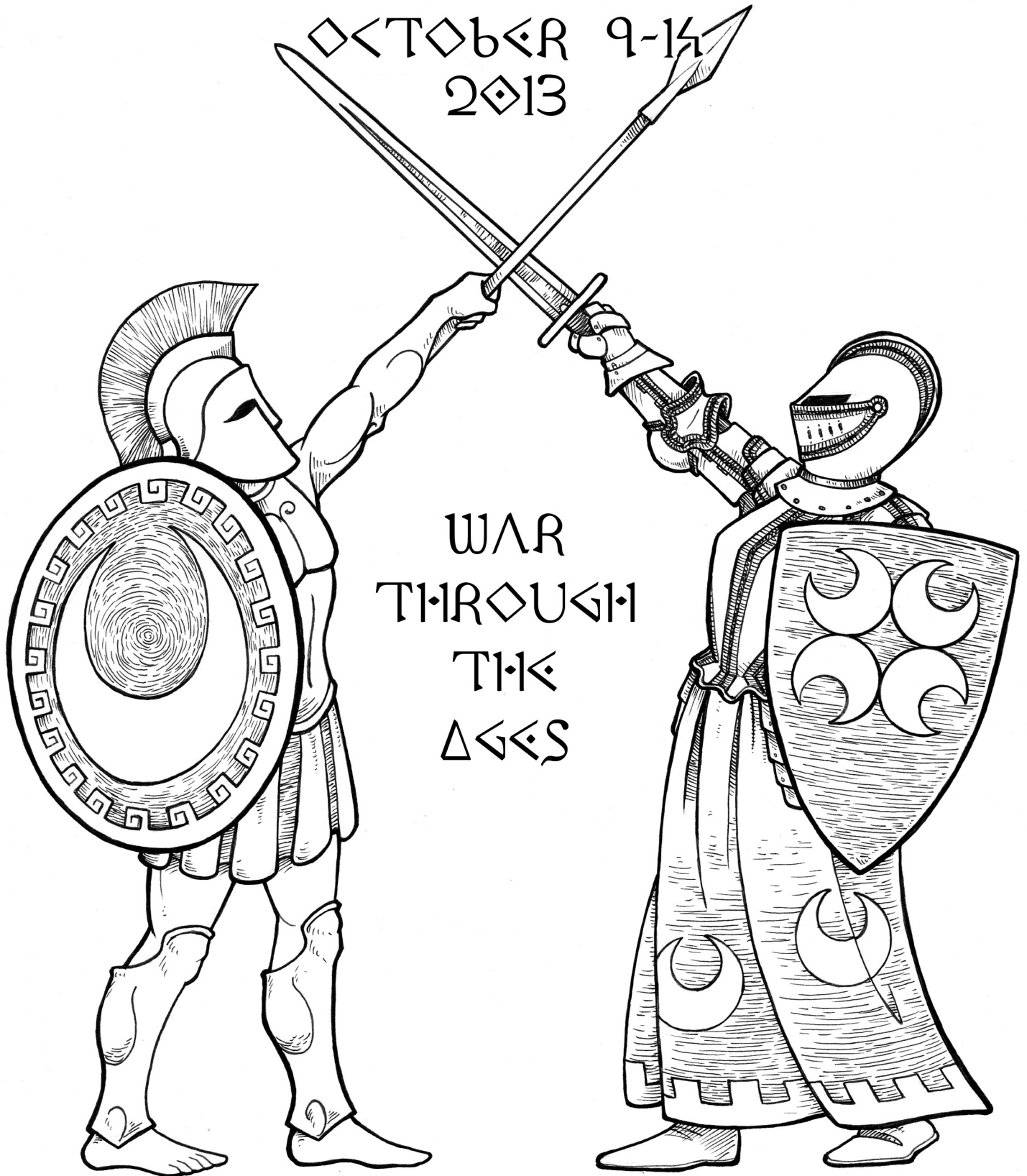


Great Western War ESW3

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From The War Stewards

Welcome and thank you for joining us in celebrating **War Through the Ages: Trojan War, Battle of Hastings, The Crusades, The War of the Roses, The War of the Three Henrys.** We have something for everyone. Starting on Thursday we will spotlight specific time periods. Please read the gate book to see what we have planned for your favorite historical period.

We want to thank our Amazing War Staff and all of the selfless volunteers who make this possible. Without the tremendous effort and dedication of these tireless people, we could not hope to put this fantastic event on. Whether it's Gate or Headquarters, Heralds Point or the Constables, A&S Teachers or Marshals on the Battlefield, please take a moment to simply say thank you to the many people who make the Dream a Reality.

If you have an hour or two to spare, please consider volunteering to help. Just go see the friendly people at Headquarters to sign up.

Please read the gate book. Inside you will find the Site Rules as well as information on all of the wonderful activities the War has to offer. If you have any questions the gate book does not answer, please see the knowledgeable people at Headquarters.

In addition to our Amazing War Staff, we are being assisted this year by our Deputies, Dame Ismay of Giggleswick and Mistress Vivienne Duval.

Finally, we wish to say a special thank you to the County of Kern, the Rangers and Maintenance staff at the Buena Vista Recreational Park for their continued partnership and support in growing this event.

In Service to the Dream,
Master Christian de Guerre,
Countess Eilidh na Tire Dharigh,
& Master Conchobhar mac Cionaoith
Stewards for Great Western War XVI

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.

War Through the Ages

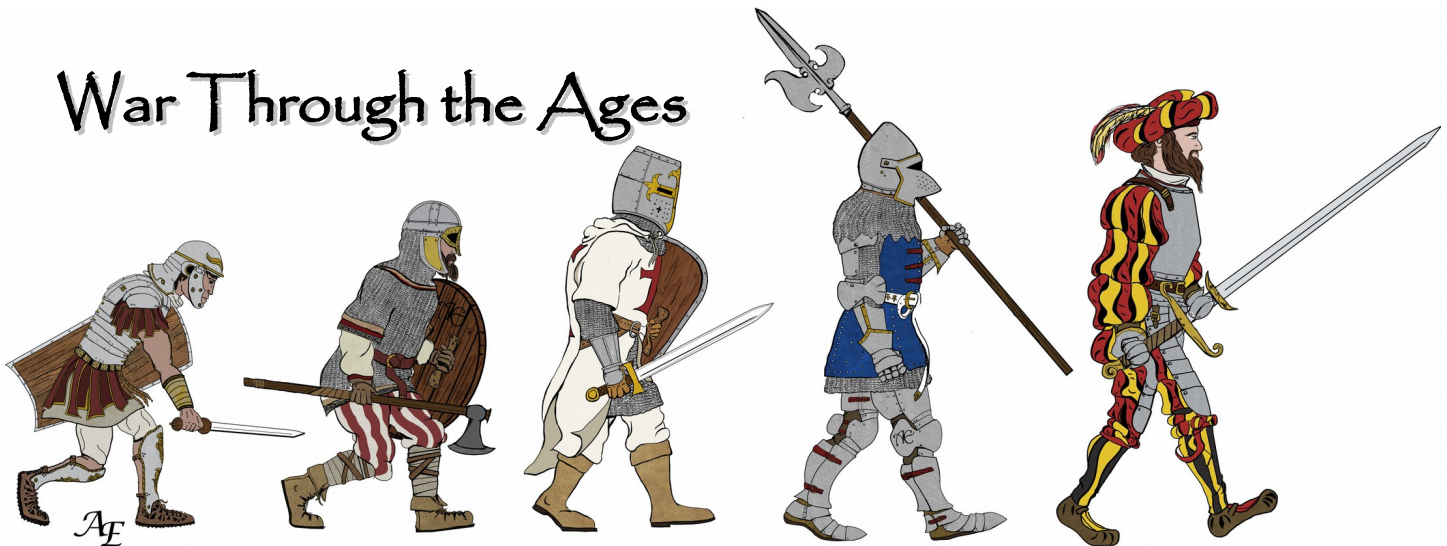


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For information on reprinting articles/artwork from this publication, please contact the Gatebook Editor, Lord Pierre de Dieppe, at gatebook@gww-caid.org.

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*****

Site Rules

The laws and codes of the US 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.

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.

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.

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.

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.

No Fire play (Juggling, Twirling, etc.) is allowed on site.

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

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.

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 uninterrupted 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, persona 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.

Chirurgeon

What is a Chirurgeon?

What is Chirurgeon's Point?

Chirurgeon's Point is one of the important places that you should locate on the site map in the Great Western War Gate book because that's where you go if you need first aid during the event. Chirurgeon's Point is staffed by first-aid volunteers (called "Chirurgeons" in the SCA) who have been designated (or "warranted") by the SCA to provide first aid at SCA events. First aid performed in the SCA is Good Samaritan in nature and is provided to anyone who asks at no cost to the recipient.

The SCA uses the medieval term "*Chirurgeon*" [most commonly pronounced "*ki-er-jun*"] instead of first-aider, first responder or medic as part of an effort to maintain a medieval atmosphere at SCA events. The Medieval blood-letting device called the "fleam" is used as the badge or symbol of the Chirurgeon (instead of the more modern red short-armed cross) and identifies the people who are warranted by the SCA 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 Tuesday, October 8th, until site closes on Monday, October 14th.

Chirurgeon's Point will be open Wednesday, Thursday and Sunday from 8AM to 4PM and Friday and Saturday from 8AM to 10PM. If you need assistance and are

not sure where to go, refer to the map in this gatebook or ask until you find someone to help you find Chirurgeon's Point. Chirurgeons will be on call overnight and can be reached by radio through the constables or headquarters staff.

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 warranted chirurgeon and would like to 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 certifications, SCA membership card and your Kingdom's Chirurgeon Warrant if your Kingdom issues Warrant cards. We will gladly help get you settled into your favorite shift and/or out on a battlefield as soon as possible. But please, check in first.

If you are a Chirurgeon in Training (CIT), please check in with Chirurgeon's Point as well and we will partner you with a warranted chirurgeon. Don't forget copies of your certifications and your CIT form so you get credit for the war. If you are interested in becoming a Chirurgeon, please stop by Chirurgeon's Point and speak with the Kingdom Chirurgeon.

If You Need Medical Assistance at War

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

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

If you go to Chirurgeon's Point for Help

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 SCA CANNOT TREAT MINORS WITHOUT A PARENT OR LEGAL GUARDIAN'S CONSENT.

If the parent cannot be found, treatment cannot be started until they are 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 medical help. The child cannot be treated 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 anytime.

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

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.

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 repellant 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.

Point Amenities: Chirurgeon's Point may not have electrical charging facilities this year. Point does have a freezer for ice and medications which are safe to freeze may be left in the freezer at your own risk. Any medications left must be marked with the patient's name, phone number, campsite and SCA name. Please check in with Point to either leave medications or retrieve them from the freezer.

A small amount of over the counter medications, such as Benadryl and ibuprophen will be available at Chirurgeon's Point. These medications are first come, first served, however we cannot offer any medical advice on taking any of these.

A limited number of canes and crutches will also be available to borrow.

While Chirurgeon's Point has room to evaluate and assist a number of people, any needing extended treatment will be either transported by EMS to the nearest medical facility or recommended to get transport with friends or relatives to the local facilities. Please understand that we can only provide first aid and CPR services and any treatment beyond that will be referred to proper medical facilities.

Minors: A very big concern at war is the medical treatment of minors. Chirurgeons cannot treat a minor without a parent or legal guardian's consent. Any child needing treatment

must be accompanied by parent or legal guardian. If the parent or legal guardian cannot be found, we cannot render treatment until they are located.

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. In the modern world year 2001, several college and one professional football player died of heat stroke.

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 hypernatremia (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 (not red please, it makes the chirurgeons nervous). 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 will 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.

Recommendations: 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.

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.

No Smoking Areas

Our contract with the park has an additional clause this year 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.

Handicap Transport & Volunteer Shuttle

GWW is pleased to offer **Handicap**

Transport again this year. This service is only for those who are mobility impaired.

Shuttle will only pick up at designated stops once per circuit. These will be major activity locations and major intersections. No campsite to campsite service. The shuttle will not deviate from its route. Our intention in running the same route is to allow people to get a sense of when the transport passes each pick-up point during an hour to provide some reliability for those using the shuttle.

The shuttle will run from **9 am to 6 pm on Wednesday, Thursday and Friday**, one round trip per hour. On Saturday it will run from **9:00 to 4:30pm** (Court begins at 5.)

ROUTE: The Handicap Transport route will start at Headquarters, head to the paved road, then east to the archery range, back through Dry RV, west on the Great Western Road, to

Master Gulliver Blackrune

HQ again. Then From HQ to the Paved road, out to Equestrian and Gate, Back on the GWR to HQ again.

GWW will have a **Volunteer Shuttle** to help volunteers get to the various places where their service is certainly needed and appreciated.

Arrangements for the Volunteer Shuttle can be made at HQ and it will run on a regular basis every 2 hours from 8am to 6pm on **Wednesday, Thursday, Friday, Saturday and Sunday**. Arrangements for shuttle service after those hours can be made at HQ on a case by case basis.

If you are interested in Volunteering to drive either the **Volunteer Shuttle** or the **Handicap Transport**, contact Master Gulliver Blackrune through HQ or the Shire of Darach encampment.

Heralds

Heralds' Point can be found in the Dining Pavilion on Merchant's Row. **Consultation will run from 10 AM to 2 PM, Friday, Saturday and Sunday, with other times by appointment.**

Camp Cry: Camp cry will occur starting Wednesday afternoon and will run until Monday morning at 8 AM and 2 PM. Morning cry will run camp-wide and afternoon cry will run through the Arts & Sciences and Merchants areas.

Are you loud? Are you a morning person? Would you like to help bring that camp that was up until 3 AM, drinking and drumming, back into waking life? Then come on down to Headquarters to do camp cry! For those who aren't morning persons, volunteers are also needed for afternoon cry. Spread the word as you peruse the wares of the merchants!

Grand Court: **Grand Court is Saturday at 6:00PM. Please bring all court business to Herald's Point before 2 PM on Saturday.**



Arts and Sciences

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. The most up to date schedule, as well as full class descriptions, is found in two places on-site, the A&S information booth and online (http://www.caid-gww.org/class_list.php). Periodically, throughout the day, updated A&S Class Schedules will be posted at Gate, HQ, in front of the shower trucks, privies, and Merchants Food Court.

SIGN UP FOR CLASSES: Many classes have a limited number of students that each teacher can accommodate, due to supplies and material, difficulty of subject matter, etc. As in past years, please sign up for the classes you are interested in taking at the Art & Sciences information booth. If a class is full, there will be a waiting list. It is still good to sign up for classes without a student limit, for teacher preparation and future planning purposes.

CHILDREN IN A&S CLASSES: Children are welcome in some A&S classes, but must be accompanied by a parent, where the parent is expected to help younger children understand the material being taught. Parents can find out which classes allow children by visiting the A&S information booth or online (http://www.caid-gww.org/class_list.php). So as not to overwhelm the teachers and other students in a class, one child per parent in attendance, please.

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? Contact us at arts@caid-gww.org.

THE RIGHT NOBLE CIRCLE OF BARDS OF CAID

...invites all singers, storytellers, instrumentalists, poets, dancers, actors and jugglers within the Known World to join us in our own special area of the Arts & Sciences enclave. We will be offering a full and diverse schedule of classes, workshops and specialized coaching sessions, throughout the day, from Thursday through Sunday.

We will also be hosting a few evening gatherings, as well, so we may all practice what we have learned, and to make sure everyone has a chance to perform at a Bardic Circle or open fire. What is new for the Bardic Arts at GWW this year? There will be something going on, in this area, every hour that the A&S is open. We encourage everyone to check the posted schedule, and plan accordingly, but drop-ins will be welcomed!

We will be offering traditional one and two-hour classes, as well as “mini” classes and “co-op” classes – with more than one teacher sharing expertise, during the same hour, on the same subject. Details, and all schedules, will be posted in the A&S area.

Bannthegn Beathog nic Dhonnchaidh, Bardic & Performance Arts Coordinator

DYES THROUGH THE AGES

A 5-part series of 1 hour demonstrations – no hands-on – to show how historic colors were obtained from period dyestuffs across the centuries. Due to event time factors, only 2 dyes from each era will be demonstrated on each day, on two different fibers. Time permitting, there may be overdyeing to get more colors. See class descriptions below for details on which dyes will be used each day. Students do not have to attend every dye demo. Dye assistant volunteers are welcome; you don’t have to know much about dyeing, just be willing to learn. This Historic Dye Series is sponsored by Griffin Dyeworks & Fiber Arts – www.griffindyeworks.com.

FASHION SHOW/FASHION THROUGH THE AGES

Viscountess Whilja de Gothia and THL Ciar ingen Daire – Have you ever wondered what style of clothing your persona would have worn? Or pondered how clothing styles changed during the SCA period? If so, we have the event for you!

Please join us for Fashion through the Ages, a fashion show featuring a wide range of styles from Ancient to Renaissance. Following the fashion show, a fashion show featuring a wide range of male and female styles that are appropriate for the SCA period, including various cultures from Ancient, Dark Ages, Medieval and Renaissance eras. The models will be available for a Question and Answer session regarding their outfits and how they translate period art into clothes for real people.

Fashion Through the Ages will be held in the A&S Area on Friday at 3:00pm.

FIBER FRIDAY!

Friday, 9 AM to 4 PM – Happily hosted by Baroness Bridget Lucia MacKenzie. Learn a new weaving technique or just how to start one all-day frenzy of warping, wefting, inkling and other wonderful things involving lots of string and looms. There will also be on-the-spot weaving contests. Any experience level welcome. Spectators also welcome.

FIBER FRIDAY ENTRY CHECK-IN: 9:30 AM to 10 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 AM – Come see the beautiful weavings: belts, scarves, bags, cords, and more. Everyone at GWW is welcome to come vote for their favorite weaving!

SPIN ~ KNIT ~ WEAVE ... A Gathering!

By Mistress Astridhr Selr Leifsdottir – Drop-in! If you like fiber-minded people and just want an excuse for some set time to Spin, Knit, Sprang, Naalbind, Weave, or Hang Out... this is YOUR time! You deserve some time away (and it's FREE). Bring your chosen weapons (er... Fiber Implements) to make new friends and hang out with old! Just come sit and do fibery stuff. Gathering may be photographed and videotaped. Questions go to: astridhr2000@yahoo.com. **Time: 1-3pm Friday**

EMBROIDERY HANG OUT

Come hang out and play with the embroiderers at the A&S area! Bring your projects, current, past or in the planning stage. I'll have a big roll of tracing paper, pencils, a decent big sketching clipboard for a good surface and help you design something you can baste down onto your garb or other project and get going Right Now. **All weekend during A&S hours.**

THE BIJEUX TAPESTRY

Bridget Lucia MacKenzie, organizer – Any age, any experience is welcome to add a few stitches on this On-Going Embroidery Project. While the Bayeux Tapestry relates the Battle of Hastings, the Bijoux ("BEE-jo") Tapestry tells of shearing, dyeing and spinning. The Bijoux Tapestry is available all weekend in the A&S Area. Drop by, add a few stitches, talk with other embroiderers, and join the fun! **All weekend during A&S hours.**

SCRIPTORIUM

The Scriptorium will be open from 9AM to 9PM for all those hard working scribes. For scribes 16-18 years, the Scriptorium is available 9AM to 4PM. All supplies and materials will be on hand, including light boards and ruling boards. There will be assignments available as well as joint projects. Whatever your passion or strength is, we can find something for you to work on.

SCRIBAL ROUND TABLE AND POT LUCK

Mistress Aliskye Rosel, Scribe Armarius – Scribal Round Table and Pot Luck is open to all scribes. Once a year, scribes from all over the Kingdom are invited to discuss the scribal arts and current developments in the College of Scribes. Meet your fellow scribes. Bring a dish to share, and if you like, you're invited to also bring something you are working on for show and tell! **Saturday 12:30-2:30pm**

A&S Contests

ENTRY CHECK-IN: 9:15 to 9:45 AM SATURDAY – Organized by Lady Rutilia Fausta and THLady Catharine Hawkwood da Barbiano. Any age, any experience level, may bring their works to display for various competitions and prizes and is welcome to stay and discuss their entries

Documentation invited but not required. Entries must be picked up between 3 and 6 PM on Saturday.

A&S CONTESTS DISPLAY: 10 AM to 4 PM SATURDAY-- GWW attendees invited to view and vote on:

- **PEOPLES' CHOICE CHALLENGE** --Entrants are welcome to stay and discuss their entries. Winners will be announced and prizes awarded in A&S at 3:00 pm. (Winners will also be recognized in court.)
ENTRIES CAN BE PICKED UP BETWEEN 3 AND 6 PM ON SATURDAY. If you cannot pick up your entry by 6:00 pm, make arrangements for someone to pick up your entry for you. ANY ENTRIES LEFT AFTER 6:00 PM BECOME DONATIONS TO THE VOLUNTEER RAFFLE.
 - A special **Heraldic Display Division** of the People's Choice Challenge has been sponsored by Baron Bruce Draconarius of Mistholme, OL, OP and Baroness Astra Christiana Benedict, OL, OP. A special prize for this division will be awarded! Bring your best Heraldic Display item and show it off to the populace for this contest!
- **I MADE IT AT THE WAR** (anything completed at GWW XVI)
- **UnFinished Objects (UFO)**, with interesting stories about why it is unfinished
- **WOOL-TO-WHATEVER** on-site fiber challenge (come by the A&S information or find Maestra Flavia to pick up your wool and rules. **THANKS:** Meridian Textile Arts Construction Interest Group for the Wool to Whatever concept; to Mistress Kirsten for roving.)

BREWING CONTEST

Come for the war, stay for the brewing contest!

The Right Noble Brewers Guild will be hosting our **9th Annual Multi-Kingdom Brewing Contest** at Great Western War. The Contest will take place Saturday, October 12, 2013. Contest entries will be accepted between 7am to 9:30am In the Arts and Sciences area. Results and bottle return will be (hopefully) during the Taste of Great Western War from the hours of 9pm and 11pm. No more than 6 entries (no more than 2 per category) per contestant will be accepted. There will be a charge of \$3.00 per entry. CASH ONLY. No checks will be accepted. Thank you so much

Reinhardt Medebuer

TASTE OF GREAT WESTERN WAR

The 13th 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 12th, starting at 9 PM. It will be located in the Dining Pavilion in Merchants Row.

Class Details

CLASSES in the MERCHANT VILLAGE

All classes offered by merchants are by appointment ONLY

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

BEGINNING INKLE/TABLET WEAVING - Baroness Elana Blakefenn – Steel-n-Strings merchant booth

INTERMEDIATE INKLE/TABLET WEAVING - Baroness Elana Blakefenn – Steel-n-Strings merchant

booth

HAND STITCHING, BEGINNING - Baroness Elana Blakefenn – Steel-n-Strings merchant booth

HAND STITCHING, INTERMEDIATE - Baroness Elana Blakefenn – Steel-n-Strings Merchant Booth

BASIC BLACKSMITHING & METALWORK - Baron Darius von Tannenberg – Steel-N-Strings merchant booth

KUMIHIMO - Baroness Lynnette de Sandoval del Valle de los Unicornios – Unicorn Fiber Arts merchant booth

BANNER TRACK

BANNER MAKING DEMO – THL Sophia de la Roche – **DESIGN ON A TUPPENCE: How to Make Poles and Banners That Won't Break the Bank** --Viscount Sir Morven of Carrick & Countess Amina Sheranna de Talavera

HERALDIC FLAG DESIGN – Baron Cormac Mor

PAINTING YOUR BANNER – THL Fu Ching Lan & Lady Arianna Foxford

SILK BANNER MAKING – THLady Una Logan
SHOW YOUR TRUE COLORS, A Discussion and Instruction of Heraldic Wall Banner Construction – Lady Roes' Meurdoch and the whole of the SWEBC Team

CIRCLE OF BARDS

15th and 16th CENTURY ITALIAN DANCE – THL Maluchka Korotkova

CLOGGING 101 – Lord Achmed the Wanderer

CONTRA DANCE THROUGH TIME – Baron Malcom Alberic and Baroness Robynne the Grey

EUROPEAN DANCE (Armor Optional) – THL Maluchka Korotkova

LUTHIERS SYMPOSIUM – Freiherr Johann von Drachenfels

ROMMELPOTS!* (Hands-on) – Dame Richenda Elizabeth Coffin

SONG SWAP AND SING-ALONG – Lady Briana MacCabe

BEADS & JEWELRY TRACK

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

BEADED JEWELRY for BEGINNERS*(Workshop) – Lady Daphina Delacroix

FINE BEADED GOBLET COVER – THL Sophia de la Roche

SUPERFANCY: MAKING A LATE-PERIOD “JEWEL” ON A BUDGET – THLady Rekon of Saaremaa

VIKING KNITTED JEWELRY – Signora Gabbriella Mocenigo

WIRE WORK JEWELRY FOR THE MIDDLE AGES – Signora Gabbriella Mocenigo

CLOTHIERS TRACK

(Includes history, patterning, sewing & construction)

BRAIDED CORDS – VIKING WHIP CORD – Lady Nicolette de Brabant

COMPLETING THE LOOK WITH ACCESSORIES – Lady Medb ingen Echuid, Lady Arianna di Zanchi –

MAKE YOUR OWN TUDOR COIF – THLady Joan Silvertoppe

PLEATING – Lady Medb ingen Echuid

SACCOCCIA, or 16th Century Pockets – Lady Arianna di Zanchi

COMBAT TRACK

SO YOU WANT TO BE A THROWN WEAPONS MARSHAL* – Mistress Cecilia Medici

YOUTH KNIFE THROWING* – Mistress Cecilia

CULINARY & BREWING TRACK

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

BRANDIED LEMONADE AND WHITE HYPOCRIST – Aran Darkhelm

HISTORICAL BREWING – THL Reinhardt Medebruer

INTRODUCTION TO MAKING CORDIALS & LIQUEURS – Master Donal O'Brien

LET'S MAKE MUSTARD* – Baroness Ceara ingen Chonail

EARTH ARTS TRACK: DYES THROUGH THE AGES

CELTIC CULTURES – Baroness Therese of the White Griffin – woad (*Isatis tinctoria*), a blue dye and weld (*Reseda lutea*) a yellow dye

The ROMAN EMPIRE – Baroness Fionnghuala de Buchanan – lichen (*Umbilicaria phaea*), a purple dye known as ‘roccella’ and madder (*Rubia tinctoria*) used for the famous Roman red.

The VIKINGS – THL Meave Douglass – yellow made with weld (*Reseda luteola*) and blue made with woad (*Isatis tinctoria*).

The BYZANTINE EMPIRE – Mistress Astridr Selr Leifsdottir – obtained from Middle Eastern traders from all over the Known World: alkanet (*Alanna tinctoria*) and kamala (*Mallotus philippinesis*)

The BATTLE of HASTINGS – Maestra Flavia Beatrice Carmigniani – two colors used on the Bayeux Tapestry to commemorate the Battle of Hastings in 1066 AD. dark blue created with indigo (*Indigofera tinctoria*), and blue-green created with buckthorn bark (*Rhamnus frangula*) and indigo (*Indigofera tinctoria*)

WAR of the ROSES – The Honorable Lady Joan Silvertoppe – *Gules*: Red (Sappanwood) Sappanwood is not readily available today, so a close cousin will be substituted: brazilwood (*Caesalpinia brasiliensis*) and *Noir*: Black (Indigo + walnut)

RENAISSANCE ERA – Mistress Astridr Selr Leifsdottir – red cochineal (*Dactylopius coccus*) and purple logwood (*Haematoxylum campechianum*)

FIBER ARTS TRACK

BEGINNING WARP-FACED BAND WEAVING WITH RIDGID HEDDLE (Hands-on) -- Lady Aeruin as Sruth Waleis

FELTING IN A PLASTIC BAG – Mistress Bridget Lucia MacKenzie

WEAVING A POUCH IN THE ROUND (Hands-on) – Dread Viscountess Seelie

FIBER FRIDAY

BASIC CARD/TABLET WEAVING (ff) (Hands-on) -- Mistress Bridget Lucia MacKenzie

CARD/TABLET WEAVING 3/1 TWILL (ff) -- Mistress Bridget Lucia MacKenzie

DUST DYEING with UNNATURAL DYES* (ff) (Hands-on) -- Lady Elena Jardiniz

INKLE WEAVING – SURFACE DECORATION

(patterns) (ff) -- THL Sean Micheal Padraig of Sheep Haven

RECONSTRUCTING TEXTILES AND TEXTILE TOOLS USED FROM EUROPE (ff) -- Dread

Viscountess Seelie

VIKING WHIPCORD BRAID (ff) (Hands-on) -- Mistress Bridget Lucia MacKenzie

MEDIEVAL INTERESTS

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

BEGINNING CHAIN MAILLE – Rebbe (Lady) Hadassah Sarai bas Yossi

CUNNING FOLK 101: PERIOD WHITE WITCHCRAFT – THL Sean Micheal Padraig of Sheep Haven

EUROPEAN 4-1 EXPANDING AND CONTRACTING: Intermediate Chainmail – Lady Saran mac Duinn

INTAGLIO CARVING IN EARLY PERIOD – THLady

Rekon of Saaremaa

INTERMEDIATE CHAIN MAILLE – Rebbe (Lady) Hadassah Sarai bas Yossi

PERIOD HAIR TOOLS – Viscountess Lorissa du Griffin

WORKING AMBER BY HAND – THLady Rekon of Saaremaa

METAL ARTS TRACK

FANCY BOXES: RELIQUARIES FOR EVERYONE! -- THLady Rekon of Saaremaa

MAKE A CUTTLEFISH PEWTER CASTING MOULD (Hands on) -- Baron Jon Thomme deClaydon

MEDIEVAL METAL ETCHING IN THE MODERN WORLD*-- Signora Gabbriella Mocenigo

NEEDLE ARTS TRACK

APPLIQUED VIKING POUCH, PATCH, OR BELT FAVOR – THL Maridonna Dolce da Perugia

BASICS OF HAND EMBROIDERY (Hands on) – Lady Corinna de la Mare

DESIGNING EMBROIDERY* (Hands-on workshop) -- Lady Elena Jardiniz

EASY TRIM FOR YOUR GARB – THL Deirdre Oilithreach

EMBROIDERED FILLET* (Sit-down, Hands-on) -- Lady Elena Jardiniz

EMBROIDERY AND CONSTRUCTION OF A FILLET (Hands-on class) – Lady Staeina Hálfanardóttir

GERMAN BRICK STITCH EMBROIDERY – Lady Ylaria Thriepand

HANDSEW A SHOULDER POUCH – Mistress Bridget Lucia MacKenzie

MAKING TEMARI (Embroidered Balls) -- THL Emmeline Dernelove

INTRODUCTION TO METAL THREAD COUCHING – Mistress Sabrina de la Bere, OL, OP, Baroness

SCA SKILLS TRACK

A&S DOCUMENTATION 101 – THL Ciar ingen Daire
DOCUMENTATION for A&S ENTRIES – Mistress
Melisande de Frayne
TENTMAKING SEMINAR – Freiherr Johann von
Drachenfels

SCA ART APPRECIATION AND ART DISPLAY 101 –
Liudmila Vladimirova doch', OL
**SERVING ON COURT OR GUARD (BARONIAL OR
ROYAL)** -- Baroness Meliora Deverel

SCRIBAL ARTS TRACK

BASIC SCROLL LAYOUT – Mistress Aliskye Rosel,
Scribe Armarius
CALLIGRAPHY: BASIC TECHNIQUE – Mistress
Alizskye Rosel, Scribe Armarius
CALLIGRAPHY: INSULAR SCRIPT – Lady Juliana de
la Delphi
CALLIGRAPHY: UNCIAL SCRIPT (4th to 10th c.) –
Lady Astrid Skálphæna
CELTIC KNOTWORK FOR INITIALS AND BORDERS
– THL Sophia de la Roche
ILLUMINATION: BAR AND IVY – Lady Emma Rose
d'Harfleur
ILLUMINATION: FRENCH – Lady Juliana de la Delphi

**ILLUMINATION: HOW TO DESIGN A CELTIC SCA
AWARD SCROLL** – Lord Ronan mac Magnus
**ILLUMINATION: WHITEWORK AND FINISHING
TECHNIQUES** – Lord Ronan mac Magnus
**INTRODUCTION TO SHADOW, SHADING AND
LIGHT SOURCES** (Hands on) – THL Blase di Angelo
PERIOD PIGMENTS (hands on) -- Maestra Flavia
Beatrice Carmigniani
**TAKING THE SCARY OUT OF CAIDAN AWARD
SCROLLS** (Lecture) – Dame Richenda Elizabeth Coffin
TIPS FOR MAKING PERIOD LOOKING SCROLLS –
Baroness Tetchubah of Greenlake

**This is a partial list of classes being offered. Please visit the A&S information booth or
(http://www.caid-gww.org/class_list.php) for full class descriptions and teacher bios.**

YIS,

Lady Aethelwynne,

Deputies THL Catherine Ainsdale of Lancashire and THL Eularia d' Amboise

Special Events at Great Western War XVI

Friday, October 11

9:00AM: Newcomer's Site Walk hosted by a Chatelaine of Caid, starts at the Headquarters Pavilion.

This walk is designed to help Newcomers learn the War site. It will begin at headquarters and walk the site. Learn Camp etiquette and manners. Hear our "language of War." See the symbol for the "First Aide Station." Learn what the person in the blue baldric does. An overview of how to address Peers & Royals will be provided. Witness the battlefield. Open forum for question and answer.

12:00 – 3:00PM: 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.

3:00PM: Fashion Show thru the Ages, Grand Court pavilion in A&S.

There will be a parade through Merchant's Row prior to the show and an open discussion following.

7:00-9:00PM: Medieval Irish Dance, Grand Court Pavilion in A&S

Rince Mor presents Irish dancing featuring live music by Toad Corners. Ceili is fast, fun, and easy to learn! No experience required.

7:00PM: Pelican Vigil for Ciar Ingen Daire, EPA encampment.

7:30PM: Knight Vigil for Franbald of Loncastre, Loreli encampment.

8:00PM: Pelican Vigil for Ceridwen Killian, Abbey of Leng encampment.

8:30PM: Laurel Vigil for Joan Silvertoppe, Nordwache Baronial encampment.

Saturday, October 12

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

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

9:00AM: Check-in for A&S contest entries, Grand Court pavilion in A&S.

Contests include (but are not limited to): Peoples' Choice Challenge, I Made it at the War (anything completed at GWW XVI), Unfinished Objects (UFO), Wool-to-Whatever on-site Competition.

9:00AM: Newcomer's Site Walk hosted by a Chatelaine of Caid, starts at the Headquarters Pavilion.

This walk is designed to help Newcomers learn the War site. It will begin at headquarters and walk the site. Learn Camp etiquette and manners. Hear our "language of War." See the symbol for the First Aide Station. Learn what the person in the blue baldric does. An overview of how to address Peers & Royals will be provided. Witness the battlefield. Open forum for question and answer.

~ 9:45AM*: Knighting Ceremony for Franbald of Loncastre, Main Battlefield (* time at the leisure of Their Majesties, Atenveldt)

10:00AM – 3:00PM: A&S Contests People's Choice View and Vote, located in A&S

1:00PM: Wedding Ceremony for Lord Amalgaid and Lady Muirgen, Angels Baronial encampment. Come one and all to the Angels Pavilion to see Lord Amalgaid and Lady Muirgen get married followed by a small celebratory reception. The Bride and Groom ask that you bring a small cake to add to the wedding cake stack in the medieval tradition.

5:00PM: Grand Court, located in the large Court pavilion in A&S.

There will be 2 elevations, Ciar Ingen Daire to the Order of the Laurel and Ceridwen Killian to the Order

of the Pelican.

~8:30PM*: Known World Party, Caid Royal encampment (*starts immediately following Grand Court)

9:00PM-12:00AM: 13th Annual Taste of Great Western War, Dining Pavilion in Merchant's Row

The 13th 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 13

All Day: Food drive, Headquarters Pavilion in Merchant's Row

Bring any leftover UNOPENED food goods that you don't want to haul home to the Headquarters tent, just downhill from the main privies in Merchant's Row. Sponsored by the Barony of Gyldenholt.

10:00 AM: The Ladies of the Rose Valkyrie Tourney, located on the main 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.

FIGHTER

HOSPITALITY

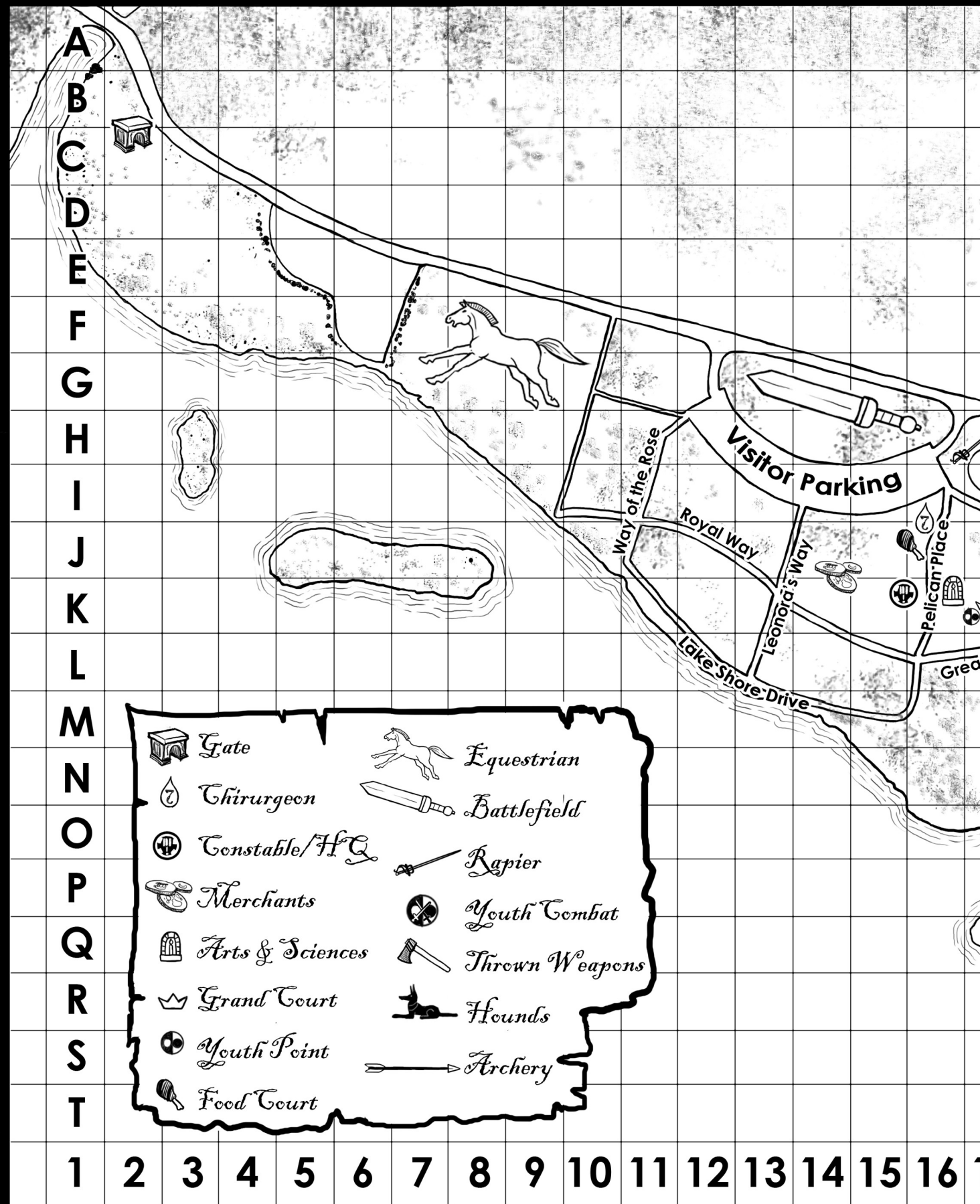
Fighter Hospitality helps support all forms of fighting by providing refreshments on the field.

Help is needed to distribute water coolers each morning. Help is greatly needed to assist on the Armored Combat field for Friday, Saturday and Sunday.

Please sign up to help the Fighters!



SPMT CITX CFSSFTDRF CNMMY



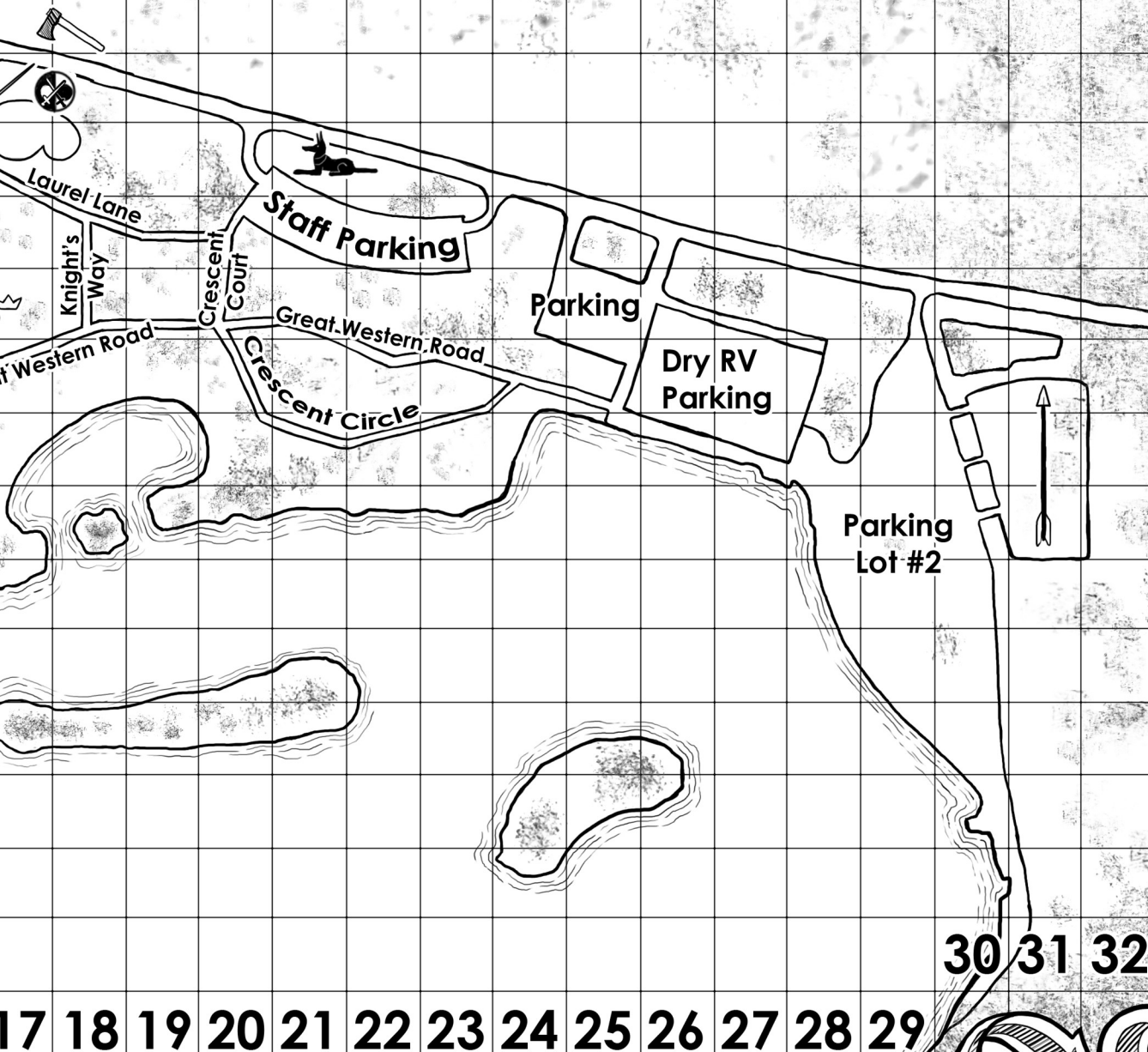
	Gate		Equestrian
	Thirurgeon		Battlefield
	Constable/HQ		Rapier
	Merchants		Youth Combat
	Arts & Sciences		Thrown Weapons
	Grand Court		Hounds
	Youth Point		Archery
	Feed Court		

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

YMMU> JRMJSSJ> XJY> YMJSS

Great Western War 1503

WAR THROUGH THE AGES



Master Schedule

Thursday 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	Authorizations & Practice (8-10am)			Tournaments will commence for Royal Rounds and Novelty events.															Range Closed	
Armored Combat	Fighter Authorize	Armor/ Weapons Inspect.	Jupiter Scenarios																	
Equestrian			Authorizations & Open Riding and Schooling								Horse and Rider Safety Check			Lake Trail Ride						
Hound Coursing		Hound Coursing																		
Rapier			Hay bale Setup												Jupiter Tourney		Post-Tourney Potluck			
Adult-Thrown Weapons	Range Opens – Open Practice						Lunch – Closed		Royal Rounds and Speed Testing											
Youth-Thrown Weapons									Open Practice											

Friday October 11	11AM						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	Authorizations & Practice (8-10am)			Tournaments will commence for the GWW Championship and Novelty events.														Range Closed		
Armored Combat	Fighter Authorize	Armor/ Weapon Inspect.	Freya: Alden-style Battles								Pickup Fights (BYO Marshal)									
Equestrian											Setup & Warmup for Equestrian QC/Angels Champ.		Equestrian Queens Champion /Angels Champion							
Hound Coursing		Hound Coursing																		
Open Arms Bardic Hall									Scheduled & Impromptu Performances											
Rapier		Melees: Fall of Rome(1hr),Sack of Rome(1hr)				Bridesmaid Tourney (11:45-1:45)				Freya Melees: Muslims Attack,Turks Invade										
Adult-Thrown Weapons	Practice		Team Throw Tournament				Lunch – Closed		Open Throw								Range Closed			
Youth-Thrown Weapons	Practice		Knife Throwing																	
Youth Combat																	Youth Tournament			
Youth Point			Youth Activities				Lunch—Closed		Youth Activities						Youth Point Closed					

Saturday October 12	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	Practice (8-10am)			Tournaments will continue for the GWW Championship and Novelty events.																Grand Court A&S Area
Armored Combat	Fighter Authorize	Armor/ Weapon Inspect.	Equestrian Castle Charge on the Battlefield (10-10:30am), Sonnabend ordies Saturni: Scenarios																	
Equestrian	Gather/Prep for Castle Charge		Castle Charge Main Battlefield	Celtic Bareback Challenge																
Hound Coursing		Hound Coursing																		
Open Arms Bardic Hall						Scheduled Performances every half hour														
Rapier		Melees: Warm-up, 1 st Crusade, Landing in Israel, Mongol Horde					White Scarf Tourney (11:45-1:45)				Melees: 100 Years War – Parts I and II									
Adult-Thrown Weapons	Practice		Inter-Kingdom Challenge				Lunch – Closed		Axes & Estrogen		Open		Range Closed							
Youth-Thrown Weapons	Practice																			
Youth Combat									Youth Combat Melees											
Youth Point			Youth Activities				Lunch - Closed		Youth Activities											

Sunday October 13	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			Chiron & Training				Help is requested for cleanup of the range.														
Armored Combat	Fighter Authorize	Armor/ Weapon Inspect.	Valkyrie Rose Tournament (10am), dies Dominica: Scenarios									Clean-up Battlefield starts. Volunteers earn DOUBLE tickets.									
Equestrian	Gather/Prep for Mounted Combat Demo		Mounted Demo for Ladies of the Rose Tourney		Inter Kingdom Equestrian Challenge (IKEC)																
Hound Coursing		Hound Coursing																			
Rapier		Valkyrie Rose Tourney, Alternate Small Squad Melee									Clean-Up Field – Earn Volunteer Hours										
Adult-Thrown Weapons			Range Opens/ Practice		Royal Rounds/TWIC						Range Closed										
Youth-Thrown Weapons																					
Youth Combat									Youth Combat Melees												
Youth Point			Youth Activities				Lunch - Closed		Youth Activities												

Archery

Welcome to the GWW Archery Tournaments scheduled for Wednesday thru Sunday.

The range will be open from 8am each of these 5 days, with special shoots after dark.

The Novelty tournaments will be conducted in two divisions, Novice and Ranked for the Long Bow and the Crossbow. Winners each day will receive an award for the highest score in both these divisions.

List Tables at all the locations, Long Bow, Crossbow and the Royal Round range will be open on Wednesday thru Saturday from 8am to 10am, with Authorizations conducted on Wednesday and Thursday only. On site loner equipment will be limited and handed out on a first come basis. Marshals are invited to help out at their leisure. For Thursday and Saturday Night Shoots, check the list tables for times and equipment requirements.

Wednesday: 8am – 4pm – Authorizations and Practice	Saturday: 8am – 10am – Practice
Thursday: 8am – 10am – Authorizations and Practice	10:30 – 3pm – Tournaments for the GWW Championship and Novelty events.
10:30am – 5pm – Tournaments for Royal Rounds and Novelty events.	Sunday: 10am – 12pm – Chiron & Training
Friday: 8am – 10am – Practice	12pm - ~5? - Help is requested for clean up of the range
10:30am – 5pm – Tournaments for the GWW Championship and Novelty events.	

Note: Any corrections or additions to the schedule, please check each day with the List Tables for their current status.

This year there will be TWO night shoots. On Thursday there will be a glow in the dark novelty shoot featuring glowing things and LED balloons! On Saturday the famous night clout shoot will be held. This is 6 rounds at 100 yds. For both shoots come at dusk to ready your arrows, the shoots start at dark. All glow sticks for your arrows provided. A flashlight will help in the identifying of said arrows.

Michael of Boulton, GWW Archery Steward, and Katherine of Anglesey

Thrown Weapons

Thrown Weapons is located across from the battlefield, on the other side of the road in that little strip of land. (F13-F16). Look for us there.

1. A separate youth range will be set up next to the regular adult ranges. This will be broken into groups that are more age divided. Look at the schedule to get a *rough* idea of when it will be open. Once at war, a Youth schedule for the age groups will be posted. Youth under 14 years of age must have their adult guardian/parent at the range with them. Based on the limited availability of Senior Marshal supervision, there may be unscheduled closures due to safety.

2. Royal Rounds are new to Thrown Weapons and are still in the evolving stage. One or two Royal Rounds will be conducted, potentially making changes as needed.

3. Speed Throws. This is a test phase of this endeavor and can ONLY occur under the supervision of Cecilia Medici or an approved Thrown Weapons Marshal. Only experienced throwers can participate in this phase of testing.

Must wear closed toed shoes and parent or guardian must be present at the range.

Note: I *always* will take a fighter that walks off the battlefield to throw a little FIRST. No experience is necessary but Closed Toe Shoes are required!

Armored Combat

There will be **FOUR FULL DAYS** of armored combat this year at Great Western War. Fighting will begin promptly at 10:00am each day.

Conventions of Combat

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

Armor/weapon inspection begins at 9:00am each day. Fighter authorizations will take place from 9:00am to 9:30am. If you miss this window and need to be authorized you will need to wait until the next day for an authorization, no exceptions.

Missile and thrown weapons will be inspected each day from 9:00-9:30 am and between Combat Archery battles only.

The first scenario of each day will begin with combat archery; combat archery will be allowed in every other scenario.

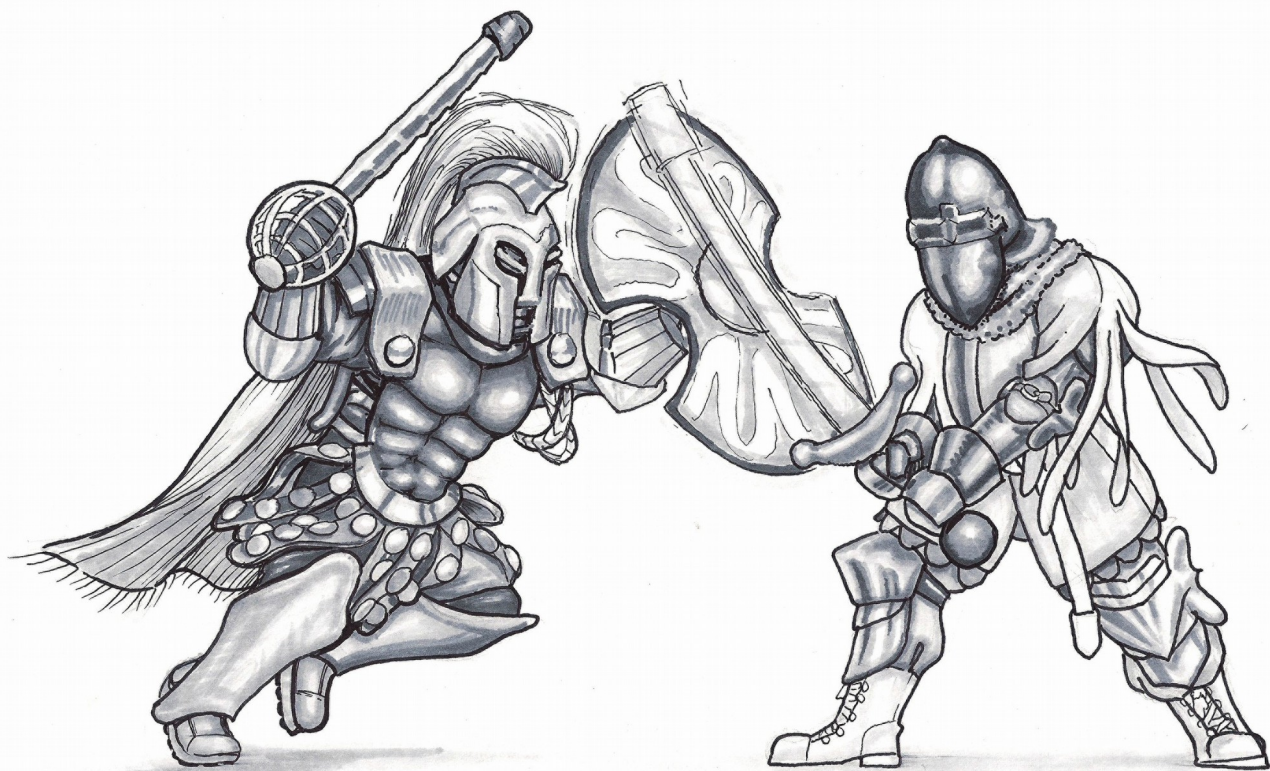
No inspections will be done during Combat Archery scenarios; late arrivals will have to wait

until the next inspection. Archers will retrieve arrows and bolts between scenarios and will have them inspected for use for the next scenario. There is no entry to the field with uninspected missile or thrown weapons.

To encourage camaraderie between rapier and heavy weapons combat, we will be running scenarios alongside of each other on the fighting field. To make this work, all rapier and heavy fighters need to keep their helms on while on the field to prevent accidental injury from archery fire. There will be safe zones for fighters and spectators to stand with helmets off and watch the fighting or to take breaks and drink water.

Alden-style Battles

An Alden battle is 15 min of fighting, fought to the last man, 5 minute break, restart. Combat archery will be used every other round. There are brief/basic themes: Castle Battle, One-on-One, Bridge Battle, etc. There are no large time blocks for downtime. Fighters are welcome to sit out a scenario to take a 20-min break.



Equestrian Activities at War

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.

Requirements for Participation

Anyone wishing to participate in Equestrian activities must have a current equestrian authorization card from any kingdom. This includes all martial activities and trail rides. Time has been set aside on Thursday for authorizations; additionally, a limited number of equestrian authorizations may be done on other days if time permits. Please contact the Equestrian Stable Master or Steward, to request an authorization opportunity.

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 must be accompanied by a legal parent or guardian at all times when working around the horses.

What to Do When You First Arrive on Site

1. Upon arrival, check in with Gate to pick up your site token and parking tags.
2. After checking in, proceed to the equestrian parking area and park parallel to the other trucks and trailers. Please do not park in front of or beside the equestrian campsite, as that area is reserved for temporary off-loading of human camping gear and necessities.
3. If you have reserved one or more stalls, those stalls will be marked with your name. You may offload your horses into the stalls that have been reserved for you before checking in with the Equestrian Steward.
4. If you will be setting up a portable corral, please leave your horses in your trailer while you check in with the Equestrian Steward. When you check in, you will be shown where to set up your corral.
5. If you are day-tripping, you may offload your horses and tie them to your trailer; however, please do not leave your horses unsupervised.
6. If you will be camping at Equestrian, please check in with the Campmaster and you will be shown to your camping space.

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. Trailers with living quarters are allowed to use generators until 10pm but must be prepared to shut down sooner if neighboring campsites complain.

No Smoking

Smoking is **not** permitted anywhere in the equestrian camp, the arena, on or near any hay bales or outside your vehicle in the equestrian parking area due to the highly flammable nature of horse feed and bedding.

Equestrian Camp

THL Tierryinna CaerNarvon is the Equestrian Campmaster. If you have any questions about the food plan, camp layout or other details pertaining to the equestrian campsite, please contact her.

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 10pm. Equestrians have to rise early to take care of their horses. Please be considerate.

Rental Horses

No rental horses are available at this time.

Annoyance Fines

If you bring a horse on site, you **MUST** physically sign out with the Equestrian Stable Master before departing the 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 has been left clean and ensure you avoid this fine and the potential for being banned from 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.

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 sunset to everyone except horse owners.

Equestrian Activity Details/Schedule

Arrive Wed

Thursday: 10:00am – Authorizations & open riding and schooling

2:00-3:00pm – Horse and rider safety check/ authorization for perimeter & on-site riding

3:30pm – Lake trail ride

Friday: 2:00pm – Set up and warm up for Equestrian Queens Champion/ Angels Champion

3:00pm – Equestrian Queens champion/Angels champion

Saturday: 9:00am – Gather/ prep for Castle charge

10:00am – Castle charge on Main Battlefield

11:00am – Celtic Bareback Challenge

Sunday: 9:00am – Gather/Prep for Mounted combat demo

10:00am – Mounted combat Demo for Ladies of the Rose Tourney

11:00am – Inter Kingdom Equestrian Challenge (IKEC)

Monday: Tear down, Clean up

****All horses and Riders must be approved by the EQ Steward prior to riding out on site.**

****Equestrian Authorizations for General Riding & Mounted Games can be arranged on an individual**

If you would like to organize or sponsor an activity that is not listed, please contact the Equestrian Steward, THL Tierrynna CaerNarvon, to discuss your ideas.

Hound Coursing

Hound coursing will be Thursday through Sunday from 9:30 – 11:00AM.

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 21-23 on the map.

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.

Katherine of Anglesey



Combat Archery

Inspections will start an hour before battles began and will end when combat begins. No archery or siege weapons will be inspected during battles. All late arrivals will be inspected between battles when possible.

Thank you,

Dame Tekā Turmanov, Kingdom combat/Siege

GWW XVI Rapier Conventions

"Of all the weapons devised by Man in the long lapse of the centuries, the sword is the only one which combines effectiveness in defence with force in attack, and since its Bronze Age beginnings has gathered round itself a potent mystique which sets it above any other man-made object." Ewart Oakeshott

Welcome to rapier tournament and melee at GWW!

We have made changes to the traditional schedule of the last few years. We hope that this schedule will give you as much fighting as you wish while allowing you to enjoy other scheduled activities. Bring your spears! Some scenarios will allow spears to be worked into your fighting tactics.

We look forward to seeing everyone on the field!
YIS,

THL Rhya Cat Ifrinn

THL Marco Solario, Rapier Stewards

History of the rapier

The sword most often seen in SCA rapier combat dates primarily to the late 16th century, and has its theoretical roots in earlier traditions dating as far back as the 13th century.

The term rapier was not used in Italy, Spain or France. To them it was simply called a "spada" or sword. To the average reasonably well-read modern swordsman or collector of arms and armour, a "rapier" would be a swept-hilted, long and narrow sword intended primarily for thrusting.

In the late 15th to the early 16th century a split occurred allowing a civilian form of combat to develop which revolved around the sword (single handed and two handed), hafted weapons, and dagger work. Masters such as Marozzo, Caranza and Mair taught a theory of combat that could be said to not only apply to military combat but now also to the civilian duel. This style of combat used the cut as well as the thrust. By the end of the 16th century, civilian combat had "evolved" to the point of favoring the thrust over the cut where masters such as Fabris, Giganti, and Capoferro put forth their new theories of personal combat utilizing what we call today the rapier. The study of these masters and the theory of combat from the 15th through the 16th centuries spans volumes and is an important study for the scholar of historical civilian swordplay.

The Cut and Thrust program in the SCA was instituted to allow practitioners the outlet for

exploring the works of the masters of the 16th and earlier centuries with weapons such as the single handed sword or the hand and a half sword.

(Courtesy of William Wilson)

Rapier Conventions

We will be following Caidan rapier standards for this war. Some of the differences that fighters from other kingdoms will want to note are:

- Caidan fighters accept tip cuts as valid blows. A valid tip cut is designated as 5 inches or the width of the limb, whichever is less.
- Valid draw cuts/push cuts are signified as a solid pressure for 5 inches or the width of the limb, whichever is less.
- **Spears will be used in some scenarios. Please see <http://marshal.sca-caid.org/pubs.php> for the new Caid Spear rules.**
- Blade grasping is allowed. You may not pull or push the blade, only redirect.
- There have been questions in the past regarding use of the hand on the hilt or forearm. You may use an OPEN hand on the forearm or hilt to stop the motion of your opponent. You may not, however, push or close the hand around the point of contact.
- Gleaning bullets is not allowed.
- Unless otherwise noted, conventions are 180 degrees and death from behind allowed.
- Caid requires 1 marshal for every 10 fighters with at least 2 warranted marshals on the field at all times. All marshals will receive volunteer hours and our undying gratitude!

Warbands: Please check in as a group with the number of fighters and name of the warband representative before scenarios start. (Fighters without a warband will be assembled into general groups based on kingdom). Please have your valid, nonexpired fighter card and site token ready when you check in.

On your first day of fighting, please have your armor inspected. Your mask and weapon will be issued a

sticker to signify that you have been inspected. It is recommended that you have your weapons inspected each day that you fight since fighting conditions can affect blades.

We will again be sharing the battle field with armored. We will use a separate field for

tournaments. Since we are not competing for war points, we reserve the right to make changes to the schedule or switch sides as needed for a fun war. We will keep war bands and kingdoms together as much as possible.

Rapier Schedule/ Scenarios

Thursday (Jupiter)

Classical Antiquity - Ancient Greece
Rise and decline of the Holy Roman Empire

Early Bird Tourney

Time/Duration: 10:00am Hay bale set up- Volunteer hours available! There will be snacks and water.

4:00pm Battlefield

Type of Tourney: To Be Announced.
Potluck to be held immediately after the tournament. Please bring feast gear and a chair as well as something fun to share.

Friday (Freya)

Dark Ages to End of the Viking era

Morning Melees: 9:30 to 11:30 AM at the Battlefield

List for bridesmaid tourney will be made available here during the morning melees.

Fall of the Rome Empire

The empire is collapsing – Stake your claim!

Time/Duration: 1 hour Res Battle.

Type of Melee: Roman Melee/Social Mixer. Spears allowed if sufficient marshallate. No Projectiles.

Rules: As you get to the field, get inspected and join the fun. There will be no pre-designated teams... every fighter for themselves.

Resurrections: Unlimited. There will be two resurrection points.

Win Conditions: Objectives will be provided for those who wish to “capture” something.

The Sacking of Rome by the Vandals
It's the middle of the 5th century when the ambitious Vandal King Genseric is at war with the Western Roman Empire. Valentinian passes away and the Holy Roman Empire goes to a new emperor - Petronius Maximus. Petronius disregards the

terms of a treaty formed between the previous emperor and Genseric. Genseric retaliates and his forces sweep in to clean out the seat of the Holy Roman Empire.

Time/Duration: 1 hour Res Battle.

Type of Melee: Collection battle on broken field. Spears allowed. No projectiles.

Rules: Fighters split into two roughly equal war bands. “Loot” will be scattered around the field to be retrieved by the war bands and returned to their vault. Once in the vault, the loot can still be taken. Small loot can be carried with weapons large loot requires a free hand.

Each fighter can only carry a single piece of loot at a time; however, each team can designate a single unarmed person as a “Carrier.” The “Carrier” can carry as much as they can safely hold. The “Carrier” cannot be harmed, but can be captured by the opposing team. Any loot they have on them at time of capture goes with them in capture, but they will not be able to carry for the other team. Only loot that has been taken to the vault will be counted.

Resurrections: Unlimited. At the 4 corners.

Win Conditions: Band with the most loot at the end of the time wins.

Bridesmaid Tournament

Time/Duration: Approx 11:45 AM to 1:45 PM at the tourney field

Type of Tourney: To Be Announced

Rules: Must have not placed first in a Baronial Championship or higher tourney.

Afternoon Melees: 2:00 to 4:30 PM

Muslims Attack

It's the 7th Century, and the Muslims strike out of the Middle East across the Mediterranean and hit the islands of Crete, Sicily, and Malta.

Time/Duration: Ran 2 or 4 times depending on time switching sides between battles.

Type of Melee: Divided Field/Multi-Bridge Battle

Rules: The Muslim team will be split between 3 ships, while the European team will be split between the 3 island nations. The split will be determined by the team leaders prior to deploying them to their respective boats and islands.

Resurrections: None

Win Conditions: The first to take two of the opponents' territories (islands or boats) is the victor.

Turks Invade

It's now the 10th Century, and the Seljuk Turks are invading out of the east against Byzantium's frontier borders. The Emperor of Byzantium wants to push into the eastern frontier. The Turkish Emperor wants Constantinople.

Time/Duration: Twice without spears, Twice with spears. If there is a tie breaker, there will be spears and guns.

Type of Melee: Open Field Escort Battle

Rules: There will be a goal line to cross behind each team. The Emperors are combatant and immortal! They cannot be killed but they can be wounded. Wounds will be as debilitating as if they were in a tourney. A legged Emperor cannot move without the help of 2 able fighters. The Emperors cannot move forward without their personal guard (at least 1 fighter must accompany the Emperor), but they can retreat unaided unless legged.

Resurrections: None

Win Conditions: The first to get their Emperor across the opposing team's rear line with his personal guard is the victor.

Saturday

(Sonnabend ordies Saturni)

The era of Plate armor, the armored horse, and the longbow

First Crusade to the War of the Roses 1488

Morning Melees: 9:30 to 11:30 AM at the Battlefield. List for White Scarf tourney will be made available here during the morning melees.

Morning Warm-up Battle - Get your "Zeal" on!

The Forces of the Middle-East/Southwest Asia are hungry for the fertile lands of Europe. The Europeans are tired of getting invaded by the Turks and Saracens. The pot is beginning to boil :)

Time/Duration: 30 min

Type of Melee: Broken field Res

Rules: Every man for himself. Form alliances if you wish, or take on the world. Spears allowed. Guns allowed with only one shot each.

Resurrections: Unlimited

Win Condition: Have fun! Make friends! Wake up!

The First Crusade – Landing in Israel
In response to the invasion of the Turks, Constantinople has asked for help from the Countries of Europe to push back the encroaching hordes. After a stop in Constantinople, the combined Christian armies of Europe land in Israel to recapture the Holy City of Jerusalem with the hope of returning the city to the Christian fold.

Time/Duration: Once each direction. Each battle will last up to 10 minutes.

Type of Melee: Ship to Shore timed battle

Rules: There will be three gang planks opened at timed intervals. The first gang plank will be available at "Lay-on." 1 minute into the scenario, the 2nd gang plank will have made it to the shore. 2 minutes into the scenario, the 3rd gang plank will make it to shore.

Resurrections: Ships get unlimited resurrections. Israel gets 2 resurrections.

Win Conditions: If the crusaders can get 3 fighters unopposed onto land, they win. If the defenders can hold them off

for 10 minutes, Israel wins.

Here come the Mongols

In the mid-13th Century, the Mongol hordes have captured most of Asia and are raiding their way into Europe. Can anyone stem the tide? Be the Horde.Face the Horde.

Time/Duration: Ran 4 times or until lunch. Sides will alternate.

Type of Melee: Broken field capture the flag.

Rules: The towns are undefended. Raise your flag and claim them for your side and make them your home base. Your home flag is safe but all other flags can change hands.

Resurrections: Unlimited. Fighters can res at any uncontested flag of their color. (Uncontested means no one currently fighting for the flag.)

Win Conditions: First team to hold all but one of the flags wins.

White Scarf Tournament

Organized and run by Dona Grace

Time/Duration: 11:45 AM to 1:45 PM, at tournament field.

Type of Tourney: To Be Announced

Afternoon Melees: 2:00 to 4:00 PM

100 Years War Part I

The French and English are wrapped up in a bloody feud spanning decades to win the French throne.

Time/Duration: Approximately 1 hour total.

Type of Melee: 2 front battle. Ship to shore battle - defenders get spears

Rules: 2 teams: The English and the French. The English send a force against France. The French send a force against England. Each team divides their forces to raiders and defenders. If the defenders manage to defeat all raiders, they can send reinforcements to their raiders.

Win Conditions: Take over the opposing country. Best of 3 runs wins the scenario.

100 Years War Part II - "Storming the Louvre"

Time/Duration: 30 min each run

Type of Melee: Castle Res

Rules: Winners of the 100 Years War Part I get the castle to defend first. The opposing side storms the gates.

Resurrections: Unlimited

Win Conditions: Rule the Castle at end of 30 minutes



Sunday (dies Dominica)

Renaissance 1488 to 1650

Valkyrie Rose Tournament

Rules: Fighters must be sponsored by a Rose. Each Rose may sponsor one White Scarf (or equivalent) and one non-Scarf. Any fighter without a sponsor Sunday morning may check in with the tournament steward to request

to be paired with one of the requesting Ladies. Fighters will be introduced by their Roses during invocation.

Alternate Small Squad Melee

Time/Duration: during the Valkyrie Rose tourney for those not currently competing

Type of Melee: Broken Field Melee

Rules: Fighters lineup at Res point. Sets

of no more than 5 enter as a team.

Resurrections: Unlimited

Win Conditions: Holding strategic points?(Tavern, Town square, Back Gate) and have as much fun as safely possible.

2pm Clean up at the battlefield. Help is gratefully accepted, volunteer hours available!

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.

Every hour you volunteer—at any task—at Great Western War also helps relieve the pressure on an overworked Event Steward. 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! Find out more about signing up at HQ.

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.

Mistress Melisande de Frayne, Caid Deputy Seneschal for Media

Constable

Greetings on behalf of 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 contact the Kingdom Constable at the war or using the Kingdom Constabulary Website for more information.

Great Western War Youth Combat

All Ages and Skill Levels Welcome

If you can hold a sword, show up and have some fun!

The Armor Standards for Great Western War will be those of Caid: Helmet, Neck Protection, Elbow & Knee Pads, Groin Protection, Closed-Toe Shoes. There will be approximately 15 loaner suits of armor for participants to use.

In addition to regular Youth Combat, we encourage seasoned young fighters to come try the new Open Class of Fighting. This new Class is for ages 13 and up, and includes the standard armor, and in addition, you must have Sternum & Spine Protection, Forearm Protection, Padded Gloves, and an Athletic Cup or equivalent. All of this additional armor must be provided by the participants.

Youth Combat Schedule

Sunday, 1pm — Melees, Youth Combat Area

Friday, 5pm – Tournament, Youth Combat area *For Children of all Ages and Skill Levels are welcome to engage in sword fighting!*
(See Map.)

Saturday, 1pm — Melees, Youth Combat Area

Each participant must have a parent/guardian (with signed/notarized waiver) supervising.

Friendly reminder: *Participants must be wearing closed-toe shoes.*

We would VERY much appreciate any Youth Combat Marshals, as well as ANY adults who want to help, to come assist us with running these activities! This would be an EXCELLENT time to earn your qualifications to become a Youth Combat Marshal!"

Note: Many Teachers of A & S classes have agreed to open their classes to younger students. Please review the A&S class listing for classes of interest/suitability for youths. Youths under the age of 13 should have a parent or designated adult or teen attending with them

THLord Arthur the Red

Youth Activities

Youth Activities for Great Western War XVI are designed to support & supplement Caid's Page School program. Youth Activities will be open on Friday through Sunday, from 10-12 in the morning and 1-4 in the afternoon for scheduled classes and open crafts. The class schedule was still somewhat fluid at the time the gate book went to press, so please check the schedule posted at Youth Point for the times on specific classes. This year we will also have many activities that parents can share with their youngsters.

For 5 to 8 year olds

1. Kid's Court
2. Meet A Don
3. Meet A Chiron
4. Meet A Knight
5. Make a Period Pottage
6. Make a beaded necklace or bracelet
7. Felt a piece of wool
8. Baronial Geography
9. Learn a Period Song
10. Beginning Calligraphy &

Illumination

11. Period Games I
12. Beginning Heraldry
13. Soap Carving

For 9 to 11 year olds

1. SCA Manners
2. Equestrian Encounter
3. Make a Period Beverage
4. Make a leather pouch
5. Make a hat using basic hand stitches
6. More Baronial Geography

7. Singing as a group
8. Book Arts
9. More Heraldry
10. Whittling

For 12 to 14 year olds

1. Pointy Hats
2. Siege Weapons
3. Herbs in Period
4. Arms & Armor
5. Juggling
6. Design a Device
7. Flint & Steel Firemaking

The Open Arms Bardic Hall

"All that enter be Welcome!"

Come join the Merriment!

For the 5th 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

Saturday ~ noon – 5pm

Scheduled performances every half hour!*

Sunday ~ 11am – noon

Open Bardic Jam – all instruments, musicians & performers are welcome to join

(All levels are welcome ~ need not to have prepared pieces)

**Performances are posted daily in front of the Open Arms Bardic Hall.*

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

Coffee, espresso, crepes, gyros,
ddaycoffeeman@gmail.com

House of the Iron Pig

Texas barbecue with sides, cookies,
www.cateringandmoor.com

Temple of Siam

Asian Food; Ice Cream; Shave Ice; Fresh Lemonade

Specialty Shops

Acts of Piracy

Bronze castings, pendants, rings, figures, knives & swords

Aesir Metalwyrks

Armor; combat accessories, www.Aesirmetalwyrks.com

Amazonia

Rapiers,;daggers; lamellar armor; corsets, etc.,
www.jamesthejust.com

Amicia's Amenities

Furniture; herbal products; period hats; sundries,
amicia@qnet.com

Angiter's Leatherwork & Crafts

Leather tankards, armor, pouches and accessories,
archery gear, wooden slot furniture and carvings

B. Coole Designs

Textiles; embroidered items; machine embroidery patterns, www.bcoole.com

Baron's Beauties

Toys and pirate accessories

Barefoot Cordwainer

Hand-made leather shoes and accessories; slings; belts; pouches; and bracelets,
www.etsy.com/shop/barefootcordwainer

Brunetta Blacksmithing

Hand-crafted iron items; bronze work,
www.brunettablacksmithing.com

Calontir Trim

Trim; armor; decorative metalwork,
www.calontirtrim.com

Crossbow & Bolt

Handcrafted Combat & Traditional Crossbows;
furniture, www.crossbowandbolt.com

Dancing Dragon

Hand-spun yarn; feast gear; jewelry; fabric; paintings,
DancingDragon40@gmail.com

Dawn's Bodywork

Massage Therapy, dawnsbodwork.abmp.com

Erth Stuff

Hand-made soaps; drinking horns; mugs; glassware;
horseman bows; misc. garb,
www.facebook.com/ErthStuff

Eye of the Dragon

Wool; drop spindles; pigments and dyes; jewelry;
tapestries; garb, www.eyeofthedragon.net

Feed the Ravens

Hand-crafted replica Norse artifacts; jewelry; fiber arts;
yarns; imported fabrics; pottery; leather

Firedryk Steel

Stainless steel armor, knives and swords
www.firedryksteel.com

Fish-n-Weasel

Hand-decorated games; jewelry; soap; fiber goods;
boxes, baldavin@hotmail.com

Goblin's Grotto

Art; armor; weapons; SCA t-shirts; youth weapons,
www.goblinsgrotto.com

Govannon's Forge

Period swords and knives; jewelry; mugs; boxes,
mikecas@pacbell.net

Grace & Charity

Garb; youth combat swords and shields,
jpeck007@att.net

Griffin's Gate

Hand-crafted clothing; hand-crafted, patterned-welded steel

Hollow Earth

Men and women's clothing; bodices, skirts, chemises,
mens' pants, coats, vests – ekilpatrick@cox.net

Hooded Hare

Norse tunics, apron dresses, embroidered coats, caps,
hats, coifs, etc., www.thehoodedhare.com

Illustrated Dreams

Tarot readings; mehndi applications

It's 'Bout Tyme

Encampment furniture, jewelry, misc. items,
atozfaces@gmail.com

Longship Luxury Goods

Hand-made leather and horn products; clothing;
knives; feathers; etc.

Manipulations in Wire

Handcrafted stone and wire jewelry; forged copper jewelry; fused glass jewelry,
www.etsy.com/shop/ManipulationinWire

Nordic Trader

Viking jewelry and everyday items

North Star Armoury

Jewelry; armour; books, www.northstarmoury.com

Notch Knocker

Archery equipment & accessories; hats; viking knit items; books; candles & soap; jewelry, mrs.mendenall@gmail.com

Pine Box Traders

Hand-crafted weaving looms; threads; incense; oils & herbs; accessories – www.pineboxtraders.com

RakuRaku Tei

Hand-made period pottery: mugs, cups, plates, bowls, etc., rakurakuteipottery.blogspot.com

Raymond's Quiet Press

Medieval Reproduction Jewelry from Roman to Elizabethian, www.quietpress.com

Reannag Teine

Hand-crafted Celtic and historically inspired pottery; games; lampwork beads, www.reannagteine.com

Romani Caravan

Rugs; belly dance jewelry and apparel; leather goods, www.romanicaravan.com

Satin Rose Designs

Fabric; trims; clothes, zhana99@yahoo.com

Sign of the Hawk

Hand-crafted leather work: belts, pouches, armguards, archery bracers, etc.

Simply Stylish

Comfortable clothing inspired by the caravan trade routes, www.simplystylish.us

Sparrowhawk Studio

Spinning, weaving and needlework supplies; books; amber and Norse jewelry, sparrowhawkstudio@yahoo.com

Soles Thru Time

Footwear, solesthruetime@att.net

Steel-n-Strings

Blacksmith camping accessories; woven belts & trim; purses & pouches

Thyme Traveller

New & “experienced” garb; accessories; feastware

T.L. Barnes

Trim; buttons; garb; jewelry; accessories, tammybarnesmartin@yahoo.com

The Treasury

Artisan-made glass beads, buttons and veil pins; reproduction cast pieces, www.the-treasury.org

Tres Sheikh

Middle Eastern clothing & accessories; custom-made belts

Tribal Accents

Baskets, uncleazziz@yahoo.com

Tudor Wolf Creations

Jewelry; garb and accessories; wooden dishes; tankards, www.tudorwolfcreations.com

Two Hearts Entwined

Hand-crafted pottery, www.twoheartsentwinedpottery.com

Unicorn Fiber Arts

Handwoven items; kits for beading, kumihimo and knitting; wool for spinning; sewing items: knitting needles; brewing kits, www.ufa.housezacharia.com

Wanderlust

Sterling silver jewelry; middle-eastern garb; belly dance clothing; hats; accessories

Wendesigns

Powder incense; hanging dragons; candle holders; hair wraps; fairy houses; Artwork

White Wolf & the Phoenix

Handwoven belts, trim, favors and cloth; weaving supplies; books on fiber arts; fabric, www.whitewolfandphoenix.com

Wild Hare Woodworks

Hand-crafted wooden camp furniture, rlauffer@impulse.net

Windrose Armoury

Armour; combat accessories; shields; rattan; books; t-shirts; dress accessories, www.windrosearmoury.com



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 XVI Staff List

•**Event Co-Stewards:** Master Conchobhar Mac Cionaoith, Master Christian de Guerre, and Countess Eilidh na Tire Dharigh, stewards@caid-gww.org

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

