

Great Western War

October 8 - 13 2014



The Art & Pageantry of War

Buena Vista Aquatic Recreation Area - Taft, CA

From The War Stewards

Welcome to War!

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

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

Her Royal Highness Eilidh will be hosting her Championships in Equestrian, Archery, and Thrown Weapons. Please refer to the schedules for days and times and join Her as Her Champions are decided.

Arts and Science class schedules will be updated on a regular basis. Updates will be posted at the A&S area and in Headquarters.

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

Volunteer opportunities are available! There will be a Volunteer Raffle on Sunday. Signups for volunteer positions will be at Gate and Headquarters.

We would like to take this time to thank our amazing staff. In addition to the amount of hours spent on site, hundreds of hours have gone in before the event to make the war a success. We could not have done it without any of you.

We hope that everyone has an exciting time at war!

In service,

Dame Ismay of Giggleswick

Mistress Vivienne Duval

Co-Stewards GWW XVII

Headquarters

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

Then Headquarters is the place to go!

Headquarters is the information center for the War.

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

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

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

Camping Space & Land Allocation

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

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

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

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



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Site Rules

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

Lake Policy

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

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

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

This area is for swimming only, no boats allowed. As per signs posted, there is no lifeguard on duty and swimming is at your own risk. Children are not allowed in the water unless accompanied by a parent or guardian.

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

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

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

No firearms or fireworks are permitted on site.

Persons shall not remove, destroy or mutilate any park or event property. Any person who moves event property without the express permission of the event staff will be subject to immediate ejection from the event. These properties include but are not limited to: road signs and markers, tents, tables and chairs, markers used for activities, restroom or shower facilities, etc.

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

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

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

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

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

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

Please stay in garb at all times.

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

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

Entry Policy

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

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

Anyone who cannot produce a site token and who refuses to purchase one

will be ejected from the event without refund.

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

Trespassing

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

Alcohol / Illegal Substances

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

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

authorities will be called. If a household is hosting a party, that household is expected to check IDs appropriately before serving alcohol.

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

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

Fresh Water Spigots

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

Basic Hygiene & Grey Water Disposal

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

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

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

There may be no substances intentionally disposed of on the ground. Do not dig a grease pit or dishwasher hole. Pour hot grease into an empty can, let it cool and then dispose of it in the trash containers.

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

Do not bathe in the sinks in the stone privies.

Please place your food scraps in a trash bag and take the bag to a trash container.

Do not leave trash on the ground for the volunteer staff to deal with.

Garbage

Campers will be responsible for hauling their own trash to the large containers located around the camp and in the

asphalt parking lot areas. To help control odor and pests, garbage from your encampment should be bagged. The bags should be tied closed and hauled immediately to the containers for regular pick up.

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

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

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

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

Vehicle & Parking Regulations

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

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

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

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

Parking permits must be filled out and displayed at all times

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

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

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

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

Do not park in the RV parking lot. Parking vehicles and trailers that are not associated with an RV adversely affects the ability for RV's to maneuver in the lot.

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

Quiet Hours

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

Pet Policy

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

Proof of current vaccinations may be required.

Always pick up after your pet.

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

Please be a thoughtful neighbor and do not allow your pet to be a nuisance. Barking dogs, pets that repeatedly escape and waste left for others to find are considered nuisances.

Fire Safety

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

No open flames in tents.

Campfires, torches and candles may not be left unattended at any time.

Constable patrols are authorized to enter empty camps and extinguish open or unattended fires.

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

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

Do not throw flammable liquids on fires. All fuel for flame-powered devices

should be handled according to the safety instructions on the containers. Liquid fuels should be stored and transported in their original container or other state-approved container.

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

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

No Smoking Areas

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



Minors and Youth Activities

Parental Responsibilities

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

during the event. Youth seven (7) years old and younger must wear the bracelet issued at gate at all times. A&S (adult) classes held in a merchant booth or private camp: the minor may attend if he/she brings a parent/parent substitute. No youth classes are allowed to be held in private camps.

Curfew

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

Parental Consent Forms

The following forms are required for minors:

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

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

If you have any questions regarding these requirements, please contact a Seneschal in Caid or ask your Kingdom liaison to contact the Stewards for information. These forms must accompany the minor and show the age of the minor at the time of the event.

Individuals attempting to circumvent these requirements will be considered trespassing and appropriate action will be taken. This could include expulsion from the event site of all parties involved in the attempt.

Neglect of Parental (or Guardian) responsibility for minors

Youth under 7 years old should not be allowed to wander freely at this event and should be checked on periodically by their parent/ responsible adult to ensure their safety and suitable behavior. Failure to do so may result in sanctions ranging from expulsion from the site to notification of modern authorities depending on the circumstances.

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

Equestrian

Notice of inherent risks: Equines have the propensity to behave in ways that may result in injury, harm or death to persons on or around the equine: have unpredictable reactions to such things as sounds, sudden movement and unfamiliar objects, personal or other animals; are susceptible to certain hazards such as surface or subsurface conditions, collisions with other equines or objects; propensities include kicking, biting, stamping, stumbling, rearing, and others; tack equipment can fail resulting in falling or loss of control; and activities have the potential of a participant to act in a negligent manner that may contribute to injury to the participant or others, such as failing to maintain control over the equine or not acting within the participants ability. Equine Activities are inherently dangerous.

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). First aid performed by these volunteers 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 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 have volunteered to administer first aid.



Chirurgeon's Point will be located in a tent marked with a Chirurgeon banner. There will be a chirurgeon on site from Wednesday, October 8th, until site closes on Monday, October 13th.

Chirurgeon's Point will be open Thursday and Sunday from 8AM to 4PM and Friday and Saturday from 8AM to 10PM.

To find Chirurgeon Point refer to the map in this gatebook or ask until you find someone to help you find Chirurgeon's Point. Chirurgeons will be on call overnight and can be reached by radio through the constables or headquarters staff.

Chirurgeons

If you are a 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.

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.

If You Need Medical Assistance at War

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

- Go to Chirurgeon's Point.
- Stop someone with an FRS radio and ask that they contact Chirurgeon's Point for you.
- Drive yourself or have someone drive you to an off-site medical facility. Chirurgeon Point will have maps showing the location of medical facilities in the Bakersfield area.

If you go to Chirurgeon's Point

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

Children must be accompanied by their parent or legal guardian.

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

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

Bring completed copies of both the TEMPORARY GUARDIANSHIP FORM and the MEDICAL AUTHORIZATION FOR MINORS FORM with you if you are serving as a temporary guardian for someone else's child and that child needs help. The child cannot be assisted at Chirurgeon's Point without this paperwork.

General Health Concerns

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

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

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

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 repellent is highly recommended.

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

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 Ibuprofen will be available at Chirurgeon's Point. These medications are first come, first served, however volunteers will not offer any 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 assist a number of people, any needing medical 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 volunteers will only provide first aid services and any needs 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 assistance must be accompanied by parent or legal guardian. If the parent or legal guardian cannot be found, we cannot render assistance until they are located.

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 hyponatremia (sodium overdose) which is a whole problem in itself. Instead, use something that will help you replace both fluid and sodium at the same time; for example, pickles, olives, Gatorade (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.

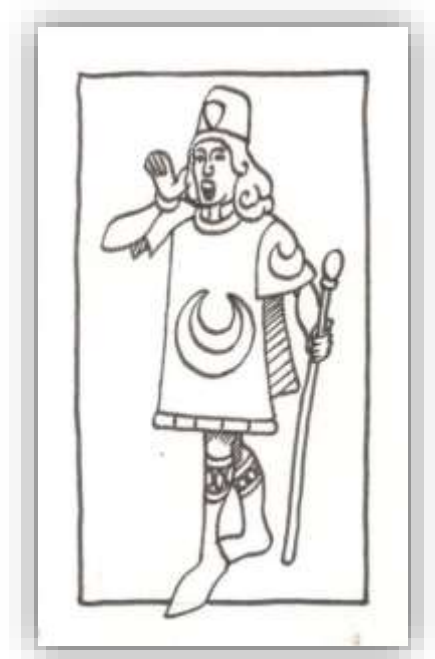
Head, Neck and Spinal Cord injuries: Symptoms of a head, neck or spinal cord injury can occur right away. Or symptoms develop slowly over several hours or days. Even if the skull is not fractured, the brain can bang against the inside of the skull and be bruised. The head may look fine, but problems 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.



Arts and Sciences

Arts & Sciences: *THLady Eularia d' Amboise*

Deputies: *THLady Aethelwynne of the Angels, Lady Muirgen ingen Ailella, and THLady Sophia de la Roche*



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

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

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; a parent or designated chaperone 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.

GWW A&S Class List

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

CLASS DETAILS

CLASSES in the MERCHANT VILLAGE

All classes offered by merchants are by appointment ONLY, unless otherwise specified.

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

Drop in Drop Spinning - Lady Bronwyn Schutelisworth or Lady Amber (Merchant)

BANNER TRACK

Acrylic Banner Making Class - THLady Fu Ching Lan

Heraldic Flag Design - Master Cormac Mor

BARDIC/PERFORMANCE TRACK

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

Bardic Circle 101 - THL Sadb ingen Abner ui Lorccain

Learning Medieval Dance Tunes by Ear - Baroness

Genevieve la Minstrelle, O.L.

Middle Eastern War Drumming - Lord Da'ud ibn Ma'bad al-Wadi

So You Think You Can't Dance? - THL Maluchka Korotkova

Solo and Duet Tribal Belly Dancing - Tribe al-Wadi

Song Swap - THL Sadb ingen Abner ui Lorccain

Song Writing in the SCA: Finding Your Musical Inspiration

- Lady Colette des Trouvères

Telling the Period Ghost Story - Mistress Caitlin Christiana Wintour

Vocal Embellishments for Bardic Performance - Lady Colette des Trouvères

BEADS & JEWELRY TRACK

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

Back-Carved Intaglio in the Byzantine Tradition - THL Rekon of Saaremaa

Basic Glass Beads - Lord Krystof Morva

Create Your Own Jewelry Findings - THL Gabbriella Mocenigo

Egyptian Spiral Bracelet - THL Gabbriella Mocenigo

Etruscan Wire Wrapped Beads - THL Gabbriella Mocenigo

Gemstones throughout history - Baroness Rutilia Fausta

Viking Wire Weaving - Lady Elizabeth of Roxbury mill

Viking Wiring - THL Morgana Ferrari de Velletri

Wire Wrapped Bracelet - THL Blase di Angelo

Wire-Wrapped Rose Rings - Lady Colette des Trouvères

CLOTHIERS TRACK

(Includes history, patterning, sewing & construction)

See also: Fiber Arts Track and Needle Arts Track

Closures: How to Finish Your Garb Medievally - Lady

Rayhana bint Estafanos

Covering the Mundane Chair - THL Fu Ching Lan

Dressing the Roman Woman Head to Toe - Magistra

Claudia Prima

How to Read a Pattern - Datchiana Mondane

Introduction to Hand Sewing - Condessa Violante do Porto
Landsknechts and Camp Followers - Viscountess Whilja de Gothia

Skjoldehamn Hood - Mistress Saeunn Egilsdottir

Smocking for beginners - Viscountess Whilja de Gothia

Tunics from a Neck Bone - Baroness Muirenn ingen meic Martainn

Venetian Lace Collars - THL Medb ingen Echuid

What Do I Put On My Modern Head? - Baroness Thea Northernridge

COMBAT ARTS

Archery Form - Baron Paganus Grimlove

Historical (Unarmored) Combat for Non-Fighters - Duke Guillaume and Duchess Felinah

Fitness (and injury prevention) for Rapier Fighters - THL Johanne Kathrijn die Waeyer

CULINARY & BREWING

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

Period Cooking Demo hosted by The Right Noble Upper Crust Guild, Barony of Gyldenholt Encampment, Thursday, Noon to 4:00 p.m.

Blessed are the Cheesemakers - THL Reinhardt Medebruewer

Brewing in One Gallon Container - Father Tomas mac Aedain

Fermenting Vegetables - Lord Hallr brjost Starson

Historic Brewing - THL Reinhardt Medebruewer

Medieval Gruel - Make & Eat - Lady Monique Marie Sauniere

FIBER ARTS TRACK

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

Advanced Kumihimo - THL Jane de Sealyann

Beginning Kumihimo Flat Braid - THL Jane de Sealyann

Beginning Kumihimo Round Disc - THL Jane de Sealyann

Bobbin Lace Part 1 - Lady Katheryn Bedford

Bobbin Lace Part 2 - Lady Katheryn Bedford

Dyeing with Madder - THL Meave Douglass

Make your own Kumihimo Disk and Braid - THL Jane de Sealyann

Painting on Textiles - THL Elyn de Haocmore

Period Dyes: History & Myth - Maestra Flavia Beatrice Carmigniani

Spinning in the Hand - Dame Richenda Elizabeth Coffin

Unnatural Dyeing - Lady Elena Jardiniz

Wool Combing - Magistra Astra Christiana Benedict

MEDIEVAL INTERESTS

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

Hexagonal Basket Weave - Lady Judith Anne

Introduction to Chip Carving - Lord Hrodebert von dem Kampfenhase

Introduction to the Elder Futhark (Runes) - Lady Bronwyn Schutelisworth

Paper Flower Making - Lady Anitsa Kasperova

Period Board Games - Lady A'isha al-Raqqasa

Period Plants and Animals for the Caidan Home Garden - THL Rekon of Saaremaa and Baron Paganus Grimlove

Sighting the Stars: Astronomy for Time Keeping and Navigation - Lord Jother hauknefr

METAL ARTS TRACK

Beginning Brass Etching - Master Cormac Mor

Casting and Finishing a 14th Century Spoon - Baron Jon Thomme deClaydon

Pewter Casting 101 - Using Cuttlefish Moulds - Baron Jon Thomme deClaydon

Thin-Metal Repousse - THL Rekon of Saaremaa

NEEDLE ARTS TRACK

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

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

Hand Embroidery Gathering hosted by Dame Joan Silvertoppe. Open Forum will be held in the A&S Area on Saturday from 10:00 a.m. - 2:00 p.m.

Basic Socks - Baroness Arianwen Megan McBride of Arainn
Bayeaux Tapestry Stitch Embroidery - Mistress Edwinna of Hawk's Bluff

Beginning Knitting - Baroness Arianwen Megan McBride of Arainn

Embroidery 101 - Lady Elena Jardiniz

Embroidery for Garb - THL Elyn de Haocmore

Fixing Knitting Mistakes - Baroness Arianwen Megan McBride of Arainn

Hand Sew a Simple Viking Pouch - Lady Grainne ingen Ebir

Handsewn 15th Century Coif - THL Elyn of Tanwayour

Hemstitching - Mistress Edwinna of Hawk's Bluff

SCA SKILLS TRACK

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

Arts & Sciences Minister 101 - THL Catharine Hawkwood da Barbiano

Chatelaines Round Table - Baroness Fionna de Buchanan

Chronicler 101 - Lady A'isha al-Raqqasa

Crisis and Conflict Resolution - Mistress Eden Blacksmith

How To Teach A Class - Mistress Eden Blacksmith

Disguise Your Devices - THL Rekon of Saaremaa

Judging Arts & Sciences Competitions - THL Catharine Hawkwood da Barbiano

Lists 101 - Mistress Vivienne Duval

Quick & Dirty Documentation - THL Catharine Hawkwood da Barbiano

Research 101: How to find your Google Fu - THL Meave Douglass

Safe and Happy SCA Camping - Baron Johann von Drachenfels

Territorial Seneschal Class - Baroness Kale' al-Raqqasa

The Art of Being a Consort - Dame Iseabail inghean Bhaltair

Thrown Weapons Marshal 101 - Lord Da'ud ibn Ma'bad al-Wadi (Location: Thrown Weapons Field)

Toward a (More) Period Encampment - Baron Johann von Drachenfels

Updating your Caid Wiki Page - Dame Iseabail inghean Bhaltair

Volunteer Management - Mistress Eden Blacksmith

War Steward Ride Along - Dame Ismay Of Giggleswick and Mistress Vivienne Duval

Your SCA Experience on Today's Resume - Master Rowen Killian

SCRIBAL ARTS TRACK

(Includes drawing, calligraphy, & other information on creating scrolls & art-work)

Scribal Potluck and Roundtable hosted by Baroness Aliskye Rosel (Saturday, Noon)

50 Shades of Grisaille - Baroness Aliskye Rosel

Beginning Calligraphy - Dame Richenda Elizabeth Coffin

Calligraphy for people who can't draw. - Master Thomas Brownwell

Calligraphy Insular Script - THL Juliana de la Delphi

Celtic Knotwork For Odd Shapes - THL Ronan mac Magnus
On The Making of Divers Colors of Inks - Maestra Flavia Beatrice Carmigniani
Playing With Period Pigments - Maestra Flavia Beatrice Carmigniani
Pricking and Pouncing for Fun and Profit - Baroness Aliskye Rosel
Taking the Scary Out of Scrolls - Dame Richenda Elizabeth
Vellum Tricks and Tips for Scribes - Baroness Tetchubah of Greenlake

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

Arts and Sciences Contests & Displays

A&S CONTESTS ENTRY CHECK-IN: 9:15 to 9:45 AM SATURDAY - *Organized by Baroness Rutilia Fausta.* Any age, any experience level, may bring their works to display for various competitions and prizes, and are welcome to stay and discuss their entries. Documentation invited but not required.

ENTRIES CAN BE PICKED UP BETWEEN 2 AND 3 PM ON SATURDAY. If you cannot pick up your entry by 3:00PM, make arrangements for someone to pick up your entry for you. Please try to let Baroness Fausta or A&S Contests Staff know this when you drop your item(s) off. **ANY ENTRIES LEFT AFTER 3:00 PM BECOME DONATIONS TO THE VOLUNTEER RAFFLE.**

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

Bring your latest and greatest Arts & Sciences projects to show off to the war! Fiber, costuming, ceramics, leather, calligraphy & illumination, metalworking, jewelry, and everything in-between related to pre-1600's -- we want to see it all!

A&S CONTESTS DISPLAY: 10:00 AM to 2:00 PM SATURDAY - GWW attendees are invited to view and vote on:

PEOPLE'S CHOICE CHALLENGE - Entrants are welcome to stay and discuss their entries- voting will end at 1:30 PM. Winners will be announced and prizes awarded in A&S at 2:00 PM SHARP. (Winners will also be recognized in court.)

A special Pageantry of the Ages Division of the People's Choice Challenge has been sponsored by Baroness Fausta! A special prize for this division will be awarded! Bring your best pageantry-related item and show it off to the populace for this contest!

ASSISTANCE: Get help & answers from any A&S Help Desk staff, or track down Baroness Fausta (for everything else) somewhere in the A&S Area on Saturday.

I MADE IT AT THE WAR - (anything completed at GWW XVII)

UNFINISHED OBJECTS (UFO) - with interesting stories about why it is unfinished

WOOL-TO-WHATEVER-on-site Competition (see rules below)

FIBER FRIDAY DISPLAY - People's Choice

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

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

FIBER TO FINISHED CONTEST AND DISPLAY (Fiber Friday)

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

Multi-Kingdom Brewing Contest

The Right Noble Brewers Guild of Caid is pleased to announce our 10th Annual Multi-Kingdom Brewing Contest at Great Western War.

Check-in for the Brewing contest, A&S area on Saturday, October 11, 2014, 7:00 – 9:30 AM.

Results and bottle return will be (hopefully) during the Taste of Great Western War from the hours of 9:00 PM and 11 PM.

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.

For more information visit <http://brewers.sca-caid.org/GWW.shtml> or contact brewcontest@gmail.com

This event is sponsored by the [Right Noble Brewers Guild of Caid](#)

Annual Wool to Whatever - On-Site Fiber Challenge

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

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

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

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

DOCUMENTATION: None required. Entry doesn't

have to be period, logical, or even useful. It should be creative, fun or interesting (or all of the above). If entry is *really* unusual, we want an interesting, possibly true, explanation about it.

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

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

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

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

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

Taste of Great Western War

The 14th 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 11th, starting at 9pm. It will be located in the Dining Pavilion in Merchants Row.

Chatelaine's Corner

There will be three Newcomers' Tours at GWW this year, one on Friday and two on Saturday! We will tour the war site and will visit many areas of interest, including the Battle Field, Arts & Sciences area, Equestrian and Archery venues, as well as period encampments!

Tours will start at Headquarters: Friday at 2:00pm, Saturday at 10:00am, and 2:00pm, and will be approximately one hour. There will be a Newcomer's Point set up this year in the Dining pavilion from 10:30am to 4:30pm on Friday and Saturday.

There will be a Chatelaine Round Table discussion held on **Friday afternoon at 4:00pm.** We will share hints, tips and suggestions on what has been successful, policies and procedures, etc. Group Chatelaines and their designated deputies, as well as Chatelaines-at-large this discussion group is your chance to share and learn!

Special Events at Great Western War XVII

Wednesday, October 8

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

Thursday, October 9

10:00 AM – 12:00 PM: War Steward Ride Along - Dame Ismay Of Giggleswick and Mistress Vivienne Duval

12:00 PM-4:00 PM: Free Period Cooking Demo - Gyldenholt Baronial encampment

The Right Noble Upper Crust Guild cordially invites you to come and visit our period camp kitchen and experience a medieval culinary adventure. This demo is open to all ages, although children must attend with an adult, and offered at no charge. A handout will be provided to attendees.

4:30 PM-5:30 PM: Gleaners' Stomp (crushing and sorting) – Gleaners' Tent near children's playground

The incipient Kingdom Guild of Gleaners invites all youth (adults welcome too) to assist in gleaning at this year's GWW. You can help make Caid a greener Kingdom by contributing your glass, plastic bottle and aluminum can recyclables to the Kingdom. Drop off your recyclables at Gleaner's Point or make arrangements with the youth in or near your camp to collect recyclables that say "CA CVR," "California Redemption Value" or CA "Cash Value" on them to bring them down to the stomp. Other recyclables are not accepted at this time. Sturdy closed-toed shoes must be worn for the stomp, open shoes are not allowed. Volunteers welcome and always needed. Contests, prizes and Kingdom treasure tickets to youth who participate fully.

6:00 PM: A&S Open Reception - Hosted by A&S Staff. Starts in A&S, and then later moves to Dining Pavilion.

Come over to A&S to see what classes we have planned this year, meet A&S sub stewards, teachers and volunteers, learn the layout of the A&S Area. Refreshments and snacks will be provided. About 7:00 p.m. join us as we venture to Baubling.

7:00 PM: Baubling - Dining Court Pavilion in Merchants Row

Spend the evening baubling with Master Gulliver – need we say more? Bring your bauble box and prepare for a good time at the tables... Adult themed (R rated).

Friday, October 10

~9:00 AM-11:15 AM: Chaperoned field trip for local school children – GWW

Approximately 32 seventh-grade students from Buttonwillow Middle School will be visiting us for the day. Please take this great opportunity to open and excite our youths' minds about medieval history.

10:00 AM – 12:00 PM : War Steward Ride Along - Dame Ismay Of Giggleswick and Mistress Vivienne Duval

10:30 AM-4:30 PM: Newcomer's Point – Dining Pavilion in Merchant's Row

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

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

1:00 PM-3:00 PM: Brewers Meet and Greet – A&S area

This is the time for all brewers to come and introduce themselves and meet other fine brewers of Caid. It can also be a time to bring and share your experiences with all the brewers of the Kingdom. All experience levels welcome. Please bring anything you would like to share. Must be over 21 to participate.

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

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

4:00 PM: Chatelaine Round Table discussion – A&S area

4:30 PM-5:30PM: Gleaners' Stomp - Gleaners' Tent near children's playground

See Thursday's announcement for full event description.

6:00 PM: Vigil for Ellyn of Tanwayour (Pelican) – Cortha encampment

6:30 PM: Blackrune 30th Anniversary Party – Indigo Rose/Blackrune encampment.

You are cordially invited to join us in celebrating the 30th Anniversary of Blackrune. We will party from dusk to dawn at the Indigo Rose/Blackrune encampment. ID will be required at the bar.

6:30 PM: Vigil for Ceara Ingen Chonaill (Pelican) – *Gyldenholt encampment*

7:00 PM: Vigil for Ida Haroldsdottir (Pelican) – *Abbey of Leng encampment*

7:30 PM: Vigil for Randvér brotamaðr (Chivalry) – *Orkney encampment*

8:00 PM: Vigil for Kuma (Chivalry) – *Caid Royal encampment*

8:00 PM-10:00 PM: Missing Comrades Memorial – *near Grand Court Pavilion in A&S area*

An open memorial service to honor those friends and family members who have left us since the last GWW. Among those to be remembered are Donn, son of Fergus, Belinda of Emeric, Ioan Ferker, and Hroar Svithandi. On-site, please leave a note at Headquarters for the Special Events

Coordinator by 5 PM on Friday evening if you would like to add someone to the remembrance. There will be reading of the names, a celebratory toast and the burning of a longship facsimile to honor those who have left Caid and the SCA family. Some entertainment will follow, after all, this is a wake to honor the lives our friends and family lived.

All are welcome to attend.

9:00 PM: Storybook Characters Party - Caid Royal

Their Majesties of Caid invite you to dream big and create new garb or transform your existing garb using the colors and accessories of your favorite character from fiction, literature, popular culture or theme park! Keep it period, and use a lot of "C" from SCA! Look to this recent Kingdom of Altantia event for inspiration!

Saturday, October 11

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

The Right Noble Brewers Guild of Caid is pleased to announce our 10th Annual Multi-Kingdom Brewing Contest at Great Western War. Results and bottle return will (hopefully) be during the Taste of Great Western War event in the Merchant Dining pavilion Saturday night (9 - 11 PM). No more than 2 entries per category and 6 entries total per contestant will be accepted. There will be a charge of \$3.00 per entry CASH ONLY - no checks will be accepted.

9:15 AM-9:45 AM: Check-in for A&S contests – *Grand Court, A&S*

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

10:00 AM: Newcomer's Site Tour – *hosted by a Chatelaine of Caid - starts at the Headquarters Pavilion*
This tour is designed to help Newcomers see and learn about the entire War site, from gate to the archery fields. See Friday's announcement for more details.

~ 10:00 AM*: Knighting Ceremony for Kuma – *Main Battlefield* (* time at the leisure of Their Majesties, Caid)

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

Voting closes at 1:30, winners announced and prizes awarded at 2:00 PM sharp.

12:00 PM: Scribal Potluck and Roundtable – *Hosted by Baroness Aliskye Rosel in A&S Area*

Bring a food item to share and join fellow scribes in a potluck lunch. We'll share scribal stories, food, and recap the past year of scribal activities and make plans for the future. Open to all.

10:30 AM-4:30 PM: Newcomer's Point – *Dining Pavilion in Merchant's Row*

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

See Friday's announcement for more details.

4:00 PM: Wedding Ceremony for Lord Patrick and Lady Iona – *Lyondemere Baronial encampment.*

Come, one and all, to the Lyondemere Baronial Pavilion to see Lord Patrick and Lady Iona get married.

4:30 PM-5:30 PM: Gleaners' Stomp – *Gleaners' Tent near children's playground*

See Thursday's announcement for full event description

5:00 PM: Grand Court – *located in the large Court pavilion in A&S* - There will be 3 elevations (in order):

Ida Haroldsdottir to the Order of the Pelican, Randvér brotamaðr to the Order of the Chivalry, and Ceara Ingen Chonaill to the Order of the Pelican.

9:00 PM – 11:00 PM: War Steward Ride Along – *Dame Ismay Of Giggleswick and Mistress Vivienne Duval*

9:00 PM-Midnight: 14th Annual Taste of Great Western War – *Dining Pavilion in Merchants row*

The 14th 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 hand-crafted 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 12

10:00 AM: 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.

10:00 AM: Children's Tea and Court - *located on the battlefield near the Valkyrie Rose Tourney*
Her Majesty Bridget would like to invite all interested young lords and ladies (aged 5 - 10) to a tea party to be held during the Valkyrie Rose Tourney. Light treats will be served. The tea will be followed by a special Children's Court held to honor and acknowledge those young gentles who have completed page school books, and who have shown skill in arts, combat and service.

4:30 PM-5:30PM: Gleaners' Stomp – *Gleaners' Tent near children's playground*

See Thursday's announcement for full description of this event.

GWW Shuttle Services

The Handicap Shuttle will be available from 9am to 6pm. It will run along the Great Western War Road and the Park road every hour.

The Volunteer Shuttle will run between Gate, Headquarters and the Archery Range regularly for shift changes. Contact Headquarters for times and to call for transportation.

Those interested in driving shifts for the shuttle should contact Master Gulliver Blackrune through Headquarters onsite.

Heralds

Heralds' Point can be found in the Dining Pavilion on Merchant's Row.

Heralds' Point Hours: *Thursday: 10-2PM, Friday: 10-4PM, Saturday: 9-4PM & Sunday: 10-1PM*

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 is Saturday at 5:00. Please bring all court business to Heralds' Point before 2 PM on Saturday.

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. 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



The Open Arms Bardic Hall

"All that enter be Welcome!"

Come join the Merriment!

For the 6th 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! *
(extra performances may be scheduled, time permitting)

Sunday ~ 11am – noon - Open Bardic Jam

All instruments, musicians & performers are welcome to join. All levels are welcome ~ no prepared pieces required.

12:30 – 1:30 – Youth Bardic Hour

A sign-up list will be available for any Youth that would like to perform!

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

If you are a performer, troupe, or household and would like to schedule performance time while at Great Western, please contact THLady Belasset de Casal Drago at the Open Arms Bardic Hall, located in Merchant's Row.

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

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

Master Schedule																				
Thursday October 9	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			Tournaments for Royal Rounds and Novelty Events																
Armored Combat	Fighter Auth.	Armor/ Weapons Inspect.	Scenarios Begin						Field open for Pickup Fights											
Equestrian	Camp Riding Auth.		Mounted Archery (Martial Event. Register at time of event)										Riders Meeting	Jousting Practice		Trail Ride/ Parade				
Hound Coursing		Hound Coursing																		
Rapier											Hay bale Setup				Early Bird Tourney, Wheel of Misfortune and Meet-and-Greet Potluck					
Thrown Weapons	Range Open for Practice		TWIC & Ranking, Practice or Novelty Throw				Range Closed for Lunch		TW Marshal in Training (MIT) Class				Speed Rounds & Spear Clout		Range Closed			Night Throw		
Youth Point							Open Activities, 12pm-5pm,(Ages 6+),Open Play, 12pm-5pm (Ages 5-)								Open Page School(all)					

Friday October 10	AM						PM													
	09:00	09:30	10:00	10:30	11:00	11:30	12:00	12:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	06:00	07:00	
Archery	(7:30-10) Practice			Tournaments for the GWW Championship and Novelty events																
Armored Combat	Fighter Auth.	Armor/ Weapons Inspect.	Alden-style Battles						Field open for Pickup Fights											
Equestrian	Camp Riding Auth.		Carousel/Equine Ballet		Buzkashi								Wood Joust Demo	Champions Tourney (ends @5:30)		Calvary Charge Practice (5:30-6pm)				
Hound Coursing		Hound Coursing																		
Open Arms Bardic Hall									Scheduled & Impromptu Performances											
Rapier	Bridesmaid Tourney				Armor Inspect. Check-in	Rapier Scenarios: Friendly warm up, Portals, Bridges, Ring Toss, Castle Break										Society Rapier Marshal Moot				
Thrown Weapons	Range Open for Practice		TWIC & Ranking, Inter-Kingdom TW Competition (IKTWC) Qualifying						Range Closed for Lunch		IKTWC Finals		Practice or Novelty				Range Closed			
Youth Combat														Youth Torchlight Tournament						
Youth Point			Period Board Games (all ages), Open Activities (all ages), Scavenger Hunt (ages 5-8 & ages 9-12)																	
			SCA Manners (ages 9-11)		Period Games (ages 5-8)		Open Play (ages 5 and under)						Basic Storytelling (5-11)							

Saturday October 11	AM						PM													
	09:00	09:30	10:00	10:30	11:00	11:30	12:00	12:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	06:00	07:00	
Archery	(7:30-10) Practice		Queen's Champion Archery Tournament																Grand Court A&S Area	
Armored Combat	Fighter Auth.	Armor/ Weapon Inspect.	Scenarios begin						Field open for Pickup Fights											
Equestrian	Cavalry Charge Demo <i>(Must attend Fri. 5:30pm practice.)</i>			The Grand Joust										Gaston Phoebus Double Jeopardy Prize Course						
Hound Coursing		Hound Coursing																		
Open Arms Bardic Hall							Scheduled Performances every half hour													
Rapier						Armor Inspect. Check-in	Scenarios: Kill 'em all, Crazy Checkpoint Res., Treasure Chest Relay, Castle Battle – White Scarves vs. The World													
Thrown Weapons	Range Open for Practice		Queen's Champion, Adult & Youth Tournament				Range Closed for Lunch		Team Tournament						Range Closed					
Youth Combat							Youth Combat Melees													
Youth Point			Period Board Games (all ages)(ends @ 6pm), Open Activities (all ages), Scavenger Hunt (ages 5-8, 9-12) Open Play (ages 5 and under) 12pm-5pm																	
			Mock Court (5-8), Period Drinks (9-11)		Basic Needlework Stiches (ages 9-11)		Basic Heraldry (5-8), Baronial Geography (9-11)		Beaded Necklaces (5-8), Period Games II (9-11)		Court Life (ages 9-11)		Period Songs (5-8), Viking Festoons (9-11)							

Sunday 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	(7:30-10) Practice		Training				Help is requested for clean-up of the range.														
Armored Combat	Fighter Auth.	Armor/ Weapon Inspect.	Scenarios begin, Alden-style Battles, and Ladies of the Rose Valkyrie Tournament								Clean-up Battlefield										
Equestrian			Celtic Challenge																		
Hound Coursing		Hound Coursing																			
Open Arms Bardic Hall					Open Bardic Jam			Youth Bardic Hour													
Rapier					Open Field Melee						Clean-Up Field – Earn Volunteer Hours										
Thrown Weapons	Practice and Instruction		TWIC & Ranking		Axes and Estrogen, Toothpicks and Testosterone																
Youth Combat											Youth Combat Melees										
Youth Point			Scavenger Hunt (ages 5-8, 9-12), Open Activities 11am-2pm																		
			Little Princess's Tea Party (5-9)		Period Board Games (11-2pm)		Period Games(all)		Open Page School												

Great Western SW

West Parking

Equestrian
Parking

Merchant Parking

Way of the Rose

Royal Way

Leonard's Way

Lake Shore Drive

















Pelican Place

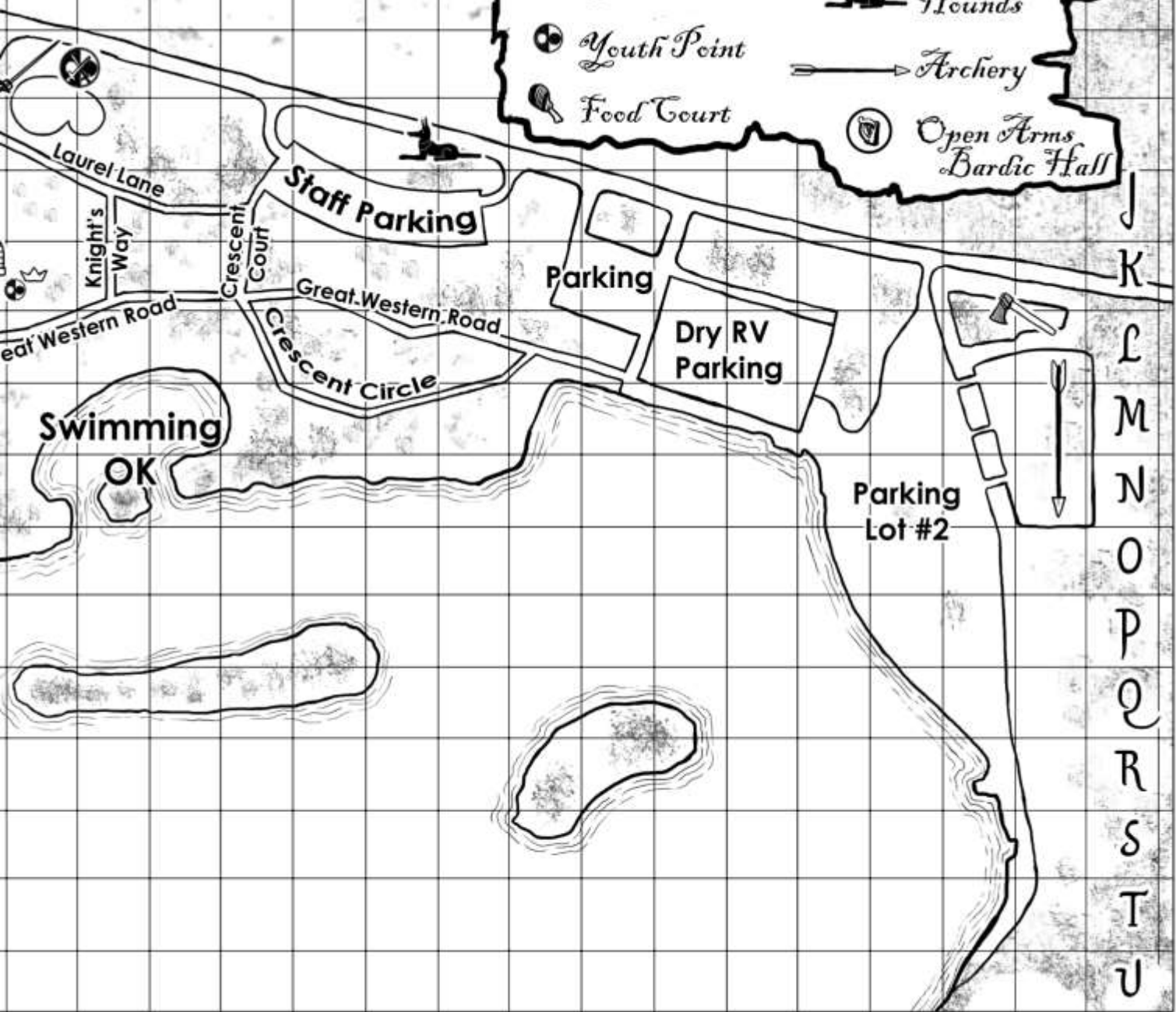
No

Swimming

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

War SW33

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



Armored Combat

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

Upon checking in at Gate any Armored Combat fighter can present their valid fighter card to receive a fighter authorization sticker for the weekend. Fighters still need to get their armor and weapons checked prior to fighting. If they have received a sticker at Gate, they will **NOT** need to bring their fighter cards down to armor/weapon inspection point prior to scenarios beginning. They must attach the sticker somewhere on their helmet so that the marshals can verify that a valid fighter card was checked earlier.

Schedule Overview

The Armored Combat battles will be held Thursday through Sunday. Fighter Authorizations start at 9AM. Armor and weapons inspection start at 9:30AM. All battles start at 10AM and run through 1PM. On Sunday, the Ladies of the Rose Valkyrie Tourney runs concurrent with the fighting. After 1PM, the field will be open for challenges not to interfere with the Rapier Combat battles.

Upon checking in at Gate any Armored Combat fighter can present their valid fighter card to receive a fighter authorization sticker for the weekend. Fighters still need to get their armor and weapons checked prior to fighting. If they have received a sticker at Gate, they will **NOT** need to bring their fighter cards down to armor/weapon inspection point prior to scenarios beginning. They must attach the sticker somewhere on their helmet so that the marshals can verify that a valid fighter card was checked earlier.



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.

Fighter authorizations will take place from 9 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.

Armor/weapon inspection begins at 9:30AM each day. Missile and thrown weapons will be inspected each day from 9 to 9:30AM 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, and then 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.

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.

Missile and thrown weapons will be inspected each day from 9-9:30 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

Combat Schedule

Thursday, Oct 9, 2014

Location: Battlefield

- **9:00-9:30AM:** Fighter Authorizations
- **9:30-10AM:** Armor/Weapons Inspection
- **10:00AM:** Scenarios Begin
- **1:00PM:** Pickup Fights

Friday, Oct 10, 2014

Location: Battlefield

- **9-9:30AM:** Fighter Authorizations
- **9:30-10AM:** Armor/Weapons Inspection
- **10:00 AM-2:00PM:** Alden-style Battles
- **1:00PM:** Pickup Fights

Saturday, Oct 11, 2014

Location: Battlefield

- **9:00-9:30AM:** Fighter Authorizations
- **9:30-10:00AM:** Armor/Weapons Inspection
- **10:00AM:** Scenarios begin
- **1:00PM:** Pickup Fights

Sunday, Oct 12, 2014

Location: Battlefield

- **9-9:30AM:** Fighter Authorizations
- **9:30-10:00AM:** Armor/Weapons Inspection
- **10:00AM-2:00PM:** Scenarios begin
- **10:00AM:** Ladies of the Rose **Valkyrie Tournament**
- **10:00AM:** Alden-style Battles scenarios
- **2:00PM:** Clean-up Battlefield starts

10 AM: Ladies of the Rose Valkyrie Tourney: Fighters in this tournament are sponsored by a Lady of the Rose, who may sponsor one belted and one un-belted fighter. If you don't have a sponsor and would like to fight please check in with the tournament steward who will be happy to introduce you to a lovely Lady of the Rose! This tournament, held in memory of Duchess Sir Kolfinna, displays the heraldry, pageantry, and chivalry of our society at its finest! Sponsored fighters will participate in a procession and speed tourney, fighting for the honor of the Lady of the Rose they are sponsored by. Prizes are given for the winner of the tournament and the most chivalrous fighter.

Hound Coursing

Hound coursing will be Thursday through Sunday from 9:30AM – 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 22-23 on the map in the Gate Book. There will be signs and of course happy barking Hounds. Any wishing to help are welcome.

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

Mistress Katherine of Anglesey

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 prior to arriving. First time authorizations will not be conducted at war. If you are unable to obtain authorization before war, you must contact the EqMIC before war to make suitable arrangements. Additional equestrian authorizations (MA, MJ, etc) may be done as time/opportunity permits. Those wishing to ride through the camps or densely populated areas must (a) pass the Camp Riding Authorization for each horse/rider combination, (b) ride in groups of 2-6, and (c) clean up after their horse immediately. The Camp Riding Authorization is NOT required for riding in the arena, the equestrian area, or the non-camp trail ride portion. See schedule or contact the EQMiC.

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 Tierrynna CaerNarvon is the Stable Master and Food plan administrator. Mistress Arabella da Siena is the Equestrian Campmaster. 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

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

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

THURSDAY

9:00-9:30AM – Camp Riding Authorizations

10:00AM -11:30AM- Mounted Archery Clinic and Competition – Learn to shoot from horseback!

The first portion of the class will be un-mounted to learn the basics, and then followed by a mounted portion. A limited amount of loaner gear will be available. Please bring gloves (both hands). Then, put your new found skills to use in a tournament! (To be held right after the class).

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

4:00PM – Jousting Practice

5:00PM – Lake Trail Ride &

War Parade - Welcome to Caid, now go get dressed! Pull out your barding, trappings, and attire for an annual favorite as we process around the site and enjoy the lovely Lake Buena Vista from atop our noble steeds.

FRIDAY

9:00-9:30AM – Camp

Riding Authorizations

10:00AM - Carousel/ Equine

Ballet - Learn the basics of carousel movements.

11:00AM - Buzkashi Game - A historical Afghanistan game, comprising of two teams, two goals, and a goat. Fast paced and lot of fun!

3:30PM - Wood Joust Demo -

Solid wood lances with balsa wood tips. (Part of the Society Experimental program).

4:00PM-5:30PM - Championship Tournaments -

OPEN TO ALL RIDERS (IN OR OUT OF KINGDOM).

Riders to come demonstrate their martial and horsemanship skills in a 2-part contest: (1) Display of martial skills in a series of match games. (2) Horsemanship display - the riders will demonstrate their riding skills through a "Simon Says" portion and a few minutes of free display. There will be winners for each portion.

Her Royal Highness and the Baroness of Angels will be selecting their Champions from among those Caid riders wishing to ride for their honor.

5:30PM-6:00PM - Cavalry Charge

Practice/Authorizations - (or immediately following the Championship Tourney)

Required for those wishing to ride in the charge Saturday morning.

SATURDAY

9:00AM - Cavalry Charge Demo - Experienced

Equestrians only! You must be pre-approved by the EQ autocrats (Arabella and Tierryanna) by Friday evening. Riders will need to ride near and around the armored combat with an EQ autocrat present so we can assess you and your horse's suitability for this demo. We will be riding as a Cavalry charge on the Armored Combat field's castle. Help us bring the experience of facing a cavalry on the battle field alive for the fighters!

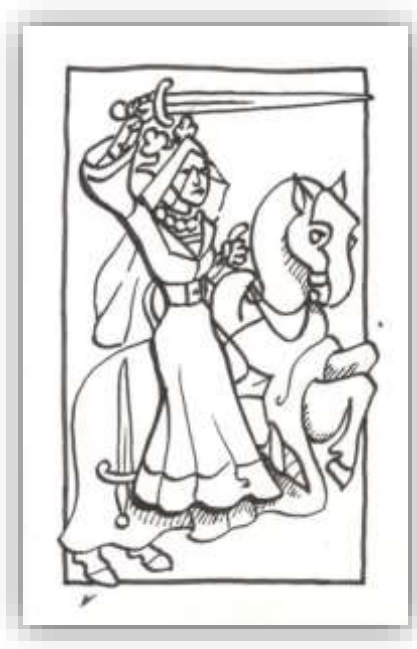
10:30AM – 12:00PM - The Grand Joust - Dress your finest, and mount your noble steed - it's time to joust!

(Foam style). There will also be a prize for best appearance and style.

3:00PM – 4:30PM - Gaston

Phoebus Double Jeopardy Prize

Course - Sponsored by the Kingdom of the West. Riders shall compete in teams of two on a Hunt Course. First, one rider will serve the role of Lord/Lady; the other, the huntsman. First the course shall be attempted in the forward order. Then the riders shall switch roles and attempt the obstacles in reverse order. Any obstacle disturbed on the first attempt, may not be attempted again. Bonus points for Hunting Attire. Time shall count to break a tie in points. Games Authorization required. Mounted Archery will be need for one or more obstacle. Any obstacle can be skipped for a loss in points. The prize shall be two horse sized leather headstalls inspired by the Gaston Phoebus manuscript.



SUNDAY

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

In memory of Rhiannon o Hafan Gath.

MONDAY

9:00AM-NOON – Tear down, Cleanup.

Great Western War Rapier Tournaments

The theme of GWW this year is The Art and Pageantry of War. What better way to celebrate than to stab your friends with pomp and chivalry? Dust off your most heraldic doublet and your poofiest pants-- let's play!

All tournaments will be held in erics near the battlefield.

Please come to the battlefield for check-in.

All War- Fighter BINGO!

Pick up a card at the rapier pop-up and fight pick-ups with new friends. Find fighters who match the attributes on your card, fight them at least one round, and have them initial the attribute. Participating fighters will be eligible for a number of prizes throughout the weekend.

Thursday-

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

4:00pm Early Bird Tournery-Wheel of Misfortune! (and Meet-and-Greet Potluck)

Who can enter- All Fighters

Description- Come out and play at the first rapier tournament of the war! Before each fight spin the Wheel of Misfortune to determine your primary and offhand weapons. Silly secondaries will abound. Tournament will be fought in a round robin or pools depending on the size of the crowd. Bring a potluck dish to share and your bocce ball set to play afterward.

Friday -

9:00am Bridesmaid Tournery

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

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

5 PM: Society Rapier Marshal Moot:

Not a tournament, but an Open Meeting or "Moot" to discuss any topics or answer any questions from the entire Rapier Community. Hosted by Master Laertes McBride, Society Rapier Marshal. Location: under the trees on the battlefield.

Saturday-

9:00am White Scarf Tournery

Who can enter- Fighters sponsored by a White Scarf

Tournament Details- This traditional tournament invites Knowne Worlde White Scarves (and equivalents) to sponsor up to two unscarved fighters to fight in the stead in a glorious tournament. Format TBA.

Sunday -

10:00am Valkyrie Tournery

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

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

GWW Rapier Scenarios

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

Friday -

Kingdom commanders and KRMs, if possible, please report to the rapier field at **10:45AM on Friday** so the stewards can provide you with armor inspection stickers for your army and any pertinent information regarding the war. We hope that this brief meeting will speed check-in and help the war go smoothly. Thank you!!

Armor inspections and Check-in- 11:00am

Check in will begin promptly at 11:00am, regardless of the progression of the morning tournament. Please check in with the steward under the pop-up who will check your non-expired fighter card. Sign up under your war band and kingdom. Unaffiliated fighters will be grouped according to kingdom.

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

If you have questions regarding rapier conventions including DEATH FROM BEHIND please ask the stewards or the Marshals *prior* to the start of scenarios.

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

Scenarios- Will start PROMPTLY at 12pm, 30-45 Minute Friendly Warm-Up Res-

Warm up with this friendly 30-45 minute resurrection battle (time will be at Marshal's discretion). Marshalls will even up the sides if necessary before beginning. Checkpoints will be placed throughout the field and may be used as a resurrection point for the team that controls the checkpoint.

Portals -

Teams start on opposite ends of the field. On each long side of the field there will be two edge-of-the-world doorways marked with each team's color. When a player is killed, they must exit the field through their team's doorway that is closest to them and re-enter the field through their other doorway.

Goal: Assemble 5 uncontested fighters at the other team's starting point. Fighters at the starting point may not be killed and may not re-enter fighting if they wish to remain one of the 5 uncontested fighters. Winning team receives baubles.

Bridges (RBGs allowed!)- One army is in the town, the other army wants to break in! What a concept! Three bridge portals will be available to the attacking army. Attacking army will have x number of bullets determined by the size of the field. Defending army does not have bullets.

Attacking army has two resurrections per fighter. Defending army cannot resurrect. Fight your best war of attrition-- the scenario will be timed. Victory is called by annihilation of defenders or 15 minutes, whichever comes first. Switch sides and run again. Winning team receives baubles

Ring Toss- Control all checkpoints first by placing the ring of your team's color over the checkpoint. Rings may not be removed from a checkpoint once placed. A hold will be called and a victor declared once one team has placed their ring on all five checkpoints. This scenario will be run multiple times since it runs quickly. The team with the most victorious matches receives baubles

Castle Break Round #1- Break out the big guns for this scenario! We will be travelling down the

battlefield to the castle and playing some castle break. Given the numbers on the field, the marshals reserve the right to make this scenario a surprise format. It might be attackers and defenders, it might be a timed breakout, or it might be some new devilish scenario concoction. But it will be fun!

Saturday -

Armor Inspections and check in- 11:30am

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

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

Scenarios will start PROMPTLY at 12pm

Kill 'em All Warm-Up Medley-

We will start the day with a basket of kill them all scenarios. Armies will start at opposite ends of the village. Marshals reserve the right to speed the death process by burning buildings, shrinking the fields and otherwise causing chaos. Once one side is very dead we will immediately switch sides and run again. We will run up to 4 times or 45

minutes, whichever comes first. Winning army will receive baubles.

Crazy Checkpoint Resurrection -

Checkpoint resurrection with a twist. Scenario starts as a standard resurrection battle for the first 15 minutes with teams able to resurrect at 'owned' points. At the 15 minute mark a hold will be called. The marshals will 'freeze' the checkpoints (checkpoints may no longer be used as resurrection points) and place team idols at each of the checkpoints on the field. The new objective will be to move at least two of your team's idols to a pre-determined goal. The first team to redeem two of their idols wins. Winning team received baubles.

Treasure Chest Relay -

Army commanders will be asked to divide their army into three equal sections. Four treasure chests will be scattered throughout the field, each containing a team token. One third of each army will start on the field. Fighters on the field should strive to gain the treasure chests. Once open, the team whose token has been revealed

(no matter who opened the chest) will gain another third of their army. There are no resurrections; the ultimate objective is to kill all members of the opposing team. The scenario may be run multiple times depending on time/play value. Baubles to the victors!

Castle Battle - White Scarves vs. The World

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

Sunday -

Open Field Melee - 11:00am

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

Hay Bale Teardown - 2:00pm-ish

You know you want to...

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.

Archery

The range will be open all five days of the war, with special shoots on certain days after dark. And as a special treat this year, Queen's Championship Archery will be held on Saturday morning. The Novelty tournaments will be conducted in two divisions, Handbow and Crossbow. Winners each day will receive an award for the highest score in both these divisions.

List Tables for Handbow, Crossbow and the Royal Round range will be open on Wednesday through Saturday from 9am to 10am, with Authorizations conducted during practice times only. Onsite loaner equipment will be very 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.

Transportation for archers to and from the range that are camping at the other end of the park will be provided at Headquarters, check with Headquarters for times.

Wednesday: 9am to 4pm – Practice

Thursday: 9am to 10am – Practice

10:30am – 5pm – Tournaments for Royal Rounds and Novelty events.

Friday: 7:30am – 10am – Practice

10:30am – 5pm – Tournaments for the GWW Championship and Novelty events.

Note: Schedule may change. Please check each day with the List Tables for corrections or additions to the schedule.

Saturday: 7:30am – 10am – Practice

10:00 – 2pm – Queen's Champion Archery Tournament

Sunday: 7:30am – 10am – Practice

10am – 12pm – Training

12pm - ~5pm – Help is requested for clean-up of the range

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 Sunday the famous night clout shoot will be held. This is 6 rounds at 100 yards. 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 identification of said arrows.

Gendu Secen

GWW Archery Steward

Constable

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

Be respectful of the facilities

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

Be courteous to your neighbors

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

Please help the war effort

We Constables of Caid invite you to join us on patrols if you have the desire. We spend our evenings strolling from camp to camp, meeting new friends and helping people in need of assistance. Any help in our service of the Dream and the war will be greatly appreciated. And if you find the duties of a Constable suit you, please make sure to contact the Kingdom Constable at the war or using the Kingdom Constabulary Website for more information.

Thrown Weapons

Welcome to Thrown Weapons at GWW!

TW Range Steward: Lord Da'ud ibn Ma'bad al-Wadi

Team Elimination Tournament & Queen's Champion: Lord Brynjólfur Brandsson

Inter-Kingdom TW Competition & Axes and Estrogen: Baron Ryan of Rickford

Toothpicks and Testosterone: Baroness Cecilia Medici

We have a new site for Thrown Weapons (TW) this year! The TW Range will be next to the archery range located near the east overflow parking area, down in the pit. Look for us there!

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

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

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

Open Practice and Instruction

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

Thrown Weapons Inter-Kingdom Challenge (TWIC) & Ranking

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

TWIC's will be open to throwers pending interest and marshal availability. Novelties will be held pending interest and marshal availability. Sign up before the start at the TW Range table.

Thursday, October 9, 2014

- **9 to 10 AM: Practice and Instruction**
- **10 AM to Noon: TWIC & Ranking**
- **10 AM to Noon: Novelty Throw**
- Pending interest, novelty competitions will be held. Otherwise, the range will be open for practice and instruction pending marshal availability. Signup at the TW Range table.
- **1 to 3 PM: TW Marshal in Training (MIT) Class**
So, you want to be TW Range Marshal? A Senior Range Marshal will hold a class for instruction, testing, and scheduling of round calling to complete authorization milestones.
- **3 to 4 PM: Speed Rounds and Spear Clout**
Think you're the fastest axe in the West? Will your blades beat the clock? Can you hit the

mark from afar? Join us for axe and knife speed rounds, and a spear clout.

- **7 to 8 PM: Night Throw**

Come out for a magical night competition where we try to break glowing fairy rings and overcome depth perception challenges.

Friday, October 10, 2014

- **9 to 10 AM: Practice and Instruction**
- **10 AM to Noon: TWIC & Ranking**
- **10 AM to 1 PM: Inter-kingdom TW Competition (IKTWC) Qualifying**

Please note that this is not a TWIC. This is the qualifying round for the competition between the throwers representing the Kingdoms of the Known World. Points will be tallied into the final score count of the War! Come out and serve your King and Queen on the TW battlefield. Scores will determine your standings in the final round.

- **2 to 3 PM: GWW IKTWC Finals**

This is the final round of the competition. Only the top throwers who have qualified from the earlier rounds will be allowed to compete in the finals.

- **3 to 5 PM: Novelty Throw**

Pending interest, novelty competitions will be held. Otherwise the range will be open for practice and instruction pending marshal availability. Signup at the TW Range table.

Saturday, October 11, 2014

- **9 to 10 AM: Practice and Instruction**
- **10 AM to Noon: Queen's TW Champion Adult & Youth Tournament**

War rages throughout the land, so the Princess needs strong warriors to defend her person and honor. Long live the King and Queen! But should tragedy befall the crown, the winners will be called upon to serve as the new Queen's TW Champions after coronation. All youth contestants must be six years or older to compete. All children must be accompanied by their parent (or legal guardian), and comply with the rules and regulations of the Caid TW Handbook.

- **1 to 4 PM: Team Tournament**

This is a round-robin-style tournament for teams consisting of three throwers. Throwers can sign-up as a group to form a predetermined team, or as an individual and be assigned to a team. Rounds will be structured so that each team member will throw a different weapon form than their teammates for that round. Signup in advance at the TW Range table, but walk-ups are welcome up until the point at which competition begins.

Sunday, October 12, 2014

- **9 to 10 AM: Practice and Instruction**
- **10 to 11 AM: TWIC & Ranking**
- **11 AM to 1 PM: Axes and Estrogen**

What more can we say to describe this competition? Ladies, please join us at the range for an axe throwing challenge and gender comradery.



- **11 AM to 1 PM: Toothpicks and Testosterone**
The ladies can't have all the fun! This year we welcome Toothpicks and Testosterone, a men-only, spear-like tourney, to the GWW activities list.

Youth Activities

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

Youth Activities for Great Western War XVII are designed to support & supplement Caid's Page School program. Youth Activities will be open limited hours on Wednesday and Thursday and Friday through Sunday, from 10AM to 4PM for scheduled classes, open crafts and drop-in Page School help. 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, as well as open play for children 5 and under:

All Ages

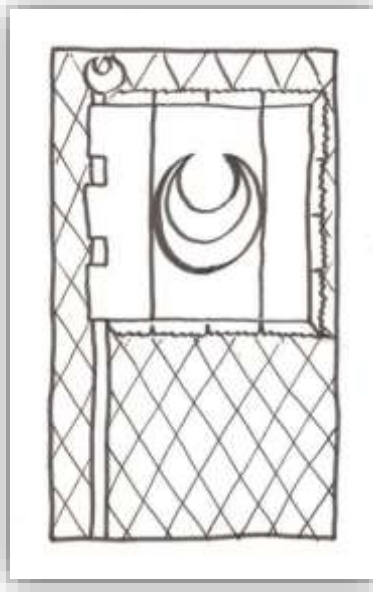
- **Thu 4 PM:** Open Page School
- **Fri 1 PM:** Open Page School
- **Fri 10 AM-5 PM:** Period Board Games
- **Fri 10 AM-5 PM:** Open Activities
- **Fri 10 AM-5 PM:** Scavenger Hunt
- **Sat 10 AM-6 PM:** Period Board Games
- **Sat 10 AM-5 PM:** Open Activities
- **Sat 10 AM-5 PM:** Scavenger Hunt
- **Sun 12 PM:** Page School Activity (TBD)
- **Sun 1 PM:** Open Page School
- **Sun 11 AM-2 PM:** Period Board Games
- **Sun 11 AM-2 PM:** Scavenger Hunt

Ages 5 and under

- **Wed 2-5 PM:** Open Play (ages 5 & under)
- **Thu 12-5 PM:** Open Play (ages 5 & under)
- **Fri 12-5 PM:** Open Play (ages 5 & under)
- **Sat 12-5 PM:** Open Play (ages 5 & under)

Ages 5 to 8

- **Thu 12-5 PM:** Open Activities (ages 6 and up)
- **Fri 10 AM:** Baronial Geography
- **Fri 11 AM:** Period Games
- **Fri 12 PM:** Needlework



- **Fri 3 PM:** Basic Storytelling (ages 5-11)
- **Fri 10 AM-5 PM:** Scavenger Hunt
- **Sat 10 AM:** Mock Court
- **Sat 12 PM:** Basic Heraldry
- **Sat 1 PM:** Beaded Necklaces
- **Sat 2 PM:** Court Life
- **Sat 10 AM-5 PM:** Scavenger Hunt
- **Sun 10 AM:** Little Princess's Tea Party (ages 5-9)
- **Sun 11 AM-2 PM:** Scavenger Hunt
- **Sun 3 PM:** Period Songs

Ages 9 to 11

- **Fri 10 AM:** SCA Manners
- **Fri 12 PM:** Period Games
- **Fri 3 PM:** Basic Storytelling (ages 5-11)
- **Fri 10 AM-5 PM:** Scavenger Hunt (ages 9-12)
- **Sat 10 AM:** Period Drinks
- **Sat 11 AM:** Basic Needlework Stitches
- **Sat 12 PM:** Baronial Geography II
- **Sat 1 PM:** Period Games II
- **Sat 2 PM:** Court Life
- **Sat 10 AM-5 PM:** Scavenger Hunt (ages 9-12)
- **Sun 11 AM:** More Heraldry
- **Sun 10 AM:** Little Princess's Tea Party (ages 5-9)
- **Sun 11 AM-2 PM:** Scavenger Hunt (ages 9-12)
- **Sun 3 PM:** Viking Festoons

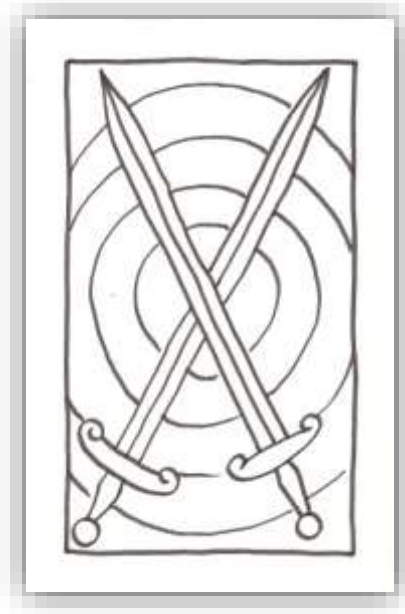
Youth Combat

Youth Combat Rules and Armor Standards

Youth Combat will be utilizing Society Conventions as posted at <http://www.sca.org/officers/marshal/youthcombat/docs/SocietyYCRules.pdf>. Be aware of the armor and weapon requirements. Please contact THL Arthur the Red at youthcombat@caid-gww.org for questions or clarifications.

There will be approximately 7 loaner suits of armor for participants to use. Each participant must have a parent/legal guardian or an adult, with signed and notarized waiver/medical authorization paperwork, supervising. Friendly reminder: participants must be wearing closed-toe shoes.

PLEASE NOTE: Her Royal Majesty, Queen Bridget, is a strong supporter of Youth Combat and may well be observing your honor and chivalry on the field. Put forth your best effort to display these attributes!



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 begin earning your qualifications to become a Youth Combat Marshal!

Youth Combat Schedule

Friday, 4pm-6pm – Torchlight Tournament

Saturday, 2pm-4pm – Melees

Sunday, 2pm-3pm – Melees

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

Volunteers

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

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

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

Opportunity is knocking – throw open the door and invite it in!

Sign up at Gate and HQ.

Great Western War XVII – Kingdom of Caid | 33

HEAR YE! HEAR YE! COME ONE AND ALL TO

MOONLIGHT MADNESS!

FRIDAY NIGHT IN MERCHANTS' ROW
7 pm to 10 pm



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

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Merchants

Food and Drink

Daybreak Coffee & Crepes

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

Temple of Siam

Asian Food; Ice Cream; Shave Ice; Fresh Lemonade,
steventanko@verizon.net

Specialty Shops

Laurel Cavanaugh, Goldsmith

(formerly 'Acanthusleaf Designs')

Artisan-crafted Jewelry and accessories,
<http://medievaljeweler.com/>, lscavanaugh@gmail.com

Aesir Metalwyrks

Artisan-made SCA armor; combat accessories; SCA weapons, <http://www.aesirmetalwyrks.com>,
aesirarmoury@gmail.com

All Things Pillaged

Leather Goods; Drinking Horns; Accessories,
<https://www.etsy.com/shop/allthingspillaged>,
allthingspillaged@yahoo.com

Alter Years

Costume supplies: patterns, accessories; corset supplies; books, ayorders@earthlink.net

Amazonia & Estria's Essentials

Rapier and fencing gear, www.jamesthejust.com
jamesthejust@jamesthejust.com

Amicia's Amenities

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

B. Coole Designs

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

Barefoot Cordwainer

Leather shoes and accessories, iancordwainer@gmail.com,
<http://barefootcordwainer.com/>

Baron's Beauties

Toys and pirate accessories, <http://baronsbeauties.com/>,
kathrynm.baron@gmail.com

BJ's Lavender & Herbs

Lavender & herb products; dried herbs; spices; oils,
www.bjslavender.com, bjluetger@yahoo.com

Boots by Bohemond

Boots, shoes; pouches; knives; hats & mittens,
www.bootsbybohemond.com, sirbohemond@nmia.com

Brunetta Blacksmithing

Hand-crafted iron items, www.brunettablacksmithing.com,
paul@brunettablacksmithing.com

Calontir Trim

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

Country Countess

(Find her at 'Guzel Merkezi)', Hand-crafted jewelry,
albrakat7@yahoo.com

Courtly Garb

garb & accessories, courtlygarb@gmail.com

Dawn's Bodywork

Massage, <http://dawnsbodywork.abmp.com>

Eye of the Dragon

Wool; drop spindles; yarns; pigments and dyes; jewelry; amber; tapestries; garb

Fish-n-Weasel

Games; jewelry; soaps

Goblin's Grotto

War T-Shirts; Art; Armor; Garb; Weapons,
<http://goblinsgrotto.com/>, goldengrotto@nctv.com

Govannon's Forge

Period swords and knives; jewelry; mugs; boxes

Grace & Charity

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

Guzel Merkezi

Persian/Turkish clothing, fabric, jewelry, jewelry supplies,
cokguzel@cox.net

Hands of Mercy

Massage, www.handsofmercycspas.com

Hanged Man & Illustrated Dreams

Tarot Card Readings; Henna Designs

Hollow Earth

Period garb for men, women & children,
www.HollowEarth.us, AliceIver@hotmail.com

Hooded Hare

Norse tunics, apron dresses, embroidered coats, caps, hats, coifs, etc., <http://thehoodedhare.com>,
aurelia@thehoodedhare.com

Icefalcon Armory

Armor, <http://www.icefalcon.com/>, icefalcon@comcast.net

Longship Luxury Goods

Handmade leather & horn items; jewelry; tankards & goblets; Knives; garb; Viking & Celtic items, d.edler@att.net

Manipulations in Wire

(Find her at 'Amazonia)', Handcrafted stone and wire jewelry; forged copper jewelry; fused glass jewelry,
<http://www.etsy.com/shop/ManipulationinWire>,
manipulationsinwire@gmail.com

Nordic Trader

Jewelry and personal goods of the Viking Age,
info@nordictrader.com

Noric Leather Crafts

Handcrafted leather journals; belts; pouches,
noric997@yahoo.com

Notch Knocker

Archery equipment & accessories; hats; viking knit items; books, <http://www.notchknocker.com/>, mrs.mendenall@gmail.com

Pimp My Garb

Pre-16th Century clothes and accessories; pewter items, <https://www.etsy.com/shop/pimpyourgarb>, malen@hotmail.com

Pine Box Traders

Handcrafted weaving looms; threads; incense; accessories, www.pineboxtraders.com, mail@pineboxtraders.com

RakuRaku Tei

Hand-made period pottery: mugs, cups, plates, bowls, etc., <http://rakurakuteipottery.blogspot.com>, <http://www.etsy.com/shop/rakurakutei>

Raymond's Quiet Press

Artisan-made Replica Medieval Jewelry, <https://www.quietpress.com/>, info@quietpress.com

Reannag Teine

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

Sawdust WoodCrafting

Plywood furniture; Storage; Carvings, <http://SawdustWoodCrafting.com>, <https://www.facebook.com/SawdustWoodcrafting>, SawdustWoodcrafting@gmail.com

Sign of the Hawk

Period-Appropriate Handcrafted Leather Work: belts, pouches, armguards, archery bracers, etc.

Silver Dragon

Weapons; Garb; Jewelry; Drums

Simply Stylish

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

Soles Thru Time

Footware, www.solesthrutie.com, solesthrutime@att.net

Steel-n-Strings

Blacksmith camping accessories; woven belts & trim; purses & pouches, <https://www.facebook.com/pages/Steel-N-Strings/186013452724>, steel.n.strings@gmail.com

T.L. Barnes, "The Trim Lady"

Trims; buttons; jewelry; garb

Tandy Leather

Leather; tools; kits; furs, www.tandyleatherfactory.com, oxnard163@tandyleather.com

Thyme Traveller

Garb; Feast Gear; Accessories, thymetraveller_sutler@yahoo.com

The Treasury

Artisan-made glass beads, buttons and veil pins; reproduction cast pieces, <http://www.the-treasury.org>



Tres Sheikh

Middle Eastern clothing & accessories; custom-made belts rock@HistoricalBeltworks.com

Tudor Wolf Creations

Jewelry; garb and accessories, www.tudorwolfcreations.com

Unicorn Fiber Arts

Handwoven items; kits for beading, kumihimo and knitting; wool for spinning; sewing items: knitting needles, etc., <http://ufa.housezacharia.com/>, ufa@housezacharia.com

The Vagabond Tabby

Hand-made Soaps, lip balm, bug spray, fighter rub, <http://thevagabondtabby.com>, kate@thevagabondtabby.com

Viking Age Imports

Pottery; Knives; Jewelry; Armor; Swords, styrbjornulfhamr@gmail.com

Wanderlust

Sterling silver jewelry; middle-eastern garb; belly dance clothing; hats; accessories, www.wanderlust-imports.com, wanderlustimporters@icloud.com

Wendesigns

Powder incense; hanging dragons; candle holders, Wendesigns@hotmail.com

White Wolf & the Phoenix

Handwoven belts, garters, trim, favors and cloth; weaving supplies; books on fiber arts, <http://whitewolfandphoenix.com>, whitewolfandphoenix@gmail.com

Wild Hare Woodworks

Wooden camp furniture

Windrose Armoury

Armor; combat accessories; books; t-shirts; dress accessories, www.windrosearmoury.com, sales@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 XVII Staff List

- **Event Co-Stewards:** Mistress Vivienne Duval and Dame Ismay of Giggleswick, stewards@caid-gww.org
 - **Stewards Assistant:** THLady Jocelyn d'Isigny, stewards@caid-gww.org
 - **Deputy Stewards:** Countess Eilidh na Tire Dharigh and Baroness Belinda of Emeric, OP, stewards_deputy@caid-gww.org
 - **Advisory Board:** Master Thomas Blackkeep, Baron David of Caithness, and Master Conchobhar Mac Cionaoith advisory_board@caid-gww.org
 - **Archery, Target:** Lord Gendü Secen, archery@caid-gww.org
 - **Armored Combat:** Sir Eronric of Devin, armored_combat@caid-gww.org
 - **Arts and Sciences:** THLady Eularia d'Amboise, arts@caid-gww.org
 - **Deputies:** THLady Aethelwynne of the Angels, Lady Muirgen ingen Ailella, and THLady Sophia de la Roche arts@caid-gww.org
 - **Bale Master:** THLord Eirikr Mjoksiglandi, balemaster@caid-gww.org
 - **Battlemaster:** THLord Llewellyn Flinthaven, **Deputies:** THLord Fergal MacCome and THLord Ketill Olafsson, battlemaster@caid-gww.org
 - **Chatelaine:** Baroness Fionna de Buchanan, chatelaine@caid-gww.org
 - **Chirurgion:** THL William Walworth de Durham, chirurgion@caid-gww.org
 - **Constable:** THLord Michael Treighie, constable@caid-gww.org
 - **DWP – Dept. Water and Power:** THLord Alejandro de Nuevo Castillo, dwp@caid-gww.org
 - **Equestrian:** Lady Tierrynna CaerNarvon and Dona Arabella da Siena, equestrian@caid-gww.org
 - **Exchequer:** Baron Rowen Killian, exchequer@caid-gww.org
 - **Facilities:** Lord Cormac Macleod of Ostaig, facilities@caid-gww.org, **Deputy:** ThLord Johannes de Seleone, facilities_deputy@caid-gww.org,
 - **Fighter Support:** Baroness Muirenn ingen meic Martainn, fightersupport@caid-gww.org
 - **Gate:** Countess Trifona Anastasiia Dodovicha, **Deputy:** THLady Tahira al-Fahida, gate@caid-gww.org
 - **Gatebook:** Lord Pierre de Dieppe, gatebook@caid-gww.org
 - **Headquarters:** Baroness Fionna de Buchanan, **Deputy:** Baroness Ida Haraldsdottir, headquarters@caid-gww.org
 - **Herald, Main:** Master Cormac Mor, herald@caid-gww.org
 - **Hounds:** Mistress Katherine of Anglesey, hounds@caid-gww.org
 - **Land Allocation:** Lord Raphael ben Gideon, **Deputy:** Dame Eilidh Swann, land@caid-gww.org
 - **Merchants:** Countess Eilidh na Tire Dharigh, merchants@caid-gww.org
 - **Motor Pool:** THLord Fergal MacCome, **Deputy:** Baron Bryce ap Morgan, motorpool@caid-gww.org
 - **Pre-Reg:** Master Christian de Guerre, prereg@caid-gww.org
 - **Production:** THLord Ketill Olafsson, **Deputy:** Lord Leben La Croix, production@caid-gww.org
 - **Publicity:** Mistress Cristal Fleur de la Mer, publicity@caid-gww.org
 - **Rapier:** Lady Roisin ni Brian, **Deputy:** Lord Bjorn Zenthffeer, rapier@caid-gww.org
 - **Roads:** Sir Ragnar of Sandcastle and Lord Bartholomew Marchant of Studley Green, roads@caid-gww.org
 - **Royal Liaison:** Duchess Faizeh al-Zarqa and THLady Khalida al-Khansa', royal_liaison@caid-gww.org
 - **Shuttle Services:** Master Gulliver Blackrunne, shuttles@caid-gww.org
 - **Special Events:** Baroness Ceridwen Killian, special_events@caid-gww.org
 - **Thrown Weapons:** Lord Da'ud ibn Ma'bad, thrown_weapons@caid-gww.org
 - **Volunteers:** Dame Iseabail inghean Bhaltair, Duchess Mora de Buchanan, and Countess Kissa Irminwiht, volunteers@caid-gww.org
 - **Webwright for GWW:** Dame Eilidh Swann, **Deputy Webwright:** Master Gulliver Blackrunne, **Arts Webwright:** Baroness Lynnette de Sandoval del Valle de los Unicornios, webwright@caid-gww.org
 - **Youth Combat:** THLord Arthur the Red, youthcombat@caid-gww.org
 - **Youth Point:** Baron David of Caithness, **Deputy:** THLady Catherine Ainsdale of Lancashire, youth_point@caid-gww.org
- *NOTE: THLady and THLord are short for "The Honorable Lady" and "The Honorable Lord"*

