



Great Western War XX

the most Interesting War in the Knowne World

October 4-9, 2017

From The War Stewards

Welcome to Great Western War XX: *The Most Interesting War in the Known World!* Please take this moment to enjoy your time with friends, and family at war. Be sure to stay hydrated and protect yourself from the California sun. Keep an eye out for the most interesting person in the known world! And above all, have fun. Welcome to war!

In Service

Master Fergal MacCome

Sir Ketill Olafsson

From the Gatebook Coordinator

Greetings unto the Populace of Caid, as well as to the rest of the Known World who are enjoying this fantastic, dare I say, “Great Western War”?! I’ve been Gatebook Coordinator for the previous six years, and it has become time for me to step down and let someone else take the reins.

This year’s Gatebook for twenty years of Great Western War, has a reference to every preceding War, as well as artwork used in many of the most recent books. I hope this missive will be appreciated by all who read it, whether they be veterans of previous Great Western Wars, or if this is their first time. If there be any factual errors, know that this humble scribe did the best he could in researching previous GWWs and some facts are either lost in the mists of time, or lodged firmly in the minds of those who still remember! I intentionally kept gentlefolks SCA titles in announcements as who they were at the time of the event.

As always a **huge** “Thank You” to everyone who has helped me all these years in putting this together: From the artists, proofreaders, to event stewards, and all folks involved in Great Western War! This book couldn’t have happened without all of us! Thank You!

YIS

Pierre de Dieppe

Great Western War Gatebook Coordinator

Headquarters

Need Information about Activities at the War? Need Ice?
Need Wood? Lost something? Found something?
Need to post a flyer about your event?

Then Headquarters is the place to go!

Headquarters is the information center for the War.

We are centrally located and we are staffed 24 hours a day beginning Tuesday at noon through Monday at 6am.

Wood and ice will be available for purchase from Tuesday through Sunday. Please see Headquarters for prices and availability.

**/// Please note that we cannot charge
any type of electrical devices ///**

Camping Space & Land Allocation

Camping space at GWW has been reserved through the Land Allocation system. Registered camps have their spaces marked out and labeled on site. The locations can be found on the map at Gate and at the Headquarters Tent (located at Merchant’s Row).

Reservations will be held until 6pm on Friday evening, at which point any unoccupied space will become available for general camping. Open space will be available for general camping; just be aware that setting up in (or extending an existing camp into) a reserved space will gain you a visit from our friendly Constabulary.

Continued unwillingness to respect other campers’ reservations or camp space is grounds for removal from site without refund.

Dry RV Parking Lot is by permit only. Vehicles parked in the Dry RV Lot without the special permit available at Gate will be towed at the vehicle owner’s expense.



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Art Credits

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Page 13, 29, 30, 34, and 38 by Lachlan of Cromarty, <https://www.facebook.com/WorldsEdgeIan>.

Page 16: Hounds by Mistress Flavia.

"Evolution", Page 25 by Anthony E.,

Cover and Back photographs, and other photos on page 20 by Diane Granander. Additional provided by Charles Alderson. Other Photographs by their respective owners.

For information on reprinting articles/artwork from this publication, please contact the Gatebook Editor, THLord Pierre de Dieppe, at gatebook@gww-caid.org

Site Rules

The laws and codes of the U.S. Government, the State of California, Kern County and Buena Vista Aquatic Recreational Area will preside over all and will remain in force at all times. Failure to comply with these laws and regulations will result in the involvement of the relevant modern authorities.

THE SCA PROHIBITS HARASSMENT AND BULLYING OF ALL INDIVIDUALS AND GROUPS.

Participants engaging in this behavior are subject to appropriate sanctions. If you are subjected to harassment, bullying or retaliation, or if you become aware of anyone being harassed or bullied, contact a seneschal, President of the SCA, or your Kingdom's Board Ombudsman.

Lake Policy

The Kingdom of Caid did not include the lake area in its contract with the Buena Vista Aquatic Recreational Area. Any use of that area is strictly between the individual and the Buena Vista Aquatic Recreational Area. The following is the policy of Kern County with respect to that area.

It is the policy of Kern County that there is no swimming at Buena Vista Aquatic Recreational Area outside of the permanently designated areas within the park.

The only park designated area adjacent to the Great Western War site is the Lagoon area. The park is planning to have the lagoon area filled during our event.

This area is for swimming only, no boats allowed. As per signs posted, there is no

lifeguard on duty and swimming is at your own risk. Children are not allowed in the water unless accompanied by a parent or guardian.

If anyone wishes to use any sort of boat or flotation device upon the lake, you must get a permit at the official gate of Buena Vista Aquatic Recreational Area located on the opposite side of the park. Permits will not be issued through the GWW gate or with any of the Rangers. The cost and approval of the permit will be strictly between the park and the individual wishing to obtain the permit.

Anyone who is found violating the Buena Vista Aquatic Recreational Lake or Boating policies may be subject to consequences that will be determined by Kern County. This may include fines and immediate expulsion from the property.

All participants are expected to follow the rules and guidelines of the SCA and the Kingdom of Caid.

No firearms or fireworks are permitted on site.

Persons shall not remove, destroy or mutilate any park or event property.

Any person who moves event property without the express permission of the event staff will be subject to immediate ejection from the event. These properties include but are not limited to: road signs and markers, tents, tables

and chairs, markers used for activities, restroom or shower facilities, etc.

Golf Carts are private property; they are not for personal use at any time. Any unauthorized persons found operating, moving or altering the condition of any golf cart may be subject to removal from the site and/or severe civil and or criminal penalties.

All persons operating a golf cart must be pre-authorized to do so and must have attended an approved driver safety and maintenance class prior to the war.

No roller-blades, skateboards, mopeds, scooters or motorbikes will be permitted. Personal ECVs and electric wheelchairs are permitted.

Contact the Constable regarding any Lost or Found items. You may retrieve your lost items at the Event Headquarters tent located near Merchant's Row.

We are here to have fun but not at the expense of others. Please be respectful to those around you.

NO trenches, wastewater pits or fire pits may be dug on site.

Please stay in garb at all times.

There are NO SCA approved swimming or boating areas on site. Any swimming or boating is done at your own risk.

No refunds will be given to persons ejected from the event.

GWW I – Great Western War I (February 11-17, 1997)

The theme of the first GWW was “**Cousins in War / Comrades in Celebration.**” The populace of the Known Worlde is invited to the first annual Great Western War, an Inter-kingdom gathering to celebrate the arts of war and of peace! On the third weekend of February, A.S. XXXI (1997 AD) Prado Regional Park in Chino, California, will host the fighters, artisans, archers, and merchants of the Society at the first encounter of the Great Western War. Come and camp beside the waters of the lake, stroll the grassy meadows, enjoy the temperate climate and balmy winds of central Caid. Fight with people from all over the Society all day, revel with them all night.”

Prado is 2,280 acres of grass and trees, open fields, woods, and a beautiful lake. Many of the campsites have water and electricity—RV campsites are available by prior arrangement... come early for a lakeside camping area. Horses are available for rental, and the lake permits fishing and boating.

The event steward was Baroness Cara Michelle DuValier, with her “First Deputy” Duke John ap Gwyndaf of Holdingford. We find other familiar names rounding out the staff, such as Edric Aaron Hartwood as the Battle Master, and Giles Hill of Sweetwater running publicity. Astridr Selr Leifsdóttir also ran the Children's Activities.

This War was sometimes referred to as “**Gone With the Wind I**” due to the gusty weather that year. The cost of that first GWW was \$25 for Friday-Monday, with \$31 for early arrivals. The first “Midnight Madness” shopping frenzy was scheduled for Sunday night.

Entry Policy

Your site token issued at Gate is your receipt to the campgrounds. Be sure to wear your site token at all times. You must show your site token to re-enter the site.

Without the site token, you must pay to reenter. If you cannot show your site token on request, you will be escorted to your encampment to retrieve your site token or to the gate for a token purchase.

Anyone who cannot produce a site token and who refuses to purchase one will be ejected from the event without refund.

All participants must be in SCA dress on site during this event. SCA dress is at the very least **an attempt at medieval clothing (garb)**.

Trespassing

Trespassing is against the law and is a punishable offense. Gate crashing or sneaking onto the site using false or expired tokens is considered trespassing. This is an act without honor; a sense of honor is what our Society is built upon. There is no honor in committing the act of trespassing or in aiding the commission of the act. Anyone caught trespassing or aiding in the act of gate crashing, etc., will be ejected from the site without refund.

Alcohol / Illegal Substances

The legal drinking age in California is 21 years. Underage drinking will not be tolerated. Intoxicated underage adults and intoxicated minors, along with their parents/ guardians, will be removed from site and the local authorities will be called.

If a household or individual is found serving alcohol to underage individuals, that individual or household will be removed from site and the local authorities will be called. If a household

is hosting a party, that household is expected to check IDs appropriately before serving alcohol.

If you are planning on drinking, you should carry a valid, legal form of ID on you at all times. The constabulary and war staff will be asking to see IDs if underage drinking is suspected.

There is to be no brewing or selling of alcohol on-site.

Fresh Water Spigots

Hoses will be attached to the spigots at the drinking fountains throughout the park to be used for filling your containers. Please be considerate of other campers' water needs and do not block access to the water spigots with tents, vehicles or equipment. Please be polite and drought conscious: don't leave the water running to flood the area around the spigots.

Basic Hygiene & Grey Water Disposal

Clarification: "Grey Water" is dish and bath water. It contains no human or animal waste – all human or animal waste (diapers, private porta-potties, etc.) must be appropriately disposed of in the restroom facilities. Do not leave it on the ground.

Grey water should be disposed of in grey water tanks only; please do not put it in the sinks or toilets in the stone privies or into the porta-privies. This can quickly fill or clog the tanks. Please do not dispose of food in gray water or restroom facilities; food scraps should be disposed of with your trash.

When using the gray water tanks, please be extremely careful to avoid spilling – spills can be very difficult to clean up and can be very unsanitary.

There may be no substances intentionally disposed of on the ground.

Do not dig a grease pit or dishwasher hole. Pour hot grease into an empty can, let it cool and then dispose of it in the trash containers.

Please use the gray water tanks or white man-hole funnels for gray water only.

Do not bathe in the sinks in the stone privies.

Please place your food scraps in a trash bag and take the bag to a trash container. Do not leave trash on the ground for the volunteer staff to deal with.

Garbage

Campers will be responsible for hauling their own trash to the large containers located around the camp and in the asphalt parking lot areas. To help control odor and pests, garbage from your encampment should be bagged. The bags should be tied closed and hauled immediately to the containers for regular pick up.

Please DO NOT wait until the last day of the war to move your trash to the dumpsters for pick up. Any encampments that abandon large amounts of trash at the end of the event will be contacted and may be subject to additional fees for future attendance at this event.

If you find that you need to dispose of large items, PLEASE take them to the dumpsters. Don't leave discarded tents, bedding or personal items in your campsite for our overworked volunteers to deal with.

Remember our SCA tradition of leaving a site cleaner than we found it.

If you post fliers advertising your wares, your party, etc., you are responsible for taking the fliers back down. If you don't, you may be assessed a fine.

GWW II – Great Western War II (February 10-16, 1998)

The pleasure of your company is requested for the second Great Western War! The grassy hills of Loch Prado will again see the glorious pageantry of Society combat, the scintillating display of the artistic achievements of people from across the Known World, and the glittering of the merchants' bounty spread for your perusal and purchase.

The populace of the Known Worlde is invited to the Second Great Western War, an Inter-kingdom gathering to celebrate the arts of war and of peace! Before and during the second week of February, XXXII (1998 AD) the Prado Regional Park in Chino, California, will host the fighters, artisans, archers, and merchants of the Society at the Second encounter of the Great Western War. Come and camp beside the waters of the lake, stroll the grassy meadows, enjoy the temperate climate and balmy winds of central Caid. Fight with people from all over the Society all day, revel with them all night.

Baroness Cara Michelle DuValier was event steward for the second year in a row. This year was also known as "The Great 'Wet' War" as the war was cancelled in mid-event due to heavy rain and wind.

Vehicle & Parking Regulations

Speed limit on all event roads is 10 MPH and will be enforced.

All asphalt roads and parking lots in the park are under the jurisdiction of the local police department; they take this responsibility VERY seriously. Please observe all traffic laws and signs in the park—tickets will be issued for highway violations.

Parking on the event's roads is permitted only for loading and unloading. Vehicles should be moved to the parking lot if you are not actively loading or unloading.

Park only in allotted spaces – do not block access or other vehicles.

Parking permits must be filled out and displayed at all times

All RV campers should park their RVs in the designated lot. This lot has larger spaces and includes wider lanes for turning and backing these oversized vehicles.

Do not park in handicapped parking unless you have the appropriate license plates or placard displayed.

Remember to lock your vehicle; GWW is not responsible for theft or damage to personal property.

Violations of parking and vehicular regulations will result in towing at owner's expense.

Do not park in the RV parking lot. Parking vehicles and trailers that are not

associated with an RV adversely affects the ability for RVs to maneuver in the lot.

ALL VEHICLE AND PEDESTRIAN TRAFFIC MUST IMMEDIATELY CLEAR ALL ROADS, PERMANENT OR TEMPORARY, AND YIELD THE RIGHT OF WAY TO ANY EMERGENCY VEHICLES PER CALIFORNIA STATE VEHICLE CODE 21806, SEC. 68, CH. 1154.

Quiet Hours

Quiet hours will be enforced from midnight to 7 am throughout the entire site.

Pet Policy

With the exception of the hound coursing activities, all animals must be on a leash and under control at all times. No animal may be tied to any tree, shrub or fence.

Proof of current vaccinations may be required.

Always pick up after your pet.

The war staff will attempt to return lost pets to their owners if the pets are properly marked. However, if this becomes a repeated problem or your pet demonstrates aggression or dangerous behavior, county animal control officers will be called.

Please be a thoughtful neighbor and do not allow your pet to be a nuisance.

Barking dogs, pets that repeatedly

escape and waste left for others to find are considered nuisances.

Fire Safety

No ground fires will be allowed. All fires must be in an elevated brazier. Braziers must be 10-12 inches above the ground and they must be stable.

No open flames in tents.

Campfires, torches and candles may not be left unattended at any time. Constable patrols are authorized to enter empty camps and extinguish open or unattended fires.

Tiki torches must be staked in a firm and stable fashion and may not be placed in hay bales. Do not use Coleman fuel in Tiki torches.

At least one (1) fire extinguisher is required for each tent or RV. Please keep a fire extinguisher or a bucket of sand or water and a spade in plain view next to any brazier in use. All kitchens should have at least one fire extinguisher nearby.

Do not throw flammable liquids on fires. All fuel for flame-powered devices should be handled according to the safety instructions on the containers.

Liquid fuels should be stored and transported in their original container or other state-approved container.

Fire play (Juggling, Twirling, etc.) is not allowed on site.

In the event of a fire, use extinguishers and immediately send for GWW Constabulary.

GWW III – Great Western War III (November 9-14, 1999)

“Cousins in War – Comrades in Celebration”

“The populace of the Known Worlde is invited to the third annual Great Western War, an Inter-Kingdom gathering to celebrate the arts of war and of peace! On the second weekend of November, XXXIV AS, (November 9-14, 1999 AD) Prado Regional Park in Chino, California, will host the fighters, artisans, archers, and merchants of the Society at the third encounter of the Great Western War.

“(Please note that while this year's GWW is not on Columbus Day Weekend, future events will be held at that time.) Come and camp beside the waters of the lake, stroll the grassy meadows, enjoy the temperate climate and balmy winds of central Caid. Fight with people from all over the Society all day, and revel with them all night. Arts and Sciences activities, classes, displays, and competitions will occur throughout the event. A Grand Court will be held Saturday night.”

Duke John ap Gwyndaf of Holdingford was the steward this year, as Baroness Cara was Kingdom Seneschal at the time. Arts & Sciences was run by Mistress Finella Harper. Volunteers was run by Duchess Ceinwen ferch Rhys ap Gawain. The year was also known as “*Lord of the Flies*” as the flies were worse that year than before... There were thousands more than the previous two years - likely weather-related, as the dairy farm was always there.

Bardic activities were run by Master Thoron Ravenoak with Mistress Finella, the Laurel's Prize Tourney by Mistress Maria Theresa Ipenarrieta, and classes by Mistress Siobhan ni Breoghan. On Saturday night, Master Charles hosted “The Penbardd's Circle,” and offered a prize for the best performance of the evening.

No Smoking Areas

Our contract with the park has a clause which requires us to post “No Smoking” signs in areas where we have hay bales: battlefields, archery and thrown weapons ranges, equestrian, hound coursing, food courts, etc. Please abide by the “**No Smoking**” signs, or we may lose the park for future wars.

Minors and Youth Activities

Parental Responsibilities

Minors may not attend GWW alone. A responsible adult must accompany all minors (under the age of 18 years in California), who are not legally emancipated, to the war site. This must be a parent or court-appointed guardian or the adult designated on the appropriate waivers signed and notarized by the parent or legal guardian. All minors must be in the care of a responsible adult who should be aware of the minor's location and activities at all times. In Caid, minor youth less than 7 years old should be in eyesight/earshot of the parent, designated adult or teenager (as determined by the parent). This “sight and sound” policy does not include the use of electronic means of communication, i.e. cell phones, walkie-talkies or FRS radios. Parents are responsible for knowing where their youth are at all times. Neither Constables nor the merchants are responsible for unsupervised youth, although a Constable may return unattended youth to their parent's camp. There will be no babysitting or daycare services provided. Check the event handbook for a list of youth activities during the event. Youth seven (7) years old and younger must wear the bracelet issued at gate at all times. A&S (adult) classes held in a merchant booth or private camp: the minor may attend if he/she brings a parent/parent substitute. Some YAFA Classes may be taught in private encampments,

provided the Rule of 2 is observed and PARENTS MUST BE PRESENT.

Curfew

In Caid, at overnight events, a curfew of 11 pm is established for minors under the age of 18 years old. This means they must be in their camps or cabin, unless escorted by their parent or guardian. This does not include un-interrupted trips to the privies.

Parental Consent Forms

The following forms are required for minors:

•**Minors attending WITH a parent or legal guardian:** If the minor does not have a blue card, a parent or legal guardian will need to sign the **Minor's Consent to Participate and Hold Harmless Agreement Waiver** (PDF), or **Family Consent to Participate and Hold Harmless Agreement Waiver** (PDF for multiple children in one family). This form can be sent in with pre-registration information or signed at gate.

•**Minors attending WITHOUT a parent or legal guardian:** In Caid, two forms are used for parents who allow their minor youth to attend an event without them. A **Minor's Consent to Participate and Hold Harmless Agreement Waiver** (PDF) or **Family Consent to Participate and Hold Harmless Agreement Waiver** (PDF for multiple children in one family) form is used to show a parent's consent to participate. A **Medical Authorization for Minors** (PDF) form is used to designate temporary guardianship; it allows medical treatment to be provided in the event of an emergency. **BOTH FORMS MUST BE SIGNED BY THE PARENT AND NOTARIZED.** Please bring 2 copies of these forms; one to leave at gate and one to keep with you at all times.

If you have any questions regarding these requirements, please contact a Seneschal in Caid or ask your Kingdom

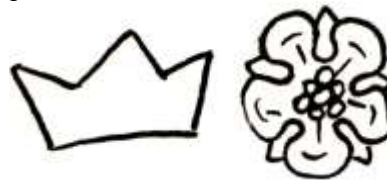
liaison to contact the Stewards for information. These forms must accompany the minor and show the age of the minor at the time of the event. Individuals attempting to circumvent these requirements will be considered trespassing and appropriate action will be taken. This could include expulsion from the event site of all parties involved in the attempt.

Neglect of Parental (or Guardian) responsibility for minors

Youth under 7 years old should not be allowed to wander freely at this event and should be checked on periodically by their parent/responsible adult to ensure their safety and suitable behavior.

Failure to do so may result in sanctions ranging from expulsion from the site to notification of modern authorities depending on the circumstances.

1. Minors whose behaviors violate SCA Governing Documents, Kingdom Law, Officer Policies or site rules will be escorted to their parent/guardian and issued a verbal warning for the first offense at an event. The matter will be reported to the Kingdom Seneschal.
2. On a second offense at a given event, the parent/guardian will be required to keep their minor(s) with them for the remainder of the gathering. A report will be tendered to the Kingdom and Society Seneschals.
3. For a third offense, the minor(s) and parents/guardians will be expelled from the event and the matter will be reported to the Kingdom and the Society Seneschals.
4. Habitual offenders will be subject to review by Kingdom and Society level for possible sanctions.



GWW IV – Great Western War IV (October 4-9, 2000)

We invite the Known World to join us in the beautiful Kingdom of Caid for Great Western War IV, an inter Kingdom gathering to celebrate the arts of war and peace, October 4 thru 9, at Prado Regional Park, Chino, California. This year we are planning many activities to keep everyone busy. There will be tons of fighting scenarios and tournaments. Arts & Sciences encampment and classes, a whole slew of children's activities and, of course, there will be LOTS of shopping!

This Great Western was the first time that the war had been moved to October on Columbus Day weekend. THLady Alix de Beaumont started out as Event Steward, but fell ill and her Deputies, Guillaume St. Michel and Christine de Mandeville stepped in to run the war.

Equestrian

Notice of inherent risks: Equines have the propensity to behave in ways that may result in injury, harm or death to persons on or around the equine, have unpredictable reactions to such things as sounds, sudden movement and

unfamiliar objects, personal or other animals; are susceptible to certain hazards such as surface or subsurface conditions, collisions with other equines or objects; propensities include kicking, biting, stamping, stumbling, rearing, and others; tack equipment can fail resulting in falling or loss of control; and activities

have the potential of a participant to act in a negligent manner that may contribute to injury to the participant or others, such as failing to maintain control over the equine or not acting within the participants ability. Equine Activities are inherently dangerous.



GWW V – Great Western War V (October 2-8, 2001)

Caid invites the Known Worlde to join us for the Fifth Great Western War, where once again we will celebrate the joy of battle, the arts, fellowship and, of course, shopping! Unto all bards, jongleurs, minstrels, actors, dancers, skalds, storytellers, and performers: Join us to make Great Western War V a showcase for the finest talents of the Known World. Schedule your act for the Main Stage in Merchant's Row, or join the merry throng in the Grand Fyre-Walk.

The event steward was Master Gareth Nicodemus Somerset. The staff included Mistress Eilidh of Calafia as the Merchant Steward, THLord Quinn Phelan running the battle scenarios, and Countess Leonora Morgana as the Gate Steward.

Chirurgeons' Guild

What is the Chirurgeons' Guild? What is Chirurgeon's Point?

The Caid Chirurgeons' Guild is a volunteer group of Caidans who make themselves available as volunteers (called "Chirurgeons") to provide onsite basic Good Samaritan first aid to those who request their assistance. The Guild is not an official office of the SCA or the Kingdom of Caid. Chirurgeon's Point is a place where you can go to find a Chirurgeon. You can locate Chirurgeon's Point on the site map in the Great Western War Gate book. Chirurgeon's Point will be located in a tent marked with a Chirurgeon banner. There will be a Chirurgeon on site from Wednesday, October 5th, until site closes on Monday, October 10th. Chirurgeon's Point will be open Thursday and Sunday from 8AM to 4PM and Friday and Saturday from 8AM to 10PM. To find Chirurgeon Point refer to the map in this gatebook or ask until you find someone to help you find Chirurgeon's Point. Chirurgeons may also be able to be contacted through the constables or headquarters staff and may also be identified by the wearing of a red baldric with the fleam symbol on it.



Stay Healthy At Great Western War

The weather at war could change without notice so you will need to plan and pack your clothing, supplies and encampment accordingly.

- Plan to hydrate with water or other replenishing fluids, regardless of the weather. Remember also that adult beverages and caffeine dehydrate the body, so drink plenty of water, diluted fruit juices and sports drinks during the 24-hour period prior to exercise (fighting), even if not particularly thirsty. Drink one-and-a-half to two-and-a-half cups of fluid 2 to 3 hours prior to exercise (fighting). This allows time for both hydration and excretion of excess fluid. During exercise (fighting) lasting more than 30 minutes, consume at least half to one-and-a-half cups of fluid every 15 to 20 minutes beginning at the start of the event. On hot days, cold drinks are preferable to help keep the body cool. Caffeine and alcohol both have diuretic effects which lead to dehydration. Therefore, neither caffeinated nor alcoholic beverages should be part of any hydration plan immediately before, during or after exercise (fighting). Watch your urine!
- The sun is very strong and shade is at a premium at the site, so you must protect your skin! Bring sunscreen, a hat or head covering, a parasol and remember to stand in the shade when you can.
- **Bring all of your prescriptions and over the counter medications, including seasonal allergy medications, and take them!**
- Plan for rain! Put at least one change of clothing, shoes, socks and bedding into plastic trash bags to ensure you have something dry to wear, an umbrella and

something dry to cover yourself with when the rain subsides.

- Keep a readily accessible first aid kit in your campsite and make sure that everyone knows where it is.

Chirurgeon Volunteers

If you are a chirurgeon and would like to be a part of the Guild and volunteer some time at the war, please check in at Chirurgeon's Point. We welcome Chirurgeons from all Kingdoms and are thrilled to have your assistance. We will need to see a copy of your current first aid or other certifications and your, SCA membership card. Don't forget copies of your certifications.

If You Need Medical Assistance at War

If you need to be directed to medical assistance at Great Western War, you can do any of the following.

- Go to Chirurgeon's Point.
- Stop someone with an FRS radio.
- Drive yourself or have someone drive you to an off-site medical facility.

Chirurgeon's Point will have maps showing the location of medical facilities in the Bakersfield area.

ALL 911 CALLS SHOULD DIRECT RESPONDERS TO GO TO THE EVANS LAKE GATE!

If you go to Chirurgeon's Point

Children must be accompanied by their parent or legal guardian.

THE VOLUNTEERS AT CHIRURGEON'S POINT CANNOT ASSIST MINORS WITHOUT A PARENT OR LEGAL GUARDIAN'S CONSENT.

If the parent cannot be found, one must be located unless it is a life-threatening emergency.

Bring completed copies of both the TEMPORARY GUARDIANSHIP FORM and the MEDICAL AUTHORIZATION FOR MINORS FORM with you.

Head, Neck and Spinal Cord Injuries

Symptoms of a head, neck or spinal cord injury can occur right away. Or symptoms develop slowly over several hours or days. Even if the skull is not fractured, the brain can bang against the inside of the skull and be bruised. The head may look fine, but problems could result from bleeding or swelling inside the skull. In any serious head trauma, the spinal cord is also likely to be injured.

Get medical help right away if the person becomes very sleepy, behaves abnormally, develops a severe headache or stiff neck, has pupils (the dark central part of the eye) of unequal sizes, is unable to move an arm or leg, loses consciousness, even briefly, or vomits more than once.

- Do NOT wash a head wound that is deep or bleeding a lot.
- Do NOT remove any object sticking out of a wound.

- Do NOT shake the person if he or she seems dazed.
- Do NOT remove a helmet if you suspect a serious head or neck injury.
- Do NOT pick up a fallen child with any sign of head or neck injury.
- DO NOT bend, twist, or lift the person's head or body.
- DO NOT attempt to move the person before medical help arrives unless it is absolutely necessary.

CALL FOR MEDICAL ASSISTANCE IF YOU THINK SOMEONE HAS A HEAD OR SPINAL CORD INJURY. DO NOT MOVE THE PERSON UNLESS THERE IS URGENT DANGER.

General Health Concerns

Your rights: You have a right to refuse any medical treatment and to provide guidance on what treatment you will accept.

Black Widow Spiders: The Park has black widow spiders. They can be identified by the red or orange

hourglass spot on its abdomen. Should you find yourself bitten by one, please seek help immediately. **Spider Bites:** If you believe you could have a spider bite, please have it looked at as soon as possible. Without early care a spider bite can last a very long time and be extremely uncomfortable. It is a good idea to shake out your bedding before retiring for the night.



Volunteer/Handicap Shuttle

Shuttle will make a circuit of the site starting at Headquarters approximately **once an hour from 8:00am to 10:00pm**, and will watch for folks at the marked shuttle stops. Shuttle will also stop if flagged down - if there is room in the cart. Cart will carry people only.

Cargo can be transported by special arrangement with Motor Pool.

GWW VI – Great Western War VI (October 9-16, 2002)

“For The Honor of the Rose”

We invite the Known World to join us in the Beautiful Kingdom of Caid for Great Western War VI, and inter Kingdom gathering to celebrate the arts of war and peace...

The schedule for GWW this year was delayed by a day, as a water line was punctured by a stake flooding the area where the War was to take place. This turned into a boon as the War was then held in a more desirable area of the park.

Event Stewards for this year were Brianna Je Nell Aislynn of Blue Shadows and Mistress Eilidh na Tire Durigh.

Heralds

And so it was established that at the Great Western War of Anno Societatis LI, there would be a heralds' Point, open to all, and that the hours of the Nabobs of Names and the Demiurges of Devices would be these:

Thursday – 10AM – 2PM (fighters are preferred, as their time on other days is limited)

Friday – 10AM-4PM

Saturday – 9AM-3PM ((to allow for unhurried prep for Grand Court))

Sunday – 10AM-2PM

New clients will not be accepted starting 1/2 hour before closing each day.

If you cannot be seen but are "in line" when we close, you will be given an appointment slip for priority service the next day (please don't come at the last part of the next day's hours, or your priority won't help you very much).

Experienced heralds from all of Caid volunteer to give our people the best armory and names they can get, so take advantage of this opportunity.

Ardgal mac Domnaill

Silver Mace Pursuivant

Wintermist Baronial Herald

Photography

Be considerate. If photographing individuals, ensure that they are willing. If photographing camp sites not your own, first ask permission. When filming on the battlefield, stay out of the line of battle and behind the marshals. If you plan to post your pictures or film on Facebook or YouTube, make sure you have the permission of those you photographed. This legally protects you.

Do not photograph or film children other than your own without the parents' permission, preferably written permission. Do not post images of children other than your own on any social media site or YouTube. Remember, images on social media sites and YouTube can end up anywhere.

GWW VII – Great Western War VII (October 7-13, 2003)

"The Campaign starts at your local war... the Quest leads to Pennsic... and the war season ends with a Blow-Out Party at Great Western War!"

This is the year of a Quest theme for GWW. Baron Rowen Killian and Baroness Ceridwen Killian were event stewards.

"As the hot days of summer stretch into golden autumn evenings, the sounds of battle again ring throughout the land. Once peaceful and tranquil, the kingdom now trembles beneath not one, but two outbreaks of war, the first in the rocky hills of Calafia, another in the high desert plains of al-Sahaid.

"Yet, while the King's warriors fight for peace upon the field, the Queen inspires the duelists and archers of the realm to exhibit their mastery of the bow and the rapier in Her name. Steel flashes and arrows fly as the might of Caid is demonstrated in tavern halls, in game-rich forests and even on the high seas. These skilled competitors hope that someday they can gather to test their precision and speed against all the others who have drawn a rapier or bent a bow throughout the season.

"Warriors, artists, archers, merchants, scholars, duelists and bards alike have completed a long, successful campaign season, and are now ready to turn toward their familiar Caidan homelands. Yet, even now, the banners of war are flying again in the distance... To Be Continued..."

GWWXX Arts & Science

Greetings and salutations from the Great Western War Arts and Science's staff. This year we are happy to present to you an array of classes, competitions and displays that showcase the talents of our Society.

Class schedules will be posted online and in a separate booklet. Please stop by the Arts and Science's information booth to pick up one for your perusing.

Please come and partake in the knowledge and display of our Society's artisans. We look forward to providing you with all your Arts and Science needs.

In Service to the Dream,

Mistress Colette de Montpellier OL and Mistress Saeunn Egilsdottir OP, Co-Stewards

Mistress Cred Mongfind Ornardottir OP and THL Miriam Shadewaehauke, Deputies

Arts & Science Competition

We will once again celebrate GWW's artisans with a People's Choice Arts & Sciences competition. The competition will be held on Saturday in the A&S area - bring your latest and greatest Arts & Sciences projects to show off to the war! Fiber, costuming, ceramics, leather, calligraphy & illumination, metalworking, jewelry, and everything in-between - we want to see it all! All ages and experience levels welcome. Documentation is encouraged but not required.

There are three competition categories:

- People's Choice
- I Made It At War: Entries must have been completed at war.
- Unfinished Objects (UFOs): Be sure to share your interesting story about why the item is unfinished.

Competition Timeline:

- **9:15 - 9:45:** Competition check-in and entry drop off.
- **10:00 - 1:30:** People's Choice Voting - entrants are welcome to stay and discuss their entries.
- **2:00:** Winners announced (winners will also be recognized in court).
- **2:00 - 3:00:** Entry pick up. If you cannot pick up your entry by 3:00, make arrangements for someone to pick up your entry for you. Please try to let the A&S Contest Staff know this when you drop your item(s) off. **ANY ENTRIES LEFT AFTER 3:00 PM BECOME DONATIONS TO THE VOLUNTEER RAFFLE.**

We look forward to seeing entries from our talented artisans!

GWW VIII – Great Western War VIII (October 6-11, 2004)

“...There I was...”

“The Battles of Estrella are over, next comes the War of Pennsic that leads to the battle fields of the Caid and the Great Western War.”

Part 1...

So, there I was, fighting in the castle battle, when I found myself standing next to this guy ... this knight ... I think it was the King of the West. Then he said, "Let's take this castle!" and the two of us charged the gate all by ourselves. We blasted right through five guys ... a whole unit ... probably the entire Drafn shield wall, and we made it all the way to the rear of the enemy army. But there was this duke commanding the reserve ... he was eight feet tall ... he weighed 900 pounds ... I'm sure he was fighting with a telephone pole covered in duct tape. He hit me so hard he knocked me down ... over the hay bales ... into the merchant's area a half-mile away! ...

Part 2...

So, I dusted myself off when a herald came by and announced they needed help in the A&S area. She said they needed someone to teach a class on leather working ... medieval costumes ... the development of fashion throughout the history of Western Europe. So, I ran back to camp to get my notes ... a few books ... my original medieval artwork that I just bought on eBay, when I heard the terrible news that the war might be cancelled ... the SCA was going bankrupt ... the planet earth was going to crash into the sun, and I knew I had to fix the problem! ...

Spinzilla

Come out and support our GWW Spinzilla Team in the Arts and Science area. Spinzilla is part of National Spinning and Weaving Week, which is the first full week of October every year. It also just happens to coincide with GWW.

Spinzilla is an international competition to see which team can spin the most yarn in a one week period. Spinzilla is like a marathon, but for spinners. It's organized in teams - so maybe it's more like cross-country track. The money raised by Spinzilla goes to support the NeedleArts Mentoring Program, providing spinning and weaving instruction to school age children.

This year the team is sponsored and led by THL Mariam Albarran of Griffin Dyeworks & Fiber Arts.



Bomticc Tapestry: SCA 50 year Tapestry Display

This year we are privileged to be able to host THL Jadwiga Wlodzislawska and her Bomticc Tapestry in the Arts and Science area. THL Jadwiga took inspiration from the Bayeux Tapestry and created a 50 panel embroidered history of the SCA.

The tapestry will be displayed on Thursday and Friday in the large pavilion in the Arts and Science area. There will be opportunities to take a tour of the Bomticc Tapestry with THL Jadwiga (days and times posted in the A&S class schedule).

It is an amazing work of art that should not be missed.

Scriptorium

Scriptorium is an open space to practice scribal techniques, work on projects, and network with other scribes doing the same. Scriptorium will be located in the Arts and Science area. All experience levels are welcome- all you need is an interest in scribal arts! Loaner art supplies are available.

Artisan's Beer (and wine) Garden

Come join the Artisans of the Known World at an informal gathering to geek out about art, enjoy some refreshments, and get to know folks you may have never met! Bring you art or science to work on, or just come to socialize. All are welcome (though we'll be carding for those imbibing).

Day/time: Saturday, 1-3 PM

Location: La Famiglia Encampment

Sponsored by the Arts & Sciences Office

We have a child friendly encampment!

Inter-Kingdom Brewer's Meet and Greet

Calling all Brewers!

Inter-Kingdom Brewer's Meet and Greet

Will be held Friday October 6, 2017

at 2:00 in the afternoon

At the Barony of Dreiburgen Encampment

Bring a tasting cup and bring whatever it is
that you have been brewing.

Must be 21 years with valid photo ID

BRING A CHAIR

BEST VOLUNTEER JOB EVER!

The Brewing Competition Needs Volunteers

Please come to A & S on Saturday Morning

Between 7:00 AM and 9:30 AM

We need Tabulators, Runners, and People to help with check in

You do not need to be a judge or a brewer. You just need to be 21 or over

A great place to learn about brewing, judging and an opportunity to try some tasty drinks!



Multi-Kingdom Brewing Contest

Come For The War, Stay For The Brewing Competition!

13th Annual Multi-Kingdom Brewing Competition -Great Western War XX - October 7, 2017

We will be accepting entries Saturday Morning between the hours of **7AM and 9:30 AM**

You may enter Up to 6 bottles (no more than two in any category). Entry Fee Is \$3 per Entry

Winners Will Be Announced and Bottles and Scores Can Be Picked Up At Taste of Great Western, **Saturday Night at 10:00 PM**



GWW IX – Great Western War IX (October 5-10, 2005)

The Campaign starts at your local war, the Quest leads to Pennsic, soon the war season ends upon battle fields of Caid, at the Great Western War!

Event stewards were Dame Ismay of Giggleswick and Baroness Ulrike the Frank.

Herre Jens inn draumspaki did the front cover art for the gatebook. This would be the last GWW to take place at Prado, as the site was unable to be secured in 2006 due to improvements done to the park.

Taste of Great Western War

The 17th Annual Taste of Great Western War is a chance for brewers, vintners, mead-makers, cordialiers, vinegrons, soda-creators, drink-mixers and drink-drinkers to gather in one place and share their creations. It is a fine time to meet many talented brewers who live across the Known World, swap brewing stories and techniques, as well as tasting some of the finest handcrafted brews.

Everyone sampling alcoholic beverages must be 21 years of age or older. We will be carding people at the door, so please bring a valid photo ID.

The Taste of Great Western War will occur on Saturday, October 7th, starting at 9pm. It will be located in the Dining Pavilion in Merchant's Row.

Constable

Greetings on behalf of the Constabulary of Caid. We hope everyone has a safe and enjoyable war. We ask that you observe a few simple guidelines to help everybody enjoy this war all the more.

Be respectful of the facilities

Please demonstrate to the park staff the courtesy and responsibility for which the SCA is famous — be mindful of any instructions given to you by the rangers and leave the park grounds clean and undamaged.

Be courteous to your neighbors

Remember that we are all here to accomplish the same task: Having an enjoyable and successful war. There are a variety of ways in which we all do this. We ask that you be mindful of others in pursuit of your own fun. Please be courteous to your neighbors, particularly in regards to noise. Don't forget to ask permission before entering or walking through someone else's camp. Often, a little forethought will not only keep your neighbors happy, but it might even give you some assistance in your efforts!

Please help the war effort

We Constables of Caid invite you to join us on patrols if you have the desire. We spend our evenings strolling from camp to camp, meeting new friends and helping people in need of assistance. Any help in our service of the Dream and the war will be greatly appreciated. And if you find the duties of a Constable suit you, please make sure to volunteer! The constable shift lead can provide on the job training



GWW X – Great Western War X (October 4-8, 2007)

The 10th Anniversary of Caid's Great Western War is finally here. Come enjoy our new site that will enchant you with green lawns, mature shade trees, cool lake breezes and big blue skies.

This was the first War at the new site at the Buena Vista Aquatic Recreational Area outside of Bakersfield off the 5. There was no Great Western War held in 2006 due to park upgrading issues with the site at Prado.

The event stewards were Sir Gavin Mac Dhomhnuill and Baronesse Cara Michelle DuValier. A special “pilgrim’s badge” was given as a site token, though it was limited at gate until they ran out. The pewter token looked like the “GWW X” in the middle of the gatebook cover. The gatebook cover art was done by Herre Jens inn draumspaki.

The event stewards were Sir Gavin Mac Dhomhnuill and Baronesse Cara Michelle DuValier.

Chatelaines Corner

There will be four Newcomers' Tours at GWW this year, two tours on Friday and two on Saturday! We will tour the war site and will visit many areas of interest, including the Battle Field, Arts & Sciences area, Equestrian and Archery venues, and period encampments! **Tours will start at Headquarters: Friday at 10:00am and 2:00pm, as well as Saturday at 10:00am and 2:00pm,** and will be approximately an hour in length.

Newcomer's Point

Newcomer's Point will be located in the A&S area this year from **10:30am to 4:30pm on Friday and Saturday.** Come by, ask questions, get information, and visit awhile!

Chatelaines Round Table

The Chatelaine Round Table discussion will be held again on **Friday afternoon at 5:00pm.** We will share hints, tips and suggestions on what has been successful, policies and procedures, etc. Group Chatelaines and their designated deputies, as well as Chatelaines-at-large this discussion group is your chance to share and learn! This discussion has been very interesting in past years - don't miss out!

Hound Coursing

Hound coursing will be Thursday through Sunday from 10AM – 11AM.

It will be on the green and shady island to the East of the battlefield between the parking lot and the road, section 22-23 on the map in the gatebook.

There will be signs posted and of course happy barking Hounds. Any wishing to help are welcome as we *are* in need of help to setup construction fencing to limit the dogs from running into the street.

Bring your hound of any kind to chase the "rabbit." Any and all Hounds go bonkers and run themselves ragged allowing their handlers some peace and quiet. They also enjoy an audience so come just to watch and cheer them on to victory!



Mistress Katherine of Anglesey & THLord Sigbiorn Sigmundarson

GWW XI – Great Western War XI (Oct. 8-12, 2008)

The second year for GWW at the new site. The event stewards were Sir Gavin Mac Dhomhnuill and Baroness Cara Michelle DuValier.

The cover art was an antique block print given by Elyn de Haoucmore.



The Open Arms Bardic Hall

"All that enter be Welcome!"

Come and celebrate the 9th year at Great Western War in the Open Arms Bardic Hall and with the most gifted and talented bards, storytellers, musicians, dancers, entertainers and singers of the Knowne World. Find us in Merchant's row, beneath the shady trees in the open glen. Bring a friend, meet a new friend and enjoy an afternoon filled with mirth, courtly love and tales of lore.



Friday ~ open from 1pm – 4:30pm

Scheduled Performances

- 1:00pm – 2:00pm – Cliar Cu Buidhe
- 2:00pm – 2:30pm – Mysterious Tales by Mistress Caitlin
- 2:30pm – 3:30pm – Original Music – Angharat Goch & Colette la trouvere
- 3:30pm – 4:00pm – Hannah the Storyteller
- 4:00pm – 4:30pm – THL Thomas Whitehart aka True

7pm – 9pm – Regional Bardic Champion Challenge

Regional Bardic Champion Challenge: All bardic champions of the Knowne World are welcome to compete with singing, playing an instrument, dance, story or song representing their barony, shire, or household. There will be two winners. The first winner is based on skill. The second is based on volume of support.

Gather your clan ~ Bring the libation ~ Rise to the challenge!

Saturday ~ open from 10 am – 5pm *

**Performances are posted in front of the Open Arms Bardic Hall and updated until all times are scheduled.
~ Please check for further performances on the day of the event*

10am – Noon – Caid Choir Rehearsal

Scheduled Performances

- 1:30pm – 2:00pm – Belasset & friends - jam
- 2:00pm – 2:30pm – Caid Choir
- 2:30pm – 3:30pm – Period Music – Angharat Goch & Colette la trouvere
- 3:30pm – 4:00pm – THL Thomas Whitehart aka True

4pm – 5pm – Bard of Caid Competition – Second Round

Competitors will compose a non-themed work onsite that will include 4 random words. The 4 random words will be given during the Saturday Morning Cry. The winner will be announced at court.

Sunday ~ 11am – 1:30*

**Performances are posted in front of the Open Arms Bardic Hall and updated until all times are scheduled.*

~ Please check for further performances on the day of the event

******If you are a performer, troupe or household and would like to schedule performance time while at Great Western War, please contact***

THLady Belasset de Casal Drago at the Open Arms Bardic Hall, located in Merchant's Row

We encourage new performers as well as those with a small repertoire to come and grace the stage.

OABH - The best entertainers and the best audiences of all Kingdoms!

Special Events

Wednesday, October 4

All Day: Hawaiian Tunic Day, *in honor of the late Mistress Belinda of Emeric*

Thursday, October 5

10:00 AM - Friday, 6 PM: Display of the well-traveled 50 Year Tapestry, A&S Area

Spanning the history of the SCA from AS1 to AS50, this tapestry was created by THL Jadwiga Wlodzislawska. Do not miss the opportunity to see this work of art in person! To view her tour of the tapestry online, visit https://youtu.be/sRf_vnfXlpU.

Friday, October 6

10:00 AM: Newcomer's Site Tour hosted by a Chatelaine of Caid, *starts at the Headquarters Pavilion*

This tour is designed to help Newcomers see and learn about the entire War site, from gate to the archery fields. It will begin at headquarters and tour the site by motorized chariots. Learn about Camp etiquette and manners. Hear our 'language of War'. See the symbol for the first aid station. Find out where you can sign up for Arts and Sciences classes. Learn how the war is run entirely by volunteers. See where to buy firewood and ice. Learn what the person in the blue baldric does. See the battlefield in action and learn how to address Peers & Royals. Open forum for question and answer.

11:00 AM: Children's Tea and Court, A&S Area/Youth Point

Their Royal Majesties, Caid would like to invite all interested young lords and ladies (aged 5 - 10) to a tea party and Royal Court. Light treats will be served.

12:00 – 3:00 PM: St. George Pas d' Armes, *Company of St. George/La Familia encampment*

The Company of St. George invites all combatants to partake in a grand feat of arms. Combat will include a grand melee, challenges at the barrier as well as traditional combat on foot. Here is an opportunity to wear your finest armour and display your arms on both surcote and banner. This pas d'armes will be held in the customary manner, being contested solely for honor and renown, rather than for the base spirit of victory. Spectators, please join us in the gallery for an afternoon of pageantry! You may wish to bring a small supply of tokens (ribbons, buttons, cookies, etc.) with which to reward feats of excellence upon the field. Delicious refreshments will be provided for the fighters and gallery.

2:00 PM: Newcomer's Site Tour hosted by a Chatelaine of Caid, *starts at the Headquarters Pavilion*

Please see previous description provided for Friday, 10:00 AM.

~2:00 – 4:00 PM: Meet and Beat, *on the Battlefield where pick-ups typically happen*

Sponsored by all of the Kings in attendance, fighters of all levels are invited to come advance their skills by learning from some of the best fighters in the Known World.

4:00 PM: Vigil for William Ulfsson, Camp Ulfsson *encampment (will run for 24 hours)*

7:00 – 9:00 PM: Teen Pizza Party, A&S Area

Calling all teens to head over to A&S to enjoy some pizza and good company!

7:00 – 10:00 PM: Moonlight Madness, *Merchant's Row*

Head to Merchant's Row with your purse and a cart for hauling home a bounty of great deals!

Saturday, October 7

7:00 – 9:30 AM: Check-in for the Brewing Contest, A&S Area

The Right Noble Brewers Guild of Caid is pleased to announce our 12th Annual Multi-Kingdom Brewing Contest at Great Western War. Results and bottle return will (hopefully) be during the Taste of Great Western War event in the Merchant Dining pavilion Saturday night (9 - 11 PM). No more than 2 entries per category and 6 entries total per contestant will be accepted. There will be a charge of \$3.00 per entry CASH ONLY - no checks will be accepted.

10:00 AM: Newcomer's Site Tour hosted by a Chatelaine of Caid, *starts at the Headquarters Pavilion*

Please see previous description provided for Friday, 10:00 AM.

9:15 AM – 9:45 AM: A&S Contests Entry Check-in, A&S Area

Any age, any experience level, may bring their works to display for various competitions and prizes, and are welcome to stay and discuss their entries.

Documentation invited but not required. Contests include (but are not limited to): People's Choice Challenge, I Made it at the War (anything completed at GWW XX), and Unfinished Objects (UFO).

Organized by Baroness Rutilia Fausta.

10:00 AM – 2:00 PM: A&S Contests People's Choice View and Vote, A&S Area

Everyone is invited to view and vote on entries. Voting ends at 1:30 PM.

2:00 PM: Newcomer's Site Tour hosted by a Chatelaine of Caid, *starts at the Headquarters Pavilion*

Please see previous description provided for Friday, 10:00 AM.

4:00 PM: Wedding Ceremony of Guene Annwyll and Courtney of the White Meadow, *West side of battlefield*

All are welcome at the ceremony (please bring a chair/blanket/rug). Revel at 7 PM in the Barony of Altavia encampment.

5:30 PM: Vigil for Diego Antonio de Palma, *Sable Hart*

All are welcome to gather at the Sable Heart sign, located near the corner of GWW Road and Leonora's Way. There will be fencing, baubling, refreshments and campfire bardic.

7:00 PM: Grand Court, *East side of battlefield*

Bring a blanket, rug and/or chairs down to the battlefield and join the Court of Their Majesties of Caid as They welcome Their Royal Cousins and revel in the midst War. Witness the elevation of William Ulfsson to the Order of the Chivalry. Limited hay bales will be available for seating.

8:00 PM – 12:00 AM: Known World Party, *East side of battlefield*

Immediately following the end of Grand Court, enjoy a wonderful fire-lit evening under the stars mingling with your friends across the Known World. There will be drumming, dancing, and some games of chance. Everyone planning to drink must be 21 years of age or older, so please bring a valid photo ID to show at the

bar. Water, lemonade and iced tea will also be readily available.

8:00 PM – 11:00 PM: Ball, *Large tent in A&S*

Everyone, experienced and brand new, young and old, is welcome to join us for a fun evening of dancing. All the favorite dances will be taught as the evening progresses.

9:00 PM – 12:00 AM: 17th Annual Taste of Great Western War, *dining pavilion in Merchant's Row*

The 17th Annual Taste of Great Western War is a chance for brewers, vintners, mead-makers, cordialiers, vinegrons, soda-creators, drink-mixers and drink-drinkers to gather in one place and share their creations. It is a fine time to meet many talented brewers who live across the Known World, swap brewing stories and techniques, as well as tasting some of the finest handcrafted brews. Everyone sampling alcoholic beverages must be 21 years of age or older. We will be carding people at the door, so please bring a valid photo ID.

Sunday, October 8

10:00 AM: The Ladies of the Rose Valkyrie Tourney, *battlefield*

This is a grand tournament of honor and chivalry, held in memory of Duchess Sir Kolfinna, where fighters are encouraged to display their best pageantry and skill. All present Ladies of the Rose (or equivalent) may sponsor one (each) belted and unbelted heavy weapons fighter, and one (each) scarved and unscarved rapier fighter. If you have not secured a sponsor for this tournament, please attend to bear witness to the grace and prowess on display.





Great Western Show

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

Gate	Equestrian
Chirurgeon	Battlefield
Constable/HF	Rapiert
Merchants	Youth Combat
Arts & Sciences	Thrown Weapons
Grand Court	Hounds
Youth Point	Archery
Food Court	Open Arms/Bardic Hall



No Swimming

J K L M N O P Q R S T U

B C D E F G H I J K L M N O P Q R S T U



King Timmur & Queen Tianna
KINGDOM OF ARTEMESIA



King Alexander & Queen Tahira
KINGDOM OF CAID

The Royalty of the Known GREAT WESTERN



Prince Jason & Princess Gwyneth
PRINCIPALITY OF THE MISTS



Prince Athanric &
Princess Sigrid
KINGDOM OF CAID



Princess Aelfwynn
PRINCIPALITY OF NORDMARK

Prince Marek
& Princess
Golda
KINGDOM OF
ATENVELDT





King Heinrich & Queen Annora
KINGDOM OF THE WEST



King Ailgheanan & Queen Amber
KINGDOM OF ATENVELDT

World Welcome You to WAR XX!

King Lief & Queen Ansteys
KINGDOM OF OUTLANDS



Prince Durin &
Princess Ceridwen
PRINCIPALITY OF
THE SUMMITS



Prince Jaxarticus II
& Princess Anna
KINGDOM OF
OUTLANDS

Prince Duncan &
Princess Violet
PRINCIPALITY OF
OERTHA



Prince Gwain &
Princess Meisha
PRINCIPALITY OF
CYNAGUA






Master Schedule

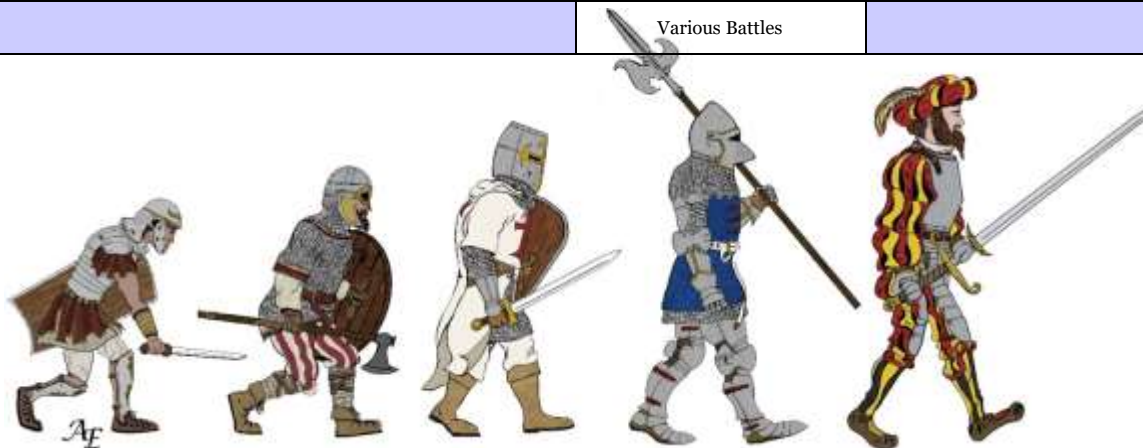
Thursday October 5	AM						PM															
	09:00	09:30	10:00	10:30	11:00	11:30	12:00	12:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	06:00	07:00			
Archery	Special Bad Ass Archery Shoots from History						Lunch		Open Shoots Available											Closed	Night Shoot	
Armored Combat					Open Field Battle		Boat Battles															
Equestrian			Joust Practice/Training				Riders Choice				Mounted Combat Practice							Castle Charge Practice				
Hound Coursing			Hound Coursing																			
Rapier											Hay Bale & Field Set Up				Cut & Thrust Exhibition List		@Sundown – Sable Heart Torchlight Tournament					
Thrown Weapons		Open Practice	Youth Only Beginners Class					Continuous Ax Throw All Ages			Spear Throw by Nordwache		Open		Range Closed at 4:00pm							
Youth Point	Youth Point Closed on Thursday																					

Friday October 6	AM						PM														
	09:00	09:30	10:00	10:30	11:00	11:30	12:00	12:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	06:00	07:00		
Archery	Special Bad Ass Archery Shoots from History						Lunch		Crossbow Special Fun Competitions										Closed	Night Shoot	
Armored Combat					Open Field Battle		Boat Battles		Bridge Battles		Resurrection Battle		Meet and Beat								
Equestrian	Procession/Castle Charge-11am			10am-noon – Mounted Archery									Emprise De Los Gatos, Pas D'Armes – 3-5:30pm								
Hound Coursing			Hound Coursing																		
Open Arms Bardic Hall									OABH Open 1-4:30pm for performances.								Bardic Champ Challenge 7pm-9pm				
Rapier			Bridesmaid's Tournament		Check In	Scenarios Start									Society Rapier Marshal Moot						
Thrown Weapons		Open Practice	Youth Only - Bola Class/Competition.						Axes & Estrogen Women Only Axes		Toothpicks and Testosterone - Men		Royal Rounds		Range Closed at 4:00pm						
Youth Combat																					
Youth Point			Youth Point Open from 10AM to 5PM																		



Saturday October 7	AM						PM												
	09:00	09:30	10:00	10:30	11:00	11:30	12:00	12:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	07:00	
Archery	GWW Team Shoot + Other Stuff						Lunch		GWW Team Championship. All Kingdoms + Other Stuff									Closed	Grand Court A&S Area (7:00PM)
Armored Combat			Open Field Battle		Boat Battles		Bridge Battles		Castle Battle		Resurrection Battle								
Equestrian			Mounted Games Practice/Play								Hoof Care – Class						Wedding		
Hound Coursing			Hound Coursing																
Open Arms Bardic Hall			Caid Choir Rehearsal				Performances – Noon-4pm								Bard of Caid Comp. Round 2				
Rapier		Check in	Scenarios Start								End of Scenarios ~2:30pm – White Scarf List Opens – May Change re: Court								
Thrown Weapons	Open to Qualify for GWW Champ. and InterKingdom							GWW Finals			Inter Kingdom Challenge Finals			Range Closed					
Youth Combat											Youth Combat Various Battles								
Youth Point	Youth Point Open 9am to 4pm																		

Sunday October 8	AM						PM														
	09:00	09:30	10:00	10:30	11:00	11:30	12:00	12:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	06:00	07:00		
Archery	OPEN						Lunch		Tear Down. All Help is Appreciated!												
Armored Combat			Ladies of the Rose Tournament		Open Field Battles																
Equestrian			Celtic Challenge				Mounted Archery					Joust Practice		Mounted Combat Practice							
Hound Coursing			Hound Coursing																		
Open Arms Bardic Hall					Performances 11am-1:30pm																
Rapier			Valkyrie Rose Tournament		2 on 2 Bear Pit Tournament after Valkyrie Rose. Followed by Hay Bale Tear DOWN																
Thrown Weapons	Open Range						Range Closed at 12:00pm. Teardown Begins.														
Youth Combat											 Various Battles										



Armored Combat

“Be Prepared to Battle For A Dream That Is Worth Dreaming.”

The Most Interesting War In The Knowne World!

Put on your armor and head to the battlefield for the twentieth year of Great Western War! This year we celebrate the diversity of this most interesting War; its people, its multitude of events, and its incredible amount of fun to be had! This theme is celebrated with lots of great fighting, fun scenarios and epic moments with heavies fighters from all over the Knowne World. Join your Kingdom, fight for glory and honor!

Armor Inspection: Inspections will happen at the Marshal Point before any fighting begins. Any fighter found with substandard armor will be ejected from the field until they have corrected the problem, they are the free to get re-inspected for the remainder of the weekend. For current armor regulations, please check Society/Kingdom handbook or ask your friendly senior marshal.

Weapons Inspection: Starts at 10:30 AM Thursday & Friday morning, and 9 A.M. Saturday & Sunday morning at Marshal's Point. ALL pole weapons must be inspected and marked prior to entering the Field. All combat arrows must conform to current Caidan rules.

Water Bearing: Volunteers are needed to help with Water Bearing for fighters each day. Anyone is welcome to help bring water/Gatorade/pickle juice to the fighters, as we will have bottles and bags for people to carry and distribute. Each fighting unit is encouraged to bring at least one flat of water for each fighter.

GWW XIX – Great Western War 2016 (October 4-9, 2016)

Welcome to the Kingdom of Caid's Great Western War!

Now that you are here, relax and let all things mundane slip from your mind. Breathe in the air of history and let it transport you back to a time of Kings, Queens, Knights, Chivalry and War. Through war the world has been formed and shaped and this year GWW will focus on this aspect of history.

Battles that changed the world: **Battle of Tours in the 6th century**, Lechfeld (910 AD), **The Siege of Orleans in France (1428-1429)**, **The Battle of Svolder (1000 AD)**, **The landing at Marathon (490 BC)**. These historical battles brought with them not only death and destruction, but new ideas, new cultures, new technology and new hope for the future.

Event stewards were Duke Tomüki & THL Cormac Macleod of Ostaig.

The Handfasting Ceremony of Randulf Greenwall and Margaret ingen Domnaill took place in the Starkhafn Baronial Encampment, and for Sigbiorn and Keinvryd in Gyldenholt.



Armored Combat Scenarios

THURSDAY - OCTOBER 5TH -

11:00AM - Open Field Battle -

- Sides divided as Kingdom of the West and Kingdom of Caid. Allies and Mercenaries on their allocated sides, per treaties, contracts and alliances for GWW XX.
- Last man standing for each battle.
- (4) Battles with 3-minute reset between battles.
- Sides will not be switched.
- Combat Archery will be in use for Battles 1 and 3.
- Marshals Required, Each Kingdom must provide marshals.

15 Minute Break to Switch Battlefields

12:00PM - Boat Battles -

- Same sides as Open Field Battles. If changes must be made, discuss with Royalty and Head Marshal of the Day. Check tape for adjustments and correct sides.
- Last man standing for each battle.
- (4) Battles with 3-minute reset between battles.
- Sides will not be switched.
- Combat Archery will be in use for Battles 1 and 3.
- Marshals Required, Each Kingdom must provide marshals.

FRIDAY - OCTOBER 6TH

11:00AM - Open Field Battle - Everyone Prepares For Battle In Their Own Way -

- Sides divided as Kingdom of the West and Kingdom of Caid. Allies and Mercenaries on their allocated sides, per treaties, contracts and alliances for GWW XX.
- Last man standing for each battle.
- (4) Battles with 3-minute reset between battles.
- Sides will not be switched.
- Combat Archery will be in use for Battles 1 and 3.

- Marshals Required, Each Kingdom must provide marshals.

15 Minute Break To Switch Battlefields

12:00PM - Boat Battles – The Harder The Battle, The Sweeter The Victory -

- Same sides as Open Field Battles. If changes must be made, discuss with Royalty and Head Marshal of the Day. Check tape for adjustments and correct sides.
- Last man standing for each battle.
- (4) Battles with 3-minute reset between battles.
- Sides will not be switched.
- Combat Archery will be in use for Battles 1 and 3.
- Marshals Required, Each Kingdom must provide marshals.

15 Minute Break To Switch Battlefields

1:00PM - Bridge Battles - No Battle Plan Survives Contact With The Enemy -

- Same sides as Open Field Battles. If changes must be made, discuss with Royalty and Head Marshal of the Day. Check tape for adjustments and correct sides.
- (3) Bridges. Timed Battle of 15 minutes.
- (2) Bridge Battles.
- Flags at the Center of each Bridge will indicate side is in control. Battles will be fought to the last man or for 15 minutes, at end of 15 minutes side with most minutes holding bridges wins. There will be a Flag for each Bridge, for a total of 3 Flags. There will be a flag held at the center of the bridge to indicate which side is in control.
- Sides will be switched.

GWW XVIII – Great Western War 2015 (October 7-12, 2015)

“How do you do War?”

Welcome to Great Western War!

There are many activities planned for your Pleasure: Fighting – Shopping – Classes – Archery – Equestrian – Shopping – Bardic Circles – Brewing Challenges – Tournaments – Volunteering – Rapier Fighting – Hounds – Sunsets (Well, we didn't plan those they just come included with your GWW experience.) – Youth Combat – Parties – Campfires – Vigils – Spinzilla – More Fighting – (Did I mention Shopping? You can tell where my head is!) – Youth Activities. Wow! I'm sure I've left something fun out... feel free to let us know...!

There will be an historical event as well. The local Shire of Wintermist will be elevated to Barony! This is a rare and wonderful occasion within the Society. We hope you will join them in Celebration.

Event Stewards were Duchess Eilidh na Tire Dharigh and Duke Tomüki,

- Combat Archery will be used in both battles. Provide a 10 minute break for collection and inspection.

2:00PM - RESURRECTION BATTLE – We Make War That We May Live In Peace -

- Same sides as Bridge Battles. If changes must be made, discuss with Royalty and Head Marshal of the Day. Check tape for adjustments and correct sides.
- Last man standing for each battle.
- **30 Minute Battle with 10 - 3-minute Resurrections** during battle.
- Battle will take place on Open Field.
- Heavies Fighters will return to starting side and will resurrect at sound of the Marshal which will be every 3 minutes.
- Combat Archery allowed
- Marshals Required, Each Kingdom must provide marshals.

3:00PM - Meet and Beat -

- On the Friday of Great Western War the attending Kings are taking the field to promote the art of

- Marshals Required, Each Kingdom must provide marshals.

15 Minute Break To Switch Battlefields

teaching and training. They are sponsoring a Meet and Beat in the shade of the battle field, taking normal pickups to the next level!

- Pick-Ups & Classes.
- Fighting will take place behind the Castle, by the trees and shade.
- Marshals Required, Each Kingdom must provide marshals.

SATURDAY - OCTOBER 7TH - ARMORED COMBAT SCENARIOS

10:00AM - Open Field Battle - The Field Of Battle Is My Temple -

- Sides divided as Kingdom of the West and Kingdom of Caid. Allies and Mercenaries on their allocated sides, per treaties, contracts and alliances for GWW XX.
- Last man standing for each battle.
- **(5) Battles** with 3-minute reset between battles.
- Sides will not be switched.
- Combat Archery will be in use for Battles 1, 3 and 5.
- Marshals Required, Each Kingdom must provide marshals.

15 Minute Break To Switch Battlefields

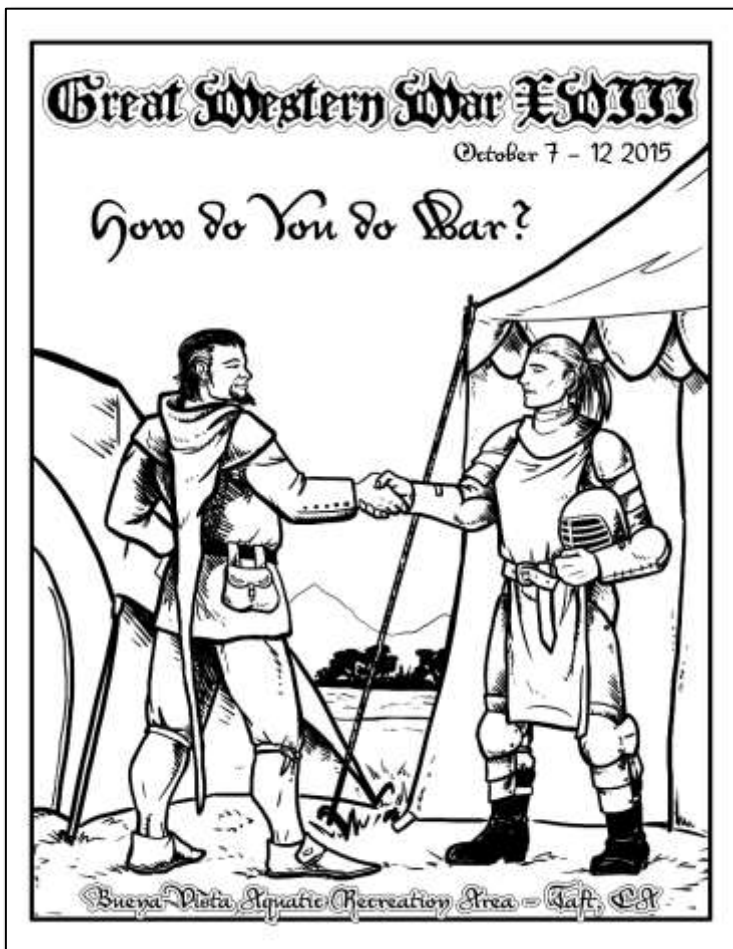
11:00AM - Boat Battles – You May Have To Fight A Battle More Than Once To Win It -

- Same sides as Open Field Battles. If changes must be made, discuss with Royalty and Head Marshal of the Day. Check tape for adjustments and correct sides.
- Last man standing for each battle.
- **(4) Battles** with 3-minute reset between battles.
- Sides will not be switched.
- Combat Archery will be in use for Battles 1 & 3.
- 6' and Under will be used.
- Marshals Required, Each Kingdom must provide marshals.

15 Minute Break To Switch Battlefields

12:00PM - Bridge Battles - Why Did Caid Cross The Road? -

- Same sides as Open Field Battles. If changes must be made, discuss with Royalty and Head Marshal of the Day. Check tape for adjustments and correct sides.
- **(3) Bridges.** Timed Battle of 15 minutes.
- **(2) Bridge Battles.**



- Flags at the Center of each Bridge will indicate side is in control. Battles will be fought to the last man or for 15 minutes, at end of 15 minutes side with most minutes holding bridges wins. There will be a Flag for each Bridge, for a total of 3 Flags. There will be a flag held at the center of the bridge to indicate which side is in control.
- Sides will be switched.
- Combat Archery will be used in both battles. Provide a 10 minute break for collection and inspection.
- Marshals Required, Each Kingdom must provide marshals.

15 Minute Break To Switch Battlefields

1:00PM - Castle Battle – You Make Kingdoms And Castles On Your Own -

- Same sides as Open Field Battles. If changes must be made, discuss with Royalty and Head Marshal of the Day. Check tape for adjustments and correct sides.
- Timed Assaults. Attackers have unlimited resurrections. Defenders do not have resurrections.
- The Attacking Side with the shortest time to kill all of the enemy defenders wins. If there is a tie between both sides another battle will be fought, a coin toss will determine who is the Attacker and Defender.
- Timed Battle (15 minutes)
- (2) Battles with 10-minute reset between battles.
- Sides will be switched.
- Combat Archery will be in used. Provide a 10 minute break for collection and inspection.
- Marshals Required, Each Kingdom must provide marshals.

2:00PM - RESURRECTION BATTLE – If We Don't End War, War Will End Us -

- Same sides as Castle Battles. If changes must be made, discuss with Royalty and Head Marshal of the Day. Check tape for adjustments and correct sides.
- Last man standing for each battle.
- **30 Minute Battle with 10 - 3-minute Resurrections** during battle.
- Battle will take place on Open Field.
- Heavies Fighters will return to starting side and will resurrect at sound of the Marshal which will be every 3 minutes.
- Combat Archery allowed
- Marshals Required, Each Kingdom must provide marshals.

SUNDAY - OCTOBER 8TH - ARMORED COMBAT SCENARIOS

10:00AM - Ladies of the Rose Tournament - Fight For The Fairy Tale, It Does Exist

- Rules TBD by the Ladies of the Rose.
- To be fought on the Open Field.
- Marshals Required, Each Kingdom must provide marshals.

11:00AM - Open Field Battles - No Battle Is Worth Fighting Except The Last One -

- Sides divided as those who show up to fight.
- Battles will be fought behind the Castle, by the trees in the shade.
- Marshals Required, Each Kingdom must provide marshals.



GWW XVII – Great Western War XVII (October 8-13, 2014)

“The Art and Pageantry of War”

Welcome to War!

Our theme this year is “The Art and Pageantry of War.” We hope that you embrace the theme on a daily basis. Fly your banners! Fighter units march to the field with pomp and circumstance!

Her Royal Highness Eilidh will be hosting her Championships in Equestrian, Archery, and Thrown Weapons.

We are also hosting a food drive. Bring your non-perishable, unopened items to Gate or Headquarters. The Shire of Wintermist will be distributing our donations to local food banks.

Event Co-stewards were Mistress Vivienne Duval and Dame Ismay of Giggleswick.

Archery

There will be three separate ranges one for Royal Rounds, to practice, get or improve your rank. One Novelties for competition in the morning and whatever in the afternoon. And one for Crossbow. To be able to shoot as much as possible with no waiting. (Unless you want to)

GWW Team Royal Round Championship for ALL Kingdoms. There will be no qualifying shooting. Get your team; 4 people, one for each distance, and come. **Lists 9am-12pm and 1am-3pm.** List will be open at 9am for the morning and again at 1pm for afternoon. This will be the same competition, it is just so everyone can have a chance. Scores will be collected at 5pm and winning team announced and presented a prize at court. There will be crossbow shoot with special shoots. In the afternoons the morning shoots will still be available to shoot. The Seasonal shoot as well as a "Special Bad Ass" shoot from history. The scores will be collected at 5pm for that day.

If no one is at the range grab a Range Marshal and come down get a score sheet and shoot. There has to be 2 people there to shoot. Just in case you shoot yourself in the foot or somewhere else.



Archery Schedule

Time	Thursday	Friday	Saturday	Sunday
7:30 – 9:00	Early bird shoot.	Early bird shoot.	Early bird shoot	Early bird shoot
9am - 12pm	Special Bad Ass Archery shoots from History	Special Bad Ass Archery shoots from History	GWW team shoot plus other stuff	OPEN
12 -pm	Lunch	Lunch	Lunch	Lunch
1pm - 5pm	Shoots are available that you couldn't get to before all week	Crossbow special fun competitions	GWW Team Championship. All kingdoms plus other stuff	Tear Down. All help is appreciated!
5pm - Dusk	Closed	Closed	Closed	Tear down
Dusk	LED glow in the dark balloons & other glowy things. Bring a soft light to find things	100yd Clout shoot come and put glow sticks on your arrows bring an eye friendly flashlight		

Thrown Weapons Range Schedule

Range set up Tuesday. Range opens on Wednesday at noon closes at 4:00 pm.

Thursday:

Open for practice to all **9:30am**

10:00am-11:00am - Youth Only - beginner's class and competition for youth

12:30-2:00pm - Continuous Ax Throw - throw axes till you miss (all ages)

2:00-3:00pm - Spear throw (sponsored by Nordwache)

Range closes at **4:00pm**

Friday:

Open for practice to all **9:30am**

10:00am-11:00am - Youth Only – bola class/competition

1:00pm - Axes and Estrogen - Women only ax competition

2:00pm Toothpicks and testosterone - Men only spear throw

3:00pm - Royal Rounds

Range Closes at **4:00pm**

Saturday:

Range opens at **9:00am – 10:30am** for qualifications for GWW Championship and Inter kingdom challenge

12:30pm - GWW finals

2:00pm Inter Kingdom Challenge finals (top 4 from each kingdom represented)

Sunday:

Open range **9am-11am**

Range closes 12:00pm/noon and tear down begins

GWW XIV – Great Western War XIV (October 5-10, 2011)

A peaceful quiet blankets the air. The sun is just peaking over the horizon and you half expect to see a druid emerging through the mists rising from the lake. There is no activity yet at the Inn of the Crimson Spade, or anywhere for that matter, save the geese making their way down the road. You savor the moments for shortly the world will come alive with the cry of the herald, the clink of coin exchanging hands, the instruction of artisans sharing their craft, and the rhythmic clash of armor. You savor this moment because it is the only rest you will get, since you are just returning to your camp from an epic night of revelry.

Equestrian Schedule

Daily

- All horses and Riders **must be approved by the Equestrian Stewards** prior to riding out on site.
- Equestrian Authorizations for General Riding and Mounted Games can be arranged on an individual basis.

Tuesday & Wednesday

- Activities will be scheduled based on riders' preferences.

Thursday

- **10-12 PM: Joust Practice/Training**
- **Noon-3 PM: Riders choice**
- **2:00-4 PM: Mounted Combat Practice**
- **5 PM: Castle Charge practice** – If you want to participate in the charge on Friday morning, you **MUST** attend the practice/authorization on the horse you intend to ride.

Friday

- **9-11 AM: Procession/ Castle Charge** – If you are involved in any capacity, please have yourself and/or your horse

ready by **9:30 AM** so that the Royals may process in on time.

- **10 AM-Noon: Mounted Archery** – Suitable for all levels and non-mounted archers interested in mounted or chariot archery. Bring your own equipment—there may be a very limited amount available to borrow.
- **3:00-5:30 Emprise De Los Gatos, Pas D'Armes** – The theme this year will be Vert and Or and have something to do with herding cats in honor of the premier of the Order of the Chamfron.

Saturday

- **10-Noon: Mounted Games Practice/Play**
- **2-3 PM: Hoof Care with Pete Van Rossum**
- **5 PM: Wedding**

Sunday

- **10-Noon Celtic Challenge** – A thrilling quest-based mounted tournament that puts the speed and balance of its competitors to the test with extra points

GWW XVI – Great Western War XVI (October 9-14, 2013)

“War Through the Ages”

Welcome and thank you for joining us in celebrating War Through the Ages: **Trojan War, Battle of Hastings, The Crusades, The War of the Roses, The War of the Three Henrys**. We have something for everyone. Starting on Thursday we will spotlight specific time periods... Rather than focus down on one specific time period, we have decided to highlight four major periods in European history.

Some of our members have a vast knowledge of the Roman period, while others have spent years working on their landsknecht persona. By having themed days this allows us to celebrate virtually everyone's personas, and time periods through the course of the war. Cross Persona dressing is encouraged!

All attendees are encouraged to embrace each daily themes. The stewards for the war will be looking for those individuals that have embraced the day, and will be awarding them with tokens of appreciation.

Thursday (Jupiter) : Classical Antiquity, Ancient Greece, Rise and decline of the Roman Empire

Friday (Freya) : Dark Ages to End of the Viking era

Saturday (Sonnabend or dies Saturni): The era of Plate armor, the armored horse, and the longbow. First Crusade to the War of the Roses 1488

Sunday (dies Dominica) : Renaissance 1488 to 1650

Event stewards Master Conchobhar Mac Cionaoith, Baron Christian de Guerre, and Countess Eilidh na Tire Dharigh. Helping were Deputies, Dame Ismay of Giggleswick and Mistress Vivienne Duval

Highlights included Ciar ingen Dáire welcomed into the Order of the Laurel, Niccolo d'Angelo and Uilliam mór MacGregor welcomed into the Order of Chivalry, and Ceridwen Killian welcomed into the Order of the Pelican.

being awarded for riding bareback and dressing Celtic.

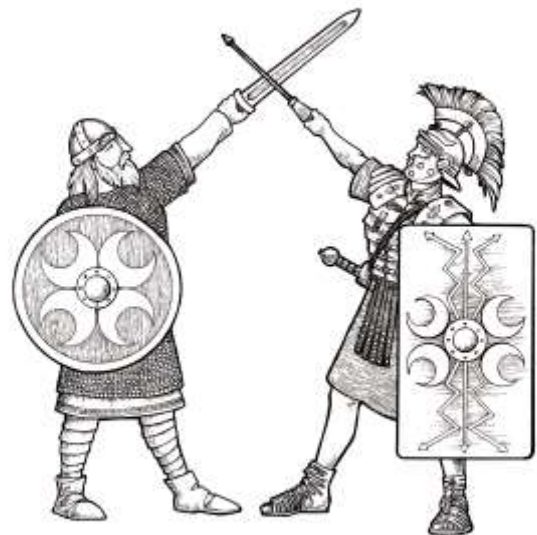
- **12-1 Mounted Archery**
- **3 PM-TBD: Joust Practice/Training - Mounted Combat Practice**

Monday

- **9 AM-Noon: Tear Down / Clean Up** – We welcome any and all who can spare even a short amount of time to help pull down all the

panels for the arena and stalls. We especially need extra hands once the corrals start coming down as horses tied for long periods of time to the trailers while their owners are working tend to get restless. The faster we can get everything down, the faster the horses get loaded making them more comfortable and safer.

Time	Thursday	Friday	Saturday	Sunday
9		9-11 Procession/ Castle Charge		
10	Joust Practice/Training			
11				
12		Mounted Archery	Mounted Games Practice/Play	Celtic Challenge
1				Mounted Archery
2			Hoof Care with Pete Van Rossum	
3				Joust Practice/Training
4	Mounted Combat Practice	Pas D'Armes	Wedding	Mounted Combat Practice
5	Lance handling class			
6	Castle Charge practice			



Rapier Schedule

****PLEASE NOTE FIELD AND SCHEDULE CHANGES FROM LAST YEAR****

Please check Headquarters for Rapier Field position.

Thursday:

2:00pm - Hay Bale and Field Set Up

4:00pm - Cut and Thrust Exhibition List

Sundown - Sable Heart Torchlight Tournament

Friday:

10:00am - Bridesmaid's Tournament

11:30am - Check In/Armor Inspections

12:00pm - Scenarios Start

End of Scenarios (about 4:00pm) - Society Rapier Marshal Moot

(This is an opportunity to meet with the Society Rapier Marshal, hear updates on Rapier at the Society Level, and field any questions you have.)

Saturday:

9:30am - Check In/Armor Inspections

10:00am - Scenarios Start

End of Scenarios or about 2:30pm - White Scarf List Opens (TIME MAY BE SUBJECT TO CHANGE DEPENDING ON COURT)

Sunday:

10:00am - Valkyrie Rose Tourney

End of Valkyrie Rose Tournament - 2 on 2 Bear Pit Tournament

End of Tournament - Hay Bale Tear Down



IS THIS YOUR FIRST TIME AT WAR? BEEN TO WAR BEFORE, BUT WANT TO GET MORE INVOLVED? KEEN ON RAPIER BUT HAVEN'T AUTHORIZED YET? **COME MARSHAL!**

The rapier field is always looking for more marshals in training and you, yes you, can become one by simply...coming out to the rapier field. Marshaling is a great way to meet people, learn how rapier works, and experience the fighting in a fun and exciting way. Please bring a shade-giving hat and sunscreen. We will provide safety glasses (if the scenario calls for them), water, MiT paperwork, and volunteer cards.

GWW XV – Great Western War XV (October 3-8, 2012)

They say 2012 is the end of the world! Mayans? No! Nostradamus? NO! VIKINGS!! Ragnarok! Come party like its seven hundred and ninety-nine...!!!! Come one and all to Great Western War 15!"

It's 799 and the end of the world is drawing nigh. Mistress Valla Luta Kolladottir and Ritter Augustine von Freiburg welcome you to Great Western War XV!

We have an amazing staff running the war this year and will be assisted by Vigilant Conchobhar Mac Cionaoith (Pelican) and Baron Christian de Guerre, Stewards for Great Western War XVI. We would like to thank all of our staff for all of the hard work they have done and will continue to do to ensure that this war is as fun as we can make it.

Finally, we would like to thank YOU, our friends and family for making the journey to this beautiful lakeside park for the Party at the End of the World. Without you, this war would not happen. Thank you all.

RAGNAROK!!!!

The event stewards were Ritter Augustine von Freiburg and Mistress Valla Luta Kolladottir.

Rapier Tournaments

All tournaments will be held in erics near the rapier battlefield with the exception of the Sable Heart Torchlight Tournament.

Thursday -

2:00pm Hay Bale Set-up. Be there, move squares (or, er, bales of hay) to create the backdrop for our exciting scenarios over the weekend. VOLUNTEER HOURS AVAILABLE. Seriously, this is the quickest way to rack up hours for your group! Bring your friends! The more hands, the fewer the bales you'll have to move.

4:00pm Cut and Thrust Exhibition- Maître Malise McKendry and THLady Meala Caimbuel

Field opens at 3:00pm for warm up, Tournament will start at 4pm.

Who can enter- All Fighters Authorized in Cut and Thrust

Description- Great Western War Early Bird Cut & Thrust Tournament

Thursday at 4pm on the Rapier Battlefield

A seeded, double elimination list with prizes for the winner and the Marshals' Choice. (Note your marshals are most often impressed by historic combat, attire, and courteous demeanor on the field.)

The tournament will run by Caid Rules and progress as follows:

Non Elimination Rounds:

- Round One - Broadsword - Sword in one hand may use a buckler. Fighters may mix one and two hand if both agree.
- Round Two - Single Rapier - transitional weapons are acceptable, but no broadswords, two-handed swords...etc.
- Round Three - Fighters' Choice

Double Elimination List

The three rounds above will seed this list, fighters will be listed by performance, then rank. The top fighter will face the bottom and so on.

Weapons form shall be fighter's choice of any legal and standard C&T weapon and/or secondary, but the default will be Broadsword

as defined in the Caid rules.

Please address any questions to the Hosting Marshals.

Sunset (around 6:30pm) - Sable Heart Torchlight Tourney- THL Valeria Cabrielli

HELD AT THE SABLE HEART ENCAMPMENT. CHECK AT HQ MAP FOR LOCATION.

Who can enter - All Fighters looking for good fun.

Description- Seventh Annual Torchlight Bauble Battle 8PM at Sable Hart Start your war off right and join us for lots of fighting. Fighters and gallery members will receive tournament baubles and the house will be taking bets. Awards for the list champion, the attendee who wins the most baubles and the fighter who wins people the most per the house book. This is a baubles only tournament—no bets of cash, goods, lands, or livestock will be accepted.

Friday-

10:00am Bridesmaid Tourney- THL Meala Caimbeul and THL Cassandre Loustonau

Who can enter- Fighters who have not won first place in a Baronial Championship or higher. (Or have not won a previous Bridesmaid Tourney). List opens at 9:30am and the tournament will begin at 10:00am.

Description- Never won a tournament? Then this tournament is for you! Come out, cross swords, and warm up your war. The winner will receive a prize and are banned from entering future Bridesmaid tournaments.

Saturday-

End of Scenarios (approx. 2:00pm, depending on time of court)

Order of Defense Tourney

Who can enter- Fighters sponsored by a Master or Mistress of Defense

Sunday-

10:00am Valkyrie Rose Tourney

Who can enter- Fighters in this tournament are sponsored by a Lady of the Rose, who may sponsor one scarved and one un-scarved rapier fighter. If you don't have a sponsor and would like to fight please check in with the tournament steward who will be happy to introduce you to a lovely Lady of the Rose!

Tournament Details- This tournament displays the heraldry, pageantry and chivalry of our society at its finest! Sponsored fighters will participate in a procession and speed tourney, fighting for the honor of the Lady of the Rose they are sponsored by. Prizes are given for the winner of the tournament and the most chivalrous fighter.

End of Valkyrie Rose Tournament (or as fighters congregate on the field) Two on Two Bear Pit

Who can enter- All authorized fighters

Tournament Details- Pick a partner and jump into an informal bear pit tournament to end your war. Teams will accrue 1 point each fight they HOLD the field (taking the field does not accrue points). You may switch partners, but the newly formed team must move to the farthest back partner's place in line (you can't switch teams to move up in line). Lots of fun is encouraged. There will be a small token of appreciation for the victors and for the team that the marshals deem 'most entertaining'.

Hay Bale Tear Down- Come help reset the field so that the war's AWESOME hay bale crew can pick up the stacks at the end of war. VOLUNTEER HOURS AVAILABLE.



Rapier Scenarios

Note: The Marshals reserve the right to change scenarios at will.

Friday-

Kingdom commanders and KRMs, if possible, please report to the rapier field at **11:30am on Friday** so the stewards can provide you with armor inspection stickers for your army and any pertinent information regarding the war. We hope that this brief meeting will speed check-in and help the war go smoothly. Thank you!

Armor inspections and Check-in - 11:30am

Check in will begin promptly at 11:30am, regardless of the progression of the morning tournament. Please check in with the steward under the pop-up who will check your non-expired fighter card. Sign up under your war band and kingdom. Unaffiliated fighters will be grouped according to kingdom.

After checking in find a warranted marshal with stickers who can inspect your armor and your weapon. Your weapon will be stickered after inspection. This sticker must remain on your weapon throughout the war. Any weapon seen on the field without a sticker may be pulled from the fighting and the fighter may miss a few scenarios while it is inspected. Please make sure your armor and weapons are inspected before fighting each day since battle damage is likely to occur.

PLEASE NOTE: As per recent society inspection clarification, we will be inspecting masks off the head for padding requirements. Caid is requiring that all inspecting marshals complete this check, regardless of kingdom. If you have questions regarding rapier conventions including DEATH FROM BEHIND please ask the stewards or the Marshals *prior* to the start of scenarios.

We expect all fighters on the field to be aware of society and Caidan kingdom fighting rules prior to taking the field. Please read up on Caidan fighting conventions prior to visiting war. MiC will have a copy of the rulebook on site if you need clarification. Some Caidan specific rules include but are not limited to:

- Tip cuts are valid (5 inches or the width of the limb, whatever is less)
- No rising up on knees when legged
- No knee walking

We want everyone to have a fun war. If you are feeling tired, upset, or find yourself accidentally hitting hard at any time during scenarios please take a break, get some water and rest! There will be more scenarios. If you encounter a specific problem on the field please find a Rapier Steward, who will make sure the proper individuals are contacted and the situation is mediated.

Spears and guns will be used in various scenarios. All fighters planning to fight spear should present their spear authorization at time of check in. There will be a quick refresher on Caidan spear rules prior to the start of the first spear scenario.

Scenarios- Will start PROMPTLY at 12:00pm

Scenario Format:

Mists roll over the hills of Italy as two armies emerge, ready for war. It is time to pick a place for battle, set the terms of engagement, and sally forth to victory. They already know this will be an arduous campaign.

The **Warm-Up** will be brief, a quick resurrection battle with a 'no more resurrections' called after 5 minutes.

There will be a duel- Each army will pick a team of three to face each other in the opening champions duel. The winning team will be granted first choice of the next scenario's location.

There will be a map- The winning army will select a city-state from the map as the location of the first scenario. The scenarios do not have to be selected in any particular order. The map will detail the location of the scenario (village, open field, boat, docks), whether the scenario allows spears or guns (or both), and whether there are resurrections. The winning army has 3 minutes on the clock to pick the location. If the time limit runs out, choice defaults to the marshal.

Once the location is selected, the marshal will read the terms and win conditions of the scenario to both armies.

If an army is victorious in a location, their marker is placed on that location and that location may not be chosen again for a battle (with the exception of the use of the Courtesan card).

There will be cards- Each army will have 5 cards that they may play ONCE during the day's scenarios. After the reading of the scenario conditions each team will have 5 minutes (while the marshals set up the field) to select a card, if any, to play. The team that selected the scenario must play the first card, if they choose. You may only play up to one card per scenario. Cards may only be played prior to the beginning of the scenario. If a scenario is run more than once, the previous card conditions will not be in effect and each team may play a new card. The cards are as follows:

- Card 1: **Fire.** This card decreases the time limit on any scenario by 5 minutes. If no time limit is in effect, a time of 7 minutes will be set.
- Card 2: **Flood.** Opposing team must pick 5 members of their team to have no resurrections. This card may not be played in a scenario with no resurrections to begin with.
- Card 3: **Famine.** All Masters and Mistresses of Defense on the opposing team are required to fight single sword, off hand.
- Card 4: **Feast.** Pick 5 members of your team to receive 1 additional resurrection (does not need to be a resurrection scenario, a resurrection point will be established for those team members). This card may not be played during a resurrection scenario.
- Card 5: **Courtesan.** The team who plays this card will receive the right to pick the next scenario, no matter the

outcome of the scenario about to be fought. Additionally, Please also quickly check in with the marshal checkpoint so that choice may be a location that has already been fought that we can accurately divide sides.
over and claimed. If the outcome of the new battle is different from the previous battle, the token may be switched.

There will be victory- Teams will earn 1 point for every territory taken and an additional 3 points will be given to the team who has the most adjoining territories. Points will not roll over between days of combat.

If there is fighting left to be had, or if there is a tie, there will be a checkpoint resurrection battle to end the day with time limit determined by how long the day's fighting has run.

There will be a Society Rapier Marshal moot directly after the day's fighting. This is an opportunity to meet with the Society Rapier Marshal, hear updates on Rapier at the Society Level, and field any questions you have.

Saturday-

Armor Inspections and check in- 9:30am

Please make sure your weapons and armor are inspected each day of scenarios since battle damage may occur.

Scenarios will start PROMPTLY at 10am

Please see Friday for description of scenario concept.

Warm-up will be a brief resurrection battle

The map on Saturday will hold different scenarios. Cards will be the same and will be refreshed to each army at the beginning of the day.

Different for Saturday: There is a twist! You haven't been paying your armies well enough. There are mercenaries who have gone rogue:

Each army will be asked to contribute a small number of fighters (numbers will be determined by numbers fielded) to an independent rogue squad. This squad will act as a third army and will have no allegiance to either army.

The mercenary squad will have their own cards to play and may win a scenario (and territory) if they are the only group left standing at the end of the scenario. Mercenary squad point opportunities will be delineated at the beginning of each scenario and their points will be tallied at the end of the day to compare with the two armies.

And remember: HAVE FUN!!!

GWX XIII – Great Western War XIII (October 6-11, 2010)

Sooner than you think, the air will be cooler, the leaves will start to turn. And then all the really fun people will start their annual migration to the "Best little war by the lake!" And why wouldn't they? Because they know that GWX XIII has one of the best A&S programs, and that our Combat Scenarios are fun, fast, and furious (it's a fact).

The days are wonderful, and the nights are fantastic! So if you just happen to be one of those fun people, we have some info for you, just to keep you in the loop.

The event stewards were LHSeñora Madelena Hidalgo de Valencia and THL William MacLyr.

Caid's Challenge to the West:

"We declare war on the West!"

"Harken to Our words, all you fighters of the West- We have summoned the strongest and best of Caid to stand upon the field at Great Western War, prepared to do battle with the West. Will you meet us?"

"Fill your hearts brim-full with courage and valor and war-cunning; fill your hands with steel, and let your spears' long shadows fly. Prove your mettle in days of splintering shields and spears shaken beneath a raven dotted sky."

"Victory on the field in each of our many battles shall be determined in time tested fashion: the first side to die, loses. The losers with the most bruises bringing the beer to the evening celebrations!"

"Conrad Beaga Brytta, Lord of Caid"

Youth & Teen Activities

Youth Point is open to the entire family, not just the Children. Parents are welcome and encouraged to engage with their kids. Youth Point will be mostly a freeform area, with various activities. **Hours for Youth Point will be Friday from 10 AM to 5 PM and Saturday from 9 AM to 4:00 PM, Sunday hours are TBD.**

Please remember that Children under 7 MUST be accompanied by Parents. Children under 10 must be in sight/sound range. This is NOT a babysitting service. Snacks/Lunch will NOT be provided

Volunteers are welcome. Many hands make light work, and volunteering at Youth Point does count for Volunteer Hours. If you have an older child that is going to be at Youth Point, please consider volunteering for an hour or so. I WELCOME VOLUNTEERS who are over 13.

TEEN POINT – There will be Teen Point this year. This is a place for youth from 13-17 to hang out, play board games, card games, or just sit and chat. **The hours for Teen Point will be Friday 10 AM - 12 PM and 1 PM - 5 PM and Saturday from 10 AM to 12 PM and 1 PM - 4 PM.** It will be located near Youth Point and the Grand Court Pavilion.

We are doing something new this year to recognize those youth who have been helpful, or volunteered to do something. We will have a special sort of volunteer ticket to be given to children who have been helpful, and volunteering, and doing good things. These tickets will be redeemable at Youth point for various items and prizes. Details will be announced as we have them.

There will be a Pizza Party for the Teens on Friday night from 7:00PM-900PM. This is open to Youth 13 and older. There will be a Children's Tea Party tentatively scheduled for Friday. Details will be posted at Gate, HQ and Youth Point

Please check the sandwich boards at Gate, Headquarters and Youth Point for the schedule of activities for Youth Point. There are some great classes this year as well as largesse making.

Please feel free to visit Youth Point with any questions. Youth Point this year is a collaboration between the Kingdoms of the West and Caid. Many thanks to Lady Safiya for her hard work and dedication.



Youth Combat Schedule

Parents/Guardians must be present to sign up participants. Please bring site tokens to show site waivers have been completed. Loaner armor is available and will be swapped out based on age groups. Participants must have closed toe shoes and suitable clothing. Parents/Guardians are welcome to help!

Battle Scenarios may include: Castle Siege, Defeat the Berserker, Bridge Battles, Border Defense, Mixed Weapons. Scenarios will be determined by the Youth Combat Marshalls based on number of combatants, weapon types, and skill levels.

Weapons and Armor Inspections – All participants must be armor and weapon inspected prior to participation. Inspection will take place at the Youth Combat Field, adjacent to the Armored Battle Field. Marshalls will be available 20-30 minutes prior to the start of Youth Combat for inspection.

Standards – The weapon and armor standards will reflect those current in the Kingdom of Caid. Visitors from other kingdoms may be outfitted to their standards provided all minimum armor requirements from the Society level have been met.

GWW XI – Great Western War XI (October 8-12, 2008)

The second year for GWW at the new site. The event stewards were Sir Gavin Mac Dhomhnuill and Baroness Cara Michelle DuValier. The cover art was an antique block print given by Elyn de Haoucmore.

Loaner armor – Loaner armor is available in limited quantities. The first Division to be on the field is the 6-9 year age group. Priority for loaner gear is given to these participants. We will rotate out the younger members and their loaner gear will be available for the next age group 10-13 years. We will continue rotating the loaner gear through all Divisions, ending with the 14-17 year old age group. Participants with their own armor may remain on the field at the Marshall's discretion with mixed aged group battles. The battles will be run by the guidelines for the youngest members on the field.

Saturday, 10:00am

All Youth Fighters are invited by Their Majesties Alexander and Tahira and Their Highnesses Sigridhr and Athanric to join them for the muster of the Army of Caid. The Caid Army will gather on the Battlefield at 10:00am and march in procession to the field. There will be a Youth Combat Melee to follow.

Loaner armor will be available at the Youth Combat point at 9:30am. Parents/Guardians must be present and check in with Youth Combat Marshalls as required for all Youth Combat activities.

ON THE YOUTH COMBAT FIELD		
TIME	Saturday	Sunday
2-4pm	Various Battles	Various Battles

Volunteers

What do Great Western War, The Peace Corps, and secret government experiments on college students have in common? None of these could happen without volunteers!

Great Western War is, of course, the greatest volunteer opportunity of the three, as it involves a lower threat of exposure to malaria and much fewer interactions with needles or unexpected hallucinations.

When you are volunteering, be sure to have the person you report to sign your volunteer card! We know most people are not looking for recognition, but we need to know how many hours it really takes to run the war! Every hour you volunteer—at any task—at Great Western War also helps relieve the pressure on an overworked Event Steward, and you get raffle tickets that can get you cool stuff for your kit! There are many War volunteer opportunities that involve sitting, schmoozing, mocking, snarking, giggling, pointing and laughing – all valuable skills in both the SCA and modern life. You will also get to meet a wealth of interesting people, including possible boon companions, potential future accomplices and alibis, and maybe your one true love.

**Opportunity is knocking – throw open the door and invite it in!
Sign up at Gate and HQ.**

GWW XII – Great Western War XII (October 6-12, 2009)

The third year at Buena Vista was a somber one for the entire kingdom, as the Kingdom, and the Knowne World mourned the loss of a Duchess, a Knight, a Warrior, a Friend and an Inspiration: Duchess Kolfinna kottr. Many folks at war were wearing orange, whether on a belt or a ribbon tied on their person, or new garb with some hint of orange, in memory of her. A memorial for Duchess Kolfinna was held on Saturday, October 10th on the main battlefield at 2pm with hundreds of people attending.

The event stewards were Baroness Alana Buchanan and Mistress Eilidh na Tire Dharigh.

Merchants

Food and Drink

New Temple - Ice-cream, Sausage, Lemonade –1

Weasle Sassparilly Inn & Quesadilla Grill – 2

Temple of Siam – Thai-Chinese food – 4

Daybreak Coffee & Crepes – coffee, crepes, gyros -3

Specialty Shops

Aesir Metalwyrks - Armor and Jewelry -
<http://www.aesirmetalwyrks.com/> -8

Alter Years - Patterns, supplies and accessories - 68, 81

Amicia's Amenities - Furniture, herbal products, period hats, sundries - amicia@qnet.com - 73, 74

Aurora's Creations -

Anaya Tribal – Middle Eastern & bellydance garb- 22

B. Coole Designs - Textiles, embroidered items, machine embroidery patterns – www.bcoole.com - 37

Barefoot Cordwainer - Period shoes -
www.etsy.com/shop/barefootcordwainer - A/B

Baron's Beauties - Toys, accessories - 36

Boots by Bohemond – boots, shoes, bags, horns, belts, knives – 24

Board & Basket – Baskets and Wood craft items - 40

Brunetta Blacksmithing - Hand-crafted iron items –
www.brunettablacksmithing.com – 11

Calontir Trim - Trim, armor, decorative metalwork –
www.calontirtrim.com - 45

Cok Guzel! - Jewelry, Clothing, wool carpets and accessories - 90/91

Crossbow and Bolt - Crossbows, bolts & furniture - 57, 57

Damask Raven – Silk fabrics, thread - 21

Dancing Dragon Studios - Handspun yarn & appeal - 47

Earthwalkers - Footwear - 30

Elder & Oak – jewelry, candles & holders, books, tapestries - 35

Fawnridge-Arts - Hats, bags, pouches -
www.fawnridge-arts.com - 89

Feed the Ravens – Viking-age replica pottery, jewelry, leatherwork, etc – 94.5

Firedryk Steel – Armour - 9

Fish-n-Weasel - Games, jewelry, soaps - 72

Goblin's Market - War T-shirts, art, armor, garb, weapons – www.goblinsgrotto.com – 88

Ginnuga Trading Co - 51

Gonovan's Forge - Period swords and knives, jewelry, mugs, boxes - 64, 65

Griffin's Gate - Middle Eastern clothing – 62, 63

Greystone Garb – clothing – 70-71

Hands of Mercy- Massage - 38, 39, 60, 61

Hooded Hare – clothing - 27

Laurel Cavanaugh Goldsmith – Jewelry - 69

Linen Garb – linen garb – www.linengarb.com - 40

Longship Luxury Goods - Hand-made leather & horn products, jewelry, tankards & goblets, knives, garb, Viking & Celtic items - eric.edler@jdsu.com – 82, 83, 84

Notch Knocker - Archery supplies - 75, 76

Palmyra Traders - Unique medieval wares –
www.palmyratraders.com - 49, 50

PineBox Trader – Weaving supplies and incense - 95

Primsa Dragon Productions - jewelry, fabric, etc. – 31/32

RakuRaku Tei - Hand-made period pottery: cups, plates, bowls – www.rakurakuteipottery.blogspot.com – 44, 54

Raymond's Quiet Press - Medieval jewelry – 18, 19

Reannag Teine - Hand-crafted historically inspired pottery, games, lampwork beads, Redwolf pewter –
www.reannagteine.com – 66, 67

Sawdust Woodcrafting - Wood furniture, storage and games - 85

Silver Dragon - Garb, drums, weapons, jewelry – 28/29

Sparrowhawk Studio – Spinning, weaving, & needlework supplies- 23

Steel n' Strings – hand forged blacksmith items – 93, 94

Soles Thru Time - Footwear –
www.solesthrutime.com - 77

Sparrowhawk Studio - Weaving and spinning supplies – 23

Strong Leather Goods - 97

TL Barnes - Trims buttons and jewelry – 86, 87

Treasury - Artisan-made glass beads, buttons, & veil pins; reproduction cast pieces – 25/26
www.the-treasury.org – 25/26

Tudor Wolf Creations - Jewelry, garb and accessories - 59

Tres Sheikh - Middle Eastern clothing & accessories, custom-made belts - rock@HistoricalBeltworks.com - 43, 55

Unicorn Fiber Arts - Handwoven items, kits for beading, kumihimo, and knitting; wool for spinning, sewing items, knitting needles - ufa.housezacharia.com - 33, 34

Viking Age Imports - knives, jewelry, pottery- 6/7

White Wolf & The Phoenix - Hand woven trim string and weaving tools - 42

Wild Hare Woodworks - Wooden camp furniture - 20

Windrose Armoury - Armour and combat accessories -15, 16



Local Amenities

Hospitals & Emergency Rooms

In case of a serious emergency, call 911

• **Mercy Southwest Hospital**

(Emergency Facility), 400 Old River Rd, Bakersfield, CA, (18 mi), 661-663-6100

www.mercybakersfield.org

• **Mercy Medi Center** (Emergency Facility), 400 Old River Rd, Bakersfield, CA, (13 mi), **661-663-6100**

Animal Care & Supplies

- Kern Animal Emergency Clinic, 4300 Easton Dr #1, Bakersfield, CA (17 mi), 661-322-6019
- Taft Veterinary Hospital, 627 Harrison St, Taft, CA (10 mi), 661-763-1581
- Panama Equine Hospital, 5429 Taft Hwy, Bakersfield, CA (14 mi), 661-834-9566
- PETCO, 5151 Gosford Rd, Bakersfield, CA (13 mi), 661-664-6874
- PetSmart, 4100 Ming Ave, Bakersfield, CA (16 mi), 661-834-1044
- Pet & Feed, 2829 Edison Hwy, Bakersfield, CA (22 mi), 661-633-1786
- Tractor Supply (dog, cat, equestrian, etc.), 2749 Calloway Dr. Ste. 560, Bakersfield CA, 661-589-1504
- Round Up Feed & Pet Supply (dog, cat, equestrian, etc.), 5805 Rosedale Hwy. Bakersfield, CA, (661)327-1301

Hotels & Motel

- Best Western Heritage Inn, 253 Trask St, Bakersfield, CA (8 mi), 661-764-6268
- Homeland Inn, 20688 Tracy Ave, Buttonwillow, CA (12 mi), 661-764-5207
- Super 8 Motel, 20681 Tracy Ave, Buttonwillow, CA (12 mi), 661-764-5117
- Holland Inn, 531 Warren St, Taft, CA (12 mi), 661-763-5211
- Super 8 Bakersfield South, 3620 Wible Rd., Bakersfield, 855-799-6862
- Caprice Motel, 222 Kern St, Taft, CA (13 mi), 661-765-2161

• Vagabond Inn Bakersfield South, 6501 Colony St, Bakersfield, CA, 661- 831-9200

Restaurants

- Jack in the Box, 205 Trask St, Bakersfield, CA (8 mi), 661-764-6104
- IHOP Restaurant, 29541 Stockdale Hwy, Buttonwillow, CA (8 mi), 661-764-6907
- Golden Bull, 22460 Rosedale Hwy, Bakersfield, CA (10 mi), 661-587-0727
- Original Hacienda Grill, 1015 4th St, Taft, CA (10 mi), 661-763-1655
- La Salsa Tex Mex, 101 E Kern St, Taft, CA (10 mi), 661-765-7321
- Starbucks, 20673 Tracy Ave, Buttonwillow, CA (17 mi), 661-764-6774
- OT Cookhouse & Saloon, 205 N 10th St, Taft CA (13 mi), 661-763-1819
- Moo Creamery, 885 Truxtun Ave Ste B, Bakersfield, CA (23 mi), 661-861-1130
- Taco Bell, 3300 Panama Ln, Bakersfield, CA, 661-831-0360
- McDonalds, 3360 Panama Ln, Bakersfield, CA, 661-827-1310

Grocery Stores

- RBI Food Market & Deli, 22520 Sidding Rd, Bakersfield, CA (10 mi), 661-589-1721
- Save-A-Lot, 521 Finley Dr, Taft, CA (10 mi), 661-763-3559
- Albertsons, 1044 Kern St, Taft, CA (11 mi), 661-765-4944
- Carniceria Rancho Grande, 1107 Kern St, Taft, CA (11 mi), 661-765-5184
- Lucky Food Ctr, 501 10th St, Taft, CA (11 mi), 661-765-2719
- WinCo Foods, 6801 Panama Ln, Bakersfield, CA, 661-473-2038

General Merchandise and Hardware

- Kmart, 301 Gardner Field Rd, Taft, CA (10 mi), 661-763-5949
- Sears, 220 Center St, Taft, CA (11 mi), 661-763-5122
- Sam's Club, 5625 Gosford Rd, Bakersfield, CA (12 mi), 661-654-

8565

- Costco, 4900 Panama Ln, Bakersfield, CA (14 mi), 661-396-1227
- Target, 9100 Rosedale Hwy, Bakersfield, CA (15 mi), 661-589-0554
- Wal-Mart, 8400 Rosedale Hwy, Bakersfield, CA (15 mi), 661-588-2097
- True Value Home Center, 407 9th St, Taft, CA (11 mi), 661-765-7531
- Home Depot, 4700 Gosford Rd, Bakersfield, CA (13 mi), 661-835-1133
- Ace Hardware, 10511 Rosedale Hwy, Bakersfield, CA (14 mi), 661-589-2020
- 5701 Outlets at Tejon Pkwy, Arvin, CA, 661-858-2155

Gas Stations & Convenience Stores

- J R Food Mart, 9741 S Enos Ln, Bakersfield, CA (4 mi), 661-763-1616
- 7-Eleven, 1124 6th St, Taft, CA (11 mi), 661-765-7030
- Westside Chevron, 100 Kern St, Taft, CA (11 mi), 661-765-6755
- Oasis I-5, 27736 Highway 58, Buttonwillow, CA (11 mi), 661-764-6226
- Stockdale Mobil, 13001 Stockdale Hwy, Bakersfield, CA (12 mi), 661-588-2861
- Costco & Gas, 4900 Panama Ln, Bakersfield, CA, 661-396-1227

Banks

- Chase, 329 Kern St, Taft, CA (11 mi), 661-765-2169
- Westamerica Bank, 811 Center St, Taft, CA (11 mi), 661-765-7115
- Bank of America, 1044 Kern St, Taft, CA (11 mi)
- United Security Bank, 523 Cascade Pl, Taft, CA (11 mi), 661-763-5151
- Wells Fargo Bank, 8000 White Ln #A, Bakersfield, CA (13 mi), 661-396-2240
- Union Bank of California Inc, 9200 Ming Ave, Bakersfield, CA (13 mi), 661-654-8538
- Kern Schools Federal Credit Union, 5001 Panama Ln, Bakersfield, CA, 661-833-7900

GWWXX Staff List

- **Event Co-Stewards:** Master Fergal MacCome and Sir Ketill Olafsson
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*NOTE: THLady and THLord are short for "The Honorable Lady" and "The Honorable Lord".



