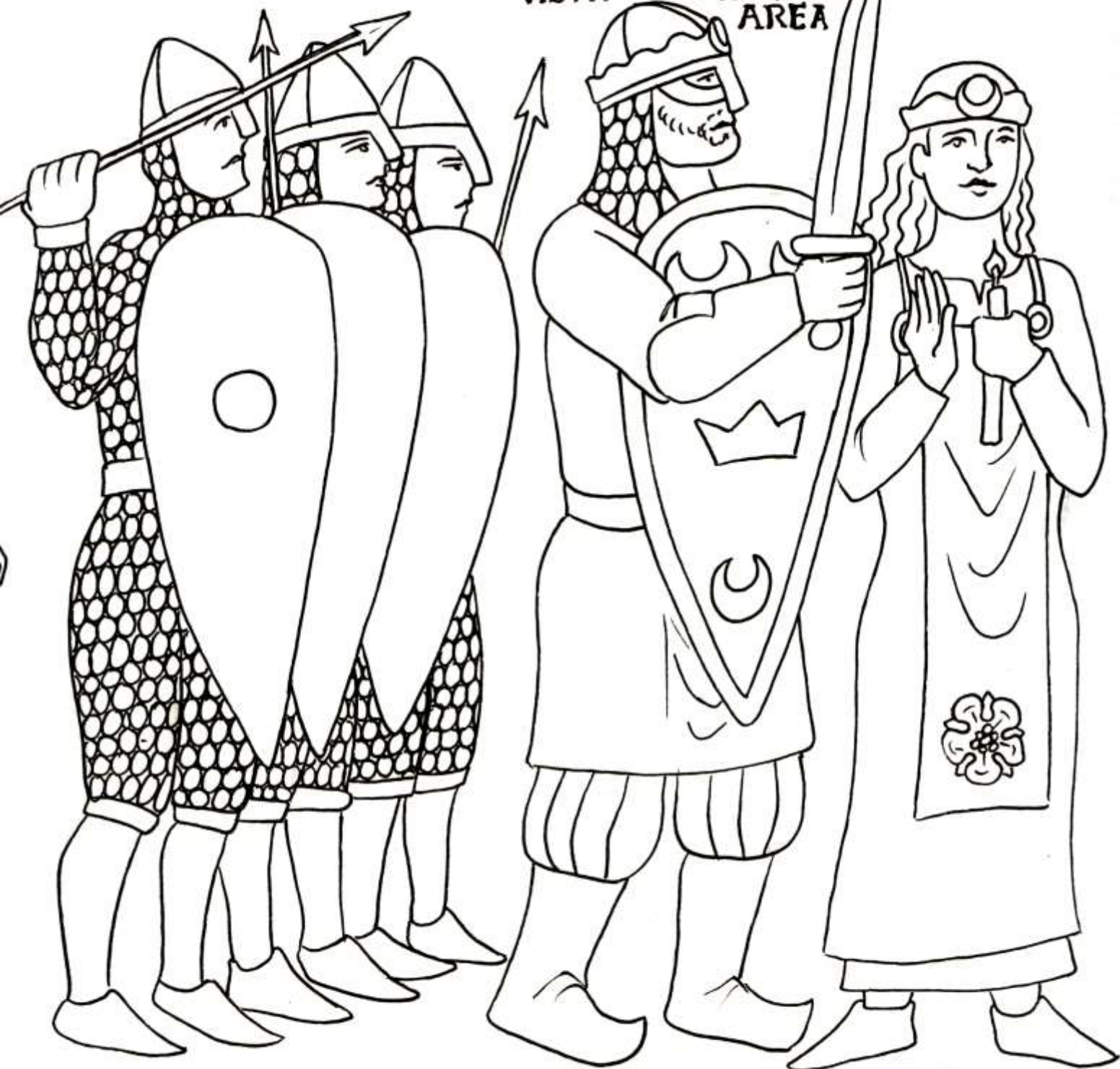




# GREAT WESTERN WAR XIX

OCTOBER 5-10, 2016 • BUENA VISTA RECREATION AREA TAFT, CA



## From The War Stewards

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

We are excited to have you here. Please read the site rules and regulations. These are here for the safety of everyone during this week long event.

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

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

There are many activities planned throughout the week: Fighting – Classes – Archery – Equestrian – Bardic Circles – Tourneys – Volunteering – Rapier Fighting – Hounds – Youth Combat – Parties – Campfires – Youth Activities.

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

Sunday night and Monday morning will find people scrambling to get our facilities and gear torn down and packed away. Please, please leave your area squared away. Make it easier for the Volunteers. The campers need to be off-site by Noon on Monday.

Once again, Welcome to Great Western War.

In Service

Duke Tomuki

THL Cormac

### Headquarters



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

Then Headquarters is the place to go!

Headquarters is the information center for the War.

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

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

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

### Camping Space & Land Allocation

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

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

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

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



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## Art Credits

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

## Site Rules

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

### Lake Policy

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

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

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

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

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



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

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

No firearms or fireworks are permitted on site.

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

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

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

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

Contact the Constable regarding any Lost or Found items. You may retrieve your lost items at the Event

Headquarters tent located near Merchant's Row.

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

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

Please stay in garb at all times.

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

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

### 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 RVs to maneuver in the lot.

**ALL VEHICLE AND PEDESTRIAN TRAFFIC MUST IMMEDIATELY CLEAR ALL ROADS, PERMANENT OR TEMPORARY, AND YIELD THE RIGHT OF WAY TO ANY**

**EMERGENCY VEHICLES PER CALIFORNIA STATE VEHICLE CODE 21806, SEC. 68, CH. 1154.**

### **Quiet Hours**

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



### **Pet Policy**

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

Proof of current vaccinations may be required.

Always pick up after your pet.

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

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

### **Fire Safety**

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

No open flames in tents.

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

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

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

Do not throw flammable liquids on fires. All fuel for flame-powered devices should be handled according to the safety instructions on the containers. Liquid fuels should be stored and transported in their original container or other state-approved container.

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

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

### **No Smoking Areas**

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



### **Minors and Youth Activities**

#### Parental Responsibilities

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

he/she brings a parent/parent substitute. No youth classes are allowed to be held in private camps.

### **Curfew**

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

### **Parental Consent Forms**

The following forms are required for minors:

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

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

If you have any questions regarding these requirements, please contact a Seneschal in Caid or ask your Kingdom liaison to contact the Stewards for information. These forms must accompany the minor and show the age of the minor at the time of the event. Individuals attempting to circumvent these requirements will be considered trespassing and appropriate action will be taken. This could include expulsion from the event site of all parties involved in the attempt.

### **Neglect of Parental (or Guardian) responsibility for minors**

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

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

1. Minors whose behaviors violate SCA Governing Documents, Kingdom Law, Officer Policies or site rules will be escorted to their parent/guardian and issued a verbal warning for the first offense at an event. The matter will be reported to the Kingdom Seneschal.

2. On a second offense at a given event, the parent/guardian will be required to keep their minor(s) with them for the remainder of the gathering. A report will be tendered to the Kingdom and Society Seneschals.

3. For a third offense, the minor(s) and parents/guardians will be expelled from the event and the matter will be reported to the Kingdom and the Society Seneschals.

4. Habitual offenders will be subject to review by Kingdom and Society level for possible sanctions.

### **Equestrian**

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



## Chirurgeons' Guild

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

The Caid Chirurgeons' Guild is a volunteer group of Caidans who make themselves available as volunteers (called "Chirurgeons") to provide onsite basic Good Samaritan first aid to those who request their assistance. The Guild is not an official office of the SCA or the Kingdom of Caid. Chirurgeon's Point is a place where you can go to find a Chirurgeon. You can locate Chirurgeon's Point on the site map in the Great Western War Gate book. Chirurgeon's Point will be located in a tent marked with a Chirurgeon banner. There will be a Chirurgeon on site from Wednesday, October 5th, until site closes on Monday, October 10th.

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

To find Chirurgeon Point refer to the map in this gatebook or ask until you find someone to help you find Chirurgeon's Point. Chirurgeons may also be able to be contacted through the constables or headquarters staff and may also be identified by the wearing of a red baldric with the fleam symbol on it.



### Stay Healthy At Great Western War

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

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

that everyone knows where it is.

### Chirurgeon Volunteers

If you are a chirurgeon and would like to be a part of the Guild and volunteer some time at the war, please check in at Chirurgeon's Point. We welcome Chirurgeons from all

Kingdoms and are thrilled to have your assistance. We will need to see a copy of your current first aid or other certifications and your, SCA membership card.

Don't forget copies of your certifications.

### If You Need Medical Assistance at War

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

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

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

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

### If you go to Chirurgeon's Point

Children must be accompanied by their parent or legal guardian.

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

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

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

### General Health Concerns

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

**Black Widow Spiders:** The Park has black widow spiders. They can be identified by the red or orange hourglass spot on its abdomen. Should you find yourself bitten by one, please seek help immediately.

**Spider Bites:** If you believe you could have a spider bite, please have it looked at as soon as possible. Without early care a spider bite can last a very long time and be extremely uncomfortable. It is a good idea to shake out your bedding before retiring for the night.

### 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.**



*"I'm going to make Rome great again, and I'm going to do it by building a wall..."*  
Hadrian's Campaign, 116, A.D.

## Heralds

*And it did come to pass that a great lament arose from the people, for they did say, "Behold, we are the Nameless!" Yea, and they did grieve that they had no arms and must go out into the land as blankshields, unknown to all.*

*And lo, their cry came even unto the ears of the Heralds of the Crescent Realm, and they did take counsel amongst themselves, saying, "How is it that these our fellow subjects of this land of Caid have not names or devices, that they may be known and honored throughout the land? Now let us make a great Convocation of Heralds, and let the people know that they may come and be counselled, and create great names and pleasing devices for themselves, as befits the subjects of Caid."*

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

**Thursday** – 10AM – 2PM (fighters are preferred, since they will not be as free to consult on the other days, but others will not be refused)

**Friday** – 10AM-4PM (last hour by appointment only)

**Saturday** – 10AM-3:30PM (last hour by appointment only)

**Sunday** – 10AM-1PM

*Therefore did the word go forth to all the populace of Caid, "Come now to the Point! Let your name and device be created, with the help of the Great Heralds of Caid, even those of Master rank. Let not the chance pass by, but come quickly, lest another leave with the name and arms of your dreams. Be welcome and come."*

## Arts & Sciences Classes

**Tracks: Banners -- Bardic-Performance -- Beads & Jewelry -- Clothiers -- Culinary & Brewing -  
- Fiber Arts -- Medieval Health and Beauty -- Medieval Interests -- Needle Arts -- Pottery and  
Wood Working -- SCA Skills -- Scribal Arts**

**SCHEDULE CHANGES:** Real Life is always a factor in any SCA planning. There will inevitably be unexpected class cancellations, delightful class additions, and other unavoidable changes to the A&S class schedule. **Look for the Latest Schedule of A&S Classes posted at the A&S Info Booth, Gate and in front of the shower trucks each day for the latest updated schedules.** Do you have 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](http://www.caid-gww.org/arts_sciences.php).

### BANNER TRACK

**Basic Block Printing on Fabric** - THL Christel Leake  
**Heraldic Flag Design** - Master Cormac Mor  
**Ancient and Medieval Flags** - Baroness Master Rebecca Mary Robynson  
**Banner Bling!** - Baroness Master Rebecca Mary Robynson

### BARDIC/PERFORMANCE TRACK

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

**Morning Cry: Service and Performance** - Baron Cormac Mor  
**Court as Theatre** - Master Cormac Mor  
**Basic Turkish Dance** - Duchess Faizeh  
**Intro to Egyptian Music and Improvisational Dance** - lady Katrina  
**Basics of Persian Court Dance** - Duchess The Faizeh

### BEADS & JEWELRY TRACK

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

**Intermediate/Advanced Chasing and Repoussé** - Lian Kong  
**Beginning Viking Wire Weaving** - THL Christel Leake

### CLOTHIERS TRACK

*(Includes history, patterning, sewing & construction)*

**Pretty in Paint** - Dame Joan Silvertoppe  
**Basic Hangerok (Viking Apron Dress) Patterning** - Lady Katrín Stefánsdóttir and Lady Scarlet Sparhawk  
**Interpreting Artistic Representations of Clothing** - Lady Elizabeth Upton  
**Intermediate Skirt Cut and Construction** - Meisterin Adelheit Schwarzenkatze  
**Fitting Fiascos and How to Fix Them** - Lady Elizabeth Upton  
**Intro to Byzantine Dress** - Baroness Anna Dokeianina Syrakousina  
**Wimples and Hennins and Veils. Oh My!** - Mistress Ellyn of Tanwayour  
**Anyone Can Hand Sew** - Landgräfin Whilja de Gothia  
**Garb Fit Forum** - Kong, Lian

**Tablet Woven Edge Finishing** Mistress Ellyn of Tanwayour

**Pimp Your (Ostrich) Plumes** - Mistress Whilja de Gothia, Countess Kissa Irminwiht  
**Care and Feeding of Silk** - lady Katrina  
**Phrygian Hat Patterning** - Lady Lina Kolladottir

### CULINARY ARTS TRACK

**Brandied Lemonade and White** - Hippocras Aran Darkhelm  
**Turkish Coffee** - el-Hac Avranos bin Kazim Yusuf

### FIBER ARTS TRACK

**Beginning Spinning on a Drop Spindle** - Lord Wilhelm Apotheker vom Schwartzwald  
**Hands on Multi-Shaft Weaving – Introduction** - Dame Fionna de Buchanan  
**Kumihimo on a Marudai: Beginning Japanese Braiding on a Stand** - Baroness Lynnette de Sandoval del Valle de los Unicornios  
**Introduction to Tablet/Card Weaving** - Lord Liam Úlfsson  
**Posaments** - Mistress Aldgytha of Ashwood  
**Cordmaking with a Lucet** - Baroness Lynnette de Sandoval del Valle de los Unicornios

### MEDIEVAL HEALTH AND BEAUTY CARE TRACK

**Period Hair Tools and Product and How to Use Them** - Viscountess Lorissa du griffin  
**Skin Care for the Renaissance Person** - Batu Sechen Tsagaan  
**Secrets of the Roman** - Ornatrix Magistra Claudia Prima  
**Period Head Wraps and How to Do Them** - Viscountess Lorissa du griffin  
**Medieval Medicine - Beginner's Guide to Crystal Healing** - Zubaidah Shirazi

### MEDIEVAL INTERESTS TRACK

**IX ad V Opus (working 9 to 5 in Ancient Rome)** - Lady Judith Anne  
**Basic Coptic Bookbinding** - THLady Gwen Hir  
**Charm School - Charms, Amulets, and Talismans from the Middle Ages** - Mdm Ghislaine d'Auxerre

**Seeing Is Perceiving: The Diviners and How They Got Inside Our Heads** - Mdm Ghislaine d'Auxerre  
**An 11th Century Byzantine Noblewoman's Closet** - Baroness Anna Dokeianina Syrakousina

### NEEDLE ARTS TRACK

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

**Beginning Naalbinding** - Lord Wilhelm Apotheker vom Schwartzwald

**Make a Biscornu Pin Cushion** - Baroness Lynnette de Sandoval del Valle de los Unicornios

**German Brick Stitch Embroidery** - THLady Gwen Hir

**Drawn Thread Embroidery - Make Your Hems Happy!** - Countess Kissa Irminwiht

### POTTERY AND WOOD WORKING TRACK

**Horsehair Raku Demonstration** - Lord Torquil Seamus of Dragonheart's Keep, Lady Hadassah Sarai bas Yossi

**Demo- Throwing Pots on a Kick Wheel** - Lord Torquil Seamus of Dragonheart's Keep, Lady Hadassah Sarai bas Yossi

**Introduction to Chip Carving** - Lord Hrodebert von dem Kämpfenhase

### SCA SKILLS TRACK

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

**Territorial Seneschal Class** - Baroness Kale' al-Raqqasa & Master Christian de Guerre

**Chatelaine's Roundtable Discussion** - Dame Fionna de Buchanan

**Your Resume and your SCA Experiences** - Rowen Killian

**Exchequer Roundtable** - Mistress Ida Haroldsdottir, Kingdom Exchequer

### SCRIBAL ARTS TRACK

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

**Drawing - All Levels** - Lian Kong

**Designing from Primary Sources** - THL Eadaoin Chruitire

**Introduction to Designing Celtic Knots** - THL Eadaoin Chruitire

**Playing with Paint** - Baroness Aliskye Rosel

Check the A&S Class Schedule Board for many more classes.

## Arts & Sciences Competitions and Displays

### Organized by Baroness Rutilia Fausta

Celebrate GWW's artisans and show your appreciation of their, as always, stunning craftsmanship, by casting your votes for your favorite entries. Bring your latest and greatest Arts & Sciences projects to show off to the war! Fiber, costuming, ceramics, leather, calligraphy & illumination, metalworking, jewelry, and everything in-between related to pre-1600s -- we want to see it all!

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.

**CHECK-IN: Saturday, 9:15PM to 9:45PM**  
**A&S CONTESTS DISPLAY: 10:00AM to 2:00PM, SATURDAY** -- GWW attendees are invited to view and vote on:

- **PEOPLE'S CHOICE CHALLENGE** -- Entrants are welcome to stay and discuss their entries- voting will end at 1:30 PM.
- **I MADE IT AT THE WAR** -- (anything completed at GWW XIX)
- **UNFINISHED OBJECTS (UFO)** -- with interesting stories about why it is unfinished
- **WOOL-TO-WHATEVER** -- on-site Competition (see rules below)



Winners will be announced and prizes awarded in A&S at 2:00 PM SHARP. (Winners will also be recognized in Court.)

**ENTRIES CAN BE PICKED UP BETWEEN 2 AND 3 PM ON SATURDAY.** If you cannot pick up your entry by 3:00 PM, 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.**

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

## Annual GWW ~ 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 Wool toWhatever entries will be on display all day Saturday. Entries must be picked up by 3:00 PM, Saturday.

**WINNERS:** WINNERS: Determined by Popular Vote. Winners will be announced and prizes awarded in A&S at 2:00 PM SHARP. (Winners will also be recognized in Court.)

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

**THANKS:** Griffin Dyeworks and Fiber Arts for donating the wool.



*"She needed a hero, and so, that is what she became." - Boudicca of the Celts*

## SpinZilla



GWW Spinzilla Team, Other interested Spinners, and those who want to learn!

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

- Spinzilla is part of National Spinning and Weaving Week, which is the first full week of October every year. It also just happens to coincide with GWW.
- Spinzilla is an international competition to see which team can spin the most yarn in a one week period.
- Spinzilla is like a marathon, but for spinners. It's organized in teams - so maybe it's more like cross-country track. Like marathons that raise money for charity, there is an entry fee of \$10 for each spinner. The money raised by Spinzilla goes to support the Needlearts Mentoring Program, providing spinning and weaving instruction to school age children.
- Each Spinzilla team must be sponsored by a business that is a member of The National Needlearts Association. GWW Spinzilla's Patroness is Baroness Xena Baxter Wyntorpe of Hedgehog Handworks.
- GWW Spinzilla will include both our official Spinzilla Team as well as ANY others who wish to join us on spindle or wheel (or loom). Come learn to spin, Come Share the spinning!
- As we welcome another GWW Spinzilla team, we will also welcome anyone who wishes to come spin in the Spinzilla Pavilion at Arts & Sciences or who wants to learn!
- Please come to Arts & Sciences and spin with us at GWW!!!

For more information visit [spinzilla.org](http://spinzilla.org). We also encourage you to join our Facebook team page: [GWW Spinzilla Team](https://www.facebook.com/GWW-Spinzilla-Team). You may also contact the team captain, Mistress Astridhr Self Leifsdottir ([ancientspinner@gmail.com](mailto:ancientspinner@gmail.com)) for more information.

## Inter-Kingdom Brewer's Meet and Greet

### *Calling all Brewers!*

Inter-Kingdom Brewer's Meet and Greet will be Held Friday October 7, 2016 at 2:00 in the afternoon at the Barony of Dun Or Encampment.

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

Must be 21 years with valid photo ID.



## Multi-Kingdom Brewing Contest

**The Right Noble Brewers Guild of Caïd is pleased to announce our 12th Annual Multi-Kingdom Brewing Contest at Great Western War.**

### **Check-in for the Brewing contest, A&S area. Saturday, October 8, 7-9:30 AM.**

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

Entries will be accepted from 7:00 AM until 9:30 AM. The judging will begin at 10:00 AM and continue until finished. The contest should end by 4:00 PM and/or before Grand Court, depending upon the number of entries received.

**Contest Entry Fee:** There will be a charge of \$3.00 per entry CASH ONLY, no checks will be accepted. No more than 6 entries (no more than 2 per category) per contestant will be accepted. \*Contestants' Entries should be Labeled, have documentation, and an entry form. If the participants do not have a Label or entry form one will be provided at Check in.



This event is sponsored by the Right Noble Brewers Guild of Caïd.

## Taste of Great Western War

The 12th 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 8th, starting at 9pm. It will be located in the Dining Pavilion in Merchant's Row.

## Photography

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



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

## Constable

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

### Be respectful of the facilities

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

### Be courteous to your neighbors

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

### Please help the war effort

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

## Chatelaines Corner

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



### **Newcomer's Point**

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

### **Chatelaines Round Table**

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

## Hound Coursing

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

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

Mistress Katherine of Anglesey



## Special Events

### Wednesday, October 5

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



### Thursday, October 6

No special events scheduled on this day.

### Friday, October 7

**9:00 AM:** Newcomer's Site Tour hosted by a Chatelaine of Caïd, *starts at the Headquarters Pavilion*

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

**10:30 AM – 1:30 PM:** Field trip notice: several school groups (ranging 4-14yrs old)

Three different school groups, 40 seventh graders from Buttonwillow Elementary school, and two home-school groups (~70 students), will be visiting GWW to learn more about medieval history. They will move in small groups on a walking tour through five stations: equestrian, along GWW Road to a couple of encampments with whom prior arrangements have been made for demos, A&S, and the battlefield. All of the youth will be chaperoned by teachers, aides, and parents.

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

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

**2:00 PM:** Newcomer's Site Tour hosted by a Chatelaine of Caïd, *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 2:00AM** entry for full tour explanation.

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

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



**7:00 PM:** Memorial Service for Mistress Edwinna of Hawk's Bluff, *U.S. - Ultimate Sanctuary Camp*

Edwinna's Memorial is open to all who wish to attend. Her husband Jack, daughter Erin and son Scot will be there.

**7:00 – 10:00 PM:** Midnight Madness, *Merchant's Row*  
Head to Merchant's Row with your purse and a cart for hauling home a bounty of great deals!

**7:00 – 10:00 PM-** Known World Party, *Battlefield*

All are welcome to join in jovial celebration with their cousins from across the Known World. There will be lots of entertainment, games, and perhaps a race or two. You are encouraged to prepare a team for an epic battlefield quest. Teams must be between 5-10 people and include at least 1 newcomer (attended first event within past 6 months). Teams will engage in team vs. team battles, as well as a number of different challenges and games hosted by different groups at the war. Well-rounded teams will stand the best chance of claiming victory. Amazing prizes will be awarded to top competitors, top challenge station, and best-dressed, so dress to impress and be prepared for some hilarious shenanigans! Sign up your team *before the party* from 5-7pm at the Cock & Bulls Tavern, near the Eastern edge of the Battlefield.

The Cock & Bulls Tavern will be providing liquid refreshment during the party. You must bring picture ID with you if you plan to drink alcohol. If you would like to volunteer to help out with the party (challenge station or game, entertainment, setup/teardown staff, security, etc.), please contact Joel the Brewer at the Tavern before Friday afternoon at war.



## Saturday, October 8

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

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

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

This tour is designed to help Newcomers see and learn about the entire War site, from gate to the archery fields. See **Friday 9:00AM** entry for full tour explanation.

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

Any age, any experience level, may bring their works to display for various competitions and prizes, and are welcome to stay and discuss their entries. Documentation invited but not required. Contests include (but are not limited to): People's Choice Challenge, I Made it at the War (anything completed at GWW XIX), Unfinished Objects (UFO), and a Wool-to-Whatever on-site Competition. Organized by Baroness Rutilia Fausta.

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

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

**~12:00 PM:** Mimosa Party, *An Tir Royal Encampment*

Her Majesty An Tir welcomes the general populace to join her while welcoming the gentle afternoon breeze sipping mimosas under the shade. Everyone is welcome to attend. Please bring either a bottle of champagne or orange juice per every 3 attendees to share. Exact start time will be announced Saturday morning in the Herald's Cry.

**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. See **Friday 9:00AM** entry for full tour explanation.

**4:30 PM-** Handfasting Ceremony of Sigbiorn and Keinvryd, *Gyldenholt Baronial Encampment*

There will be a short ceremony before Grand Court followed by a revel starting at sundown. Bards and other entertainment are appreciated! This is an open party with light refreshment provided.



**6:00 PM:** Grand Court, *large tent in A&S*

Come join the Court of Their Majesties of Caid as They welcome Their Royal Cousins and celebrate the many accomplishments of Their populace.

**7:30 PM-** Handfasting Ceremony of Randulf Greenwall (Randy) and Margaret ingen Domnaill (Izzy), *Starkhafn Baronial Encampment*

All are welcome to join in the celebrating their joyous occasion. Light refreshments and drinks to be provided, but feel free to bring food or drink to share!

**9:00 PM – 12:00 AM** - 16th Annual Taste of Great Western War, *dining pavilion in Merchant's Row*

The 16th Annual Taste of Great Western War is a chance for brewers, vintners, mead-makers, cordialiers, vinegrons, soda-creators, drink-mixers and drink-drinkers to gather in one place and share their creations. It is a fine time to meet many talented brewers who live across the Known World, swap brewing stories and techniques, as well as tasting some of the finest handcrafted brews. Everyone sampling alcoholic beverages must be 21 years of age or older. We will be carding people at the door, so please bring a valid photo ID.

## Sunday, October 9

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

Her Majesty Marisa would like to invite all interested young lords and ladies (aged 3 - 10) to a tea party to be held during the Valkyrie Rose Tourney. Light treats will be served.

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

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





## Master Schedule

Thursday October 6	AM						PM													
	09:00	09:30	10:00	10:30	11:00	11:30	12:00	12:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	06:00	07:00	
Archery	Archery Auth.		Various novelty and competition shoots				Closed - Lunch		Various shoots. Crossbow, novelty, more competitions to be posted.									Range Closed		Night Clout
Armored Combat			Armor Inspections /Authorizations		Fighting Scenarios Begin							Challenge Fields Open								
Equestrian			Mounted Combat I and Experimental Program.				Jousting Lyst						Riders Meeting	Hunt Quest			Castle Charge/ Cavalry Practice			
Hound Coursing		Hound Coursing																		
Rapier										Hay Bale and Field Set Up			Early Bird Tourney							
Thrown Weapons	Range Open for Practice & Instruct.		Royal Rounds & Practice				Closed - Lunch		Novelty Throws			Range Open for Practice & Instruction				Range Closed				
Youth Point			Youth & Teen Activities																	

Friday October 7	AM						PM												
	09:00	09:30	10:00	10:30	11:00	11:30	12:00	12:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	06:00	07:00
Archery	Archery Auth.		Various novelty and competition shoots				Closed - Lunch		Various shoots. Crossbow, novelty, more competitions to be posted.								Range Closed		
Armored Combat	Armies Muster /Authorizations		Opening Ceremony	Equestrian	(10:45am) Champion Battle							Challenge Fights							
			Armor Inspect.		Fighting Scenarios Begin														
Equestrian	Opening Ceremonies & Castle Charge				Mounted Archery Work.								Queen's Champion & Angel's Baronial Championship						
Hound Coursing		Hound Coursing																	
Open Arms Bardic Hall									Scheduled & Impromptu Performances									Bardic Jam 7pm-9pm	
Rapier	Lists Open	Bridesmaid Tourney			Check In/Armor Inspect.	Rapier Scenarios										SCA Rapier Marshal Meeting			
Thrown Weapons	Range Open for Practice & Instruct.		Royal Rounds & Practice Atlatl Demo @ 11AM				Closed - Lunch		Axes & Estrogen Toothpicks & Testosterone			Royal Rounds				Range Closed			
Youth Combat															Youth Combat				
Youth Point			Youth & Teen Activities																



Saturday October 8	AM						PM													
	09:00	09:30	10:00	10:30	11:00	11:30	12:00	12:30	01:00	01:30	02:00	02:30	03:00	03:30	04:00	04:30	05:00	06:00	07:00	
Archery	Archery Auth.		Various novelty and competition shoots				Closed Lunch		Various shoots. Crossbow, novelty, more competitions to be posted.											Grand Court A&S Area (6:00PM)
Armored Combat	Armor Inspections /Authorizations		Fighting Scenarios Begin										Challenge Fights							
		Armies Muster																		
Equestrian			Jason & the Golden Fleece Tournament				“How did you make that?”						Intro. to Harnessing & Driving Class							
Hound Coursing			Hound Coursing																	
Open Arms Bardic Hall			Caidan Choir Rehearsal				Scheduled Performances every half hour													
Rapier			Check In/Armor Inspect.	Rapier Scenarios								Tourney Sponsored by the White Scarves of Caid / Continued scenarios on battlefield for interested fighters								
Thrown Weapons	Range Open for Practice & Instr.		Inter-Kingdom Thrown Weapons Competition (Adult/Youth) Qualifying				IKTWC (Adult & Youth) Finals			Novelty Throws & Practice			Range Closed							
Youth Combat											Youth Combat Melees									
Youth Point			Youth & Teen Activities (Teen Point closed at 4:00pm)																	

Sunday 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						Closed for Volunteer Breakdown and cleanup														
Armored Combat			Valkyrie Rose Tournament								Battlefield Clean-up									
Equestrian			Celtic Challenge		Pato (Horse Ball)						Jousting Lyst until...?									
Hound Coursing		Hound Coursing																		
Open Arms Bardic Hall					Extra Performances – Time Permitting															
								Caid Choir Performs												
Rapier			Valkyrie Rose Tourney		Armor Inspect.	Rapier Scenarios					Post-Tourney – Hay Bale Tear Down									
Thrown Weapons	Range Closed		Building Bolas Class & Tourney Atlatl Demo (11AM)				Range Closed – Tear Down													
Youth Combat											Youth Combat Melees									

# Great Western SW

West Parking

Equestrian  
Parking

Merchant Parking

Way of the Rose

Royal Way

Leonard's Way

Lake Shore Drive

















Pelican Place

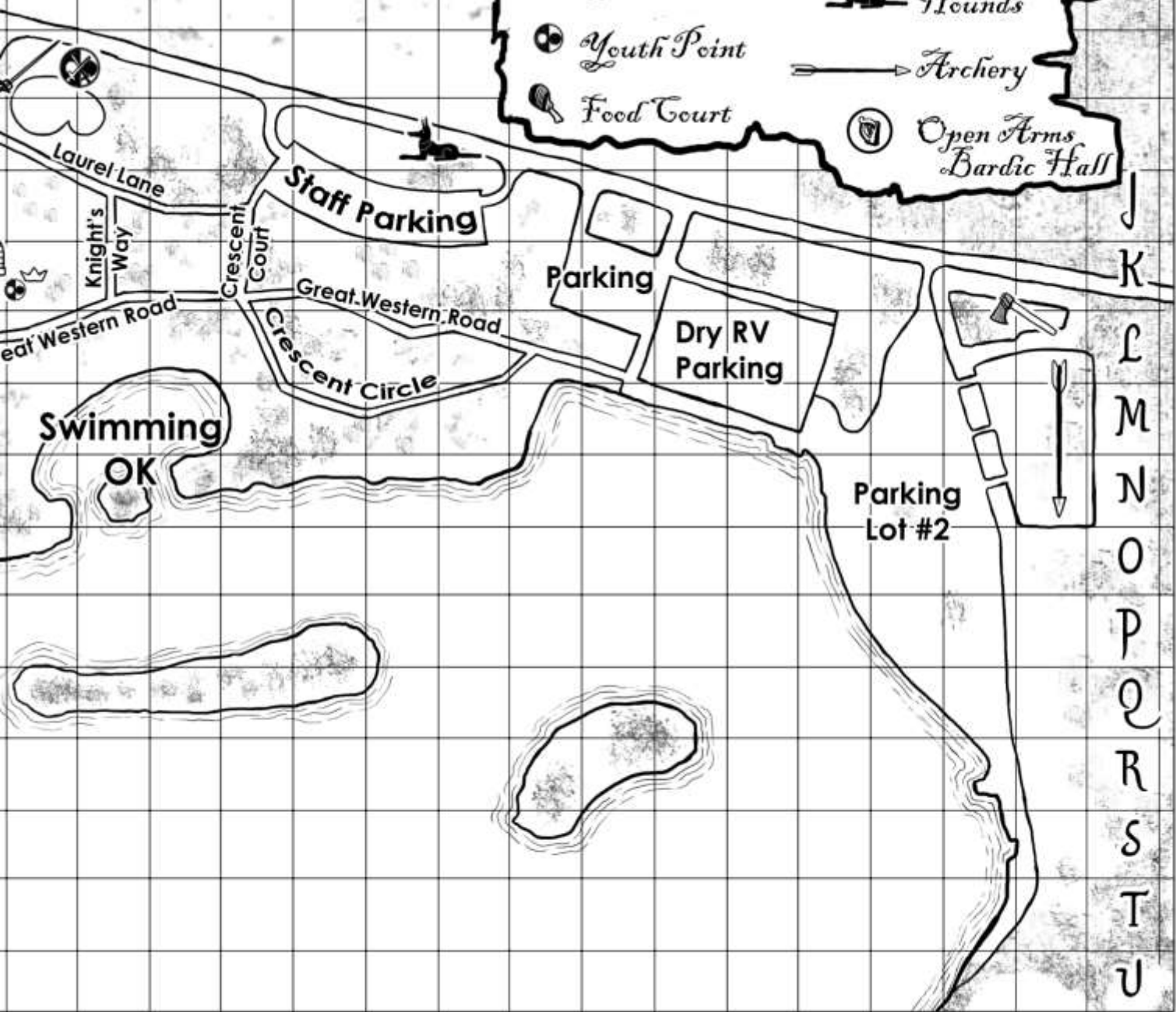
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Swimming

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

Bar

 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

Have you ever wanted to take part in one of the great battles that shaped history? Now you have that chance. Come join us on the high seas for the battle of *Svolder*, or take part in the siege of Orleans.

We will have heavies fighting Thursday through Sunday. The fighting on Friday and Saturday will be for War Points to determine which Kingdom will be victorious this year.

On Sunday the Ladies of the Rose will be hosting The Valkyrie Rose Tournament.

After 3pm each day the fields will be open to challenge fights.

### Conventions of Combat

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

### Engagement

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

Engagement is defined in the following ways:

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

### Killing from Behind

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

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

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

For single handed weapons, one must place the weapon horizontally over the opponent's field of vision.

For 2 handed weapons/polearms, one must place the weapon on the opponent's shoulder, so that the striking/stabbing end of the weapon is clearly visibly by the opponent.

### Dead on the Ground

Combatants in a prone position or tri-podding may not strike an opponent or be struck.

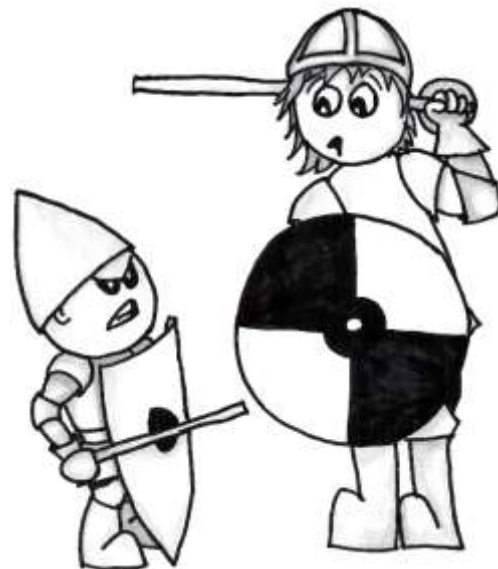
A combatant may declare an opponent dead, if said opponent is prone or tri-podding by presenting one's weapon and clearly declaring "Dead on the Ground!"

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

Opponents may not "Call their Shots." It is the duty of the recipient of any shot (missile or otherwise) to determine if the shot was good. A missile combatant may indicate they were the one shooting and providing information on placement and orientation of the shot.

### Champion Battle

On Friday morning following the procession and the equestrian fighting. Their royal majesties Oz and Alfar will meet on the field of battle with their personal champions. This will be a 13 vs. 13 melee. The winning side will receive one war point for the battle.



*"Must be spring...the Knights are getting shorter."*

## Armored Combat - Schedule of Fighting

### Thursday

10:00AM - Armor Inspections / Authorizations  
11:00AM - Fighting Scenarios Begin  
3:00PM - Challenge Fields Open

### Friday (Battles will be worth 1 war point each)

9:00 AM - Armies Muster /  
Authorizations  
10:00 AM - Opening Ceremonies  
10:30 AM - Equestrian  
10:30 AM - Armor Inspections  
10:45 AM - Champion Battle  
11:00 AM - Fighting Scenarios Begin  
2 Ship to Ship Battles –  
Archery Allowed in the first battle  
2 Landing Battles –  
Archery Allowed in the first battle  
2 Open Field Battles –  
Archery Allowed in the first battle  
2 Bridge Battles –  
Archery Allowed in the first battle



### 4-Castle Battles –

Archery Allowed in the first and third battle

3:00 PM - Challenge Fights

### Saturday (Battles will be worth 1 war point each)

9:00AM - Armor Inspections / Authorizations  
9:30AM - Armies Muster  
10:00 AM - Fighting Scenarios Begin  
2 Ship to Ship Battles –  
Archery Allowed in the first battle  
4 open field battles –  
Archery Allowed in the first and third battle  
2 bridge battles –  
Archery Allowed in the first battle  
4 castle battles –  
Archery Allowed in the first and third battle  
3:00 PM - Challenge Fights

### Sunday Battles

All within the castle  
10:00 AM – Valkyrie Rose Tournament

## Archery Schedule

There will be a full archery schedule this war, some details we have here though may change at War.

### Thursday -Saturday

Shooting starts at **7:30AM** and ends at **5:00PM** with  
**12-1PM** lunch break

There will be lots of good Crossbow shoots. They start  
at **9:00AM**.

**7:30-9AM** Early Bird shooting. As long as you are up  
anyway come practice in the cool of the morning.

**9-10AM** - Archery Authorizations

**10-12AM** - Various novelty and competition shoots.

**12-1PM** - Break for lunch.

**1-5PM** - Various shoots. Crossbow, novelty, more  
competitions. These will be posted later both on line  
before war and on paper during.

**Thursday and Saturday Night Shoots.** The famous  
LED glowing balloons on Thursday and 100 yard clout  
shoot on Saturday. Starting at dusk to prep your arrows  
and shooting at dark.

## Thrown Weapons Range Schedule

### Wednesday

Setup Day. No Throwing

### Thursday

**9AM-10AM** – Range Open for  
Practice & Instruction

**10AM-Noon** – Royal Rounds &  
Practice

**Noon – 1:30PM** – Range Closed  
for Lunch.

**1:30PM-3PM** – Novelty Throws  
**3PM-5PM** - Range Open for

Practice & Instruction

### Friday

**9AM-10AM** - Range Open for

Practice & Instruction

**10AM-Noon** - Royal Rounds &  
Practice

**11AM** – Atlatl Demo

**Noon-1:30PM** – Range Closed  
for Lunch.

**1:30PM-3PM** – Axes &

Estrogen. ToothPicks &  
Testosterone

**3PM-5PM** – Royal Rounds

### Saturday

**9-10AM** – Range Open for  
Practice & Instruction.

**10AM-Noon** – Inter-Kingdom

Thrown Weapons Competition

(Adult & Youth) Qualifying

**Noon-1:30PM** – IKTWC (Adult  
& Youth) Finals

**1:30PM-3PM** – Novelty Throws  
& Practice.

### Sunday

**10AM-Noon** – Building Bolas  
Class & Tourney

**11AM** – Atlatl Demo

### Monday

Tear-down Day. No Throwing.

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

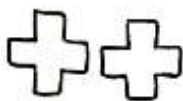
For many these large animals are more than pets, they are “family.” Please be considerate and keep the following in mind as they are designed to protect both the horses and those unfamiliar with them:

- 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.
- Some horses startle easily. Do not run, jump, yell, or make sudden movements around them.
- The Stable closes at **sundown** to everyone except horse owners unless accompanied by the owners.
- **NO** Smoking anywhere in the equestrian area, equestrian camp, the arena, on or near any hay bales, or in the equestrian/trailer parking area.

### Requirements for Participation

All riders must be authorized.

Riding in the arena, surrounding equestrian area, and trails only requires the regular General Riding Authorization. For riding on roads through camping areas or on the battlefield, each rider and horse combination must pass the Caid Parade/Camp Riding authorization. (See Rider Requirements). Carts must be road legal to drive on the road. Volunteers are greatly needed and welcomed! Equestrian Ground-Crew positions in Caid do not require authorizations, but are approved on a day to day basis by the Equestrian Marshal-in-charge. Volunteers working around horses must wear **closed-toe shoes** (boots are preferred). Volunteers must be over the age of eighteen, or be



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

### Horse stalls

All stalls are reserved stalls and will be marked with the name of the horse/owner. They must be tagged with the owner's name, cell phone number, any special needs or concerns for the horse, camp location information of the owner, and alternate person to contact in case of emergency.

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

- If you are setting up a portable corral, contact an EQ Autocrat before setting up.
- You **MUST** physically sign out with either **Rhua or Marco** before departing site. **THERE WILL BE A \$75 FEE FOR ANY BEDDING, MANURE, SHAVINGS, OR OTHER DEBRIS LEFT IN ANY STALL, TRAILER PARKING SPOT, OR PORTABLE STALL LOCATION AFTER YOUR DEPARTURE.** Sign out will verify your area is clean, avoid this fine and potentially 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. The park requires we leave the area as clean as it was when we arrived. If you leave a mess, you effectively leave the stewards and their horses in the sun for clean up or risk the War being fined.

### 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.

### Equestrian Camp

THL Rhua Cat Ifrinn is the EQ Camp-master. Please see her or Marco Solario (co-steward) for your tent/pavilion location in the EQ Camp. Per site rules, every pavilion must have a working fire extinguisher placed outside of it. Please label it with your name. Noise curfew inside camp is 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.

## Equestrian Activity - Details/Schedule

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

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

### **THURSDAY**

**10-NOON: Mounted Combat I and experimental program. \*\* Session 2 to be scheduled according to interest and participation.** Equipment for unarmored combat or cut and thrust is suitable for those wishing to try the experimental program for a modification of mounted combat.  
**Noon – 3PM: Jousting lyst will be available.**

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

**4-5PM Hunt Quest** - As the Armies fortify their respective encampments, cavalry scouts are sent out to forage and hunt for wild game. Spear throwing, pig sticking, and mounted archery are the games  
**5PM Castle Charge/Cavalry Practice** - Preparation for the Castle Charge. Set-up and practice **required** for those wishing to ride as part of your army's cavalry Friday morning to ensure suitability for the event.

### **FRIDAY**

**9-11AM - Opening Ceremonies and Castle Charge**– Champions for the West and Caid may also participate in mounted combat to determine which army holds the castle during the GWW Opening Ceremonies. If you would like to ride out as cavalry to support your army and/or participate in the mounted combat, you are required to attend the Thurs cavalry practice (or receive approval from the EQ Autocrat). Mounted combat also requires the

appropriate authorization. **If you are involved in any capacity, please have yourself and/or your horse ready by 9:30AM so that the Royals may process in on time.**



**11-NOON - Mounted Archery workshop** - Mounted/Chariot Archery workshop: suitable for all levels, and non-mounted archers interested in mounted or chariot archery. Please bring your own equipment - as there may be a very limited amount available to borrow.  
**3:30-5:30 PM Queen's Champion and Angel's Baronial Championship** - OPEN TO ALL RIDERS in or out of Kingdom. Riders come to demonstrate their martial and horsemanship skills. Her Royal Highness and the Baroness of Angels will be selecting their Champions from among those Caidan riders wishing to ride for their honor.

### **SATURDAY**

**10-Noon - Jason and the Golden Fleece Tournament.** The West will be hosting a celebration of their 50<sup>th</sup> Golden Anniversary designed to be a robust challenge of cooperation, horsemanship, gallantry and grace. This mounted activity is a challenge course based on the story of Jason and his quest for the Golden Fleece. It will have multiple elements to showcase the partnership of each horse and rider.

**1-2 PM - "How did you make that?"** Come hang out over lunch in the shade and share how you have made equipment, barding, any and all of those amazing things that everyone asks you 'How did you do that?'

**3-4PM - Introduction to harnessing and driving class.** Golden Lance Ariadne De Glevo has been driving and training horses and ponies to drive for years and is

excited to share her knowledge of this period alternative to riding. She presents a primer on how to harness and drive, with an emphasis on safety, history and enjoyment of the carriage driving equine. Class includes hands-on experience with harnessing and driving. Please wear appropriate sturdy footwear. No open toed shoes or "slippers" please. (Gloves and ASTM helmets required to drive). Non-participating auditors welcome. She will also offer opportunities for private driving lessons Friday through Sunday to those who make arrangements with her.

**5 PM: Grand Court Starts**

### **SUNDAY**

**10-11 AM 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.

**11AM-? - Pato (Horse Ball) –**

Come play the exciting game of Pato, or horse ball! The object is to get the 'ball' (fluffy beanie baby) into the net – but you have to get it past the mounted guard who can block it with their sword. It can be played in teams or with individual scoring depending on the desires of the participants.

**2-? PM - Jousting lyst will be available**

### **MONDAY**

**9 AM - Noon: Tear Down / Clean Up** – We welcome any and all who can spare even a short amount of time to help pull down all the panels for the arena and stalls. We especially need extra hands once the corrals start coming down as horses tied for long periods of time to the trailers while their 'parents' are working tend to get restless. The faster we can get everything down, the faster the "furry children" get loaded making them more comfortable and safer.

## Rapier Schedule

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

**Please check Headquarters for Rapier Field position.**

### General Schedule:

#### Thursday:

2:00pm - Hay Bale and Field Set Up  
4:00pm - Early Bird Tourney

#### Friday:

9:30am - Bridesmaid's  
Tournament  
11:00am - Check In/Armor Inspections  
11:30am - Scenarios Start  
5:00pm - Society Rapier Marshal Meeting



#### Saturday:

9:30am - Check In/Armor Inspections  
10:00am - Scenarios Start  
2:00pm - Tourney Sponsored by the White  
Scarves of Caid  
2:00pm - Continued scenarios on battlefield for  
interested fighters

#### Sunday:

10:00am - Valkyrie Rose Tourney  
11:00am - Armor inspections  
11:30am - Scenarios Start  
Post-Tourney- Hay Bale Tear Down

## Rapier Tournaments

*All tournaments will be held in erics near the rapier battlefield.*

*Please come to the rapier battlefield for check-in.*

#### Thursday -

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

**4:00pm Early Bird Tourney - Form TBA**

**Who can enter** - All Fighters

**Description** - Come out and play at the first rapier tournament of the war! Format TBA

#### Friday -

**9:30am - Bridesmaid Tourney**

Lists open at 9am

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

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

**3:00pm - "Gab and Stab" - Sponsored by the Caid**

**Order of Defense**

**Who can enter**- All levels of fighters and interested parties

**Tournament Details** - Join the Maestros and Maestras of Defense as they present a selection of short workshops and opportunities to work one-on-one with members of the Order. It will be a chance to learn

something new, enjoy a different perspective on a topic and hone your skills with fighters from outside your area.

#### Saturday -

**2:00pm - "Taken for Grant-ed Tourney,"**

**Sponsored by the White Scarves of Caid**

Lists open at 1:30pm

**Who can enter** - Anyone who does not hold a Grant Level (or higher) award for rapier fighting.

**Tournament Details** - The Whites Scarves of Caid are sponsoring tournament for those not recognized with any of the higher level fighting awards. Format will be a standard double elimination tournament but with a twist! Each fight will be decided by the first touch and wounds will be retained into the next round. Come out and have fun!

#### Sunday -

**10:00am Valkyrie Rose Tourney**

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

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



## Rapier Scenarios

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

### Friday

Kingdom commanders and KRMs, if possible, please report to the rapier field at 10:45 am 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 11:00 am, regardless of the progression of the morning tournament. Please check in with the steward under the pop-up who will check your non-expired fighter card. Sign up under your war band and kingdom. Unaffiliated fighters will be grouped according to kingdom.

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

If you have questions regarding rapier conventions including DEATH FROM BEHIND please ask the stewards or the Marshals *prior* to the start of scenarios. *We expect all fighters on the field to be aware of society and Caidan kingdom fighting rules prior to taking the field.*

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

#### **Unless otherwise stated, the following rules for combat apply:**

All melee combat follows Caidan rules. This includes death from behind, 180° arc of engagement for all scenarios unless otherwise stated. Rubber Band Guns (RBGs) and Spears will be used in various scenarios, but only as

specified. Marshals will be actively and aggressively enforcing safety, particularly with spears. Reminder, bucklers are not proof against RBGs so a marshal MAY call you hit by an RBG if you do not register the impact.

And, because it has to be stated EVERY year, NO RUNNING INTO OR OUT OF ENGAGEMENT! If you are within engagement range of another fighter not on your team (very approximately 10 feet, marshals will be erring on the side of further, not closer) you should NOT be running. Or jumping. Or any other action that takes both of your feet off the ground as you will be less able to control your shot under those circumstances. We understand that SOME of you may be able to control how you land under those circumstances, but the marshals won't know that with all the chaos of melee so we will be strictly enforcing this rule for ALL. So don't do it!

#### **Scenarios - Will start PROMPTLY at 11:30 am!**

##### **Scenario 0: Warm up / Mixer**

Type: Kill them All

Special Rules: No DFB

This is the opportunity to meet and fight with folks you don't usually get to! Form groups of 4 fighters consisting of no more than 2 fighters from any one Kingdom. Fight until only 1 group remains.

##### **Scenario 1: Assault the Town**

Type: Limited Resurrection

Special Rules: Limited Spears

An attacking army is marching on the town! It is up to the defenders to hold off the attackers for a given period of time (20 minutes or as specified by the MiC). Scenario will be run in each direction. A "town" consisting of at least 3 entries will be built. Both sides may have 1 rapier spear for every 15 fighters (minimum of 1, maximum of 3 spears per side). Each fighter in the attacking army can resurrect twice. The attacking army is considered to have been successful when either 3 attackers are alive approximately 5 feet inside the town entries or all defenders have been incapacitated (in the event less than 3 attackers are alive at the end).

Victory is either the defending army that keeps the attackers at bay the longest or (if neither attacking army is victorious) with the largest percentage of defenders alive at the end of the scenario.

##### **Scenario 2: Control the Town**

Type: Control Points / 30 minute resurrection

Special Rules: N/A

Multiple control points will be scattered through the town. Control the most points over the course of the scenario to claim victory. Control points will be counted at multiple intervals throughout the resurrection battle.

##### **Scenario 3: March on the Castle**

Type: Kill them all, open/broken field battle

Special Rules: RBGs

This scenario is optional, depending on the availability of the castle and time.

Standard open field battle but with RBGs (to get people used to them) if desired by the commanders of the opposing armies. 2 RBG rounds per 15 fighters of the opposing army (to limit total casualties). If desired, can rerun with unlimited RBGs just for fun. Last army standing (during initial run) will be declared the victor!



*"When Othello's poor wife, she gets stabbed with a knife, that's a Moor, eh?"*

#### Scenario 4: Cross the Moat

Type: Bridge battle, kill them all

Special Rules: RBGs or spears

It is time to get to the castle. But in the way is a moat with only 2 (or 3, depending on total numbers) points at which you can cross. Scenario includes a single wide bridge with 1 or 2 small bridges for additional crossing locations (slight reconfiguration of the town assault scenario). Victory is to the side that is still standing at the end.

This scenario can be run with RBGs, spears, or both, at the discretion of the marshals and commanders. Numbers of either (or both) will be set at the Commanders' meeting and updated as needed prior to the beginning of the scenario.

#### Scenario 5: Assault the Castle!

Type: (Limited) Resurrection

Special Rules: RBGs and/or spears

Finally, you've made it! But now, you have to get through the gates of the castle! We will move to the castle for this scenario and the layout will be whatever the armored community has built for us. Each side will have resurrections, Unlimited for the attackers and 1 for the defenders. We will run it each direction. Victory will be to the attacking team that kills all of the defenders in the shortest amount of time.

Use of spears and RBGs will be negotiated at the commanders meeting and stated at the beginning of the scenario.

### Saturday

#### Armor Inspections and check in - 9:30 am

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 10am

#### Scenario 0.1: Masters of Defense against the Known World

Type: Kill them all (warm up)

Special Rules: No DFB

Time for the MoDs to show off their mad melee skills! At the MoDs discretion (if they are feeling a bit overwhelmed) they may invite the other Peers of the Realm on the field to join them.

#### Scenario 6: Collect the Loot!

Type: Resurrection

Special Rules: N/A

Ok, so you now control the castle and town. It's time to loot the place! Collect the items and return them to your collection point. Scenario will be timed and the victor is the team with the most points at the end.

#### Scenario 7: Escape the Town

Type: Kill them all

Special Rules: RBGs

You've got the loot ... now it's time to get out of here and back home. But wait! The local militia has returned, this time with reinforcements! You'll be lucky to get out alive!

The looters need to fight their way through the militia and get out of town with their lives. They will succeed if they get at least 3 fighters to the other side of the field and out of town. They get bonus points for any loot they can carry with them, but if the loot is dropped, it cannot be recovered. The looters will be armed with up to 10 RBG rounds (unlimited guns).

The scenario will be run with each side playing the looters. Victory will be determined first by the amount of loot that can be escaped with, and then by time if the loot is tied.

#### Scenario 8: Show Your Prowess

Type: Limited Resurrection

Special Rules: N/A

Now that the fighting has been concluded, it is time to find a new master for your Squad. Your army is out to show how well each of you can do individually as well as how well the army can do. This is an exhibition to see which unit (as well as Army) can find the best patron! So it's up to each of the fighters to show how well they function as part of their unit.

Each fighter is given 3 tokens. Unit commanders (and overall commander) have special tokens. If you are killed (or rendered incapacitated) you must give (on request) one of your tokens to the person that killed you. If they get killed before they can make the request, oh well... After you have been killed you will kneel (freeze if you can't kneel) in place for 10 seconds (or until you hand over a token), then return to the resurrection point if you still have tokens. If you run out of tokens, you must leave the field.

This scenario will be run for 30 minutes. At the end, the army with the

most tokens will be declared victor. The unit (defined as no more than 8 people) with the most tokens will get bragging rights. Tokens from the unit commanders will be worth 3 regular tokens (but only count as a single token for a life).

### Sunday

#### Armor Inspections and check in -

11:00am

#### Scenarios WILL start PROMPTLY at 11:30am

#### Scenario 0.2: Snowball melee!

Type: Resurrection (sort of)

Special Rules: No DFB

Initially, it's every fighter for her or himself! But whoever you kill then joins your team! If a team leader is killed, EVERYONE on his or her team will join the new team (without being killed first). Just go to the res point and then join your new team. Scenario ends when everyone is on one team.

#### Scenario 9: Loot, Part 2

Type: Resurrection

Special Rules: N/A

Everyone heard a rumor that a Solingen Prize Sword is hidden in the town. I guess we'll have to go find it! Resurrection points to be designated and scenario ends when the sword is found and turned in to the marshal.

10-15 foam swords each with different makers marks are scattered throughout the field. All fighters are shown a card showing the makers mark that is correct before each start. Each team is assigned a base first to bring the sword to the base wins. This scenario can be run with as many teams as desired (units, kingdoms, or sides) and as many times as desired.

**Additional scenarios will be determined by any that were not run due to time on the previous days or that the commanders wish to run again.**

#### Hay Bale Teardown--2:00pm-ish

You know you want to... volunteer hours available!



## Youth & Teen Activities

**Youth Point** is open to the entire family, not just the Children. Parents are welcome and encouraged to engage with their kids. Youth Point will be mostly a freeform area, with various activities.

**Hours for Youth Point will be Friday from 10 AM to 5 PM and Saturday from 9 AM to 3:30 PM.**

There will be a Banner Workshop on Saturday (Date and time to be announced). Kids will get to make a small banner to take with them.

**Please remember that Children under 5 MUST be accompanied by Parents. Children under 7 must be in sight/sound range (Per Kingdom Law). This is NOT a babysitting service.**

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



**TEEN POINT** – There will be Teen Point this year. This is a place for youth from 13-17 to hang out, play board games, card games, or just sit and chat.

**The hours for Teen Point will be Friday 10 AM - 5:00 and Saturday from 10 AM to 4 PM.** It will be located near Youth Point and the Grand Court Pavilion.

There will be a Children's Tea on Sunday, at 9:30AM at the Battlefield. Boys and Girls 12 and under are welcome to attend. Treats will be served.

We are doing something new this year to recognize those youth who have been helpful or who have volunteered to do various things. **Caid Cash** will be available at Gate, HQ and Youth Point to be given to those youth who are seen doing things that are deemed helpful, chivalrous, etc. The **Caid Cash** will be redeemable at Youth Point for various items and prizes from 4:00 - 5:30 on Saturday and 12:00 to 2:00 on Sunday.

**Please feel free to visit Youth Point with any questions or find THL Catherine Ainsdale of Lancashire, Kingdom Youth Officer in the Darach Encampment.**

### **Calling all children Saturday, October 8th at 10:00AM!**

In the children's Arts and Science area there will be a flag making class. Each child will make a flag that will be their very own and be shown off in a procession in Court. All materials will be free of charge. Please send the children with a work apron or camp clothes just in case there is a paint spill. The emphasis is on Caid but I will prepare other flags to represent other kingdoms for visiting children as well.

We would like to teach them a song to be sung as they march into Court and our Bard of Caid has agreed to help me with that.

See you all there!!!

Aloha

Baroness Una Logan

## Youth Combat Schedule

### Battles

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

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

## On the Youth Combat Field

Time	Friday	Sat.	Sunday
2-3 pm		Battles	Battles
3-4 pm		Battles	Battles
4-5 pm	Battles	Battles	
5-6 pm	Battles		

### Weapons and Armor Inspections

All Youth Combat inspections will be done at the YCMP, which will be located adjacent to the Youth Combat Erics, which are next to the Children's Pavilion. YCMP will be open 20-30 minutes before each Youth Combat session. Older youths should come early to avoid long lines and to allow the younger participants to be inspected closer to the time of their activity.

### Standards

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

## Conventions of Combat

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

### Weapons

Weapons will conform to the weapons standard of Caid, as stated on the kingdom web site at the time of the event. Copies of the handbook will be available on site, should clarification be required. [See the Caidan Marshallate Publications.](#)

### Waivering and Parent Attendance

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

### Friday, October 09, 2016

- 3:30-6 pm: Battles

### Saturday, October 10, 2016

- 2-4:30 pm: Battles

### Sunday, October 11, 2016

- 2-3:30 pm: Battles

## Volunteers

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

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

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

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

**Sign up at Gate and HQ.**



# Gleaners

The Caid Fellowship of the Gleaners strives to reduce land-fill waste while providing fun, environmentally- based educational activities, and raising funds for the Caid Royal Travel Fund.

Please listen to the Camp Cry for scheduling of all Gleaners activities, which are dependent on at least one adult Volunteer during every event.

## Gleaning ("recycling" in the modern tongue):

- Recycling CRV (California Redemption Value) beverage containers (beer, soda, water containers) for cash redemption. Please **DO NOT MIX CRV and Non-CRV items** (pickle jars, wine bottles, tin cans, tin foil, etc.)
- Please use the clear plastic bags you received at check-in to sort your CRV containers. Put non CRV containers into a separate bag, please.
- **Drain the containers** completely and **crush the containers as flat as possible** (not the glass, of course!) Tie the bags shut tightly bring bagged items to the Gleaners Tent, place bags OUTSIDE of dumpster, put into marked recycling bins, or flag down the Gleaners' truck as it drives past
- The Kern County Department of Weights & Measures (KCW&M) will use our CRV recyclables to test weighing equipment. KCW&M will make only two pick-ups, so please ensure that all the CRV recyclables you have collected are at the Gleaners' Tent by **Thursday 3 p.m. or Sunday noon.**
- Additional bags are available from Headquarters, Gate and the Gleaners



## Gleaners' Exchange (redistributing materials and items)

Bring new or used, CLEAN items that still have use in them, but are no longer of use to you to the Gleaners Tent. Fabric, buttons, beads, feast ware, garb, armor, weapons, and camping gear, etc. are desired. Until Saturday at 3, only item donors may take from the Exchange. After 3 on Saturday, the non-donating populace may, with a donation to the Travel Fund, "shop" the Exchange. (Items remaining after the Exchange will be donated to Youth Activities, Chatelaine, Marshalls, or local thrift stores. If you want to donate items directly to Youth Activities, please make arrangements with Catherine Ainsdale of Lancashire at the Youth Activities Tent.)

## Gleaners' Gold (repurposing items for fun and profit)

- Deposit following items in the "Gleaners Gold Chest" found in the Gleaners' Tent (or Headquarters if Gleaners Tent is closed)
- Unwanted site tokens, jewelry, coins (including monetary donations!) and small "sparklies" for an ongoing project are a gold mine of possibilities!

- Youth and adult crafters will create items for sale at future events
- Broken pewter items will be smelted and made into new tokens
- If you wish to obtain a token from a past event, and will make a donation to the Travel Fund to obtain it, write your name, phone number and email address with a description of the token (event, year, physical aspects) and a bid amount you're willing to donate. The Gleaners will contact you if the desired token is turned in. In the event of tie, the item will go to the highest bidder. (Bribes are period, Travel Fund needs donations, so bid accordingly!)
- Help us collect expired or outdated plastic gift cards and credit-type cards. Youth will turn them into fashion into table weaving cards to sell. The card numbers will be effectively destroyed in the process, but do not donate credit cards that are still active!

## Gleaners' Stomp A fun Youth Activity where all are welcome to join in



- Learn why the Gleaners' efforts are very "period"
- See how much fun being of service to Caid can be and how much money there is in "trash"
- Earn prizes for participating, make crafts and gain useful skills!
- **Sturdy, closed-toed shoes are required for all participants**
- Please refer to the Youth Activities section above for age limitations and Kingdom child supervision requirements

## Volunteer Opportunities

- Volunteers are needed every day, all day, to help sort and re-bag the beverage containers to ensure we get top dollar for them. Saturday afternoon and Sunday morning are critical times for this effort as we all attempt to get off-site in time!
- Please sign up to Volunteer with the Gleaners at Headquarters, with the roving Volunteer Coordinator, or on the clipboard at Gleaners' Tent
- Youth and children will receive "Caid Cash" to spend at the Youth Activities Store, and Adults Volunteers will receive volunteer hours and raffle tickets for the Volunteer Raffle

Thank you for joining the Fellowship of the Gleaners' efforts to benefit the Caid Royal Travel Fund and in making our Kingdom cleaner and greener.

Yours in Service,

Lady Letizia da Venezia, Barony of Altavia

Lady Aisha al Raqqasa and Lord Da'ud ibn Ma'Bad, Barony of Wintermist

## The Open Arms Bardic Hall

"All that enter be Welcome!"

### Come join the Merriment!

Come and celebrate the 8th year at Great Western War in the Open Arms Bardic Hall and with the most gifted and talented bards, storytellers, musicians, dancers, entertainers and singers of the Knowne World. Find us in Merchant's Row, beneath the shady trees in the open glen. Bring a friend, meet a new friend and enjoy an afternoon filled with mirth, courtly love and tales of lore.



#### **Friday**

**1pm – 4pm** - Scheduled & Impromptu Performances

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

**7pm – 9pm** - Open Bardic Jam/Informal Dance

*All instruments, musicians & performers are welcome to join*

What is now referred to as "Jamming" is a very period technique. Most music was learned from one performer to the next without written music. Even today, jamming and creating a onetime unique piece of music, harmonies and variations is as fun and rewarding as it was in period.

*All levels are welcome ~ no prepared pieces required.*

#### **Saturday**

**10am – Noon** – Caid Choir Rehearsal

**Noon – 5pm** - Scheduled performances on the half hour!

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

#### **Sunday**

**11am – 1:30pm** - Scheduled performances on the half hour!

*\*extra performances may be scheduled, time permitting*

**12pm – 12:30pm** – Caid Choir Performance

*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 War, please contact THLady Belasset de Casal Drago at the Open Arms Bardic Hall, located in Merchant's Row.*

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

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

### Food and Drink

**Capella** – Coffee, Cocoa, & Teas – 1

**Daybreak Coffee & Crepes** - coffee, crepes, gyros -4

**New Temple** - Ice-cream, Sausage, Lemonade –2

**Temple of Siam** – Thai-Chinese food – 3

### Specialty Shops

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

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

**Amazonia & Estria's Essentials** - Corsets and swords - 98

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

**Anaya Tribal** - Middle Eastern & belly dance garb - 22

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

**Barefoot Cordwainer** - Period shoes -  
[www.etsy.com/shop/barefootcordwainer](http://www.etsy.com/shop/barefootcordwainer) - 79, 80

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

**Bodice Goddess** - Bodice, skirts & chemise - 95

**Boots by Bohemond** - Boots, shoes, bags, horns, belts, knives - 24

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

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

**Courtly Garb** – Clothes - 78

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

**Damask Raven** - Silk fabrics, thread - 21

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

**Earthwalkers** - Footwear - 30

**Elder & Oak** - Jewelry, candles & holders, books, tapestries - 35

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

**Feed the Ravens** - Viking-age replica pottery, jewelry, leatherwork, etc. - 90

**Firedryk Steel** - Armour - 10

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

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

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

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

**Grace and Charity** - Garb, youth combat swords and shields - [jpeck007@att.net](mailto:jpeck007@att.net) - 46

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

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

**Ice Falcon** - Armour - 12

**Laurel Cavanaugh Goldsmith** - Jewelry - 69

**Linen Garb** - Linen garb - [www.linengarb.com](http://www.linengarb.com) - 40

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

**Manipulations in Wire** - Wire and stone jewelry - 97

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

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

**Pimp Your Garb** – Pre-1600 accessories - 9

**Primsa Dragon Productions** - jewelry, fabric, etc. - 24, 25

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

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

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

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

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

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

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

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

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

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

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

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

**Treasury** - Artisan-made glass beads, buttons, & veil pins; reproduction cast pieces - [www.the-treasury.org](http://www.the-treasury.org) - 27, 28

**Tres Sheikh** - Middle Eastern clothing & accessories, custom-made belts - [rock@HistoricalBeltworks.com](mailto:rock@HistoricalBeltworks.com) - 43, 55

**Tudor Wolf Creations** - Jewelry, garb and accessories - 59

**Unicorn Fiber Arts** - Handwoven items, kits for beading, kumihimo, and knitting; wool for spinning, sewing items, knitting needles - [ufa.housezacharia.com](http://ufa.housezacharia.com) - 33, 34

**Viking Age Imports** - knives, jewelry, pottery - 29

**Wanderlust** - Garb of the eat, silver & costume jewelry, belly dance - 7

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

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

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



## Local Amenities

### Hospitals & Emergency Rooms

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

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

www.mercybakersfield.org

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

### Animal Care & Supplies

• Kern Animal Emergency Clinic, 4300 Easton Dr #1, Bakersfield, CA (17 mi), 661-322-6019

• Taft Veterinary Hospital, 627 Harrison St, Taft, CA (10 mi), 661-763-1581

• Panama Equine Hospital, 5429 Taft Hwy, Bakersfield, CA (14 mi), 661-834-9566

• PETCO, 5151 Gosford Rd, Bakersfield, CA (13 mi), 661-664-6874

• PetSmart, 4100 Ming Ave, Bakersfield, CA (16 mi), 661-834-1044

• Pet & Feed, 2829 Edison Hwy, Bakersfield, CA (22 mi), 661-633-1786

• Tractor Supply (dog, cat, equestrian, etc.), 2749 Calloway Dr. Ste. 560, Bakersfield CA, 661-589-1504

• Round Up Feed & Pet Supply (dog, cat, equestrian, etc.), 5805 Rosedale Hwy. Bakersfield, CA, (661)327-1301

### Hotels & Motel

• Best Western Heritage Inn, 253 Trask St, Bakersfield, CA (8 mi), 661-764-6268

• Homeland Inn, 20688 Tracy Ave, Buttonwillow, CA (12 mi), 661-764-5207

• Super 8 Motel, 20681 Tracy Ave, Buttonwillow, CA (12 mi), 661-764-5117

• Holland Inn, 531 Warren St, Taft, CA (12 mi), 661-763-5211

• Super 8 Bakersfield South, 3620 Wible Rd., Bakersfield, 855-799-6862

• Caprice Motel, 222 Kern St, Taft, CA (13 mi), 661-765-2161

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

### Restaurants

• Jack in the Box, 205 Trask St, Bakersfield, CA (8 mi), 661-764-6104

• IHOP Restaurant, 29541 Stockdale Hwy, Buttonwillow, CA (8 mi), 661-764-6907

• Golden Bull, 22460 Rosedale Hwy, Bakersfield, CA (10 mi), 661-587-0727

• Original Hacienda Grill, 1015 4th St, Taft, CA (10 mi), 661-763-1655

• La Salsa Tex Mex, 101 E Kern St, Taft, CA (10 mi), 661-765-7321

• Starbucks, 20673 Tracy Ave, Buttonwillow, CA (17 mi), 661-764-6774

• OT Cookhouse & Saloon, 205 N 10th St, Taft CA (13 mi), 661-763-1819

• Moo Creamery, 885 Truxtun Ave Ste B, Bakersfield, CA (23 mi), 661-861-1130

• Taco Bell, 3300 Panama Ln, Bakersfield, CA, 661-831-0360

• McDonalds, 3360 Panama Ln, Bakersfield, CA, 661-827-1310

### Grocery Stores

• RBI Food Market & Deli, 22520 Sidding Rd, Bakersfield, CA (10 mi), 661-589-1721

• Save-A-Lot, 521 Finley Dr, Taft, CA (10 mi), 661-763-3559

• Albertsons, 1044 Kern St, Taft, CA (11 mi), 661-765-4944

• Carniceria Rancho Grande, 1107 Kern St, Taft, CA (11 mi), 661-765-5184

• Lucky Food Ctr, 501 10th St, Taft, CA (11 mi), 661-765-2719

• WinCo Foods, 6801 Panama Ln, Bakersfield, CA, 661-473-2038

### General Merchandise and Hardware

• Kmart, 301 Gardner Field Rd, Taft, CA (10 mi), 661-763-5949

• Sears, 220 Center St, Taft, CA (11 mi), 661-763-5122

• Sam's Club, 5625 Gosford Rd, Bakersfield, CA (12 mi), 661-654-8565

• Costco, 4900 Panama Ln, Bakersfield, CA (14 mi), 661-396-1227

• Target, 9100 Rosedale Hwy, Bakersfield, CA (15 mi), 661-589-0554

• Wal-Mart, 8400 Rosedale Hwy, Bakersfield, CA (15 mi), 661-588-2097

• True Value Home Center, 407 9th St, Taft, CA (11 mi), 661-765-7531

• Home Depot, 4700 Gosford Rd, Bakersfield, CA (13 mi), 661-835-1133

• Ace Hardware, 10511 Rosedale Hwy, Bakersfield, CA (14 mi), 661-589-2020

• 5701 Outlets at Tejon Pkwy, Arvin, CA, 661-858-2155

### Gas Stations & Convenience Stores

• J R Food Mart, 9741 S Enos Ln, Bakersfield, CA (4 mi), 661-763-1616

• 7-Eleven, 1124 6th St, Taft, CA (11 mi), 661-765-7030

• Westside Chevron, 100 Kern St, Taft, CA (11 mi), 661-765-6755

• Oasis I-5, 27736 Highway 58, Buttonwillow, CA (11 mi), 661-764-6226

• Stockdale Mobil, 13001 Stockdale Hwy, Bakersfield, CA (12 mi), 661-588-2861

• Costco & Gas, 4900 Panama Ln, Bakersfield, CA, 661-396-1227

### Banks

• Chase, 329 Kern St, Taft, CA (11 mi), 661-765-2169

• Westamerica Bank, 811 Center St, Taft, CA (11 mi), 661-765-7115

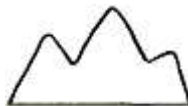
• Bank of America, 1044 Kern St, Taft, CA (11 mi)

• United Security Bank, 523 Cascade Pl, Taft, CA (11 mi), 661-763-5151

• Wells Fargo Bank, 8000 White Ln #A, Bakersfield, CA (13 mi), 661-396-2240

• Union Bank of California Inc, 9200 Ming Ave, Bakersfield, CA (13 mi), 661-654-8538

• Kern Schools Federal Credit Union, 5001 Panama Ln, Bakersfield, CA, 661-833-7900



## GWW XIX Staff List

- **Event Co-Stewards:** Duke Abd al-Hakim ibn 'Abd al-Rahman Shaddad al-Tomüki (Duke Tomüki) and  
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- **Volunteer Steward:** THLady Robyn Leland, [volunteers@caid-gww.org](mailto:volunteers@caid-gww.org)
- **Webwrights:** Dame Eilidh Swann, **Deputy:** Dame Yssbell inghean Bhaltair, **Deputy for A&S:** Baroness Lynnette de Sandoval del Valle de los Unicornios, [webwright@caid-gww.org](mailto:webwright@caid-gww.org)
- **Youth Combat:** Sir Thorin O'Seaghdha, [youthcombat@caid-gww.org](mailto:youthcombat@caid-gww.org)
- **Youth Point:** THLady Catherine Ainsdale of Lancashire, [youth\\_point@caid-gww.org](mailto:youth_point@caid-gww.org)



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

OZMUND VICT  
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