorize on-site for access to the non-metal weapon experiment which the West is running. This authorization is only for the duration of the war. Time and place will generally be before C&T scenarios for the day.

Fighting Conventions - the following specific items are deviations from a kingdom's convention or rule. This is to facilitate cross kingdom play and ensure everyone has a reasonable time acknowledging their opponents' actions: ● Percussiveness + Cuts

- Under regular An Tir Kingdom rapier rules, if a legal push cut, draw cut, tip cut, or stab happens after what would be a percussive hit, the percussive aspect does not invalidate the cut/stab. The percussive hit itself does not count as a legal hit.

This percussive hit still must be within proper calibration.

- At A/W war 2025, the percussion of the hit **will** invalidate any subsequent, otherwise legal, blows which happen around the same moment as the percussive hit.
- C&T rules
 - To In An Tir, we play with a "poisoned blade" where any valid, legal hit "kills" the fighter In one-on-one combat.
 - For A/W war 2025, we will adopt a 2-hit ruling for appendages. The first hit will disable the appendage; the second will be considered a killing blow. The fighter is not allowed to switch weapons if an arm/hand is taken. If the first hit is a torso or head, that will be considered a killing blow, and the 2-hit rule will not apply.
- Spears
 - Death from Behind (Rapier and C&T)
 - Approach at least 1 1/2 weapon lengths away
 - Spear should be at least 45 degrees angled upwards
 - As you get into range, lower spear to shoulder and present at least 12" past shoulder. The fighter must see the spear.
 - Declare 'dead from behind' in a loud voice
 - After opponent acknowledges, lift spear and back away

TOURNAMENTS

5 Man Tourney – Wednesday July 2, 2025

Teams of 5 fighters total per team. 5 fighters on the field from each match. Single or double round robin, with every 3 matches there's a grand melee involving 4 teams, referred to as the grand melee. Wins in grand melee round worth 3 points. At the end of the round robin the final 2 from each round robin pool will fight in a best 2/3 elimination bracket. Weapons 6 ft and under, no archers, Each team two thrown weapons per team.

When: July 2nd armor inspection at 10:00 and start by 11:00 on the war field.

Rose Tournament Heavy & Rapier – Thursday July 3, 2025

Long Live the Queens!

Their Majesties West and An Tir cordially invite all Companions of the Rose and Valorous Estate to a regal tournament of skill and daring. Each companion will choose four champions, two heavy combatants (one Knight and one unbelt or both unbelted) and two rapier combatants (one MoD and one uncollared or both uncollared). These teams will then face off against each other in an Atlantean Speed Tournament 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: Thursday, July 3rd at 3:00pm

Where: War Field in front of the An Tir Pavilion

* The Atlantean Speed Tournament is a tournament style that is a variation on the standard SCA double elimination. In the first "round" all fighters are given a single opponent, and the round is fought simultaneously on the one list field. All losers then move to a second lists field and new opponents are selected on both fields. Any losers from the winners' field move to the losers' field. Any victors on the losers' field move to the winners' field. Any losers on the losers' field will have been defeated twice, so they are eliminated from the tournament. This continues until there is only one fighter left, or the number of remaining fighters is small enough to allow other tournament styles to be implemented.

Squires Tourney – Friday July 4, 2025

Greetings to all squires attending An Tir / West War! Did you not get enough fighting during the war scenarios? No? We can't have that!! Come join the Squires Tournament. The Royals of The Summits and The Mists will co-Host the Annual Squires Prize Tournament this year. Come test yourself against your fellow Squires. The tournament will be held Friday, July 4th at 1:30p on the Town Square.

We encourage all those who can participate to do so. This is an excellent opportunity to get fighting experience 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.

Tournament Format:

Modified Round Robin – Timed open challenge. Fighter challenges available fighter. Both fighters report results to List table. Both fighters get 1 point for the pass. Winning fighter gets an additional 2 points. At the end of the allotted time, the top 6 scoring fighters will advance.

Additionally, the Roses and Persons of Valorous Estate in attendance will be polled for the “Rose’s Choice” fighter, and the Chivalry will be polled for the “Chivalry’s Choice”. This will establish the 8 fighters who will proceed to a standard double elimination list.

Period Masters Rapier C&T Tournament – Friday July 4, 2025

The pathway to mastery is paved with countless trials and errors. Embracing the wisdom of historical fighters and emulating their techniques, we invite you to showcase your prowess in the Period Master’s Tournament. Open to both rapier and cut-and-thrust combatants, you will need to demonstrate your chosen style to the judges, articulate three key principles of the style, and then put these principles into action in a series of fights. Be prepared to delve into each principle, explaining its essence, execution, and how it can be employed to secure victory. The ultimate champion will be the one who demonstrates a compelling application of their chosen principles in combat.

What: Period Master’s Tournament

When Friday, July 4th at 1:00 pm

Where: War Field

Bridesmaids Rapier C&T Tournament – Saturday July 5, 2025

New to the world of combat or yet to taste the sweet victory of a tournament win? Our Bridesmaid Rapier Tournament is made just for you! This event is a perfect arena for fighters who have never won a tournament before, allowing them to cross swords with peers of similar skill level. In this round-robin style tournament, you will get the chance to fight against each of your competitors, showcasing your skills and learning from others. The top four warriors will progress to a thrilling single elimination round, culminating in a grand finale where the last two standing will battle it out in a best two out of three fight. This is your chance to step into the limelight and prove that you are more than just a bridesmaid in this sport of masters!

What: Bridesmaid Tournament

When: Thursday, June 29th at 1:00pm

Where: Town Square

Cancer Sucks Fundraising Tournament– Saturday July 5, 2025 (Heavy & Steel)

Greetings Unto the Knowne World,

ALL combatants are invited to participate in the 10th annual (not counting when the world shut down) fundraising tournament at West / An Tir War to benefit the Providence Cancer Center. New this year, we are including tournaments for Rapier AND Cut & Thrust, in addition to the previous heavy weapons tournament!

For a \$10 entry donation you will have the opportunity to fight for the honor of your consort (consort not required for entry), win a fantastic prize, and support cancer research. Consorts, I invite you to inspire your fighter by standing at their side. The first fifty entrants in each format will receive a unique token (any remaining tokens will be sold for \$5 each). We are also seeking list runners, marshals, heralds, and water bearers. Please let us 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 5 at 3:00pm (lists & armor inspection 1:30pm-2:30pm)

Where: Town Square

Why: Because cancer sucks!

ALL COMBATANTS MUST SHOW THEIR AUTHORIZATION CARD TO ENTER

(To donate without participating in the tournament please go to Providence Portland Medical Foundation)

In Service - Maestra Ula Brennassdottir & Madame Ghislaine Triest

VIGILS & PARTIES

20TH ANNIVERSARY WEDDING VOW RENEWAL of Master Alaryn and Elizabeth Anne de Gresse

Wednesday July 2, 2025 3:00 pm – 5:00 pm

Master Alaryn and Elizabeth Anne de Gresse invite will be renewing their wedding vows in the Glyn Dwfn pavilion from 3:00 pm to 5:00 pm on July 2nd 2025. The ceremony will be presided over by Duke Kenric with Duchess Dagmar giving away the bride. In order to bring whimsy to the event, Twinkies will be served for cake. All are invited to join.

VIGIL OF FERADACH MAC TRALIN

Thursday July 3, 2025 8:00 pm

Please join us in the Glyn Dwfn Baronial camp at An Tir West War on Thursday July 3rd as Feradach mac Tralin contemplates entrance into the Order of the Pelican which will take place in Friday evening court.

VIGIL OF ZORNHUT ROSENHAU

Thursday July 3, 2025 8:00 pm

The Chandler Camp will host the vigil of Zornhut Rosenhau as they await their initiation into the Order of the Chivalry. To be held at the Chandler Camp Thursday night at 8pm.

PRINCESS TEA

Friday July 4, 2025 1:00 pm

Summits Pavilion near the squires' tournament

FRIDAY NIGHT HAFLA

Friday July 4, 2025 9:00 pm

Friday Night Hafla! Live music and drumming for a middle eastern dance party! Bring your dancing feet, instruments, drums, and voices to the A&S tent on the Town Square, starting at 9 pm on Friday!

VIGIL OF MIKKEL HØIE

Friday July 4, 2025 7:00 pm or After Courts Conclude

The Rampant Squirrels present the vigil of Mikkel Høie as they await their initiation into the Order of the Laurel. To be held at the Rampant Squirrel Encampment Friday night at 7pm or after court concludes whichever happens later. Elevation will take place at Saturday court.

VIGIL OF SEBASTIAEN DES ROSEAUX

Friday July 4, 2025 7:00 pm or After Courts Conclude

The Argent Company Camp invites you to the vigil of Sebastiaen des Roseaux as they await admittance into the order of Chivalry. To be held at the Argent Company Encampment Friday night at 7pm or after court concludes whichever happens later.

VIGIL OF MORGAN ERMANARIC GUOTMANN

Friday July 4, 2025 7:00 pm

Join us on the war field at the vigil of Morgan Ermanaric Guotmann as they await admittance into the Order of Chivalry.

PARTY AT TAVERN ZONDERNAAM

Friday July 4, 2025 7:00 pm or After Courts Conclude

There will be a party at the Tavern Zondernaam at 7PM on Friday July 4, 2025. To be held at the Northern Marches encampment. Party has a fixed drink menu, age verification required. Donations and tips accepted.

PARTY ON THE WAR FIELD

Saturday July 5, 2025 7:00 pm or 1 Hour After Grand Court

Come join us Saturday night on the war field to party! The theme is Rainbow Brite 🌈 Costumes/rainbow garb is encouraged but not required. There will be games, snacks, non-alcoholic drinks (BYOB alcoholic drinks) bardic and more! All are welcome! Family Friendly from 7 pm to 10 pm (after 10 pm could get rowdy)! The Bardic will be hosted by Dragomira. Looking forward to seeing you there 🎉

BIG GAY ROOT BEER SOCIAL!

Saturday July 5, 2025 8:00 pm (ish) aka After Grand Court (however long that goes...)

In the Town Square in the Arts and Science Activities Pavilion.

Don't worry, all members of the LGBT+ community and allies are welcome! (The Big Lesbian Gay Bi Trans Plus Root Beer Social is a bit long for a party title...). Bring yourself, drink some root beer floats and grab a blue feather to show your Pride!

FAMILY & YOUTH ACTIVITIES

AT THE TOWN SQUARE

TEEN HANGOUT

Ground Rules: This is meant to be a mostly-kid-led official activity area, not a place to run wild. If someone cannot behave appropriately for the context, they'll have to find somewhere else to be. A loosely supervised space where teens can hang and is private enough to feel independent while public enough to not worry about. The space is where teens can chill out, play games, make things from cool supplies, and device friendly as long as the volume is respectful. Structured and unstructured activities available (games, maker supplies, some classes). Some snacks supplied. The following events start at the Teen Hangout space.

Wednesday

8:00 PM

Assassin's Guild Privy Burning

LARP w/Duchess Eliska z Jihlavy

1:00 – 4:00 PM

An adventure geared toward teens with different scenarios, goals and challenges presented.

Thursday

3:00PM

Assassin's Guild Cookie Delivery

CRAFTS TENT: PRINCESS LIVIA – AT TOWN SQUARE

Arts and crafts tent with arts supplies available for families.

Wednesday

4:00 PM

Mask crafting with Baronessa Ximena. Decorate papier mâché masks with paint, markers, and imagination.

Friday

10:00 AM

Coloring with Princess Livia

2:00 PM

Hobby Horse Crafting with Liadan. Supplies will be provided (quantities will be limited).

GIANT GAMES ON TOWN SQUARE

Games available to play all week with Game rules available. All are welcome! (Jenga, Game of Goose and Kubb)

FAMILY ACTIVITIES ON TOWN SQUARE

Wednesday

9:00PM **Night Bocce**

Meet on Town Square to play glow-in-the-dark Bocce All are welcome!

Thursday

1PM **Youth Rapier Combat (YRC)**

YRC age categories

Ages 6-9 Lion

Ages 10-13 Griffon

(Some loaner equipment available)

Queen Ana Sponsored Youth Archery Shoot

6:00 PM (at the Archery Range)

We will provide a safe supportive environment for the youth to shoot archery. Some loaner equipment will be available.

Games Night

8:00 PM

Come play games, learn new games, and make new friends! All Are Welcome

Friday

11AM **Youth Armored Combat (YAC)** - Fel

Located on Town Square

Ages 6-9 Lion

Ages 10-13 Griffon; Ages 14-17 Dragon

(Some loaner equipment available)

Game of Goose with Their Royal Highnesses

Octamasades and Achaxe

3:00 PM

Join Their Royal Highnesses in playing the Giant Board Game of Goose. All are welcome, youth are encouraged

Family-Friendly Bardic

8:00 PM

All are welcome, located on Town Square

Saturday

Hobby Horse Activities

10:00 AM

The Youth will compete in Hobby Horse Activities.

Located on Town Square

A&S CLASS DESCRIPTIONS

Bardic Workshop

Want a chance to practice your bardic pieces in a supportive environment? Have something new you're working on that you'd like feedback for? New to bardic and want some advice on how to improve your performance? Just want to come perform? All experience levels welcome.

Ainsley Macnab, 2 Hours

Level up your bardness with musicality!

Getting into a musical mindset will change your musicianship in many ways. Lets discuss those mindsets along with the skills you can develop using them. This will include practice tips and tricks, using passive time to your musical benefit, and other skillsets that may enhance your musical journey.

Broklauss Varangr, 1 Hour

Tile Painting

Many cultures had decorative tile as a part of daily life: be it in public places or in the homes of the wealthy. In this class we will see several different cultures' tile work and create one of our own on a pre-bisqued 4x4 tile; tile, underglazes, and brushes provided. Tiles will be painted on-site, but fired off-site, to be returned to their owners at a later event or via the mail. Result will be a 4x4 tile, usable as a trivet or installing in a tile treatment. Bring a pencil, preferably mechanical with a good eraser, and any source art you wish, such as an example for your device. Class limit 10, Cost \$10 plus shipping if required. Held in the Reannag Teine Merchant Booth. Baroness Elsbeth Cameron de Montfort, OL, 2 Hours

Let's Talk Largesse

Largesse is vague and yet we're expected to know specifics. What is largesse? What is appropriate to donate for largesse? What if I said that largesse is one of the areas where gatekeeping happens? In this class we'll discuss what largesse is & isn't. What is and isn't appropriate for largesse, including period vs modern items. As well as discuss ways to encourage people to participate in making and donating largesse. Maeve Cunningham, 1 Hour

Laundry through the Ages

This class will review laundry techniques through the centuries at the creek. Anyone who can make it down to the creek from the gnome trail are welcome. We will time travel as we wash fabric clothing in the creek. Bring your dirty clothes, a chair, and a snack. Be prepared to get wet. I will provide river friendly soap and some wooden paddles. Or just come watch the fun.

Lady Helen Gaskyn, 1 Hour

Iron Age Masculine Tunic and Trousers

Learn about the Marx-Etzel find, which includes a simple tunic, trousers, and shoes. You will learn how to pattern and make your own Marx-Etzel kit.

Sunna Regnbue; 1 Hour

GRWM! Beauty Trends of the Middle Ages

Get Ready With Me! Bring your cleansers, toners, lotions, serums, and sunblocks, and discuss the origins of some of our cleansing routines, makeup trends, and more! Beauty in the middle ages encompassed everybody--because everybody has one thing in common: Skin! It is the largest organ of the human body, and many humans wanted to present their bodies in the best way they could! We'll talk about the Mega Beauty Influencers like Cleopatra VIII, Empress Theodora, Empresses Chabi & Gi, and even Queen Elizabeth. Grab your skincare regimen and a water basin, your makeup, if you wear it, and come get ready with Kseniia!

Kseniia Aleksandrova, 1 Hour

Simple Anglo-Saxon Pouches & Bags

We will look at replicas of a belt pouch from Sutton Hoo, a leather case for a knife and eating pick, and a ring bag. All are specific to 580-630 CE England and Northern France (Anglo-Saxon and Merovingian). The extensive handout also includes a couple of simple leather pouch styles, a knife sheath, and a pattern for the belt pouch. Handouts for 10; watchers welcome (I can email the handout later). Bring seating.

Yseult of Broceliande, 1 Hour

Frisian Hats and Stitches of the 7th to 10th centuries

We will look at reconstructions of five hats found in archaeological digs dating from the 7th to the 10th centuries in Frisland, the NW coast of The Netherlands. You will get instructions to make your own hats and practice doing the decorative stitches that were used in making them. These stitches are also appropriate for Anglo-Saxon and Viking cultures. You get a 10 page handout and wool fabric, thread, and needle to practice the stitches with. Bring snips if you have them and seating. Handouts available for 10; watchers welcome (I can email the handout later). \$1 for handout & materials. Yseult of Broceliande, 1 Hour 30 Minutes

Skjoldehamn Hood

Found in the far north of Norway and dated to the 11th century, the Skjoldehamn garments might be Norse or might be Sami (Lapp). The hood is unlined and tailored to fit the head snugly so that your head doesn't turn inside the hood, obscuring your view. We will look at a reproduction made to the original dimensions and discuss how it was cut, sewn and fitted. Handout includes measurements for the original plus a version to fit someone taller than 5'3". Bring seating. Cost \$1. Yseult of Broceliande, 1 Hour

Skjoldehamn Belt & Ties

This 11th century belt was found in Northern Norway, so there's some controversy as to whether the clothing is Sami or Norse. Learn how to make this 12 strand braided belt with its colorful tassels, as well as 12 strand braided ties found on the pants. Handouts and practice materials (fee \$1) available for 10; unlimited observers welcome. Bring seating. Yseult of Broceliande, 1 Hour

Designing Your Own Sion-style Pouches

Like to knit and looking for period things to make? Learn about the early history of medieval knitting and get ideas and motifs for designing your own pouches in the style of the reliquary pouches from Sion Cathedral, late 13th to 14th century. Cost \$1 for printing. Handouts available for 12; unlimited observers welcome. This class assumes that you are familiar with two-color stranded knitting techniques. Bring seating. Yseult of Broceliande, 1 Hour 30 Minutes

A Simple 14-16th Century Carry Bag

The so-called Martebo bag, a simple linen or canvas bag, can be made large enough to carry armor, in a medium size as an event day-bag, or as a small wallet or belt pouch. Used by modest folk rather than nobility, it's an easy, useful addition to your kit. See samples, get tips on how to sew, and a handout with dimensions for the various sizes. Bring seating. Yseult of Broceliande, 1 hour

Shield Prep and Shield Painting

Learn how to prepare shields for painting and how to ease the painting process in miniature Andromacha of Lesbos, 3 Hours

Ribbon Roses

Learn how to make ribbon roses for any occasion Elizabeth Anne deGresse, 1 Hour

Cordage Making from Plant Materials

Learn to make cordage for almost any purpose! We will use raffia to create sturdy and useful cordage. Sunna Regnbue, 1 Hour

The Art & Alchemy of Color - Hands-on Pigment Making

Pigment is color--it is used as the basic colorant for paints. In this class you will make pigments and learn how to make paint from them. Materials and safety gear will be provided. The class will teach historical methods for making mineral pigments, and you will leave with some of your own handmade pigments.

Nico Forest

Gothic stained glass painting. Hands on learning gothic stained glass. All pieces will be fired off site and available to pick up and take home Saturday of war! No experience necessary. All supplies provided.

Ursula Porabjardottir, 1 Hour 30 Minutes

Cooks' PlayDate The cooks' playdate has informal demonstrations of period cooking over fire each day of the war. People are welcome to come watch and/or participate. We are quite strict about fire and safety, so be prepared. Cooking usually starts around 10am and runs to around 4pm. After dinner (sit down at 6pm) people are welcome to "beg alms from our table", however this is AFTER to people in the cooks' playdate have eaten their dinner. Do not ask for food

until we have finished eating dinner. We always have too much food. Friday is fish day. We are not a shop or a restaurant. This is a participatory and volunteer activity.

Donna Green-Tye, All Day At the Cooks Play Date
Camp North of A&S

Beyond the Booze Brew-ha-ha

What do you know about historical alcohol-free drinks? Many brews were based on juices, herbs, vinegar, yogurt... even short-fermented "sodas"! Let's gather and celebrate this group of delicious, hydrating, beverages. Bring a chair and a tasting cup. Please consider bringing 1-2 quarts of a drink to share... and, maybe, a copy of the recipe? This continues the "Medieval Mocktails" tradition begun last year by Duchess Eleanor de Bolton.

Caterina da Savona & Hughes de Bertoncourt, 1 Hour

Food of Heian Period Japan

Less of a class and more of a geek session about Heian period food. I'm doing a deep dive for a feast I'm hoping to run next year and will have research to share to get people excited and flavorful non-euro centric period foods!

Arnóra Durinsdottir, 1 Hour

They Ate What?! Forgotten Vegetables & PotHerbs

It wasn't all just cabbages, turnips, and parsnips that got you through the winter and early spring. Skirret, orach, nettles and purslane, and a host of other things were a vital part of many period diets. Come and learn about them, see examples, and share seeds!

Adhela of Ottersdam, 1 Hour

Quick farmers cheese + historical background

Quick farmers cheese made from cow or goat milk.

Please wear freshly cleaned clothes and/or aprons.

You will be required to sanitize hands prior to participating. Bring note taking items for recipes/hints. There will be an abbreviated history of cheese included, as well as sampling. Bring your preferred condiment for tasting and a vessel to take your fresh cheese back to camp with you. This will be an in camp lesson, bring seating if you wish.

Ursula poraborjardottir, 2 Hours

English Country Dance for Beginners

"Come learn some fun, easy English Country dances! No partner required. All genders welcome. I'm planning to do Rufty Tufty, Gathering Peascods, and maybe Chestnut if there's time. All ages welcome. "

Mongfind filia Colin

Easy Bouncy Dances for All Ages "Simple bouncy dances for the young and young at heart! No experience required. All ages welcome, small children enthusiastically included."

Mongfind filia Colin, 1 Hour

Faux Stained Glass for Event Decoration

Learn how to make plastic panels that can be taped to the windows of rented event sites, making them look like stained glass windows. This is the technique used to make the numerous faux stained glass windows at the An Tir 12th Nights hosted in the Barony of Adiantum since 2009. Unlimited attendance; handouts can be emailed after the class. Bring seating.

Yseult of Broceiande, 1 Hour 30 Minutes

Q&A with War Event Stewards

Think you might be interested in running the war in the future, just interested in what goes into its planning and running? Come ask us!

Evren Ankaravi / Cassandra Deveroux, 1 Hour

Bandweaving BIL (Before Inkle Looms)

A brief history of the development of the Modern Inkle Looms and the band/tape weaving techniques and equipment that preceded the Inkle Looms introduction Lecture on the development of the "Inkle loom" and a "show and tell" of common pre-20th century band/tape weaving equipment

Tracy Erikssdottir (Shapiro), 1 Hour

Two Strings and a Toe

Band/Tape weaving any time any place: Making "Pre Duct Tape--Duct Tape" Using nothing but string and your own body and a pre-made warp, learn how to make one of the most useful items of daily life in the pre-industrial world---Tape. From tying on your clothes to lashing on the goods in your pack, to the reins of your horse, in a time when rope was a costly specially made item and buttons were so rare that they were considered luxury items, homemade tapes and bands were something that was always in

demand. Once you know how to weave a tape using nothing but some string and your toe you'll never be "at loose ends" ever again.

Tracy Erikssdottor (Shapiro), 1 Hour

Horizontal Strip and Alternating Pick-Up Pattern bands on a Backstrap Loom

Around the world today and throughout human history, the most common equipment for weaving narrow cloth (including tapes and bands) was the simplest loom of all, the Backstrap Loom. For this class, using a pre-made warp, participants will learn the basics of using the Backstrap Loom while making a horizontal strip warp face band. Once the students get a feel for the technique, they will have the option to try the Alternating Pick-Up technique on the same warp.

Tracy Erikssdottor (Shapiro), 1 Hour 30 Minutes

Same Pattern, Different Technique

Latvian Aulejas Technique as an alternative to Tablet Weaving: Iron Age to the present day. It tends to be generally accepted by most people who study Viking and Slavic pattern band weaving that Tablet Weaving was the only "game in town", but is that true? Well, maybe not. In this class, I hope to introduce you to the Latvian Aulejas technique of pattern weaving. The Latvian Aulejas technique uses a form of Pebble Weave on a standard Backstrap set-up to produce pattern designs almost indistinguishable from the same patterns woven using Tablet weaving. In addition to the visual similarities between Aulejas-woven and tablet-woven bands, there is also evidence that both techniques have existed, side by side in certain districts in Latvia (and possibly other Baltic/Slavic regions) since the Iron Age. In the class, following a brief discussion and demo, participants will get the opportunity to try this technique for themselves using a pre-made warp. (In a side note, why, yes, this is almost exactly the same technique as Andian Pebble Weave—so, proof, yet again of independent development)

Tracy Erikssdottor (Shapiro), 1 Hour 30 Minutes

Sprang! Elastic and Spandex before Elastic and Spandex

Many people know that the Sprang technique produces amazingly stretchy and adaptable fabrics, but what exactly is it? Well, in this lecture, we'll look

at this fabric that moves using samples, demos, and examples from art history and folk-art sources to talk about multiple Sprang structures and techniques and their possible historical and ethnographic applications. For those who might be interested in future exploration of the subject, a printed suggested reading and website directory will be available for a \$1.00 donation.

Tracy Erikssdottor (Shapiro), 1 Hour

Very Basic Sprang

In this hands on class attendees will learn the very basics of the Sprang technique to make a small pouch. Using a prewarped Sprang Frame students will learn the basic "interlink" stitch, what happens when you get "to the middle", and a quick finishing method.

Tracy Erikssdottor (Shapiro), 2 Hours

Bandweaving Salon

Come, play and share your love of Narrow wear Weaving in all of it's multiple structures and methods. Several sample warps will be available to play with. Mistress Tracy Erikssdottor (Shapiro), 1 Hour 30 Minutes

Sprang Salon

Come and share your interest in Sprang in it's many forms and applications. Some sample warps will be available for people to play with. Mistress Tracy Erikssdottor (Shapiro), 1 Hour 30 Minutes

Merchant Coordinating 101

For event staff, merchants, and populace alike, this class addresses merchant coordinating in general... as well as some of the various issues (both obvious and obscure), complete with sample forms, reference links, and a worksheet of potential scenarios. Specifics as to laws in Washington, Oregon, & California are used as examples I've dealt with first-hand over twenty years coordinating merchants. No class limit, donations accepted to offset printing costs.

Baroness Elsbeth Cameron de Montfort, OL, 2 Hours

The An Tir A&S Judging Rubric A Useful Tool for Crafters

People enter contests for many reasons, and not necessarily to win. A good rubric not only helps you place better in a competition, it can offer useful guidelines for working on any project. We will look at the Rubric as a tool that you can use in a number of ways, whether or not you like to enter competitions. Download the rubric at

<http://arts.antir.org/forms/judging-forms/> - look for the Judging Form for Objects. Hard copies for 10 will be available. No size limit. Bring seating.

Yseult of Broceliande, 1 Hour

Show a Little More: A History of Burlesque

Many people think that burlesque was not an art form until the mid-19th Century. That is false! Burlesque as we know it today evolved from the Comedie del'Arte and still retains many of its medieval trappings. Feathered headdresses and opulent costumes play into what burlesques truly were: Satirical Theatre. Take it from a modernly professional showgirl: Burlesque is more than stripping away clothes; it is about stripping away the layer's society has used to keep marginalized groups in their places.

Lady Kseniia Aleksandrova, 1 Hour

Turkish 9/8 Rhythm for Dancers and Drummers

Marina will be teaching drummers in playing the Turkish 9/8 rhythm known as Karsilama, along with a common melody. Along with the drumming Eleanor will be teaching dance footwork and movements that also go with this pattern. Bring a drum or other percussion instrument if you have one.

Marina ni Chruiter and Eleanor de Bolton

From Lesson Plans to Peerage Paths: The Syllabus of Success

Do you know cool stuff and want to share it with others? Has your peer said you need to teach more to help you further down your path? Great, you've come to the right place! This is a class for people who know their content and want to share it in an instructional setting but may need help with how to do so- whether that's "I've never taught anyone" or "I'm good with one-on-one but not groups" or even "Talking in front of people activates my stage fright."

Join 18-year veteran theatre teacher HL Aelis de la Rose and Viscount Seamus O'Caellaigh (OL, OP) as they help you get more comfortable sharing your knowledge with groups and further understand how teaching connects to peerage.

HL Aelis de la Rose and Viscount Seamus O'Caellaigh (OL, OP), 1 Hour

Gettin' Down to (Court) Business: A Court Coordinator's Primer

Have you ever wondered what the people behind the thrones are really doing back there during court? Or how the court herald knows what to say next? If you are curious about how the court pageantry machine stays well-oiled, come to this class and learn the inner workings of court coordination! This class will offer an introduction for folks who are interested in getting involved in court coordination, as well as a Q&A/round-table discussion for folks who have coordinator experience. Bring your thoughts, questions, and a chair. All are welcome!

HL Aelis de la Rose, 1 Hour

Yelling at Your Friends for Fun and Profit: A Voice Herald's Primer

Voice heraldry comes in a variety of flavors, and we will be touching on all of them in this class. What is important to know, how to get involved, and the do's and don't's of each will be covered. If you are new to voice heraldry (or want to know more about specific types), this is a great place to get information and ask questions. If you have experience in voice heraldry, there may be opportunity for a roundtable discussion, depending on time. Bring your thoughts, questions, and a chair. All are welcome!

HL Aelis de la Rose, 1 Hour

Meyers longsword for SCA heavy fighters

Get an introduction to a Meyers based approach to longsword fighting in SCA heavy combat. We'll go over 1) Approaching the fight 2) footwork 3) "the helicopter of death" 4) how to practice combining 2&3

Bjorn Hammerhand, 1 Hour

Pre-Psych: Mental Health in Medieval Times

Psychology as a science has only been in existence since roughly 1875; but mental health issues have been around since the first humanoid began walking

around on this planet. What types of things did people do in the pre-17th Century world to combat mental health and did those remedies work?
Lady Kseniia Aleksandrova,

Youth Active Games

A series of active medieval group games for youth.
Dame Jacqueline will also teach about the history of each game and when/where it was played.
Dame Jacqueline de Lioncourt OP, 2 Hours

Youth Loom Weaving (Cardboard) Youth will learn how to weave on a cardboard loom to make a coaster or cup cover that they can take home! We will use

acrylic yarn. Appropriate for ages 5 and up with adult helper.

Dame Jacqueline de Lioncourt OP, 1 Hours

Finger knitting

Learn how to use your fingers to knit a scarf! We use acrylic yarn.

Jacqueline de Lioncourt OP, 1 Hour

Popsicle stick catapults

Build your own siege weapon from popsicle sticks, rubber bands, and a plastic spoon. Then we shall see who can launch their rocks the farthest! You can take it back to camp and continue the battle, as long as you can be SAFE. Perhaps you can win a war point?

Jacqueline de Lioncourt OP, 1 Hour

EMERGENCY SERVICES

Emergency Response

Call 911 for emergency services!

If you need emergency assistance and can't reach 911 on your own, go to or send someone to the Event Steward's Camp - Group Camp Unremarkable Ditch located directly across from West and An Tir Royal encampment. **The event stewards have a satellite phone and can call for emergency services.**

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.

Event site Address:

Lazy J Moore Ranch

96029 Euchre Creek Rd., Gold Beach, OR 97444

War staff with radios need to know that emergency services have been called. If you are able to call emergency services on your own, please notify a staff member with a radio, provide the details, and they will alert the event stewards.

Natural Disaster Preparation

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 firefighting 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/Tsunami:

The Pacific Northwest has a long history of infrequent yet very large earthquakes. In the unlikely event that we experience an earthquake

- Move to an open area
- Stay away from trees
- Drop, Cover, and Hold On!

Once the shaking stops, all persons and camps should head for higher ground. 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 and there could be landslides that impede car travel and emergency services.

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.

SITE MAP & CAMP LIST

<u>Camp Name</u>	<u>Location</u>				
		Coven of Lovin	L3	PNW Thunder	J6
Adiantum Top of the Mark	L5	Dragon's Laire	S6	Rampant Squirrels	I4
Aequa Domas	H5	Dun Na Morrigan	G9	Rayner's Viking Lounge	L4
Amalthea	G9	Equestrian	V6	Red Boar	J6
An Tir Royal	L8	Fabrizio	G7	Redhouse	I6
Apiarium	M5	Fellowship of the Argent Angel	P7	Sable Hawks	M4
Argent Company	Q7	Glumsson	I7	SBM	I3
Atenveldt	M7	Glyn Dwfn	H6	Tassel and Cur	S6
Attia	L6	Green Gryffon	E9	The Dog Pound	K8
Big Horn	M3	Gullinbursti Hall	L5	The Garrison	G8
Black Company	G6	Hauksgarðr	J6	The King's Garden	J9
Black Hats	R6	Hobbits Apiary	J9	Three Mountains Baronial	N5
Blackhart	K5	House Daos	R6	Tower & Bramble	I5
Blue Crush	R8	House Domus	E9	Unremarkable Ditch	M6
Briar and Birch	S7	House Hammerstorm	L3	Villa Luna	Q7
Britannicus Vinum Consortium	P6	House Hero	F8	West Kingdom Royal	N8
Caergarthen	G9	House Vitus	J6	Western Kingsmen	G9
Caid	S6	Hüten Katzen	K4	Wolfscairn	K5
Camp BearPig	L3	Iron Ring	S5	Worcester Shire	G8
Camp Fromage	M5	Legio Pacifico	E8	Event Steward Point	M6
Camp Trouble	R7	Lions Rest	R9		
Chandlers	F9	MacPhearson Fleet	Q6	Open Camping	C8, C9, M3
Chappelle de La Lune de Miel	S6	MacTir	I6		
Cooks Play Date	I6	Mourning Whimsy	K3		
Coru Cathubodua	H6	Northern Marches	J10		
		Odd Bodkins	J5		



NOTES

