

Great Western War Days

October 7 - 12 2015

How do You do War?



Buena Vista Aquatic Recreation Area - Taft, CA

From The War Stewards

Welcome to Great Western War!

Please take a few moments to read the site rules. The site rules are for everyone's safety.

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.

As for Volunteering... we can't tell you how much we value our Volunteers! No event can happen without them – and a War takes a horde of them. Each of these dedicated people could use a hand – just two hours of your time will make all the difference. There is even a Banner to thank the group that puts in the most hours! If you can't pitch in, then please make an effort to thank our Stalwart Volunteers.

Sunday night and Monday morning will find people scrambling to get our facilities and gear torn down and packed away. Please, please leave your area squared away. Make it easier for the Volunteers. The campers need to be off-site by Noon on Monday. You don't have to go home, but you can't stay here (especially the Westies and Atenveldters!)

In service,

Duchess Eilidh na Tire Dharigh,

Duke Tomüki

Co-Stewards GWW XVIII

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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Hawaiian Tunic Wednesday!

Caid's "Traditional" Aloha Day

Wednesday, October 7th at
Great Western War

Tunics or Tabards...
Leis or Flowers in Your Hair...
Gaudy is Good!
Make People Smile!



In Loving Memory of Our Cherished *Mistress Belinda*
Who thought this was great fun at Gate!

It's All About the Smiles!!!



Valkyrie Rose Tourney



Sunday Morning

10:00 am

On the Battle Field

Sponsored by the
Ladies of the Rose



This is a Grand Tournament of Honor and Chivalry, held in Loving Memory of Duchess Sir Kolfinna.

All Ladies of the Rose from any Kingdom may sponsor one (each) belted and unbelted heavy weapons fighters, and one (each) Master of Defense or White Scarf and un-scarved rapier fighters. Fighters are encouraged to display their best pageantry and skill. If you have not secured a sponsor for this tournament, please attend to bear witness to the Grace and Prowess on display.



Caid's Fellowship of Gleaners

Join Caid's Fellowship of Gleaners as we strive to support the Caid Royal Travel Fund by collecting and recycling CRV (California Redemption Value) beverage containers, and to make our Great Western War more environmentally friendly.

Please use the clear plastic bags you received at check-in to sort your California Redemption Value beverage containers. Additional bags may be obtained at Headquarters and the Gleaners Tent. Sort your glass, aluminum and plastic CRV beverage containers into separate bags to ensure the Gleaners get top value when redeeming them. We greatly appreciate it if you completely drain the containers, and crush as flat as possible before placing in the plastic bags. Please do not attempt to crush glass containers, only aluminum and plastic, and please screw the lid back on to plastic containers.

Please do not use these recycling bags for collecting garbage, and please refrain from putting garbage into the recycling bags. The recycling is sorted by SCA volunteers and garbage mixed in with recycling contaminates the recycling so we cannot use it. We have found it helpful if you hang your recycling bag near your camp's trash bag and make announcements about your encampments efforts to recycle.



When each bag is filled, please ensure it gets donated to the Caid Travel Fund by:

1. Bringing the bags to the Gleaners tent located as indicated on the maps at Gate and Headquarters;
2. Placing the bags alongside (not inside) the dumpsters closest to the road; or
3. When the Water Truck makes its morning and afternoon sprinkling run, flagging down the driver and placing the bags in the back of the truck.

If you would like to be recognized for your donations to the Travel Fund, please fill out a Gleaners Donation Card and have one of the Gleaners sign off on it. When the funds are turned over to the Royals, your household or group will be recognized as contributors. The more you contribute, the higher up the list your name will appear. Just saying.

Volunteers are needed to help sort and bag up recycling. "Gleaners Stomps" are a fun activity for Youth and adults alike. Listen for the Herald's Cry for the Stomps which will be scheduled throughout War. A special plea for Volunteers to help with the final sort and trailer loading on Sunday will also be announced by the Heralds.

Volunteer hours count toward the prize drawing, and tokens will be handed out at the Gleaners Tent for all who contribute time and effort. Thank you for helping Caid be environmentally responsible at War and for contributing to the Royal Travel Fund.

Yours in humble service to the dream,
Lady Letizia da Venezia & Lord Da'ud ibn Ma'bad al-Wadi
Caid Fellowship of Gleaners

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.

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 Village.

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.

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.

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 RV's 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.

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. No youth classes are allowed to be held in private camps.

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.

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.

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.

The Guild uses the medieval term "Chirurgeon" [most commonly pronounced "*ki-er-jun*"] instead of first-aider as part of an effort to maintain a medieval atmosphere at this event. The Medieval blood-letting device called the "*jleam*" is used as the badge or symbol of the Chirurgeon (instead of the more modern red short-armed cross) and identifies the Guild members who have volunteered to administer first aid.

Chirurgeon's Point will be located in a tent marked with a Chirurgeon banner. There will be a Chirurgeon on site from Wednesday, October 7th, until site closes on Monday, October 12th.



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 reached through the constables or headquarters staff and may also be identified by the wearing of a red baldric with the jleam symbol on it.

How Can I Prepare for 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. The desert air is very dry and dangerous dehydration happens very quickly! Be sure everyone in your party brings a bag or basket to carry personal water when they leave camp. Our bodies give off excessive moisture in the dry desert climate no matter what the weather is like. This is especially important for children and during periods of physical exertion (like putting up/taking down your camp or working or fighting on the battlefield). Remember also that adult beverages and caffeine dehydrate the body, so drink plenty of water.

- 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. Remember also to bring shade and watering supplies for pets, medications for sunburn and moisturizers/hand lotion. Bring clothing that adapts to weather changes during the day. Dress in layers that can easily be

removed as the morning heats up and replaced as the evening cools down. Cover your head at night to avoid excess heat loss.

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.

Setup your camp so it is prepared for wind gusts, cold weather and rain! Use sufficient stakes and ropes and drive tent stakes at an angle to give a better foothold to your tent (straight up and down pull right out in heavy winds). Sleep off of the ground if at all possible and make your bed in layers.

Chirurgeons

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. If you are a Chirurgeon in Training (CIT), please check in with Chirurgeon's Point as well and we will partner you with a Chirurgeon. 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.

If you go to Chirurgeon's Point

Please bring all of your medications including prescriptions and over-the counter medications with you.

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 if you are serving as a temporary guardian for someone else's child and that child needs help. The child cannot be assisted at Chirurgeon's Point without this paperwork.

General Health Concerns

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

The Lake: Swimming is at your own risk; there will be no lifeguards on duty at any time.

The Sun: Please apply sunscreen regularly throughout the day. Chirurgeon's Point will have sunscreen available until our supplies run out.

Black Widow Spiders: The Park has black widow spiders. These spiders are the most common poisonous spiders in California. 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.

Mosquitoes: Please be aware that mosquitoes like to be around water. Use of bug repellent is highly recommended.

Bedbugs: Bed bugs are on the rise in Kern County. Bedbugs are flat, reddish-brown insects about the size of an apple seed. Please check all bedding for the little blood droplets and fecal matter they leave on sheets.

Minors: A very big concern at war is the medical treatment of minors. Chirurgeons cannot interact with any minor without a parent or legal guardian's consent. Any child needing assistance must be accompanied by parent or legal guardian. If the parent or legal guardian cannot be found, we cannot render assistance until they are located.

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.



Dehydration

Despite the temperate weather the site usually enjoys, one may still easily become dehydrated. Remember to drink plenty of fluids. Both alcohol and caffeine dehydrate the body. Be moderate in your consumption of both and drink at least an equal amount of water to counter the dehydrating effects.

Fluid Needs at War: Daily water needs for the average man is 13 (8 ounce) cups and for the average woman it is 9 cups. Athletes (fighters) need even more water to maintain the body's ability to regulate internal temperature and to keep cool. Heat production in contracting muscles can rise 15 to 20 times above that of resting muscles. Unless this heat is quickly dissipated, heat exhaustion, heat cramps and deadly heat stroke may result.

Heat Cramps: Heat Cramps are a frequent complication of heat exhaustion but may appear without other symptoms of dehydration. These cramps usually occur in people who have been exposed to several hours of heat, experienced significant sweating and have consumed a large volume of water without replacing sodium losses. The University of Massachusetts School of Medicine recommends: *Please note that salt pills are not recommended as they may cause stomach problems and severe hyponatremia (sodium overdose) which is a whole problem in itself.* Instead, use something that will help you replace both fluid and sodium at the same time; for example, pickles, olives, Gatorade. Heat cramps occur in skeletal muscles, including those of the abdomen and extremities. They consist of a contraction (cramp) lasting 1 to 3 minutes at a time which moves down the muscle and causes severe pain. Rest and gentle massage can help relieve these cramps.

Heat Exhaustion: This occurs when heat stress causes loss of body fluid followed by depletion of blood volume. When environmental temperatures (external or inside a suit of armor) rise, virtually all body heat and sodium loss is through the evaporation of sweat from the skin. Sweat rates during prolonged exercise (fighting) range from 3 to 8 cups per hour. However, as humidity rises and/or skin is completely covered, evaporation slows and sweating becomes an ineffective way of cooling the body. What follows is rapid fatigue, increased work for your heart and dehydration. The most common symptoms of heat exhaustion include profuse sweating, headache, dizziness, nausea, vomiting, muscle weakness, visual disturbances and flushing of the skin. Not all of these symptoms need to be present at the same time. Any person exhibiting heat exhaustion should be taken to a cool area immediately. Excess clothing (armor) should be removed. The body should be sponged with cool (not iced) water. Oral fluid replacement should be given, slowly, as tolerated.

Heat Stroke: This can occur when the internal (core) body temperature reaches 104 degrees Fahrenheit or more. Heat stroke is a cause for immediate medical attention. Fainting is not unusual with heat stroke. Symptoms include nausea, confusion, irritability, poor coordination, a cease of sweating, skin hot and dry, seizures and coma. If left untreated circulatory collapse, nervous system damage and even death may occur. Heat stroke is not something to be toyed with. This is a medical emergency. Immediate action is necessary. The first and biggest objective is to lower the core temperature and do it by any means available. Move the person out of the hot environment. Set air

conditioning, if available, to maximum. Remove the person's clothing. Put cold packs on neck, armpits, groin. Cover the person with wet sheets or towels, or spray a mist of water on him/her. Aggressively fan the person, even if you can't dampen the skin. Obtain EMS services for transport to hospital. Do not try to put the person into hypothermia. If shivering starts, body temperature will go back up again.

Things to Consider: Freely drink 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! Dehydration causes a decrease in how often you urinate. In a well hydrated person, urine will be no darker than lemonade. Thirst is a late sign of dehydration and should not be relied upon to indicate the need for fluid replacement. If you drink only when thirsty it may take up to 48 hours to fully replace lost fluids. Keep an eye on your family members and friends as they may not recognize the symptoms in themselves.

Special thanks for "Dehydration" by Baroness Ida Haraldsdottir, astkona, OP Mentor Chirurgeon
MKA Ginger Jensen RNC, BSN

Arts and Sciences Contests & Displays Descriptions

Contests: Brewing Contest -- Fiber Friday Display -- Fiber to Finished -- Wool to Whatever -- SpinZilla

People's Choice Challenge -- I Made It At The War! -- UnFinished Objects

SCHEDULE CHANGES: Real Life is always a factor in any SCA planning. There will inevitably be unexpected class cancellations, delightful class additions, and other unavoidable changes to the A&S class schedule. Read the A&S Class Schedules posted at Gate, HQ, and A&S and in front of the shower trucks.

COMPETITIONS and DISPLAYS

A&S CONTESTS ENTRY CHECK-IN: 9:15 to

9:45AM SATURDAY - Organized by Baroness Rutilia Fausta. 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.

ENTRIES CAN BE PICKED UP BETWEEN 2

AND 3PM ON SATURDAY. If you cannot pick up your entry by 3:00PM, make arrangements for someone to pick up your entry for you - please try to let Baroness Fausta or A&S Contests Staff know this when you drop your item(s) off. **ANY ENTRIES LEFT AFTER 3:00PM BECOME DONATIONS TO THE VOLUNTEER RAFFLE.**

Celebrate GWW's artisans and show your appreciation of their, as always, stunning craftsmanship, by casting your votes for your favorite entries.

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 related to pre-1600s -- we want to see it all!

A&S CONTESTS DISPLAY: 10:00AM to 2:00PM

SATURDAY -- GWW attendees are invited to view and vote on:

- **PEOPLE'S CHOICE CHALLENGE** -- Entrants are welcome to stay and discuss their entries - voting will end at 1:30PM. Winners will be announced and prizes awarded in A&S at 2:00PM SHARP. (Winners will also be recognized in court.)
 - A special **Great Western War Theme Division - The Spirit of Caid** of the People's Choice Challenge has been sponsored by Baroness Fausta! A special prize for this division will be awarded! Bring your best item related to the Spirit of Caid (Kingdom Togetherness) and show it off to the populace for this contest!
- **ASSISTANCE:** Get help & answers from any A&S Help Desk staff, or track down Baroness Fausta (for everything else) somewhere in the A&S Area on Saturday.
- **I MADE IT AT THE WAR** -- (anything completed at GWW XVIII)
- **UNFINISHED OBJECTS (UFO)** -- with interesting stories about why it is unfinished
- **WOOL-TO-WHATEVER** -- on-site Competition (see rules below)

A&S Class Descriptions

Tracks: Banners -- Bardic-Performance -- Beads & Jewelry -- Clothiers -- Combat Arts -- Culinary & Brewing -- Fiber Arts -- Medieval Interests -- Metal Arts -- Needle Arts -- SCA Skills -- Scribal Arts

SCHEDULE CHANGES: Real Life is always a factor in any SCA planning. There will inevitably be unexpected class cancellations, delightful class additions, and other unavoidable changes to the A&S class schedule. Please look for the latest Schedule of A&S Classes posted at the A&S Info Booth, daily schedules will also be posted at Gate, HQ, in front of the shower trucks, privies, and Merchants Food Court each day. Do you own a "magic window" (aka smartphone or iPad) at the war? You can also find the latest class schedule and listing on the GWW A&S Page at the following web address:

http://www.caid-gww.org/arts_sciences.php.

HOSTING GATHERINGS: The Arts and Sciences Area will host several OPEN gatherings, so come meet others with like interests. Drop in and out as you wish. Bring a project to work on, learn a new hobby, or find a new project. Do you want to hold a meeting or gathering for the A&S Area? Come by and talk with us or contact us at arts@caid-gww.org.

CLASS DETAILS

CLASSES in the MERCHANT VILLAGE**

All classes offered by merchants are

by appointment ONLY, unless otherwise specified.

Please respect that they also need to attend to their customers.
Please stop by their booths to make class arrangements with each merchant, NOT through A&S.

**Please check the A&S Info booth across from Headquarters for more information on Merchant Classes.

BANNER TRACK

Acrylic Banner Making Class - THL Fu Ching Lan & Lady Arianna Foxford

Banner Bling! - Baroness Master Rebecca Mary Robynson

Finding Your Flag - Baroness Master Rebecca Mary Robynson

Heraldic Flag Design - Master Cormac Mor

BARDIC/PERFORMANCE TRACK

(Includes dance, drumming, music, poetry, performance, & more!)

A Storyteller Tells the Tale of the Norman Invasion - Mistress Caitlin Wintour

Folk Tunes of the Elizabethan Era - Gregory Blount

Storytelling: A Bardic Workshop - THL William Walworth de Durham

BEADS & JEWELRY TRACK

(Includes beading, bead-making, history, jewelry-making)

Fused Loop-in-Loop Chain Making - Lady Gwen Hir

Intaglio Gem Carving - THL Rekon of Saaremaa

Period Glass Bead Furnace - Baroness Thea Northernridge

Viking Copper Wire Work - Lady Kutaiba al-Azrak

CLOTHIERS TRACK

(Includes history, patterning, sewing & construction)

See also: [Fiber Arts Track](#) and [Needle Arts Track](#)

4 Panel Viking Cap - Countess Trifona Anastasiia Dodovicha

Covering the Mundane Chair with Style - THL Fu Ching Lan

CLOTHIERS TRACK (Continued)

(Includes history, patterning, sewing & construction)

See also: [Fiber Arts Track](#) and [Needle Arts Track](#)

Eura Dress Pattern and Demo - Mistress Seaunn

Egilsdottir & Viscountess Lorissa du Griffin

How to Draft a Pair of Viking Rus Pants - THL

Adelheit Schwarzenkatze

Making Garb That Lasts - Simple Seam Finishes and Embellishments for Early Period Personnas -

Lady Grainne ingen Ebir

Scandinavian Clothing during the Viking Age -

Mistress Ciar ingen Daire

Simple Embroidery Stitches for Early Period

Personnas - Lady Grainne ingen Ebir

The Gable Hood - Lady Hunith Wen

COMBAT ARTS

(Includes arts associated with Archery, Thrown Weapons, Rapier, Heavy Weapons, and Unarmored Combat.)

Atlatl Demonstration - Lord Da'ud ibn Ma'bad al-Wadi (Archer/TW Range)

Fitness and Injury Prevention for Rapier Fighters

- THL Johanne Kathrijn die Waeyer

How to Make a Bola - Mistress Cecilia Medici

(Archer/TW Range)

Thrown Weapons Marshal 101 - Lord Da'ud ibn

Ma'bad al-Wadi (Archer/TW Range)

CULINARY & BREWING

(Includes cookery & brewing, history, how-to, recipes)

Beginning Food Smoking - Period and Modern - Tancrede de L'arcade

Brewers Meet and Greet - Hosted by Master Donal O'Brien (Barony of Dun Or Camp)

The Right Noble Brewers Guild 11th Annual

Brewing Competition - Hosted by Lady Madelena

De la Gate, Master Reinhardt Medebuer, and

Master Donal O'Brien

Brew Competition - What the Judges Are Looking

For - Lady Madelena De la Gate and Reinhardt

Medebuer

Charcuterie 101 - Baroness Colette de Montpellier

CULINARY & BREWING (Continued)

(Includes cookery & brewing, history, how-to, recipes)

Cooking in a Cloche Oven - Baroness Colette de Montpellier and THL Adrien de Calais
Fruit Cordials - Lady Lucia Traveler
Make Your Own Sauerkraut and Kimchi - Lord Renfield Trelain OD, OHA
Olives the Roman Way – Baroness Rutilia Fausta
Period Traditions in Tea - Saionji no Hana Sensei, OL
Quick Mead for Beginners - THL Una Logan
Seed Exchange - Baroness Rutilia Fausta

FIBER ARTS TRACK

See also: Clothier Track and Needle Arts Track

Basic Sprang Pouch - Countess Trifona Anastasiiai Dodovicha
Basic Tablet/Card Weaving - Countess Bridget Lucia MacKenzie OP
Beginning Drop Spindle - Dame Eilidh Swann
Brocaded Tablet Weaving - THL Margeret Kerne
Carding Fiber for Handspinning - Mistress Edwinna of Hawk's Bluff
Decoding Tablet Weaving Charts - Dame Eilidh Swann
Inkle Weaving - Simple Beginnings - Baroness Lynnette de Sandoval del Valle de los Unicornios
Inkle Weaving - Surface Decoration (Patterns) - Baroness Lynnette de Sandoval del Valle de los Unicornios
KIDS! Make your own Spindle and SPIN!!!! - Mistress Astridhr Selr Leifsdottir
Kumihimo on a Marudai - THL Jane de Sealynn
Make your own Spindle and SPIN!!!! - Mistress Astridhr Selr Leifsdottir
Spindle Spinning - Lady Siobhan Chantoiseau de Long Pont sur Orge
Spinning Flax (and other bast fibers) - Dame Eilidh Swann
Tablet/Card Weaving-Simple Viking Osberg Pattern - Countess Bridget Lucia MacKenzie OP
Tile Weaving - Lady Judith Anne
Viking Whipcord Braiding – Lady Siobhan Chantoiseau de Longpont sur Orge and Mistress Elyn of Tanwayour
Wheel Spinning Intermediate - Lady Siobhan Chantoiseau de Long Pont sur Orge
Wool Preparation for Handspinning. - Mistress Edwinna of Hawk's Bluff

MEDIEVAL INTERESTS

(Includes crafts that would have been done or made in any SCA Historic period)

Beginning Woodworking - Six Board Chest - Lord Tancrede de L'arcade
Block Printing on Fabric - Baronôssa Praxilla Taurina
Do you want flies with that? (Decorative Cup Covers) - THL Johanne Kathrijn die Waeyer
Medieval Plants and Animals for the Caidan Home Garden - THL Rekon of Saaremaa

Painting on Textiles - THL Lady Elyn de Haoucmore
Paternoster Kitchen Timers - THL Catharine Hawkwood da Barbiano
Period Board Games - THL A'isha al-Raqqasa
Prognostics in Late Anglo-Saxon England - Magistra Cynehild Cynesigesdohtor
Simple Shibori with Indigo Dyeing - Dame Joan Silvertoppe
Summam Manum, The Finishing Touch, Accessorizing the Roman Woman - Magistra Claudia Prima and Baroness Rutilia Fausta
The Common Roman Soldier - Sheridan (An Tuatha Camp)



METAL ARTS TRACK

Introductory Pewtering - THL Theo Van Der Zee
Make A Pewter Bell! - Baron Jon Thomme deClaydon
Make A Pewter Spoon! - Baron Jon Thomme deClaydon
Soapstone Molds for Pewter and Tin Casting - THL Rekon of Saaremaa
Thin-Sheet Repousse - THL Rekon of Saaremaa

NEEDLE ARTS TRACK

(Anything that involves one or more needles: embroidery, hand-stitching, knitting)

See also: [Clothier Track](#) and [Fiber Arts Track](#)

Bijoux Tapestry Embroidery Hosted by The Arts & Sciences Staff

Crochet a Beautiful Circlet to Match Your Gown - Lady Grainne ingen Ebir

German Brick Stitch Embroidery - Lady Ylaria Thrieland

Knitted Relic Bag - Baroness Magge Shaw

Make a Simple Viking Pouch - Lady Grainne ingen Ebir

Needle Felt a Pincushion - Lady Anitsa Kasperova

NeedleTime Salon - Dame Joan Silvertoppe

Sashiko, Japanese embroidery for the commoner - THL Jane de Sealynn

SCRIBAL ARTS TRACK

(Includes drawing, calligraphy, & other information on creating scrolls & artwork)

Beginning Calligraphy - Dame Richenda Coffin and others

Beginning Painting for Scribes - Baroness Aliskye Rosel

Intermediate/Advanced Calligraphy - Dame Richenda Coffin and others

Open Scriptorium - Dame Richenda Elizabeth Coffin

Playing with Dirt! Fun Making Period Pigments - Maestra Flavia Beatrice Carmigniani

Playing with Dirt Part 2! Advanced Period

Pigments Making - Maestra Flavia Beatrice Carmigniani

Scribal Progress Party - Hosted by Dame Richenda Coffin

SCA SKILLS TRACK

(Includes SCA officer information, event survival, etc.)

Basic Sign Language - THL Nikolaos Phaistos
Chatelaines' Round Table – Hosted by Baroness Fionna de Buchanan

Children's Beginning Persona Development - Zahra al-Dimashqiyya

Demo in a Basket - THL Catharine Hawkwood da Barbiano

Elements of Writing a Good Awards Letter - Master Manus leDragonier

Event Stewarding, What's Not to Love - THL Elizabeth of Roxbury Mill

Exchequer Book Reviews - Baroness Ida

Haroldsdottir, askona, OP, Kingdom Exchequer

Gleaning & Stomping 101 - Lady Letizia da Venezia

How did they do that with their hair??? - Viscountess Lorissa du Griffin

How to Build a First Aid Kit - Dame Muirenn ingen meic Martainn

How to Write a "How to" Paper - THL Catharine Hawkwood da Barbiano

Meet the Directors - Hosted by Baron David of Caithness, OP and Jarl Ailgheanan mac Sithigh, KSCA

Morning Cry - Your Ticket to Fame and Fortune! – Master Cormac Mor

Period Hair - Viscountess Lorissa du Griffin

Sign Language used in the SCA - THL Nikolaos Phaistos

Territorial Seneschal Workshop - Baroness Kale' al-Raqqasa

The Art of Being a Consort - Dame Ish (Yssbell inghean Bhaltair)

Updating your Caid Wiki Page - Dame Ish (Yssbell inghean Bhaltair)

Please look for the latest Schedule of A&S Classes posted at the A&S Info Booth, daily schedules will also be posted at Gate, HQ, in front of the shower trucks, privies, and Merchants Food Court each day. Do you own a “magic window” (aka smartphone or iPad) at the war? You can also find the latest class schedule and listing on the GWW A&S Page at http://www.caid-gww.org/arts_sciences.php.

Fiber Friday Display – People's Choice

Fiber Friday ENTRY CHECK-IN: 9:30 AM to 10:00 AM -- Bring your best weavings to exhibit all day Friday. The project may be unfinished. Entrants may be present to discuss your entry.

FIBER FRIDAY DISPLAY: 10:00 AM -- Come see the beautiful weavings: belts, scarves, bags, cords, and more. Everyone at GWW is welcome to come vote for their favorite weaving!

Fiber to Finished - Contest & Display - Fiber Friday

You spun it, you dyed it, you finished it! - Now enter it! Extra points if you started out with raw (e.g. unwashed, unprocessed fiber); lots of extra points if you raised the critter (or plant) yourself. Also special prize for the Most Ambitious Unfinished Object (must at least be started...).

SpinZilla

GWW Spinzilla Team --- Do you love to spin? Do you spin every chance you get? Maybe you Spinzilla!

- 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 every year.
- Spinzilla is an international competition to see which team can spin the most yarn in a one week period.
- This year we will have a GWW Spinzilla team!
- Spinzilla is like a marathon, but for spinners. It's organized in teams - so maybe it's more like cross-country track. Like marathons that raise money for charity, there is an entry fee of \$10 for each spinner. The money raised by Spinzilla goes to support the NeedleArts Mentoring Program, providing spinning and weaving instruction to school age children.
- Each Spinzilla team must be sponsored by a business that is a member of The National Needlearts Association. Our Patroness is Baroness Xena Baxter Wyntorpe of Hedgehog Handworks

If you want to Spinzilla with us, team registration will be on-line at spinzilla.org starting Sept. 1. Registration will be closed as of October 1. Our official team name is "Hedgehog Handworks GWW Spinners."

For more information visit spinzilla.org. We also encourage you to join our Facebook team page: [GWW Spinzilla Team](https://www.facebook.com/GWW-Spinzilla-Team). You may also contact the team captain, Magistra Astra Christiana Benedict for more information.



Annual Great Western War - Wool to Whatever On-site Fiber Challenge

CONTEST GOAL: All ages encouraged to pick up free fleece at the A&S Information Table any time after 2:00 PM Wednesday, and create something (or several 'somethings') - the more creative (or strange) the entry, the better.

MATERIALS: Entry must contain at least 50% of the challenge fiber. Anything else may be added.

TEAM UP: Pool resources with someone else (if desired) to create something.

WHAT TO MAKE: Anything that takes your fancy: hand-spun yarn, inkle or card weaving, felted items, kumihimo cord, dolls, felted beads, dog sweaters, sprang, buttons, pouches, balls, toys, belts, bow-ties, pterodactyls, trebuchet fodder...

DOCUMENTATION: None required. Entry doesn't have to be period, logical, or even useful. It should be

creative, fun or interesting (or all of the above). If entry is *really* unusual, we want an interesting, possibly true, explanation about it.

ENTRY CHECK-IN: Bring entries to the A&S Area for judging at 9:15 - 9:45 AM on SATURDAY.

DISPLAY: All WoW entries will be on display all day Saturday. Entries must be picked up by 3:00 PM, Saturday.

WINNERS: Determined by Popular Vote. There will be prizes. Winners announced at Grand Court on Saturday.

ASSISTANCE: Get help & answers from the GWW A&S Staff or any fiber artist within the A&S Area.

THANKS: Meridian Textile Arts Construction Interest Group for the Wool to Whatever concept.

Multi-Kingdom Brewing Contest

Come For The War, Stay For The Brewing Competition!
10th Annual Multi-Kingdom Brewing Competition
Great Western War XVIII - October 10

We will be accepting entries Friday, October 9 at the Brewers Meet & Greet, *ALSO* Saturday morning between the hours of 7:00AM and 9:30AM. 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 at Taste of Great Western, Saturday night at 10:00PM.

Have Questions About The Brewing Competition? Come to Our Class!

When: *Friday afternoon, right before the "Brewers Meet & Greet"*

Where: *In the A&S Area*

"What the Judges are Looking For"

We will answer any questions you may have about the competition, we will go over basic documentation and the judging score sheets. Bring a tasting glass! (MUST BE 21 years old or older.) Don't have documentation or a label? Come to our class! We can help you out.

We will have labels and bottle forms and we are also accepting your entries for the competition!

Taste of Great Western War

The 15th 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 10th, starting at 9pm. It will be located in the Dining Pavilion in Merchants Row.

Heralds

The hours for Herald's Point for this year: Thursday from 10AM-2PM, Friday from 10AM-4PM, Saturday from 9AM-3:30PM and Sunday from 10AM-2PM. Saturday hours are changed due to the need for Wintermist Heralds to prepare for Baronial Investiture at Grand Court.

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.

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

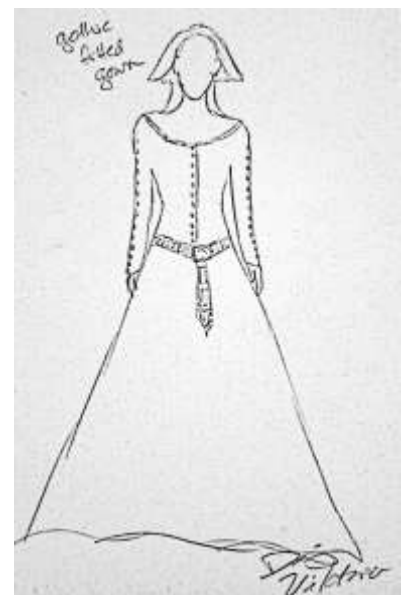
We Constables of Caid invite you to join us on patrols if you have the desire. We spend our evenings strolling from camp to camp, meeting new friends and helping people in need of assistance. Any help in our service of the Dream and the war will be greatly appreciated. And if you find the duties of a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

Hound Coursing

Hound coursing will be Thursday through Sunday from 9:30AM – 11:30AM. It will be on the green and shady island to the East of the battlefield between the parking lot and the road. That is section 22-23 on the map in the Gate Book. There will be signs and of course happy barking Hounds. Any wishing to help are welcome.

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



Special Events

Wednesday, October 7

All Day – Hawaiian Tunic Day in honor of the late Mistress Belinda of Emeric

Friday, October 9

9:00 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 aide 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.

9:00 AM – 12:00 PM: Field trip notice: seventh graders from Buttonwillow Elementary

Approximately 40 seventh graders from Buttonwillow Elementary school will be visiting GWW to learn more about medieval history. They will begin their tour walking past equestrian, down GWW Road to a couple of encampments with whom prior arrangements have been made for demos, through A&S, and finishing at the battlefield. The youth will be chaperoned by teachers and aides.

9:30 AM – 10:00 AM: Fiber Friday Entry Check-in, A&S Area

Bring your best weavings to exhibit all day Friday. The project may be unfinished. Entrants may be present to discuss your entry.

10:00 AM: Fiber Friday Display, A&S Area

Everyone is welcome to come see the beautiful weavings: belts, scarves, bags, cords, and more. Everyone at GWW is welcome to come vote for their favorite weaving!

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*

See **Friday, 9:00AM** for full description.

2:00 PM – 4:00 PM: Seneschal Salon

Meeting for Caid Seneschals in the Angels Baronial encampment. Bring a chair and Deputy Seneschals.

3:30 PM – 5:30PM: Brewers Meet and Greet hosted by Master Donal O'Brien and Lord

Geoffrey Brewer, *Barony of Dun Or Encampment*

This is the time for all brewers to come and introduce themselves and meet other fine brewers of Caid. It can also be a time to bring and share your experiences with all the brewers of the Kingdom. All adults 21 year and over may attend. Please bring a tasting cup.

6:00 PM – 9:00 PM: Scribal Progress Party, A&S Area and Scribal Tent

Come help us make progress on the award scroll backlog! We have work for everyone regardless of experience- if you can trace, color between the lines, paint details, draw heraldry, or calligraph we need you! We will have designs to trace, paper, light boxes, pencils, paint and brushes-all supplies provided. Light refreshments will be provided. All work will be done on real scrolls that will be finished and presented in the future. All materials are provided. Hosted by Dame Richenda Coffin. 16 & up.

6:00 PM: Vigil for Michael Mallory (Order of Defense), *Calafia Baronial encampment*

6:30 PM: Vigil for Alejandro de Nuevo Castillo (Chivalry), *EPA/Lorelei encampment*

7:00 PM: Vigil for Adam Makandro (Chivalry), *La Familia encampment*

8:00 PM: Vigil for Ketill Olafsson (Chivalry), *Dragonstad encampment*

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

Head to Merchant's Row with your purse and a cart for hauling home a bounty of great deals! See page 38!

Saturday, October 10

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 10th 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 (9PM - 11PM). 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.

9:00 AM: Newcomer's Site Tour hosted by a Chatelaine of Caid, *starts at the Headquarters Pavilion* See ***Friday, 9:00AM*** for full description.

9:00 AM: Ritualistic bathing of vigilants in preparation for Knighting Ceremony, at *La Familia* Everyone is welcome to come witness and assist in the cleansing of the vigilants Adam Makandro before he presents himself to Their Majesties.

9:15 AM - 9:45 AM: A&S Contests Entry Check-in, *Grand Court Pavilion in A&S*

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 XVIII), Unfinished Objects (UFO), and a Wool-to-Whatever on-site Competition. 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.

12:00 PM - 1:00 PM: Meet the Directors, *A&S* How different is running the SCA Corporation than running a Kingdom? How is it the same? How do they connect? Directors Andrew Coleman and David Keen will be sponsoring a panel discussion to answer any questions the membership may have about the modern business of running the Society and its interaction with the game. Everyone is encouraged to ask questions and provide comments regarding the Society's current hot topics. Hosted by Baron David of Caithness, OP and Jarl Ailgheanan mac Sithigh, KSCA.

2:00 PM: Newcomer's Site Tour hosted by a Chatelaine of Caid, *starts at the Headquarters Pavilion* See ***Friday, 9:00AM*** for full description.

5:30 PM: Grand Court, *large tent in A&S* Come join the Court of Their Majesties of Caid as They welcome Their Royal cousins and celebrate the many accomplishments of Their populace. Witness the inception of the Barony of Wintermist and the elevation of three to the Order of Chivalry (listed in the order they

will be elevated: Alejandro de Nuevo Castillo, Adam Makandro, and Ketill Olafsson).

~9:00 PM- Vigil for Adelheit Schwarzenkatze (Laurel), *EPA/Lorelai encampment*

Invocation will start shortly after Grand Court ends.

~9:00 PM- Bard of Caid Competition, *Caid Royal* Join us for the third leg of the competition to determine the next Bard of Caid. Competitors will be asked to compose and perform an original work using the "mystery ingredients" announced during the Saturday morning herald's cry. The ingredients will also be posted at the Arts & Sciences HQ Saturday. The results will be announced on Sunday morning at the Valkyrie Rose Tourney on the battlefield (starts at 10AM).

9:00 PM - 12:00 AM - 15th Annual Taste of Great Western War, *dining pavilion in Merchant's Row* The 15th 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 11

9:30 AM: Children's Tea, *battlefield near the Valkyrie Rose Tourney*

Her Majesty Sigridhr would like to invite all interested young lords and ladies (aged 5 - 10) to a tea party to be held during the Valkyrie Rose Tourney. Light treats will be served.

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 un-scarved rapier fighter. If you have not secured a sponsor for this tournament, please attend to bear witness to the grace and prowess on display.

~11:30 AM*: Elevation of Master Don Lot Ramirez to the Order of Defense, *battlefield near the Valkyrie Rose Tourney*

Immediately following the Valkyrie Rose Tourney, Master Don Lot Ramirez will be elevated to the Order of Defense. All are welcome. Exact start time is at the leisure of Their Majesties, Caid.

3:00 PM: Wintermist Presentation Court, *Wintermist Encampment*

All are welcome to come by and be a part!

Great Western SW

West Parking

Equestrian
Parking

Merchant Parking

Way of the Rose

Royal Way

Leonard's Way

Lake Shore Drive

















Pelican Place

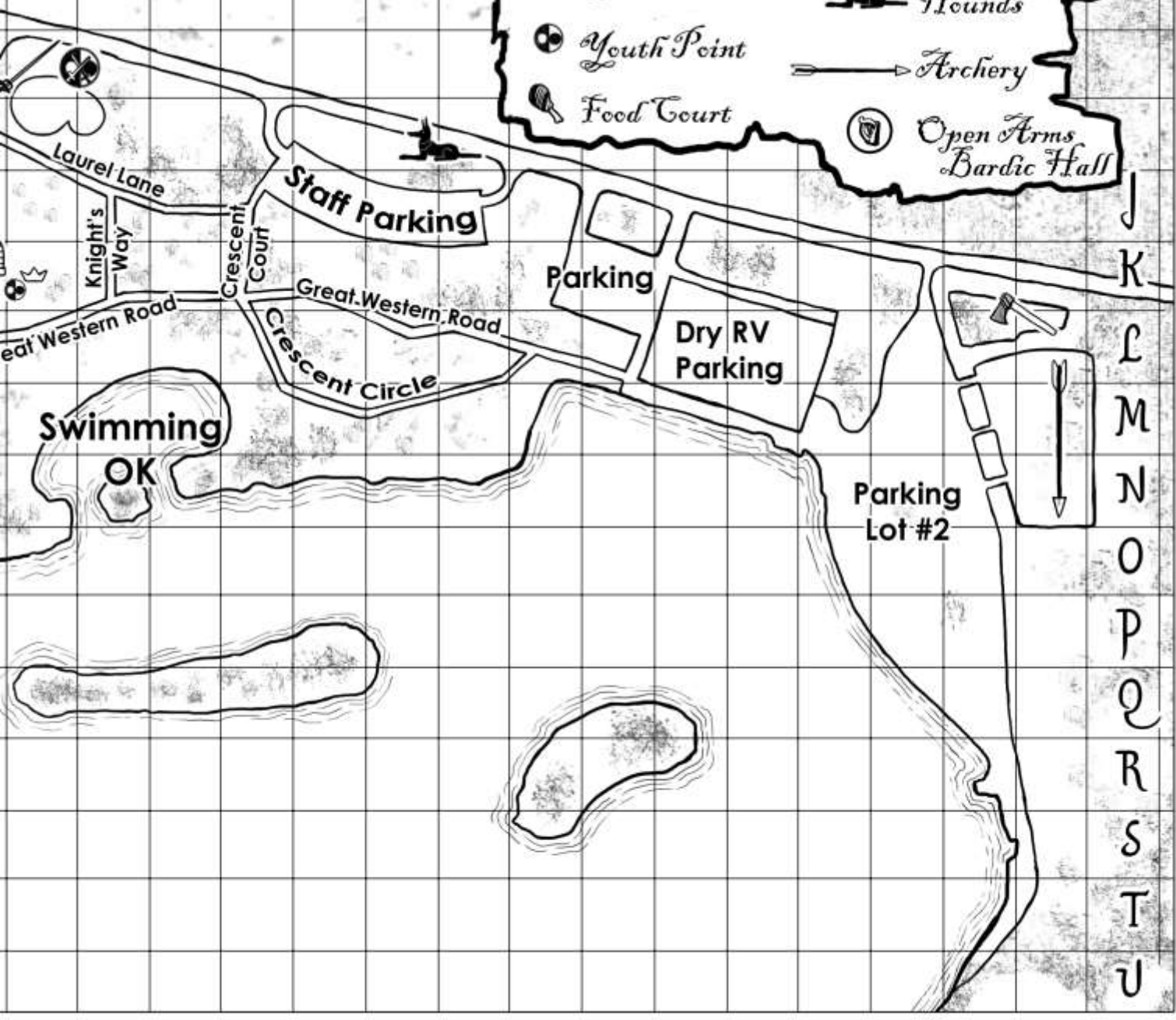
No

Swimming

17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

Bar ~~ESD~~

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



Master Schedule

Thursday 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	Archery Authorizations		Open Practice - Includes longbow Clout 100-200 yard range				Closed - Lunch		Moving Target Practice				Royal Rounds for Fun and Rank				Range Closed		Night Clout-9PM	
Armored Combat			New Fighter Auth.	Armies Muster	Scenarios Begin - Assorted open field and bridge battles, archery allowed in every other battle starting with the first.						Challenge Fights									
			Weapon/Armor Inspections																	
Equestrian			Mounted Archery (Martial Event. Register at time of event)									Riders Meeting					War Castle Cavalry Practice			
Hound Coursing			Hound Coursing																	
Rapier										Early Bird Tourney /Meet & Greet Potluck			Hay Bale and Field Set Up							
Thrown Weapons	Range Open for Practice & Instr.		TWIC for Ranking & Practice, Atlatl Demo				Closed - Lunch		Novelty Throws			TW Marshal in Training Class				Range Closed				
Youth Point			Youth Activities																	

Friday October 10	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	Archery Auth., Longbow/Crossbow		Royal Rounds for Fun & Rank				Closed - Lunch	Period, Crossbow, Open Divisions Practice & Longbow Clout 100-200 yard range										Range Closed	Night Clout- 9PM	
			Crossbow/Open Div., Period Div. Clout											Moving Target Competition						
Armored Combat			New Fighter Auth.	Armies Muster/ Equestrian								Challenge Fights								
		Weapon/Armor Insp.			Armored Combat Scenarios Begin															
Equestrian			Opening Ceremony War Castle Combat (Must Attend Practice.)		Pas de Santa Kolfinna (Martial Event)								Queen's Equestrian Champions, Joust Off – Part 1							
Hound Coursing		Hound Coursing																		
Open Arms Bardic Hall									Scheduled & Impromptu Performances										Bardic Jam, 7pm-9pm	
									Caidan Chorus Rehears.											
Rapier	Bridesmaid Tourney				Armor Inspect. Check- in	Rapier Scenarios Start						Blood of Heroes			Society Rapier Marshal Meeting					
Thrown Weapons	Range Open for Practice & Instr.		TWIC for Ranking and Practice, Atlatl Demo				Closed - Lunch		Building Bolas Class & Tourney Novelty Throws				TW Marshal in Training Class				Range Closed			
Youth Combat														Torchlight Tournament						
Youth Point			Youth Activities																	

Saturday October 10	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	Archery Authorizations		Open Practice – Includes longbow clout 100-200 yard range				Closed Lunch	Equestrian/Archery demo and beginning class				Crossbow Competition			Range Closed				Grand Court A&S Area (5:30PM)	
Armored Combat			Fighter Auth.	Armies Muster	Armored Combat Scenarios Begin							Challenge Fights								
			Weapon/Armor Inspection																	
Equestrian			Mounted Wrestling Sword Binds												Gambler's Choice Joust Off! - Part 2					
Hound Coursing			Hound Coursing																	
Open Arms Bardic Hall					Caidan Chorus Rehearsal		Scheduled Performances every half hour													
												Caid Chorus Performance								
Rapier	White Scarf Tournament				Check In/Armor Inspect.	Scenarios Start														
Thrown Weapons	Range Open for Practice & Instr.		IKTWC (Adult & Youth) Qualifying				Closed - Lunch		IKTWC (Adult & Youth) Finals			Novelty Throws								
Youth Combat										Youth Combat Melees										
Youth Point			Youth Activities																	

Sunday October 11	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 Practice		Royal Rounds			Closed for Volunteer Breakdown and cleanup														
Armored Combat			Weapon/Armor Inspections		Armed Combat Scenarios Begin – Four 15 minute castle battles. Two 30 minute grinder battles.						Battlefield Clean-up									
				Armies Muster																
Equestrian			Celtic Challenge / Joust Off! #3																	
Hound Coursing		Hound Coursing																		
Open Arms Bardic Hall					Extra Performances – Time Permitting															
Rapier			Valkyrie Rose Tourney								Post-Tourney – Hay Bale Tear Down									
Thrown Weapons	Range Open for Practice & Instr.		TWIC for Ranking & Practice		Axes & Estrogen Toothpicks & Testosterone								Range Closed							
Youth Combat											Youth Combat Melees									

Armored Combat

The Armored Combat battles will be held Thursday through Sunday. Fighter Authorizations start at 10AM. Armor and Weapon Inspections will start at 10AM. All battles start at 11AM and should run through 3PM. On Sunday, the Ladies of the Rose Valkyrie Tourney runs concurrent with the fighting. After 3PM the field will be opened up for challenges not to interfere with the Rapier battles.

Muster Time will be 10:30AM for each Day of Fighting

Conventions of Combat

Weapon standards for the war follow Caidan regulations. Armor standards for the war will follow the regulations of each fighter's home kingdom. Combat Archery regulations will follow Society rules.

Fighter Authorizations will take place from 10AM to 10:30AM. If you miss this window you will need to wait until the next day for the authorization. No Exceptions.

Armor/Weapon Inspections begin at 10AM each day. Missile and thrown weapons will be inspected each day from 10 to 10:30AM and between Combat Archery battles only. We will be alternating battles with and without archery both Friday and Saturday.

No Inspections will be done during Combat Archery scenarios. Late arrivals will have to wait until the next inspection. Archers will retrieve arrows and bolts between scenarios and will have them inspected for use for the next archery battle.

Engagement:

One may only strike an opponent when "engaged" with them.

Engagement is defined in the following ways:

- Out of a line – Opponents must be facing each other, or otherwise making eye contact.
- In a line (defined as 3 combatants arranged side by side in a line formation) - Any combatant within a line, is considered engaged with any opponent legally attacking any combatant in the same line, and vice-versa.

Killing from Behind (KFB):

There is no striking an opponent in the back or blind side, when not engaged.

To defeat an opponent blind to one's attack, one must either establish engagement before attempting to strike, or perform a "kill from behind."

Killing from behind is performed by establishing control of one's opponent (not by grappling in any way), presenting one's weapon in the field of view of the opponent, and loudly declaring "You are dead from behind!"

- For single handed weapons, one must place the weapon horizontally over the opponent's field of vision.
- For 2 handed weapons/polearms, one must place the weapon on the opponent's shoulder, so that the striking/stabbing end of the weapon is clearly visible by the opponent.

Dead on the Ground:

Combatants in a prone position or "tripodding" may not strike an opponent, or be struck.

A combatant may declare an opponent dead, if said opponent is prone or "tripodding" by presenting one's weapon and clearly declaring "Dead on the ground."

NOTE: Killing from behind and dead on the ground procedures must be declared for each individual opponent. This may not be done as a single action towards a group of opponents.

NOTE: Combatants may NOT "call their shots". It is the duty of the recipient of any shot (missile or otherwise), to determine if the shot was good. A missile combatant may indicate they were the one shooting, and provide information on placement and orientation of the shot.

Champion Battles

Between the Open Field Battles on both Friday and Saturday will be a Kingdom Champion Battle.

- Friday Kingdom Champions
The West and Caid will each field a champion in each weapon form selected by Their Majesties. These champions will fight their counterpart to determine a victor.
- Saturday Kingdom Team Champions
The West and Caid will each field a team of 10 combatants to fight it out to the last man standing.

Armored Combat ~ Schedule of Fighting

Thursday

- **10-10:30AM:** New Fighter Authorizations
- **10:30AM:** Armies Muster
- **10-11AM:** Weapon and Armor Inspections
- **11AM:** Scenarios Begin
 - Assorted open field and bridge battles, archery allowed in every *other* battle starting with the first.
- **2PM:** Challenge Fights

Friday

- **10-10:30AM:** New Fighter Authorizations
- **9:30-11AM:** Weapon and Armor Inspections
- **10:30AM:** Armies Muster
- **10:20AM:** Equestrian Mounted Combat
- **11AM:** Armed Combat Scenarios Begin

OPEN FIELD BATTLES

Each of these open field battles will be to the last man standing. There will be a 5 minute break in between each battle for the armies to get into formation.

Battles 1-2. These field battles will have the battlefield orientated 90 degrees. This will give the armies a wider playing field and allow them more opportunity for field maneuvers. Due to the shorter distance behind each army **NO ARCHERY WILL BE ALLOWED.**

Battles 3-5. These field battles will return the battlefield back to its standard orientation. This will allow for a safer use of archery on the battlefield. As such archery will be allowed in all three of these battles.

KINGDOM CHAMPIONS BATTLE

The Kingdom Champions Battle on Friday will consist of fighters of each weapon form from both the WEST and CAID facing off against each other to determine the best between the kingdoms.

BRIDGE BATTLES

These battles will be last man standing and there will be a 5 minute break between each battle.

Battle 1. Bridge Battle. Archery Allowed.

Battle 2. Bridge Battle. No Archery Allowed.

Battle 3. 7.5 Foot and under. In this bridge battle no weapons over 7.5 feet in length will be allowed. **No Archery Allowed.**

- **10 Minute Break**

CASTLE BATTLES

There will be 4 Castle Battles. In each battle attackers will have unlimited rez and the defender will be last man standing. After two battles armies will switch sides. Every other battle will include archery. These battles will be timed to see which side takes the castle the quickest.

Battles 1 and 3: Archery Allowed.

Battles 2 and 4 No Archery.

- **10 Minute Break**

Capture the Kings Battle

This will be a 60 Minute Resurrection battle. Whenever a sitting Monarch or Prince returns to their rez point the marshals will add a point to the opposing side.

- **3PM:** Challenge Fights

Saturday

- **10-10:30AM:** Fighter Authorizations
- **10:30AM:** Armies Muster
- **10-11AM:** Weapon and Armor Inspections
- **11AM:** Armed Combat Scenarios Begin

CAID VS. WEST OPEN FIELD BATTLES

These battles will be for war points and bragging rights. Each of these battles will be last man standing and there will be a 5 minute break in between each battle.

Battles 1-2. These field battles will have the battlefield orientated 90 degrees. This will give the armies a wider playing field and allow them more opportunity for field maneuvers. Due to the shorter distance behind each army **NO ARCHERY WILL BE ALLOWED.**

Battles 3-5. These field battles will return the battlefield back to its standard orientation. This will allow for a safer use of archery on the battlefield. As such archery will be allowed in all three of these battles.

KINGDOM TEAM CHAMPION MELEE

Both the Kingdom of the West and Caid will field a champion's team of 10 fighters. These fighters will face off in an epic melee.

CROSSROAD BATTLES

These battles will be last man standing and there will be a 5 minute Break between each battle. Archery will only be allowed down the lanes of the crossroads, no firing over the hay bales.

Battle 1. Crossroad Battle. Archery Allowed.

Battle 2. Crossroad Battle. No Archery Allowed

- **10 Minute Break**

CASTLE BATTLES

There will be 4 Castle Battles. In each battle attackers will have unlimited rez and the defender will be last man standing. After two battles armies will switch sides. Every other battle will include archery. These battles will be timed to see which side takes the castle the quickest.

Battles 1 and 3. Archery Allowed

Battles 2 and 4. No Archery

- **10 Minute Break**

Capture the Flag Battle

Marshals will position 3 “Flag” points on the open field. The armies will face off and attempt to hold each of these three “Flags”. Every 15 minutes marshals will take note of which army are in possession of these “Flags”. For each point held the army gets a point. This will be a 60 minute Resurrection Battle.

- **3PM:** Challenge Fights

SUNDAY

- **10-11AM:** Weapon and Armor Inspections
- **10:30AM:** Armies Muster
- **11AM:** Armed Combat Scenarios Begin

Due to the closeness of the Rose Tourney and spectators there will be no archery allowed during the fighting on Sunday.

CASTLE BATTLES

There will be four 15 minute castle battles.

GRINDER BATTLES

We will have two 30 minute Grinder Battles on Sunday. These battles will take place within the castle environment. When you are killed you will return to your opponent’s rez point then join their side of the battle.

- **2PM:** Battlefield Clean-Up

Archery Schedule

Thursday

- **7:30AM-9AM:** Early Bird Target Practice.
- **9AM-10AM:** Archery Authorizations
- **10AM-12PM:** Open Practice, includes longbow clout 100 to 200 yard range.
- **12 Noon:** Break for lunch. Range closed till 1PM.
- **1-3PM:** Moving Target Practice
- **3-5PM:** Royal Rounds for fun and Rank
- **5PM:** Range closed.

Thursday Night

- **7PM-9 PM:** Night Clout with glow sticks
- **9PM:** Range closed

Friday

- **7:30AM-9AM:** Early Bird Target Practice
- **9AM-10AM:** Archery Authorizations, open practice & longbow clout 100 to 200 yard range and crossbow practice.
- **10AM-12PM:** Royal Rounds for fun and Rank
- **10AM-12PM:** Crossbow/ open division, period division clout practice
- **12 Noon:** Break for lunch. Range closed till 1PM.
- **1PM-5PM:** Period, crossbow, open divisions practice and longbow clout 100 to 200 yard range.
- **3-5PM:** Moving Target Competition
- **5PM:** Range closed

Friday Night

- **7-9PM:** Night Clout with glow sticks
- **9PM:** Range closed

Saturday

- **7:30AM-9AM:** Early Bird Target Practice
- **9-10AM:** Archery Authorizations



- **10AM-12PM:** Open practice, includes longbow clout 100 to 200 yard range.
- **12PM:** Break for lunch. Range closed till 12:30PM.
- **12:30-2:00PM:** Equestrian/ Archery demonstration and begging class
- **2PM-3:30PM:** Cross Bow Competition
- **4PM:** Range closed.

Sunday

- **9-10AM:** Open Practice
- **10AM-12PM:** Royal Rounds
- **12 PM:** Closed for volunteer breakdown and clean up.

Equestrian Activities

Caid is proud to present one of the most intensive and organized equestrian events in the Known World. We take great pride in offering a variety of activities for participants, and encourage attendees to do as many or as few events as they and their horse are capable of. During the hottest part of each day we take a break from activities so that riders may participate in other combat activities, take A&S classes, shop, or just relax in camp overlooking the lovely Lake Buena Vista.

Equestrian events are scheduled Thursday through Sunday. All schedules are subject to delay or change based on wind and weather conditions.

Rules to Remember Around Horses

- Minors are not allowed around the animals without parent or legal guardian escort.
- Do not feed or touch any of the horses without permission from the owner.
- A red tassel or ribbon on a horse indicates that the horse may bite or kick. Do not approach this horse.
- Horses startle easily. Do not run, jump, yell, or make sudden movements around them.
- The Stable Closes at Sundown to Everyone except horse owners.

Requirements for Participation

All riders must be authorized. Riding in the arena, surrounding equestrian area, and trails only requires the regular General Riding Authorization. For riding on roads through camping areas or on the battlefield, each rider and horse combination must pass the Caid Parade/Camp Riding authorization. (See Rider Requirements). **Carts must be road legal to drive on the road.**

Volunteers are greatly needed and welcomed! Equestrian Ground-Crew positions in Caid do not require authorizations, but are approved on a day to day basis by the Equestrian Marshal-in-charge. Volunteers working around horses must wear closed-toe shoes (boots are preferred). Volunteers must be over the age of eighteen, or be accompanied by a legal parent or guardian at all times when working around the

Horse Stalls

All stalls are reserved stalls and will be marked with the name of horse/owner. All stalls must be tagged with

the owner's name, cell phone number, any special needs or concerns for the horse, camp location information of the owner, and alternate person to contact in case of emergency.

·If you are renting a stall on-site contact an EQ Autocrat before placing your horse in a stall.

·If you are setting up a portable corral contact an EQ Autocrat before setting up.

·You **MUST** physically sign out with either Arabella or Tierrynna before departing site. THERE WILL BE A \$75 STAFF HASSLE FEE FOR ANY BEDDING, MANURE, SHAVINGS, OR OTHER DEBRIS LEFT IN ANY STALL, TRAILER PARKING SPOT, OR PORTABLE STALL LOCATION AFTER YOUR DEPARTURE. Sign out will verify your area is clean, and avoid this fine and potentially being banned for future CAID equestrian events. It is NOT advisable to leave any bedding behind for a friend; if they do not clean it up YOU will be billed.

Parking

Trailer/truck parking is available in the equestrian area. Only horse hauling vehicles and horse trailers actually being used to haul equines are permitted to park in the equestrian parking area.

No Smoking

NO Smoking anywhere in the equestrian area, equestrian camp, the arena, on or near any hay bales, or in the equestrian/trailer parking area.

Equestrian Camp

Mistress Arabella is the EQ Campmaster. Please see her for your tent/pavilion location in the EQ Camp. Lady Tierrynna CaerNarvon is the Equestrian Meal Plan Coordinator. Please contact either with questions.

Per site rules, every pavilion must have a working fire extinguisher placed outside of it. Please label it with your name.

Loud parties and drumming are not allowed in the Equestrian Camp after 10 PM. Equestrians have to rise early to take care of their horses. Please be considerate.

Rental Horses

No rental horses are available at this time.

Equestrian Activity ~ Details/Schedule

DAILY – **Camp Riding Authorizations (Please arrange with marshal).** In order to ride through the camps, you must complete this site authorization. (This is NOT required for riding in the arena, the equestrian area, or the non-camp trail ride portion).

JOUST OFF! - The “Joust Off” will be a series of Jousts over the 3 days. Only 2-3 riders will joust before each event, as a crowd pleaser and opportunity to battle, to last only 15-20 min. If you are late, you don’t joust. You must sign up with the EQ Autocrats by Thursday evening.

TUES/WED – Activities will be scheduled based on riders’ preferences.

THURSDAY

10:00am / Mounted Archery Practice and Competition – 1st half will focus on beginners, or people and horses who have not done MA before. 2nd half will be practice, with a small competition at the end. For new people: A limited amount of loaner gear will be available, and bring gloves (both hands). Please make sure you have practiced archery *before* coming to this class (this is not a class on archery).

3:30pm / Riders Meeting - All riders please attend to review rules, protocols, and equestrian activities of the war.

5:00pm / Castle Mounted Combat and Cavalry Practice – Preparation for the War Castle Combat. Set-up and practice. Others wishing to practice welcome! **Required** for those wishing to ride as part of your Army’s Cavalry Friday morning to ensure suitability for the event. (If you have not arranged prior approval from the EQ Autocrat)

FRIDAY

10:00am / Opening Ceremonies and War Castle Mounted Combat – Champions for the West and Caid brandish historical Tourney Batons in combat to determine which army holds the castle during the GWW Opening Ceremonies. If you would like to ride out as a Cavalry to support your army, you are required to attend the Thursday Cavalry Practice (or receive approval from the EQ Autocrat).

11:15am / Pas de Santa Kolfinna – A war rises in the west between kingdoms. Yet as the infantry battle it out, hacking and cleaving each other, the Cavalries of the armies meet in right noble chivalrous display of games and joust. The Order of the Golden Lance retains the honor of holding the field as the Tenans. Others have sought to gain entry into such a noble endeavor to challenge them as the Venans. Nine months have the riders prepared, a quest with several challenges and obstacles. Who shall emerge victorious?

4:00pm / Championship Tournaments – OPEN TO ALL RIDERS (IN OR OUT OF KINGDOM). Riders come to demonstrate their martial and horsemanship skills. Her Royal Highness and the Baroness of Angels will be selecting their Champions from among those Caid riders wishing to ride for their honor.

Joust Off! Part 1 (4:00pm) – Part of a series of jousts, first ~15min of the event.

SATURDAY

Mounted Wrestling/Sword Binds (10:00-noon) – Taught by Mistress Else Hunrvogt (KEO Kingdom of the West). Will cover Hoofwork for Close Quarters Activities, Mounted Wrestling, and Sword Binds - aka “All the Fun Stuff From the Manuscripts.”

4:00pm / Gamblers Choice – Each rider determines which field obstacles and war and tourney training techniques to attempt within an allotted time. The most points accumulated wins, but there are many different combinations to choose from! Skill, time, and strategy will determine the winner.

Joust Off! Part 2 (4:00pm) – Part of a series of jousts, first ~15min of the event.

SUNDAY

10:00am / Celtic Challenge - A thrilling quest-based mounted tournament that puts the speed and balance of its competitors to the test with extra points being awarded for riding bareback and dressing Celtic

Joust Off! Part 3 (10:00am) – Part of a series of jousts, first ~15min of the event.

Rapier

We have a full schedule at war this year! Polish up your swords, grab your daggers and let's have a week full of epic tournaments and scenarios.

General Schedule:

Thursday:

- **2:00PM:** Early Bird Tourney/Meet and Greet Potluck
- **4:00PM:** Hay Bale and Field Setup

Friday:

- **9:00AM:** Bridesmaid's Tournament
- **11:30AM:** Check In/Armor Inspections
- **12:00PM:** Scenarios Start
- **4:00PM:** Blood of Heroes
- **5:00PM:** Society Rapier Marshal Meeting

Saturday:

- **9:00AM:** White Scarf Tournament
- **11:30AM:** Check In/Armor Inspections
- **12:00PM:** Scenarios Start

Sunday:

- **10:00AM:** Valkyrie Rose Tourney
- **Post-Tourney-** Hay Bale Tear Down

Tournaments

All tournaments will be held in erics near the rapier battlefield. Please come to the rapier battlefield for check-in.

Thursday

2:00pm: Early Bird Tournament – Why wait for the weekend to start fighting? Come on out Thursday and get a head start on everyone else. This is a low/no pressure list. We will fight round robin (or until we want to stop) and each bout is to be resolved however the fighters wish; counted blows (no more than 5 total, please.) tournament style, first blood, etc. and with whatever (SCA legal) weapons can be agreed upon. Fighters are encouraged to use a variety of styles, weapons, and secondaries.

Who can enter- All Fighters

Description- Come out and play at the first rapier tournament of the war! Format TBD based on the size of the crowd. Bring a potluck dish to share and your bocce ball set to play afterward.

4:00pm: 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.

Friday

9:00am: Bridesmaid Tourney

Who can enter- Fighters who have not won first place in a Baronial Championship or higher. (Or have not won a previous Bridesmaid Tourney)

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

9:00am: White Scarf Tourney

Who can enter - Fighters sponsored by a White Scarf

Tournament Details - The tradition continues where the White Scarves of Caid invite the White Scarves of the Knowne World to relax in a tournament where their representatives will fight in their stead.

The format of the list shall be combat to the first wound, wounds retained, dead is dead (including double kills). Sponsors are encouraged to bring bandages for their fighters to bind up their wounds

between rounds should they be wounded in combat (e.g. strips of cloth to tie around limbs that have been wounded). Each Sponsor may sponsor up to two fighters. Each fighter may continue to fight in the list as long as they survive in the tourney. Pairings will be announced for each round. Sponsors will be eliminated from the tournament once their representatives have been killed or become too injured in service of their Sponsor to continue. The final round will be fought until the death (or dismemberment) of the fighters occur.

The fine print: All Sponsors must be present for the duration of tournament for their sponsored fighters to enter the list. No absentee Sponsors! Sponsors need not have two fighters, but two is the maximum and all must be present to sign up at lists before the beginning of the tournament. Theatrics and panache are encouraged within the limits of the time available. We reserve the right to change the format for reasons of time if required.

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.

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 11:00am 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.

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.*

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,

guaranteed. If you encounter a specific problem on the field please find the Rapier Steward, who will make sure the proper individuals are contacted and the situation is mediated.

Scenarios- Will start PROMPTLY at 12pm Snowball Effect Warm-Up- Unlimited Resurrection, Team Switch

Warm up with this well-loved classic Caidan melee. Spread out throughout the field as every man for himself. Every person you kill becomes a member of your team. Fight until there is only one team left and everyone is victorious!

Prison Break- Limited Resurrection, Kill them All

Your army has reached a stand-off with the opposing side. This long and treacherous battle has led to many casualties on both sides, but your commanders are holding out hope—if even a single, daring fighter can reach the prison camp you might just win the day.

Armies start on opposing sides of the village. Fighters killed receive **ONE** resurrection—in a “prison” behind enemy lines. Prisoners can only be released if at least one member of their team reaches the entrance of the prison uncontested.

Scenario is run until opposing team has been killed with no remaining resurrections OR the entire remaining opposing team has been captured.

Over the Bridge (Spears and Guns) - Limited Resurrection, Move the Relic

Now that the opposing army is approaching your stronghold there is only an elite group of fighters left to secure the fortress and the treasure inside: a relic of immense sentimental value to the community. Stop the invaders before they

capture the treasure and haul it back to their hive of scum and villainy.

One army starts inside the town, one army starts outside the town. Three bridges are the only entrance into the town’s interior. The attacking army has unlimited resurrections. Once killed, the defending army must fall back to a reserve position to be released once the bridges have been breached. The relic will be located inside the town. The attacking army’s objective is to cross the bridges, locate the relic and get it out of town. The defending army’s objective is to hold the bridge for as long as possible and, when breeched, to get the relic and move the relic safely out of town.

Spears will be divided evenly between sides, guns are unlimited, and bullets are limited to 10% of the opposing army’s number.

Bar Fight Checkpoints– Unlimited Resurrection, Territory Control

Another crowd request! After the long exhausting battle the victorious team has taken their very sentimental relic to a not-so-holy place for a little time to unwind—the local tavern! Unfortunately, the not as victorious team decided to show up for a drink as well.

Teams will start at opposite ends of the tavern. Each “table” will have a bunch of bar-style items available for use by the fighter that makes it there first. Each fighter will begin with a single sword and will have the option to “upgrade” their off-hand after each death (first death defensive secondary, second death offensive secondary). Silly secondaries must be left on the field after death and may be acquired by any other fighter with a free hand.

Objective—take possession of the “tap room” in the middle of the field where the relic is being stored.

The relic will be guarded by an elite squad of drunk barmen (also known as the MOD squad). They will have a separate resurrection point and unlimited resurrections. The team who has held the checkpoint within the “tap room” for the longest cumulative amount of time by the time the timer runs out will reign victorious.

Depending on the number of fighters there may be up to two tap rooms and four check points within those two rooms. Time will be kept separately for each checkpoint.

4pm- Optional Blood of Heroes! -

We've had a number of requests for Blood of Heroes. We will be running 1-2 fields as the space allows in king-of-the hill format *after the normal scenarios for the day have concluded*. Blood of Heroes will run for the last 30 minutes of the day (or longer, if people want to play. Copies of Blood of Heroes rules will be available on site.

5pm- Society Rapier Marshal

Moot- The SRM will be holding an open meeting for any members of the rapier community from any kingdom who have questions or concerns regarding anything to do with SCA rapier. We had a great meeting last year and we hope that everyone will take this opportunity to meet and chat with the Society Rapier Marshal.

Saturday

Armor Inspections and check-in- 11:30am

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

Please also quickly check in with the marshal checkpoint so that we can accurately divide sides.

Scenarios will start PROMPTLY at 12pm

20 Minute Checkpoint Warm-up Melee- Unlimited Resurrections, Checkpoints

Teams will begin on opposite ends of the village. Five checkpoints will

be scattered. Objective is to obtain control of as many checkpoints as possible. Hold will be called at ten minutes and twenty minutes to count the number of checkpoints controlled by each team.

Cyclops Gold- Unlimited Resurrection, Treasure Collection

Three teams and one angry bunch of Cyclops guarding a pile of gold in the center. Be the team that relieves the Cyclops horde of the greatest treasure haul!

Teams will be divided roughly according to kingdom and sides will be evened. The scenario will be run four times until each team has a chance to be the Cyclops team. Teams will retain the treasure they have collected.

Escort the Noble (spears optional) - Armed Noble Escort, Treasure Collection, Unlimited Resurrection

Given the treasure your team has now collected, you will pick a nobleman from your team to guard the treasure safely to its destination. The noble will be armored and armed with a single sword. In their off-hand the noble will carry the team's treasure. The noble is immortal, however, every time the noble receives a killing blow they must drop one of the treasure pieces they are carrying. Dropped treasure pieces may be recovered by opposing teams. Your own team may NOT recover them unless dropped by an opposing noble later in the battle.

The team whose noble reaches their team's checkpoint with the greatest number of gold pieces still in their basket will be named victorious.

Sides may be switched, nobles rotated, and spear options turned on and off in re-runs.

Over the Bridge (Again!) (Spears and Guns)- Limited Resurrection, Move the Relic, Time Limit

The treasure has been moved into the fortress and your team must protect it (or bust it out).

One army starts inside the town, one army starts outside the town. Three bridges are the only entrance into the town's interior. The attacking army has unlimited resurrections.

Once killed, the defending army must fall back to a reserve position to be released once the bridges have been breached. The attacking army's objective is to cross the bridges, locate the treasure and get as much of it out of the town as possible. Each fighter can hold up to two pieces of treasure at one time. The defending army's objective is to hold the bridge for as long as possible and, when breeched, prevent the attacking army from taking the gold out of the city until the time limit is reached.

The teams will then switch sides and run the scenario again. The team with the most gold smuggled out of the city will be victorious.

Spears will be divided evenly between sides, guns are unlimited, and bullets are limited to 10% of the opposing army's number.

Mystery Scenario—TBD

As time allows.

Castle Battle- White Scarves vs. The World

End your war the right way with a classic *White Scarves vs. The World* castle battle. All White Scarves (and MODs) start within the castle, all others start without. Kill them all and have fun!

Sunday

Open Melee Field- 11:00am

There might be a massive tournament in the works, but that doesn't mean the fighting has stopped. If you are not participating in the Valkyrie Rose tournament, the Rapier field will be open for small team melees, pick-ups and re-runs of favorite scenarios.

Hay Bale Teardown-2:00pm-ish

You know you want to...

Thrown Weapons

Marshal Staff

TW Steward: Lord Da'ud ibn Ma'bad al-Wadi
Deputy TW Steward: THL Bryan Gard Yale
Axes & Estrogen: Baron Ryan of Rickford

Toothpicks & Testosterone: Mistress Cecilia Medici
Inter-Kingdom TW Competition: Lord Brynjólfur Brandsson
and Lord Da'ud ibn Ma'bad al-Wadi

Welcome to Thrown Weapons at GWW!

The TW's range will be next to the **Archery Range** located east of the east overflow parking area, down in the pit. Look for us there!

Please be advised of the following before participating in TW's activities:

- All participants and spectators are reminded that missile weapons have the potential to be dangerous. As a result, all participants and spectators must follow the Rules of the Line while around the designated throwing area. Inappropriate behavior on the part of any participant or spectator may result in the removal of that person from the throwing area.
- All participants should be in suitable physical and mental condition: They must not be intoxicated by any substance, legal or otherwise, nor impaired by medication, nor excessively tired.
- All participants must wear closed-toed shoes.
- All throwers shall sign a properly executed waiver, in accordance with Corpora and Kingdom Law. Waivers are required at all published thrown weapons events, including practices.
- Persons 14 through 17 years of age may participate in thrown weapons with a properly executed minor's waiver and their parent (or legal guardian) checks them in with the TW Range Marshal in charge at the TW's Range.
- All children under the age of 14 must be accompanied by their parent (or legal guardian).

PLEASE NOTE THAT THE COMPLETE RULES AND REGULATIONS OF THE KINGDOM OF CAID THROWN WEAPONS HANDBOOK 2.0 (MARCH 21, 2013) WILL APPLY TO ALL THROWN WEAPONS RANGE ACTIVITIES. A copy of the TW Handbook is available for reference and study at the TW Range table.

Open Practice and Instruction

New to thrown weapons? Want to improve your scores? The range is open every morning from 9AM to 10AM for practice and instruction. Pending range activities throughout the day, practice and instruction may be available at any time upon request and marshal availability.

Thrown Weapons Inter-Kingdom Challenge (TWIC) & Ranking

On Thursday, Friday and Sunday the range will be open at 10 AM for TWIC and Rank scoring. TWIC is an SCA-wide competition held each year, and it is the official method in Caid for ranking throwers. Rankings are important to the thrower to help them improve their scores by rating it against their other scores. Rank scores in any of the TW's forms singularly or combined, must be an average of three standard competition throws. Scores and rankings are recorded on the Kingdom of Caid Thrown Weapons Score website at http://scores-sca.org/caid_thrown.

TWIC's & Novelties will be open to throwers pending interest and marshal availability.

Thursday

- **9 to 10 AM: Practice and Instruction**
- **10 AM to Noon: TWIC & Ranking**
- **10 AM to Noon: Atlatl Demonstrations**
What is an atlatl you ask? It was the premier ranged weapon of the Aztecs as they faced the Spanish Conquest of America. A six foot dart is launched from a primitive levered throwing device. Come out to the range for a chance to see and throw the dart that took down many of Cortez's warriors during the invasion of Tenochtitlan.
- **1 to 3 PM: Novelty Throws**
Pending interest, novelty competitions will be held. Otherwise the range will be open for practice and instruction pending marshal availability. Signup at the TW range table.
- **3 to 4 PM: TW Marshal in Training (MIT) Class**
So, you want to be TW Range Marshal? A Senior Range Marshal will hold a class for instruction, testing, and scheduling of round calling to complete authorization milestones.

Friday

- **9 to 10 AM: Practice and Instruction**
- **10 AM to Noon: TWIC & Ranking**
- **10 AM to Noon: Atlatl Demonstrations**
What is an atlatl you ask? It was the premier ranged weapon of the Aztecs as they faced the Spanish Conquest of America. A six foot dart is launched from a primitive levered throwing device. Come out to the range for a chance to see and throw the dart that took down many of Cortez's warriors during the invasion of Tenochtitlan.
- **1 to 3 PM: Building Bolas Class & Tournament**
Come learn how to construct SCA-legal bolas. Supplies and instruction will be provided by Mistress Cecilia Medici. A mini bolas tournament will be held toward the end of class.
- **1 to 3 PM: Novelty Throws**
Pending interest, novelty competitions will be held. Otherwise the range will be open for practice and instruction pending marshal

availability. Signup at the TW range table.

- **3 to 4 PM: TW Marshal in Training (MIT) Class**
So, you want to be TW Range Marshal? A Senior Range Marshal will hold a class for instruction, testing, and scheduling of round calling to complete authorization milestones.

Saturday

- **9 to 10 AM: Practice and Instruction**
- **10 AM to Noon: Inter-Kingdom TW Challenge Qualifier (Adult & Youth)**
Please note that this is not a TWIC. It is a competition between the throwers representing the Kingdoms of the Known World. Competitor's points will be tallied into the final score count of the War! The top scoring throwers from the competition will be invited back for the final rounds at 1 PM. Scores from the IKTWC will determine your standings at the start of the finals. Come out and serve your King and Queen on the TW battlefield.
- **1 to 2 PM: Inter-Kingdom TW Challenge Finals (Adult & Youth)**
The top scoring throwers from the IKTWC (10 AM to Noon) are invited back to compete for the illustrious title and honor of being the Great Western War Thrown Weapons Champion.
- **2 to 4 PM: Novelty Throws**
Pending interest, novelty competitions will be held. Otherwise the range will be open for practice and instruction pending marshal availability. Signup at the TW range table.

Sunday

- **9 to 10 AM: Practice and Instruction**
- **10 to 11 AM: TWIC & Ranking**
- **11 AM to 1 PM: Axes and Estrogen**
What more can we say to describe this competition? Ladies, please join us at the range for an axe throwing challenge and gender comradery.
- **11 AM to 1 PM: Toothpicks and Testosterone**
The ladies can't have all the fun! Once again, we will host Toothpicks and Testosterone, a men-only, spear-like tourney, to the GWW activities list.

Youth Activities

Youth Point is open to the entire family, not just the children. Parents are invited and encouraged to engage with their kids. Come and play a period board game among other activities.

Youth Activities for Great Western War VIII are designed to support & supplement Caid's Page School pro-gram. **Youth Activities will be open limited hours on Thursday, Friday from 10AM-5PM and Saturday, from 10AM-4PM in the afternoon.** There will be no formal classes this year. There will be various activities and crafts for all ages, and drop-in Page School help. Please note that parents must be with children under age 7.



We will be having a Children's Tea this year. Time and location will be announced as details are finalized. Lemonade and water will be served along with treats. Boys and girls up to age 12 are welcome!

Youth Combat Rules & Armor Standards

Youth Combat will be utilizing Society Conventions as posted at: <http://www.sca.org/officers/marshal/youthcombat/docs/SocietyYCRules.pdf>

Be aware of the armor and weapon requirements. Please contact Sir Thorin O'Seaghdha at youthcombat@caid-gww.org for questions or clarifications.

There will be some loaner armor on hand for participants to use but each participant is encouraged to bring all the equipment they will each need to use. Each participant must have a parent/legal guardian or an adult with signed and notarized waiver/medical authorization paperwork, supervising while they are participating in Youth Combat. All participants must be wearing closed-toe shoes.

Any Youth Combat Marshals, as well as ANY adults who are willing to help out with running these activities, please come to the Youth Combat Field. It would be very much appreciated!

Conventions of Combat

- YC = Youth Combat
- YCM = Youth Combat Marshal
- YCMIC = Youth Combat Marshal-in-Charge
- YCMIT = Youth Combat Marshal-in-Training
- YCMP = Youth Combat Marshal's Point

Weapons and Armor Inspections

All YC inspections will be done at the YCMP, which will be located adjacent to the Youth Combat Erics, which are next to the Children's Pavilion. YCMP will be open 20-30

minutes before each YC session. Older youths should come early to avoid long lines and to allow the younger participants to be inspected closer to the time of their activity.

Standards

The Armor Standards for Great Western War XI will be those of Caid. Our out-of-kingdom guests may be armored to the standards of their kingdom of residence, provided that they have adequate protection on head, neck, elbows, knees, and groin.

Weapons

Weapons will conform to the weapons standard of Caid, as stated on the kingdom web site at the time of the event. Copies of the handbook will be available on site, should clarification be required.

Waivering and Parent Attendance

Due to the difficulty of verifying that each youth was waived at Gate, waivers must be signed (at YC) prior to the first YC activity in which the youth participates. Parent checks will be done at random throughout the activities...

Youth Combat Schedule

Friday, 4PM-6PM – Torchlight Tournament

Saturday, 2PM-4PM – Melees

Sunday, 2PM-3PM – Melees

These may go on longer if we have fighters and enough Marshals.

Battles

Battles are on no set schedule. The following battles may be used throughout the three different days of battle and new scenarios may be added as deemed necessary by the YCMIC and the fighters. They will be clarified by the YCMIC before battles begin.

Scenarios	Descriptions	Resurrections	Time Limit (Min)	Win Condition	Notes
Capture the Treasure	Each army has a "treasure chest" and the other army needs to capture it and get it back to their kingdom	No	15	Have both "treasure chests" when the time runs out	Capture the flag
Capture the Outpost	2 outposts, both teams start on the sides, not in them	Yes	10	One army must control both at the end of the time limit	One person must be standing in/on the outpost to count as control
Siege the Castle	A much larger force has besieged the castle and the lingering defenders must not let them take it	Unlimited for attacking side, 2 times total # defenders	15	Defenders win if they retain castle, attackers win if they take castle	Run twice, both side defend and attack. The side that defends the castle the longest, wins
Bridge Battle	Two armies meet at a Bridge and start slugging it out	Yes	15	Control the bridge when the time runs out	Cannot step off sides of bridge
Attack/ Defend the Border	3 outposts - The armies do not start at them and they must capture from the beginning	Yes	10	The army that controls 2 at the end of the time limit wins	One person must be standing in/on the outpost to count as control
Cross-roads Battle	Two opposing armies meet head on at a cross-roads	No	10	Last fighter standing	Standard open field battle
Single Sword Battle	Two armies face each other with short swords	Yes	10	Army with the least number of resurrections	Must tally each army's resurrections

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.

HEAR YE! HEAR YE! COME ONE AND ALL TO

MOONLIGHT MADNESS!

FRIDAY NIGHT IN MERCHANTS' ROW
7 pm to 10 pm



COME TO MERCHANT'S ROW AT GWW AND BRING YOUR
PURSE AND A CART FOR THE HAULING BACK OF A
BOUNTY OF DISCOUNTED ITEMS!

The Open Arms Bardic Hall

"All that enter be Welcome!"



Come join the Merriment!

For the 7th year at Great Western War, the Open Arms Bardic Hall will host performances by the most gifted and talented bards, storytellers, musicians, dancers, entertainers and singers of the Knowne World. Beneath the shady trees in the open glen of Merchant's row you will listen to stories told of dragons and magic. Come and marvel at the beauty of a dance or a haunting song of love. Clap your hands and sing loudly to a familiar tune. Bring a friend, meet a new friend and enjoy an afternoon filled with mirth, courtly love and tales of lore.

Friday ~

- **1PM–4PM:** Scheduled & Impromptu Performances
- **1PM–2PM:** Caidan Chorus Rehearsal
- **7PM–9PM:** Open Bardic Jam/Informal Dance
All instruments, musicians & performers are welcome to join.

What is now referred to as “Jamming” is a very period technique. Most music was learned from one performer to the next without written music. Musicians would gather to play music and someone would start with a piece of music that they had learned or created and everyone else would jump in and add the rest. Variations of melodies as well as the most popular tunes would become standardized and eventually written down. But, even today, jamming and creating a onetime unique piece of music, harmonies and variations is as fun and rewarding as it was in period.

All levels are welcome ~ no prepared pieces required!

Saturday ~

- **11AM–Noon:** Caidan Chorus Rehearsal
- **Noon–5PM:** Scheduled performances every half hour! ***
- **3PM–3:30PM:** Caidan Chorus Performance

Sunday ~

- **11AM–1:30PM***
**extra performances may be scheduled, time permitting*
- Scheduled performances every half hour! ***

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

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*\*\*\*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!**

## Merchants

### Food and Drink

**Daybreak Coffee & Crepes** - Food booth -1, 2

**Temple of Siam** - Food booth – 3

**Weasel Inn Sassparily** – Root beer and pulled pork sandwiches - 3

### Specialty Shops

**Aesir Metalwyrks** - Armor and Jewelry - 9

**All Things Pillaged** - Leather goods - 48

**Amazonia Enterprises** - Corsets and swords - <http://www.aesirmetalwyrks.com/> -97, 98

**Amicia's Amenities** - Furniture, herbal products, period hats, sundries - [amicia@qnet.com](mailto:amicia@qnet.com) -73, 74

**Aurora's Creations** - Leather accessories, hats Viking jewelry - 22

**B. Coole Designs** - Textiles, embroidered items, machine embroidery patterns – [www.bcoole.com](http://www.bcoole.com) - 37

**Barefoot Cordwainer** - Period shoes - [www.etsy.com/shop/barefootcordwainer](http://www.etsy.com/shop/barefootcordwainer) - 3,14,18,19

**Baron's Beauties** - Toys, accessories - 36

**Bodice Goddess** - Women's botice, skirts and chemise -58

**BJ's Lavender and Herbs** - Lavender and herb products, dried herbs, spices, oils – [www.bjslavender.com](http://www.bjslavender.com) - 24

**Brunetta Blacksmithing** - Hand-crafted iron items – [www.brunettablacksmithing.com](http://www.brunettablacksmithing.com) – 10, 11

**Calontir Trim** - Trim, armor, decorative metalwork – [www.calontirtrim.com](http://www.calontirtrim.com) - 45

**Courtly Garb** – Clothes - 78

**Cok Guzel/Guzel Merkezi** - Persian/Turkish clothing, fabric, jewelry, jewelry supplies - [cokguzel@cox.net](mailto:cokguzel@cox.net) -90, 91

**Crossbow and Bolt** - Crossbows, bolts and furniture -29, 30

**Dancing Dragon Studios** - Handspun yarn and appeal -47

**Dawn's Bodywork** - Massage – [www.dawnsbodywork.abmp.com](http://www.dawnsbodywork.abmp.com) – 31, 32

**Designs by Kate** – Men's garb and accessories - [www.faireware.com](http://www.faireware.com) - 21

**Dyeing Art** - Featuring books and fabric - [pastiche@teleport.com](mailto:pastiche@teleport.com) - 39, 40

**Fawnridge-Arts** - Hats, bags, pouches - [www.fawnridge-arts.com](http://www.fawnridge-arts.com) - 89

**Firedryk Steel** – Armour -22, 35

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

**Gemma's EarthArt Products** - Baskets, candles, parasols and fans - [www.earthartproducts.com](http://www.earthartproducts.com) - 52

**Goblin's Market** - War T-shirts, art, armor, garb, weapons – [www.goblinsgrotto.com](http://www.goblinsgrotto.com) - 88

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

**Grace and Charity** - Garb, youth combat swords and shields - [jpeckoo7@att.net](mailto:jpeckoo7@att.net) - 46

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

**Hands of Mercy** – Massage -38, 61

**House of Fletcher** - House of Fletcher – 79, 80

**Ice Falcon** – Armour - 12

**Hooded Hare** - Norse tunics, apron dresses, embroidered coats, caps, hats, coifs – [www.thehoodedhare.com](http://www.thehoodedhare.com) – 27b, 28

**Longship Luxury Goods** - Hand-made leather and horn products, jewelry, tankards and goblets, knives, garb, Viking and Celtic items - [d.edler@att.net](mailto:d.edler@att.net) – 83, 84

**Manipulations in Wire** - Wire and stone jewelry - 77

**Notch Knocker** - Archery supplies - 75, 76

**Our Crafts and Treasures** - 53

**Palmyra Traders** - Unique medieval wares – [www.palmyratraders.com](http://www.palmyratraders.com) - 49, 50

**Pimp Your Garb** – Pre-1600 accessories - 71

**RakuRaku Tei** - Hand-made period pottery: mugs, cups, plates, bowls – [www.rakurakuteipottery.blogspot.com](http://www.rakurakuteipottery.blogspot.com) – 44, 54

**Raymond's Quiet Press** - Medieval jewelry – 56, 57

**Reannag Teine** - Hand-crafted Celtic and historically inspired pottery, games, lampwork beads, Redwolf pewter – [www.reannagteine.com](http://www.reannagteine.com) – 66, 67

**Sawdust Woodcrafting** - Wood furniture, storage and games - 85

**Sign of the Hawk** - Period-appropriate, Hand-crafted leather work: belts, pouches, armguards, archery bracers - 96

**Silver Dragon** - Garb, drums, weapons, jewelry – A/B

**Silverthorn Crafts** - chainmail jewelry - 51

**Simply Stylish** - Comfortable clothing inspired by the caravan trade routes – [www.simplystylish.us](http://www.simplystylish.us) - 25

**Soles Thru Time** - Footwear –  
[www.solesthrutime.com](http://www.solesthrutime.com) - 99

**Sparrowhawk Studio** - Weaving and spinning  
supplies - 23

**Steel-n-Strings** - Hand forged blacksmith items - 93,  
94

**SunFox** – Jewelry - 17

**Tandy Leather** - Leather, tools, kits, furs –  
[www.tandy-leather.com](http://www.tandy-leather.com) - 70

**TL Barnes** - Trims buttons and jewelry – 86, 87

**To-Ply Fiber Arts** - Yarn, fiber, looms and accessories  
-4, 5, 6

**Tyme N Again** - Feast ware, jewelry and games - 82

**Treasury** - Artisan-made glass beads, buttons, and veil  
pins; reproduction cast pieces –  
[www.the-treasury.org](http://www.the-treasury.org) – 26, 27a

**Tudor Wolf Creations** - Jewelry, garb and  
accessories -60

**Tres Sheikh** - Middle Eastern clothing and  
accessories, custom-made belts -  
[rock@HistoricalBeltworks.com](mailto: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](http://ufa.housezacharia.com)  
- 33, 34

**The Vagabond Tabby** - Hand-made soaps, lip balm,  
bug spray, fighter rub - [www.thevagabondtabby.com](http://www.thevagabondtabby.com) -  
41

**Wanderlust** - 8

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

**Wild Woman Wares** - Cloaks, bags pouches - 59

**Windrose Armoury** - Armour and combat  
accessories -15, 16

**Wild Hare Woodworks** - Wooden camp furniture -  
20



## Local Amenities

### Hospitals & Emergency Rooms

#### **In case of a serious emergency, call 911**

- Mercy Southwest Hospital (Emergency Facility), 400 Old River Rd, Bakersfield, CA 93311 (18 mi), 661-663-6100  
www.mercybakersfield.org

- Mercy Medi Center (Emergency Facility), 400 Old River Rd, Bakersfield, CA 93311 (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
- ABC Feed & Supply, 3490 Weedpatch Hwy, Bakersfield, CA (23 mi), 661-363-0723

### Hotels & Motel

- Best Western Heritage Inn, 253 Trask St, Bakersfield, CA (8 mi), 661-764-6268
- America's Best Inns & Suites, 200 Trask St, Bakersfield, CA (8 mi), 661-764-5221
- 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
- Willow Inn & Suites, 20645 Tracy Ave, Buttonwillow, CA (12 mi), 661-764-5121

- Holland Inn, 531 Warren St, Taft, CA (12 mi), 661-763-5211
- Caprice Motel, 222 Kern St, Taft, CA (13 mi), 661-765-2161

### 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
- Taft Crude Coffee House, 1010 6th St, Taft, CA (10 mi), 661-763-5156
- 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
- Roberto's Mexican Restaurant & Sea Food, 230 Kern St Taft, CA (13 mi), 661-765-4904
- Moo Creamery, 885 Truxtun Ave Ste B, Bakersfield, CA (23 mi), 661-861-1130

### 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

### 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

### 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

### 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



## GWW XVIII Staff List

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*\*NOTE: THLady and THLord are short for "The Honorable Lady" and "The Honorable Lord"*



***Gooooood Morning Great Western!***

