

HONOR • HOSPITALITY • VALOR



BATTLEMOOR

XII

July 3-July 7 2024

SPORLEDER CENTENNIAL RANCH

AGUILAR, CO

ONLINE VERSION

Welcome to Battle-Coronation-Moor!!! from Fjolverkr and Melissa King and Queen of the Outlands!

We are extremely excited to host friends and family for the one of a kind combination of Battlemoor and the Coronation of Their Royal Highnesses Hawkrill and Adrien. The momentous occasion of expanding the Outlands Royal family will occur Saturday 7/6 at Grand Court beginning at 6pm. We suggest you get a good seat early as the scheduled coronation time may fluctuate as the sun sets on our time on the Stag Throne.

Honor. Hospitality. Valor. Family. Love.

The love of our SCA family shapes our values and influences our relationships with others. It instills in us a sense of responsibility and compassion, guiding us in creating our own families and extending that same love and support to future generations. We are so very grateful for each and every one of you. You continue to make our Dream a reality.

Thank you for joining us to fight, to take classes, to teach, to share a meal or a mug, to attend a vigil or elevation, and to celebrate the Dread Lord and Lady of Argonia on this momentous occasion!



With all of our Love,

Fjolverkr and Melissa
King and Queen of the OUTLANDDDDSSSS!:

Welcome to Battlemoor!

I hope you made it through gate and got everything set up and are now enjoying a cold beverage with the people you love while looking through the gate-book.

I am not going to fill this letter with rules. I'm going to fill it with gratitude and reminders.

To all the Battlemoor Coordinators that came before me and Aleysia that made our jobs easier, we appreciate you so much. I can't tell you how many times we relied on people that had done our job before to help us on this journey. Without them, this would have been a much harder job. I want to thank the Kingdom Officers that did so much for Battlemoor and don't necessarily get their names anywhere for you to thank them. Their job is done in the background where the amazing things they are doing are not seen by everyone. I want to thank the Crown for basically trusting us to handle this task. Lastly, I want to thank you. Without people attending the event, it wouldn't really be much of an event.

A little reminder of how Battlemoor started. Four people with six awards between them went to Lillies in Calontir where they were bombarded with love, hospitality, friendship, and fun. They left that event knowing that this was just the kind of event that the Outlands needed. I place to showcase our hospitality. It took a while to get the event off the ground, but once it was it was everything we had hoped. We are now on our third site. So much has changed since the first Battlemoor. The one thing that hasn't changed is the hospitality that was one of the core ideas when this event started. I challenge you all to take a newcomer with you and show them around. Introduce them to those that have inspired you. Take them to a class you are going to. Take them to the Archery Range or the Equestrian Arena. Help them pick a fighter to cheer for. Show them all the things you love about this game, all the things that have kept you coming back. Share all the things your love and keep them coming back.

With love, gratitude, and admiration,

Slaine

Welcome to Battlemoor!

You are about to immerse yourself into the greatest event in the SCA...WAAAAR...in the greatest Kingdom in the SCA...OUTLANDS! Whether you are new or old there is something here for you, be it friends, classes, food, shopping, fighting, fencing, archery...in fact there are so many things happening this week that I can't even list them all!

I want to say a massive thank you to the Sporleder Family, who happen to be those most gracious and lovely hosts that I have ever had the pleasure of working with. It has been such an honor to work with them on their magical land and the support they have shown to our event and to the leadership team has been truly wonderful.

My personal message to the event is to take the time to look around and really take in how lucky we all are to be in this beautiful place with these beautiful people. Please remember to give each other grace and be forgiving. The air is thin, the sun is scorching, and no one has had a good night's sleep in weeks getting ready for the event. If someone is having a hard time, carry their basket. Give them water, or a hug (with consent!) Express gratitude. A tiny little thank you or kind gesture can turn a person's whole event around.

CONSENT! It's a thing! Yesssh, does not mean yes, and kilts are not permission. Consent cannot be given by individuals who are underage, intoxicated or incapacitated by drugs or alcohol, or asleep or unconscious. People are allowed to withdraw consent at any point if they feel uncomfortable. Please remember that loving each other means looking out for each other. If you see something amiss, go tell an Event Steward, Seneschal, or Member of the Watch.

Yours in Service,

Lady Aleysia Trelease
Aka Meg Woodhouse
Battlemoor Event Steward

Before the fun, some important information:

- ◆ This is a multi-day camping event on a primitive site. There are fields, hills, trees, scrub, etc... We will provide Porta-Johns, hand washing stations, and dumpsters.
- ◆ **BRING PORTABLE WATER CONTAINERS.** As of 2024, there will be potable water available for all. Water buffaloes are provided and will be filled from Municipal water sources. NOTE: The amount available onsite is 3 gallons per person per day and this may not serve all of your needs, so bring your own water as needed.
- ◆ The site has an altitude of **7900** feet.
- ◆ To help prevent altitude sickness, consider the following:
- ◆ Stay Hydrated – The most important advice from the medical community is to stay hydrated. Start drinking water well in advance of your arrival.
- ◆ Consume Caffeine and Alcohol in Moderation – Caffeine and alcohol can both be dehydrating and the effects of dehydration are intensified by the altitude change.
- ◆ Take It Easy – Overexerting yourself may make you feel worse. Take it easy when you first arrive with shorter periods of activity and frequent breaks during the day.

Fire Information and Rules

- ◆ Subject to fire restrictions at the time of the event, there will be a fire each night in Town Hall.
- ◆ In camps, only propane stoves, lanterns, etc. that have on-off switches are allowed, and must be attended at all times. **A fire extinguisher must be available** at each camp using such a device.
- ◆ Look for posted fire warnings and observe them. Local Fire Restrictions in Las Animas County are subject to change at any time prior to or during the event.
- ◆ While smoking is permitted, **DO NOT THROW CIGARETTE BUTTS ON THE GROUND.** Anyone caught doing so may be asked to leave the site.
- ◆ No smoking within Town Hall pavilions – please treat these structures as you would a building and step outside these enclosures in consideration for fellow attendees and tent safety.

Minors

The “Sight and Sound” rule is in effect at Battlemoor for children. This rule states that children less than 12 years old should be in eyesight and earshot (hearing) of a parent, legal guardian, “Temporary Guardian”, designated adult, or designated teenager (as determined by the parent or guardian). The Sight and Sound Rule applies even when the minor is in service or at youth activities.

All minors (ages 0-17 years) must be accompanied by a registered adult and MUST have a completed Minors Consent Waiver.

Minors may not attend events unless accompanied by a responsible adult – a parent, legal guardian, or a temporary legal guardian. Minors must be checked in at gate by their parents, legal guardians (with copies of their court documents) or a Child Temporary Guardian Consent Form. Other minors, even their own siblings, cannot check in minors at the gate. Adults, who bring minors to Outlands events for whom they are not the Parent or Legal Guardian (as appointed by a court), are considered to be Temporary Guardians.

Your safety and security is paramount to us.

Your site token is your key to re-enter site during the event. Please make sure you have it on your person before leaving site and be prepared to show it to gate or security upon re-entry.

We appreciate your adherence to these few rules. Please respect the land and leave it better than you found it.

Arrival

Upon arriving, stop at the Gate to begin check in. Help is available to find your campsite or camping group. If you are pre-registered and come on site before Tuesday for set-up, you must check in with gate Tuesday morning.

Please unload as quickly as possible. You may pull off the roads to do so. Then immediately move your vehicle to the parking lot. All vehicles should display a parking sheet on the dashboard and be parked in appropriate areas. The dashboard parking sheet is so we can contact you if there are any problems.

Departure

Fill in any 'sump holes' dug for grey water. Fill any tent pole or other holes before you leave. Clear your site of trash/debris large and small. Please take your trash to the dumpsters provided. There are large dumpsters available by the main gate on the way out of site.

While you are here

You **MAY NOT** step on the hay being grown. Stay away from all irrigation equipment. The **ONLY** exception is the archery field. You may **WALK** on that.

No Cutting Trees or Limbs! If you have a tree or limbs in your encampment that you feel poses a danger let the Event Stewards know and we will take care of it.

Respect property boundaries; do not cross fences. We have plenty of room here!

The vehicles, houses, trailers and any buildings or structures are the Private Property of the Site Owner. Tampering, entering, defacing or disrespectful acts will not be tolerated.

It is important to remain hydrated, so please use what you need, but be not wasteful. We will have hydration stations (5-gallon jugs w/ covers) all around, not just at the fighting field, **ALL** guests are welcome to partake of this water.

Electricity is for Staff and official use only. If you need to charge a medical device, please talk to the event stewards. Generator and motor quiet time will begin at 10:00 PM and end at 7:00 AM each day. Anything that can be heard in court will need to be turned off during court.

Pets

Companion animals are welcome at Battlemoor, but it's important to recognize that owners should be prepared to meet their needs on site. The staff has drafted guidelines so that owners may be prepared to keep their companions safe and protected during the event.

Companions must be on leash with their owner (or designated attendant), or safely contained in their campsite. They may be crated or penned, with pens allowing them sufficient room to stand, turn around, and lie down freely. If tethered, tethers should be no longer than 12', out of public traffic, and tangle proof. All shelters should provide ample shade and protection from the elements, and have fresh water accessible.

All animals at Battlemoor shall wear identification bearing the name of their owner and camp at all times. Owners should have proof of current rabies vaccine with them as well. Given the wooded nature of the site, the staff recommends that animals have preventative treatment for ticks and fleas.

Quiet hours are from 10pm to 8am, and companions should be quiet during that time. If you have questions or concerns, please address them to the Watch. Other event attendees who have concerns about the care of an animal at the event should address those concerns to Security, who will speak with the owner in question.

Alcohol and Marijuana

In Colorado you must be 21 to consume alcohol, marijuana, etc.... This will be enforced without exception.

Where marijuana consumption is legal for recreational use, all local and/or state laws should be followed and its usage should be treated similarly to alcohol and tobacco. Additionally, where marijuana consumption is legal for medical use, all local and/or state laws should be followed to conform to those regulations as well. Participants within the SCA should always observe courtesy with their use of any product that produces smoke or vapor. Both tobacco and marijuana smoke can be harmful to others and exposure to second hand smoke is a health risk we should not impose on others.

The SCA Code of Conduct includes to “Promote a safe and respectful environment for all SCA events.” Please be aware that respiratory allergies exist to both tobacco and marijuana smoke and you may be asked to relocate your person when you smoke. Camps are asked to talk with their neighbors and inform each other of a smoke or other allergy.

SCA Mission Statement:

The Society for Creative Anachronism (SCA) is an international non-profit volunteer educational organization. The SCA is devoted to the research and re-creation of pre-17th century skills, arts, combat, culture, and employing knowledge of world history to enrich the lives of participants through events, demonstrations, and other educational presentations and activities.

In pursuing its mission, the SCA is committed to excellence in its programs, communications, and activities.

SCA Core Values:

- ◆ To act in accordance with the chivalric virtues of honor and service in all interactions with SCA members and participants;
- ◆ To be a responsible steward of SCA resources;
- ◆ To deal fairly with others, and value and respect the worth and dignity of all individuals,
- ◆ To practice inclusiveness and respect diversity;
- ◆ To promote a safe and respectful environment for all SCA members and participants;
- ◆ To act with transparency, fairness, integrity, and honesty;
- ◆ To maintain a harassment-free environment in SCA spaces; and,
- ◆ To avoid behavior that reflects adversely on the SCA or other SCA members and participants.

A decorative border with a repeating Celtic knot pattern surrounds the text.

Greetings to the Populace of the Outlands!

Her Royal Highness has decreed that the following Champions tournaments will be held at Battlemoor: Queen's Favor will be determined during the Torchlight Tournament Thursday evening. Protector of the Queen's Heart will be determined during the Master of Defense Tournament Thursday morning. Defender of the Queen will be determined during the Cut and Thrust Tournament Saturday afternoon. Those interested in vying for these positions will declare their intent at the list table before the start of each respective tournament. The victor will be the entrant who progresses the furthest through the tournament. Good luck!

Events and Activities

Brewers Festival

Wed 7:00 PM - 10:00 PM

Town Center

Brewers of the Outlands and their glorious patrons! Please join us for our annual Brewer's Revel!

Prepare to be blown away by the talents of our Kingdom brewers!! The gathering will run Wednesday night at Town Center from 7pm until we run out of things to serve. The night is a brewer's spotlight and social, so we are encouraging folks to bring their brews and to share and exchange knowledge with each other. We are very interested in including non-alcoholic brews this year, so if you have found yourself dabbling in things like Kombucha, sparkling juices, sodas, mocktails, or vinegars, we would love to showcase them! Bottles should be dropped by the town center bar between 6:30pm and 7pm Wednesday night. They need to be sealed (taped shut) and must be labeled with the brewer's name and a list of ingredients.

Taco's for Tatas

Thurs 1:00 PM- 3:00 PM

Tournament Field

In conjunction with The Rose's Cancer Tournament Cecelia Caterina de Firenze will host TACOS FOR TATAS Donation lunch. There will be a variety of tacos to snack on while enjoying the tournament. Donations will also benefit the American Cancer Society.

Blue Feather Social

Thurs 2:00 PM- 3:00 PM

Town Center

Come one come all to show off your finest Pride wear and support for our LGBTQ community within the SCA. There will be prizes for best pride garb.

Battlemoor Pride Parade

Thurs 3:00 PM - 4:30 PM

Town Center

The Pride Parade participants can gather at Blue Feather Social at Town Center and we will begin the parade shortly after the party ends.

We will lead everyone through Merchants Row, past the Tournament fields, and up the main road ending back at Town Center.

Greek Legends Costume Parade

Thurs 8:00 PM - 9:00 PM

Town Center

Greek Legends Revel

Thurs 9:00 PM - 11:00 PM

Town Center

Revel to be run concurrently with Athena's tournament.

Rose and Daisy Tea

Fri 10:00 AM - 2:00 PM

Tournament Field

All Ladies of the Rose are welcome to join us for a fun morning of rapier fighting, tea, & snacks. The Rose and Daisy tea will begin just before the rapier tourney and will continue for the duration of the tourney.

Battlemoor "Loud" Band Practice

Fri 10:00 AM - 11:30 AM

Town Center

Preparing music by the finest musicians in the known world. Come practice or watch and dance.

Dirty Dozen Largess Derby Social

Fri 4:00 PM - 5:00 PM

Town Center

Kingdom Court

Fri 5:00 PM - 7:00 PM

Town Center

Come and witness their Majesties, Highnesses and Excellencies conduct business of the realm. Come support your friends!

Youth Shadow Puppet Show and Youth

Social

Fri 6:00 PM—7:00 PM

Town Center

Join our SCA youths as they put on a shadow puppet show to kick off the Friday night of Battlemoor. Afterward the youths (and those young at heart) can enjoy a soda bar and build-your-own cupcakes.

Moonlight Madness

Fri 6:00 PM - 10:00 PM

Merchant's Row

Events and Activities

Hafla

Fri 7:00 PM - 10:00 PM

Town Center

What would Battlemoor be without the melodic rhythm of drums to entice you out of your tents? It's time to brush off dancing boots and put your bells on! Join us on Friday evening where we will have music, dancing, Middle Eastern snacks, Turkish coffee and Nostrovias! Stay tuned for more information!

Kingdom Court

Sat 9:00 AM - 11:00 AM

Town Center

Come and witness their Majesties, Highnesses and Excellencies conduct business of the realm. Come support your friends!

Sword and Shield Consort Entrance

Sat 10:00 AM—11:00 AM

Tournament Field

Consort entrance with heralds announcing.

Battlemoor "Loud" Band Practice

Sat 2:00 PM - 3:30 PM

Town Center

Preparing music by the finest musicians in the known world. Come practice or watch and dance.

Royal Procession

Sat 5:00 PM - 6:00 PM

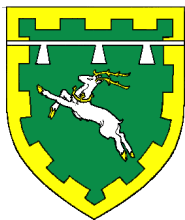
Equestrian Field

Eat It, Drink It, Burn It (But don't really burn it, this is the Outlands) Party

Sat 7:30 PM - 10:30 PM

Town Center

Starts at Dark! Bring out your dead! But I'm not dead yet, I'm half full! Come join us for a final night revel to celebrate a wonderful Battlemoor and get rid of your dead weight (in food). Gabriel's landing is accepting donations of liquor, comestibles, sodas, and snacks that you don't want to pack out. Please bring yourselves, your games, and your musicians to town center and let's see Battlemoor XII off in style.



Kingdom of the Outlands CORONATION



Saturday, July 6th 2024

5:30 PM - 7:30 PM

Please join us at the foot of the beautiful Spanish Peaks for the return of the Outlands' premier event, Battlemoor and featuring Outlands Coronation of Crown Prince Hawkrill and Crown Princess Adrien!

We are taking Battlemoor back to the beginning and putting all of our energy into sharing our love for the game. Let's remember what brought such a diverse group together in the first place and let our hospitality shine. Bring a new person and share your passion. Bring an old person and remind them what they loved about this game. Bring your mom so someone is always there to cheer for you. It is on all of us to show hospitality.

Coronation will be on July 6th in the evening under magical torchlight. Those arriving on the 6th can pay the day trip fee at Gate and stay the night.

The Outlands Page School



Welcome to BATTLEMOOR

I am Baron Daveed Shmuel ben Rachon, KSCA, OL... Kingdom Youth Minister and Dean of the Outlands Page School. This year's Battlemoor will see four, solid days of programming for youth.

IMPORTANT INFORMATION

- The program is being tailored for youth ages 6 to 15. We are looking for 13 to 15 year-old leaders to participate and help shape the program..
- Families with early learners (under 6) are welcome to come and participate. However they must be accompanied by a parent or guardian. The Page School will not provide custodial supervision of children under 6.
- Parents or adult siblings will need to sign the Pages in and out.
- As we are in a remote site, I will be asking all Pages to commit to walking with others and not by themselves or with strangers.
- Getting older pagers to look out for the younger ones is good from them. It helps give them some ownership of the event for which they are contributing.
- As adult supervision is going to be necessary for this program to work, a parent or adult sibling will need to volunteer one, 3-hour shift for one child. Not daily, just once. For two or more children, a parent or adult sibling will be asked to work two, 3-hour shifts.

As this is a most ambitious youth program for this I will need help. If you are a youth minister in your group, have experience working with youth, or simply the desire, and have a background check please come by and lend a hand.

Here is a copy of the schedule and a brief description of each scheduled activity. If you have any questions, please seek me out at Youth Hall.

		Tues 7/2	Wed 7/3	Thurs 7/4	Fri 7/5	Sat 7/6
9:30 AM	Drum Gathering CIRCLE UP			Drum Gather- ing CIRCLE UP	Drum Gather- ing CIRCLE UP	Drum Gathering CIRCLE UP
10:00 AM	Morning Ses- sion Centered mostly around Youth Hall	SET UP	<i>WELCOME OPEN PLAY/ ACTIVITIES</i>	<i>Banner Paint- ing, Heraldry, Persona, table games, hand crafts SCA 101</i>	<i>Banner Paint- ing, Heraldry, Persona, table games, hand crafts SCA 101</i>	<i>Banner Painting, Heraldry, Persona, table games, hand crafts SCA 10</i>
11:00 AM						
12:00 PM	Communal LUNCH or in home camps - choice of par- ents	TBD	LUNCH	LUNCH	LUNCH Sir Hroliof Harrbjorn	LUNCH Mistres s Ayse Al- Rūmiyya King- dom Seneschal
1:00 PM	Drum Gathering	TBD	Drum Gathering	Drum Gathering	Drum Gathering	Drum Gathering
2:00 PM	Afternoon Ses- sion Mostly focused on field activities away from the Youth Hall	TBD	<i>WELCOME OPEN PLAY/ ACTIVITIES</i>	Page School Field Afternoons		Field Games AR- CHERY & TEARDOWN
3:00 PM				Heavy Weapons (Thurs) Light Weapons (Fri) Archery (Sat) Field Games		
4:00 PM						
4:30	Drum Gathering			Drum Gathering	Drum Gathering	Drum Gathering
NIGHT			EQUESTRI- AN ARTS	BARDIC CIR- CLE (early evening - after dinner -- before dark)	SHADOW PUPPETRY	CORONATION <i>TBD</i>
			6:15 PM 7:00 PM Arena			

Page School Activity Descriptions

Drum Gatherings:

Beginning on Wednesday after Lunch, drumming will call all youth to gather at the Page School/Youth Hall for the beginning of each session and close out each day.

Morning Sessions:

AM sessions will be held at the Page School/Youth Hall. Under canopy, morning activities shall consist of a variety of SCA-centered activities tailored to inspire our youth to dream and create an SCA that reflects their imaginations and creative pursuits. Below is a list of activities and projects:

- ◆ Page School Banner Painting - New banners for the Page School will be created.
- ◆ Table Games - Learning period table games
- ◆ Heraldry - Our goal this year is to teach colors, metals, furs, and start on divisions of the field.
- ◆ Storytelling - Exploring Myths and Legends
- ◆ Personas - how to go about creating a person by using their own, true life experiences.
- ◆ Handcraft activities (self-directed w/couching —)
- ◆ *Pouch-making*
- ◆ *Make a Journal Book*
- ◆ *Beaded Jewelry*
- ◆ *Shadow Puppetry*
- ◆ *Learning to write a name in calligraphy*

*NOTE: These are possible projects based on the interest of participants.
Materials will be provided.*

Lunch - Pages are encouraged to bring their lunch or go back to camp and bring it back. Parents are also encouraged to join us. Each day there will be a special guest to share their dream of the SCA. Each day's guest will be posted at the Page School. Confirmed guests: Fri - Sir Hrolief Harrbjorn, Sat - Mistress Ayse Al-Rūmīyya - Outlands Kingdom Seneschal.

Possible sessions may cover Life on the Throne, Songs from the Outlands, and Kamishibai (Japanese Paper Theater).

Afternoons in the Field:

Each afternoon Pages will go out to support and participate in a variety of field games, heavy & light weapons events, plus equestrian and archery activities.

Special Activities:

Wednesday evening focuses on the Equestrian Arts from 6:15 to 7:00 pm at the Arena.

Come hop on a 'pony' and enjoy these wonderful partners we bring to events.

3 years old and up, must wear closed toe shoes,
and a parent or legal guardian needs to be present.

Thursday evening, at the Page School from 6:30 to 7:30 pm, a Bardic Circle for all youth to come and share a song, story, or start a conversation. Parents are welcome to join in and share their songs, music, and/or stories..

Friday evening come and explore the magic of shadow puppetry. Bring your own puppets or make one. Beginning at 7 pm at the Page School/Youth Hall tent. All materials will be provided.

Saturday evening is the Coronation. There may be a possible role for the Page School to participate in during this important event.

Sunday morning the Accessabilities Camp will need help packing up. I am calling on all Pages to come by and help for a little while. The more who help the quicker and easier it will be for those who benefit from our assistance. This is considered a service project for the entire Page School participants. Please come help me help others.

The start times will be announced during the morning session.

A
R
T
S

S
&
C
H
S
E
C
U
L
E
N
C
E
S

Music Tent

	Wednesday	Thursday	Friday	Saturday		
9:00 AM		Hanging With The Harps				
9:30 AM						
10:00 AM						
10:30 AM						
11:00 AM						
11:30 AM						
12:00 PM						
12:30 PM						
1:00 PM			Hanging With The Harps	Hanging With The Harps		
1:30 PM						
2:00 PM						
2:30 PM						
3:00 PM						
3:30 PM						
4:00 PM						
4:30 PM						

Wednesday, July 3, 2024

	Fabric Tent	Wood Working	Glass Tent	Forge	
9:00 AM	Fabric Block Painting			Thinking About	
9:30 AM				Blade-smithing	
10:00 AM				Intro Blade-smithing	
10:30 AM				Concepts	
11:00 AM			Glass Tent Setup	Making a Drive Hook	
11:30 AM					
12:00 PM					
12:30 PM					
1:00 PM				An Introduction Into Decorating Metal	
1:30 PM					
2:00 PM	Banner Painting		Open Torch & Equipment Test	Hot Working Metal	
2:30 PM					Basics
3:00 PM				Making a	
3:30 PM				Penannular Broach	
4:00 PM				Beginning Bead	Forge Cool Down
4:30 PM					
5:00 PM					
5:30 PM					
6:00 PM			Class on request sign up by 4PM		
6:30 PM					
7:00 PM					
7:30 PM					

Thursday, July 4, 2024

	Main Tent	A&S Classroom 1	A&S Classroom 2	A&S Classroom 3
9:00 AM	Crafters' Green Session	Marshall's School	Make & Take	Writing Two-Part
9:30 AM		Session I	Martebo Bag	Polyphony in the
10:00 AM				16th Century Style
10:30 AM		Making the SCA	Linoleum Block Carving	Beginning Basket
11:00 AM		Financially Sustainable		Weaving
11:30 AM				
12:00 PM	Lunch With the Laurels			
12:30 PM				
1:00 PM	Crafters' Green Session	Marshall's School		Viking Wire Weave
1:30 PM		Session II		
2:00 PM				
2:30 PM		Creation of the	Bowed Lyres	The Day the Outlands
3:00 PM		English Courts		Conquered England
3:30 PM				
4:00 PM				
4:30 PM				

Thursday, July 4, 2024

	Fabric Tent	Wood Working	Glass Tent	Forge
9:00 AM	Banner Painting	Open Workshop	Open Torch (Shoshanah)	
9:30 AM				
10:00 AM				
10:30 AM				
11:00 AM	Fabric Block Stamping		Beginning Hard Glass	
11:30 AM			Beads (Greg)	
12:00 PM				
12:30 PM				
1:00 PM				Thinking About Ar- moring
1:30 PM		Open Workshop		
2:00 PM			Twisties and Stringers	Twisted Blacksmithing
2:30 PM			(Eric)	Concepts
3:00 PM	Fabric Block			Making a S Hook
3:30 PM	Stamping Workshop			
4:00 PM			Hollow Beads	Forge Cool Down
4:30 PM			(Dwen)	
5:00 PM				
5:30 PM				
6:00 PM			Class on request	
6:30 PM			sign up by 4PM	
7:00 PM				
7:30 PM				

A
R
T
S

S
&
C
H
E
S
C
I
E
N
C
E
S

A
R
T
S
S
& C
H
S
E
C
U
L
E
N
C
E
S

Friday, July 5, 2024

	Main Tent	A&S Classroom 1	A&S Classroom 2	A&S Classroom
9:00 AM	Crafters' Green Session	Cherokee Double		
9:30 AM		Basket Waving		
10:00 AM				
10:30 AM		Mid-Eastern Dancing	Sex & Gender in	No Tracing Simple
11:00 AM		to drums. Moves,	Renaissance Germany	Scroll Illuminations
11:30 AM		Techniques & Tips		
12:00 PM	Lunch With the Laurels			
12:30 PM				
1:00 PM	Queen's Prize	Learn to Spin on a	Winter Life on the Ice,	Basic Embroidery
1:30 PM	A&S Tournament	Drop Spindle	Fishing & More	
2:00 PM				
2:30 PM		Beginner Thread	How to Teach in the SCA	Improv Easy!
3:00 PM		Wrapped Buttons		
3:30 PM				
4:00 PM				
4:30 PM				

Friday, July 5, 2024

	Fabric Tent	Wood Working	Glass Tent	Forge
9:00 AM	Banner Painting	Open Workshop	Dots on Dots (Eric)	
9:30 AM				
10:00 AM				
10:30 AM				
11:00 AM			Encased Beads and	
11:30 AM			Stripes	
12:00 PM				
12:30 PM				
1:00 PM		Open Workshop		Thinking About Ar- moring
1:30 PM				
2:00 PM	Banner Painting		Captured Air Beads	Intro to Blacksmith- ing
2:30 PM				Concepts
3:00 PM				Making a S Hook
3:30 PM				
4:00 PM			Glass Buttons	Forge Cool Down
4:30 PM				
5:00 PM				
5:30 PM				
6:00 PM				
6:30 PM				
7:00 PM				
7:30 PM				

Saturday, July 6, 2024

	Main Tent	A&S Classroom 1	A&S Classroom 2	A&S Classroom 3
9:00 AM	Crafters' Green Session			
9:30 AM				
10:00 AM				
10:30 AM				
11:00 AM				
11:30 AM				
12:00 PM	Lunch With the Laurels			
12:30 PM				
1:00 PM	Crafters' Green Session	Quick & Dirty Garb	Color Theory for Fab-	Viking Bone Flutes
1:30 PM		Making		
2:00 PM				
2:30 PM		Scribal Classes	Medieval Medical	Viking Wire Weave
3:00 PM		TBD	Practices	
3:30 PM				
4:00 PM				
4:30 PM				

Saturday, July 6, 2024

	Fabric Tent	Wood Working	Glass Tent	Forge
9:00 AM	Open Workshop	Open Workshop	Beginning Bead	
9:30 AM	Fabric Block Stamping			
10:00 AM	& Banner Painting			
10:30 AM	All Day			
11:00 AM			Twisted Dots (Eric)	
11:30 AM				
12:00 PM				
12:30 PM				
1:00 PM				Thinking About
1:30 PM				Metal Work
2:00 PM			Basic Hard Glass	
2:30 PM			Pendants	
3:00 PM				
3:30 PM				
4:00 PM				
4:30 PM				

Thurs 1:00 PM—2:00 PM Introduction to SCA Target Archery Archery Field *Karma Tinzin Khandro*

Thurs 2:00 PM—3:00 PM Target Archery Bow String Archery Field *THL Callum of Skyr*

Fri 10:30 AM On Making an SCA Tent Accessibility Camp (Yellow and Black Tent)

Lady Guinevere inghean Uí Áinle

A
R
T
S

S
&
C
H
E
S
D
C
U
I
E
N
C
E
S

Arts and Sciences Class Descriptions

Basic Embroidery

Class Size: 10 Cost: \$5 Ages 13 and up

A few simple stitches to embellish your garb with DMC floss. Best to bring, A piece of garb to stitch on, some DMC floss your choice of color, basic stitching needle, scissors and an embroidery hoop if you wish.

Lady Aronna Sevan Hanging with Harps

Class Size: 10 Ages 8 and above (children with an adult)

Countess Aria will be available to talk Music, work on basic harp technique, provide an introduction to Early Harp, or just hang out with the Harps. She will be restringing a 14th century harp during the week, as well, for anyone who wants technical assistance.

Beginner class in Thread Wrapped Buttons *Reyna Frogge*

Class Size: None Donations appreciated Ages 13 and over

We will discuss the history of Thread Wrapped Buttons and the garb they were most commonly on. I will instruct you on how to make your very own buttons from start to finish. I will supply all the needles, pearled cotton, wood beads and more. A take home packet will be provided to everyone along with materials. *If you would like to bring your own materials here is a list.* (Tapestry needles, Pearled cotton thread, 10mm/12mm wooden bead, scissors)

How to teach in the SCA *Simon Montgomery*

Class Size: 25 All Ages

The specifics of teaching within the SCA, how it is different from regular teaching environments. Please bring note taking materials.

Beginning Basket Weaving *Rowan*

Class Size: 25 Ages 8 and above (12 and under with an adult)
Cost: \$5 per project

Learn basic basket weaving skills with an easy introductory project that will create a pencil/utensil holder. Materials will be provided by the instructor.

Improv Easy! *Cortland d'Erlon (Aralan)*

Class Size: 10 All Ages

Five minutes: A brief description of the history and development of improv (as it relates to medieval history.)

Five mins: The three rules that make improv easy for ANYONE.

Ten mins: Improv warm-up games. (Great fun around the proverbial campfire!)

Ten minutes: Improv games, some adapted to seem historical.

And time to play!

Bowed Lyres *Master Egil Thoresson*

Class Size: 10 Ages 16 and above.

The history, construction and playing of bowed lyres.

Introduction to SCA *Karma Tinzin Khandro*

Target Archery Ages: All

Class Size: None (15 and under with an adult)

Have you always wanted to try archery in the SCA? This is a beginning class that introduces you to Target Archery. You will learn what it takes to participate and what you need to know to begin shooting a bow/crossbow. Come join us to learn about the fun we have in the SCA Target Archery community and become an Outlands Archer!

Cherokee Double-wall Basket Weaving *Rowan*

Class Size 10 Ages 12 and above

Cost: \$5 per project

Learn the double-wall basket technique that was exclusively used by the Cherokee nation. This is a more advanced basket. Materials will be provided by the instructor. *Previous basket weaving experience is recommended although not mandatory.*

It's 1183 and We're All Broke: *Liepa Jonaite*

Making the SCA Financially Sustainable All Ages

Class Size: Unlimited (children with their adults welcome)

So you've been playing for a while now, and found some interests you'd like to dive more deeply into, made some friends in far-flung places, and want to do more, but real life and real time and financial challenges come first (as they should!). What do you do? Join us for a round-table conversation about both broad philosophies and specific strategies and tools for finding the balance that allows serious SCA engagement to enrich your life, instead of eating your life.

Color Theory for Fabrics *Belaset the Jewess*

Class Size: Unlimited All Ages

Our eyes view colors a little differently when we look at fabrics and other craft supplies as opposed to a flat canvas. We will learn what the differences are and how to make more informed decisions when designing clothes and crafts.

Learn to Spin on a drop spindle. (Make & take) *Solvieg*

Class Size: 20 Cost: \$10 All Ages

Learn the ancient art of spinning with Lady Solvieg. Spinning on a drop spindle is one of the oldest methods of turning fiber into yarn, string, and thread. All materials for the class are provided. I have 20 kits that include everything you will need to learn to spin, including a drop spindle to keep. Plus enough fiber to keep spinning! I am supplying all hand outs and materials. Kit includes A brief history, how to instructions, a drop spindle, and fiber for spinning.

Creation of the English Courts *Belaset the Jewess*

Class Size: Unlimited Mature Teenagers and Adult (Discussions of Death)

Early medieval England was a decentralized hodge podge of manorial courts and offenses and penalties varied wildly. Suddenly, England had one court and one set of laws and one set of penalties. How did that happen? This class looks at the changes in England that gave us the English common law.

Arts and Sciences Class Descriptions

Linoleum Block Carving

THL A'isha al-Naysaburiya

Class Size: Unlimited

Ages 16 and over

Cost: \$15 (if you want to keep the tools) \$6 (if you want to carve unlimited if you just want to sit in)

Learn to carve linoleum stamping blocks.

Make and Take Martebo Bag

Ormrún Hrafnisdóttir

Class Size: 10

All Ages (15 and Under must

Donations are accepted

accompanied by a guardian/parent)

An introduction to hand sewing in which we will make a belt pouch in the style of a bag seen on a statue in Martebo, Sweden. We will cover running stitch, whip stitch, starting and tying off thread, and discuss fabric prep. Kit will be supplied. You may want scissors or thread snips, as I have 2 sets to share.

Marshall's School Session 1

Hrolleifr Harrbjorn

Class Size: 20

Ages 16 and over

The session will cover diverse topics related to the duty of safety officer for Heavy Weapons Combat. We will build a base knowledge of the rules of the list and general melee conventions. We will cover the Outlands Knight Marshall's Handbook as well as general weapons conventions and standards. We will end with the roles and responsibilities of Field Marshalls, Knight Marshall of a group, and Authorizing Marshalls.

Marshall School - Session 2

Hrolleifr Harrbjorn

Class Size: 20

16 years or older

This is the second session of the Marshall School and is required for those seeking to become an Authorizing Marshall. We will cover the Authorization process and reporting. We are hoping to demo the updated Stag's App.

Medieval Medical Practices

Belaset the Jewess

Class Size: Unlimited

Ages 18 and over

From Galen to Vasalius, medieval medicine would be unrecognizable to modern people. We will learn how medieval physicians, philosophers, and surgeons practiced medicine and how efficacious it really was.

Middle Eastern Dancing to Drumming

Baroness Gwenlyn

Moves, Techniques and Tips

Baron Haruin

Class Size: Unlimited

All Ages

No Tracing Simple Scroll Illuminations

Lady Aronna Sevan

Class Size: 10

Cost: \$10

Ages 16 and up

Scroll illumination done simply gouache paints, acid free paper, mechanical pencils, some paint brushes. I have paints to share, but suggested people bring their own paint brushes and paper, a cup to rinse your brushes in, a ruler or measuring tape is a good idea too

On Making an SCA Tent

Lady Guinevere inghean Uí Áinle

Class Size: Unlimited

All Ages (15 and Under must be accompanied by a guardian/parent)

Making a period tent can be an overwhelming, but fulfilling, endeavor. You get to choose your design, size, colors, and materials. You aren't constrained by what is available commercially or the high prices that go along with purchasing a tent. I have made, not one, but two tents in five years (yes, I am a glutton for self-imposed punishment). In this class, I'll discuss my design decisions, materials, techniques, costs, advantages, and disadvantages I discovered making my tents. I am not an expert tent maker or seamstress, but I'd love to share what I've learned with anyone who is considering making their own tent or who is just curious to see what a handmade tent can look like. This class will take place in my tent within the Accessibility Camp, just behind town center; look for the yellow and black tent - best visual aid ever!

Quick and dirty garb making

Lady Aronna Sevan

Class Size: 10

Ages 16 and above

Make some garb the easy way! Items needed include: t shirt for a pattern, Bed sheets you can cut up, basic thread, basic hand needles and scissors.

Sex and Gender in

Cerridwen verch Ioreword

Renaissance Germany

Ages Adults (Minors w/ an adult)

Class Size: Unlimited

Discussion on gender roles, sex, religion, the army, and other aspects of everyday life that's not talked about in public. This is adult content.

Target Archery Bow String

THL Callum of Skyr

(Make & Take)

Ages 12 and up (12-15 with adult)

Class Size: 10 Cost: \$5

Learn the art of bowstring making. We will make customized bow strings for your bow. We will be covering using the flemish twist style technique along with contrasting other styles. Bring your bow for custom measurements and learn how to make the Jigs yourself for future projects.

Arts and Sciences

Class Descriptions

The day the Outlands conquered England *Rollo of Miklagaard* (or a walk with the Bayeux batikry)

All Ages

Class Size: None

This is a walk with explanation of my replica of the Bayeux tapestry (batiks really) with stories and discussions about it. Wear a good pair of shoes and bring your imagination.

Viking Bone Flutes

Master Egil Thoresson

Class Size: 10

Ages 16 and above

The history, construction and playing techniques of bone flutes

Viking Wire Weave

Sæunn in stórláta

Class Size: 10

Cost: \$10

Ages 12 and above

Viking wire weave is considered a “cold working” metal technique, best described as a weave of interlocking loops. This technique is best known as “Viking wire weave” due to the discovery of various Viking Age finds or hoards, in Norway, Denmark and Ireland dating back to the 8th and 10th centuries CE. It appears to have been used as jewelry, trim, and possibly for payment by the Vikings. However, the history of this technique goes even further back and has been found as early as 2500 BCE in Egypt. Other examples of this weave have also been found in ancient Greece, Roman and Byzantine eras. Materials will be provided and each participant will leave with a dowel, draw plate and enough wire to be able to complete a weaved piece. This technique can be difficult to initially learn, but very easy once you know how!

Winter Life on the Ice,

THL Rafael Frogge Chavira

Fishing and More.

All Ages

Class Size: None

Lecture will be covering life on and near frozen bodies of water. Topic will be the use of a winter water well for life sustaining food source through fishing, as well as a water source for drinking.

Writing Two-Part Polyphony in the 16th-century Style

Forveleth of Grenhok

Class Size: None

All Ages

An introduction to 16th-century counterpoint techniques. Learn the basic techniques, use them to compose a piece of music, and play/sing your piece.

Forge Tent

Thinking About Blade-Smithing (Knife Making)

Wed 9AM

Batu

An introduction to setting up a blade-smithing (knife making) shop. What you should consider for tooling, research, and guidance. I will discuss methodology, where to find tools, where to find helpful resources and how knifemaking can be different from blacksmithing. I will also try to highlight some of the unique challenges and opportunities available. This will not be a demonstration nor a hands-on class. This is to answer questions you might have about how to go about starting your blade-smithing journey.

Introductory Blade Smithing Concepts

Batu

Wed 10:00 AM

I will demonstrate some introduction (general) techniques on forging a blade. Discuss how it uses but is slightly different from blacksmithing (material selection and techniques used when working with high carbon/tool steel). I will not be attempting to complete a blade because that would require tooling not available on site.

Making a Drive Hook

Batu

Wed 11:00 AM- 12:00 PM

I will demonstrate how to forge out a Drive hook and how it differs from an S or J hook. I will discuss safety requirements when doing hot work and forging in general. Some discussion on material selection and tooling required. If time permits there will be an opportunity for students to make their own. (PARTICIPATION REQUIREMENTS – Must be an adult or over 14 with an adult on hand to assist. Must wear close-toed shoes. Must have natural fiber clothing (cotton/blue jeans are fine, remember plastic melts and sticks to the skin so we need to be careful around the forge. Long hair must be secured. Limit will be 5 students)

An Introduction into Decorating Metal

Batu

Wed 1:00 PM – 2:00 PM

Metal is amazing. There are so many things you can do with it. Its shine has captivated humans since we found it lying in the dirt. Ever wonder how you can make it shine, sparkle and capture the eye. I will discuss how you can add to, remove from, shape, cover, and polish metal to capture the eye and the imagination. I will attempt to discuss the pros and cons of these techniques and if there is interest how it relates to decorating armor. This will not be a demonstration nor a hands-on class. This is to answer questions you might have about how to go about starting your metal working journey.

Arts and Sciences Class Descriptions

Hot working metal - Basics

Batu

Wed 2:00 PM – 3:00 PM

I will demonstrate some introductory (general) techniques for working nonferrous metals (copper and brass). I will discuss how it is used but is a slightly different form of blacksmithing. The times you would want to use heat and how heat can be applied. I will demonstrate how to make an arm band or solid bracelet.

Making a Penannular Broach

Batu

Wed 3:00 PM – 4:00 PM

I will demonstrate how to make a penannular broach out of non-ferrous material. If time allows, I might try to make one out of iron too. I will discuss safety requirements when doing hot work and forging in general. Some discussion on material selection and tooling required. If time permits there will be an opportunity for students to make their own. (PARTICIPATION REQUIREMENTS – Must be an adult or over 14 with an adult on hand to assist. Must wear close-toed shoes. Must have natural fiber clothing (cotton/blue jeans are fine, remember plastic melts and sticks to the skin so we need to be careful around the forge.) Long hair must be secured. Limit will be 5

Forge Cool Down

Batu

Wed 4:00 PM – 5:00 PM

Can discuss or repeat a class.

Woodworking Tent

Open Workshop

Graf Iohann

Bring your own projects, questions, and ideas to work on in a shared space, with other craftspeople from around the kingdom. We will provide shade, benches, and good company. Additionally, some materials will be available for simple projects that you can try at your own pace.

Heraldry Tent

Heraldry Consultation

Llywus

Thurs, Fri, Sat 12:00 PM - 4:00 PM

Do you want to register your SCA name? Would you like to finally register that device you've been using for years? Perhaps you would like a new badge? Visit the heraldry consultation tent and allow one of our knowledgeable heralds to help you along in the process. We will **not** be accepting submissions (we won't handle funds at the event) but we can help you get your submission ready and show you how to get it submitted.

Glass Tent

Glass tent rules:

- ◆ Closed-toe shoes beyond the entryway. Long hair and long sleeves tied up to work at the torch. All classes are 1.5 hours with 15 minutes to clean up.
- ◆ Age restrictions: Age 12-16 need parents within touch range during class. Age 16-18 need parents within hearing range during class
- ◆ 5 students max per class. Cost: \$5 per class, \$10 for open torch
- ◆ Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time with instructor permission.

Beginning Bead:

Learn the art of making lampwork beads. Class will cover safety and authorize you for open torch time. Focus will be on shaping beads

Open Torch:

Come practice your skills. An instructor will be on hand to turn on the gas and answer questions. **Please sign up before 4PM for these 2 class sessions

Dots on Dots:

From cartoon eyeballs to dragon eggs. Class with cover dot placement, concentric dots, and tile designs. If time allows, class will also cover stacked dots and scales.

Twisties and Stringers

The art of pulling glass cane. Class will cover multiple techniques for pulling cane, making and pulling encased cane, and making twisted cane.

Captured Air:

Tiny air bubbles add depth to your bead decoration. They can be dew drops on flowers or central focus on your dots. Suitable for beginners with basic bead shaping skills.

Hollow Beads:

Soap bubbles and teardrops. Make hollow beads without blowing glass! A fantastic challenge for beginning-intermediate students. Student should be confident with coiled discs.

Glass Buttons

Glass buttons with Mistress Akilina.

Twisted Dots

Waves, yin/yang, and flowers. Twisting your dots makes your beads POP! Class will also review dot placement techniques. Suitable for beginners with basic bead shaping skills.

Animals:

Sheep, pigs, bees, ducks, and more! For beginning-intermediate students - must be confident with dot placement and consistent size. Class will teach beginning glass sculpting.

**WE LOVE BEGINNERS! Any class period with an open seat can be your introduction to lampworking! All classes have instruction time and practice time. During the practice time, the instructor can show you how to make your first bead. Ask instructor permission, please - not all instructors have mastered the art of multitasking.*

M
A
R
T
I
A
L

S
C
H
E
D
U
L
E

Wednesday, July 3, 2024

	Tournament Field	Melee Field	Equestrian Field	Archery Range Thrown Weapons
12:00 PM	Pick ups	Pick Ups		
12:30 PM				
1:00 PM				
1:30 PM				
2:00 PM	Stags Blood	Raipier Early		
2:30 PM	Invitational	Bird Melee		
3:00 PM				
3:30 PM				
4:00 PM			Ground to Mount Q & A	
4:30 PM				
5:00 PM			Ground to Mount	
5:30 PM			Desensitization Class	
6:00 PM			Pony Rides	
6:30 PM				
7:00 PM				

Thursday, July 4, 2024

	Tournament Field	Melee Field	Equestrian Field	Archery Range Thrown Weapons
8:00 AM				
8:30 AM				
9:00 AM	Order of Defense	Bridge Battle	Bridge Battle	Open Shoot Open Throwing
9:30 AM	Tournament			
10:00 AM				
10:30 AM				
11:00 AM				
11:30 AM				
12:00 PM				
12:30 PM				
1:00 PM	Cancer Tournament	Rapier Woods Battle		Intro to Archery
1:30 PM				
2:00 PM			Ground Crewing the Joust 101	Flemish Bowstring Class
2:30 PM				
3:00 PM			Foam Lance Joust	Open Shoot
3:30 PM				
4:00 PM				
4:30 PM				
5:00 PM				
5:30 PM				
6:00 PM				
6:30 PM				
7:00 PM				
7:30 PM				
8:00 PM	Athena's Torchlight			
8:30 PM	Tournament			
9:00 PM				
9:30 PM				
10:00 PM				

Friday, July 5, 2024

	Tournament Field	Melee Field	Equestrian Field	Archery Range	Thrown Weapons
8:00 AM	Newcomer's Chiv				
8:30 AM	Hunt				
9:00 AM		Open Field Battle	Lance of Battle-moor	Battlemoor Prize	
9:30 AM			Rossefechten	Tournament	
10:00 AM	Rose Tournament				
10:30 AM					
11:00 AM					
11:30 AM					
12:00 PM					
12:30 PM					
1:00 PM			Mounted Combat	Battlemoor Prize	
1:30 PM			Consort Tournament	Finals	
2:00 PM	Lady Fighter Moot			Marshal's Class	
2:30 PM					
3:00 PM		Rapier Melee		Open Shoot	Open Throwing
3:30 PM					
4:00 PM					
4:30 PM					
5:00 PM					
5:30 PM					
6:00 PM					

Saturday, July 6, 2024

	Tournament Field	Melee Field	Equestrian Field	Archery Range	Thrown Weapons
8:00 AM					
8:30 AM					
9:00 AM	Sword & Shield List Open			Royal Archer	Range Closed
9:30 AM	Consort Entrance		Royal Procession	Tournament	
10:00 AM	Sword and Shield	Rapier 3x3 Tournament			
10:30 AM	of Battlemoor				
11:00 AM					
11:30 AM					
12:00 PM					
12:30 PM					
1:00 PM				Royal Archer	
1:30 PM			Tippet Tag	Tournament Final	
2:00 PM	Cut and Thrust	Forest Battle		Youth Shoot	
2:30 PM	Tournament				
3:00 PM					
3:30 PM					
4:00 PM					
4:30 PM					
5:00 PM					
5:30 PM					
6:00 PM					

M
A
R
T
I
A
L

S
C
H
E
D
U
L
E

Armored Combat Scenarios

Stag's Blood Invitational

Wed 2:00 PM – 6:00 PM

Tournament Field

All fighters with an AoA fighting award welcomed. It will be a snowball tournament with weapon style changes between each round. The winner will walk away with the rotating title: "CAPTAIN OF THE STAGSBLOODS!"

Bridge Battle

Thurs 9:00 AM – 12:00 PM

Melee Field

The Bridge Battle scenario with a life pool for each team and integrated equestrian fighters presents a dynamic and immersive challenge. At the onset, each team's life pool comprises the cumulative life totals of its combatants to the highest 100th, including both foot soldiers and mounted fighters. Marshals play a crucial role in delineating the boundaries to maintain the integrity of the engagement, ensuring that equestrian combatants remain within the designated area. Once one team's life pool is depleted, the battle transitions into a thrilling "to the last man" scenario.

Rose's Cancer Tournament

Hosted by Countess Mariana Vivia

Thurs 1:00 PM - 4:00 PM

Tournament Field

Suggested Donation Minimum: \$5

Please come join us as she has found a new home in Battlemoor. This tournament has been held nearly every year since 2006, previously at Estrella or War of the Phoenix. As in years past this tournament is to benefit the American Cancer Society. We will be asking a minimum \$5 donation to enter this prestigious prize tournament. There will be prizes for the top 8 finalists. The list runs quickly as the style is speed tourney with the final 8 in standard list format. Please come bring your donations, your honor and your wish to help out this amazing organization fight this horrible plague of our time.

Newcomer's Chiv Hunt

Fri 8:00 AM – 10:00 AM

Tournament Field

Chivalry and Newcomer Invitational for training.

Open Field Battle

Friday 10:00 AM – 1:00 PM

Melee Field

Continuation of Melee conflict now set in the open field where the two teams will now fight for ground to be held with two respawn points and 5 control zones. This will be a timed 30 minute engagement and the count will happen every 5 minutes for counting control points. The team with the highest control point count wins the day.

Lady Fighter Moot

Friday 2:00 PM – 4:00 PM

Tournament Field

Come join us for light refreshments and conversation about what it means to be a lady or lady presenting fighter at Battlemoor XII.

We will discuss some the roadblocks that can occur while fighting and provide advice on how to overcome those roadblocks; up to and including physical, mental, and emotional. Additionally, I would like to explore the idea of a Lady/ Lady presenting only tournaments or events.

All genders are welcome to attend and provide feedback.

Armored Combat Scenarios

Athena's Torchlight Tournament: A Greek Legends Extravaganza

Fri 8:00 PM – 10:00 PM

Tournament Field

Athena, the wise and valiant goddess of wisdom and war, will hold a grand torchlight tournament steeped in the lore of Greek legends. This extraordinary event is a testament to bravery, skill, and the enduring spirit of Battlemoor.

Heroes from across the pantheon will gather to parade under Athena's watchful gaze. Each participant is then bestowed the opportunity to prove their mettle, valor, and courage. The initial round begins with one-on-one duels and progresses into the forging of alliances, each warrior bringing their unique skill to the field. The culmination of the tournament is a spectacle unlike any other: a grand melee where heroes and monsters collide in a titanic clash of forces.

And, as the torchlight fades and the echoes of battle recede, Athena's tournament stands as a testament to the enduring power of myth and the timeless allure of heroes.

By her highness's decree the Queen's Favor will be determined at this tournament.

Sword and Shield of Battlemoor

Sat 10:00 AM – 2:00 PM

Tournament Field

The morning sun will rise upon a field of honor and valor Saturday at Battlemoor, where the clashing of swords and the roar of battle cries will echo through the mountains. We call upon all heavy combatants and the one who inspire them to join us in a grand tournament known as: The Sword and Shield.

The tournament will be held in the bring-your-best style, where every warrior may wield their most trusted weapons and employ their most refined techniques. Show us the fruits of your rigorous training, the secrets of your ancestral traditions, and the innovations born from your own fierce creativity.

Let the inspirations of your heart drive you forward. This is more than a competition; it is a celebration of our shared love for the noble art of combat, the spirit of camaraderie, and the relentless pursuit of excellence.

So rise with the dawn, arm yourselves, and march to the tournament grounds. The bards shall sing of your bravery, the crowd shall cheer your feats, and the tales of this day will be etched in the history of Battlemoor.

Do not miss this chance to etch your name in the history of this illustrious tournament. The battlefield awaits your valor. For honor, for glory, for the OUTLANDS!

Forest Battle

Sat 2:00 PM – 5:00 PM

Melee Field

The Forest Battle is the final phase of the Melee contest with two teams fighting it out with custom respawn locations based on performance during Open Field Battle.

Rapier Combat Scenarios

Early Bird Melee/ Tournament

Wed 2:00 PM-5:00 PM

Melee Field

Welcome to Battlemoor Rapier meet and greet. Depending on the number of participants, and their wishes, we have flexibility to run melees or hold an early bird tourney. Come and meet fellow rapier enthusiasts and enjoy an afternoon of stabbing.

Order of Defense Uncollared Artisans Tournament

Thurs 9:00 AM - 12:30 PM

Tournament Field

To all that come across these letters, know that the Outlands Order of Defense bid you welcome! Now harken to the call of the Battlemoor Uncollared Artisans Tournament, hosted by the Outlands Order of Defense. Bring your artistic ability, bring your prowess, and prepare for a day of fighting and revelry with friends old and new.

Format: Round Robin pools (*White Scarf*, or equivalent *GoA*, will have their own pools)

The top two fighters from each pool then move on to a bracketed tournament.

Double elimination / Best of three. Double kills are a loss for both.

Being an artisan tournament, entry requires a prize. The prize can be by your own hand, by another, or purchased. Food items are acceptable but must be accompanied by a list of ingredients.

Since all entrants bring a prize to enter, all fighters will wind up with a prize when all is told. The winner of the tournament gets the first choice of the prizes, after that prizes will be selected from the last place fighter up to tournament runner up.

By her highness' s decree the Protetor of the Queen's Heart will be determined at this tournament.

Rapier Woods Battle

Thurs 1:00 PM – 4:00 PM

Melee Field

Come have fun stabbing friends and foe alike in the beautiful and shaded woodlands battleground. Various scenarios devised by Lord Nova

Ladies of the Rose Rapier Tournament & Tea.

Fri 10:00 AM- 2:00 PM.

Tournament Field

Bonjour, courtly rapier fighters. The only thing we love more than crossing our blades with our most noble friends is our Roses. The Rose Rapier Tournament & Tea is one small way we can show all the Ladies of the Rose what Their inspiration means to us. This year there is a change in format and a change in future responsibility. We should strive to honor that special bond fencers have with the Roses and to do so the Tournament & Tea will become the providence of the Defenders of the White Scarf.

Each Rose will be able to sponsor up to two fighters, with no more than one Peer of the Order of Defense. The format will be 3 Weapon Progressive, starting with single rapier. With their first loss, the fighter shall use a defensive secondary for the remaining rounds. If they should be defeated a second time, they will fight with an offensive secondary until victory or defeat. A third loss will eliminate the fighter from the tournament. These bouts will be randomly paired by the List and be fought best of three passes; a double will be a loss for both fighters – remember the Art of Defense! The top twelve fighters by victories will fight a semifinal round of three passes but matching weapon forms each in a single pass – starting with single rapier, then with defensive secondaries, and finally with offensive secondaries; the victor of the bout will be the fighter with the most wins. Finals will be fought single rapier, best of three passes. Again, doubles will be a loss for both fighters.

All who wish to fight should seek out the Ladies of the Rose, to include current sitting Royalty, Crown Princesses, any Vicountesses, Countesses or Duchesses, to entreat Them for Their sponsorship; if a sponsoring Lady of the Rose will not be attending Battlemoor, humbly request a letter to present to the List. Remember – we fight in thanks to Their grace and gentle inspiration. If you do not personally know a Lady of the Rose, please speak to any Defender of the White Scarf who will be most happy to introduce you to several!

Rapier Combat Scenarios

Lady Fighter Moot

Fri 2:00 PM – 4:00 PM

Tournament Field

Come join us for light refreshments and conversation about what it means to be a lady or lady presenting fighter at Battlemoor XII.

We will discuss some the roadblocks that can occur while fighting and provide advice on how to overcome those roadblocks; up to and including physical, mental, and emotional. Additionally, I would like to explore the idea of a Lady/ Lady presenting only tournaments or events.

All genders are welcome to attend and provide feedback.

Open Field Melees

Fri 2:00 PM -5:00 PM

Melee Field

Come fight in fun open field scenarios with and without spears and projectile weapons.

3 vs 3 Tournament

Sat 10:00 AM – 2:00 PM

Melee Field

If you aren't busy watching the Sword and Shield of Battlemoor, and you just haven't got enough fighting yet, put together a team of 3 fighters and show off your exceptional small team tactics. This tournament will be very similar to last year's Jade 2v2 tourney. Format will depend on number of teams entering, most likely a round robin or double elimination tournament.

Cut and Thrust Ferryman's Tournament

Sat 2:00 PM – 5:00PM

Tournament Field

Greetings to the Kingdom and visitors!

I, Doña Elora, will be running the Cut and Thrust tournament at Battlemoor this year. With great pleasure (and high demand), the format will be a Ferryman's tournament. The tournament will be best 2 out of 3, single elimination, bring your best. *Long sword will only be fought against another authorized Long Sword fighter.* However! For a small donation towards the Kingdom Travel fund, the Ferryman will take your donation in your place for your SECOND death, allowing you to fight on. This makes the tournament DOUBLE ELIMINATION for you. **(For the sake and sanity of the list, all contributions must be taken at sign up)** Thank you for your support, and we look forward to seeing you on the list field!

~Doña Elora

By her highness' s decree the Defender of the Queen will be determined at this tournament

Equestrian Scenarios

Ground to Mounted Q&A

Wed 4:00 PM - 5:00 PM *Shade Tent next to Arena*

The ground to mounted experimental program is back up and running! We invite both ground fighters and equestrians who are interested in the program to come to an open Q&A session. The session will be hosted by the society deputies for this program, Lady Therasia and Sir Alasdair. Also consider staying for the next hour to participate in a ground to mounted desensitization class.

Ground to Mounted Desensitization Class

Wed 5:00 PM - 6:00 PM *Arena*

Open to all! This is an intro class to teach both horse and human how to interact with each other and to help the horses get used to the activity without fear. Please join us in building this new endeavor.

Pony Rides

Wed 6:15 PM—7:00 PM *Arena*

Come hop on a 'pony' and enjoy these wonderful partners we bring to events. 3 years old and up, must wear closed toe shoes, and a parent or legal guardian needs to be present.

Bridge Battle

Thurs 9:00 AM—12:00 PM *Arena*

Equestrians fighting next to the armored combat group in a bridge battle! Historically, the foot soldiers fight for possession of the bridge and the horse can go thru the stream to assist in fighting. Equestrian teams will be paired with the foot teams for an epic side by side battle- come experience the feel of a full battle clash!

Ground Crewing the Joust 101

Thurs 2:00 PM - 3:00 PM *Arena*

Come learn how to ground crew for a joust - and then stay and help us run an awesome joust!"

Foam Lance Joust

Thurs 3:00 PM - 4:00 PM *Arena*

Join our competitors as they cross lances to earn the most points! Points are awarded based on lance break and location of break

Lance of Battlemoor 2024 - Rossfechten

Fri 9:00 AM - 10:00 AM *Arena*

Join us for the first Lance of Battlemoor tournament, an annual, rotating martial activity tournament to be held at Battlemoor 2024 will feature Rossfechten, bring your blades and show your skill!

Mounted Combat Consort Tournament

Fri 1:00 PM - 3:00 PM *Arena*

Fearless ground fighters have been paired with an equine partner that is not their own to learn the skill of mounted combat, which includes not only wielding a sword but working with your equine partner to become victorious! All participants are non-horse owners who have been working with their matched equestrian and equine for months to prepare for this showdown. Come see who has been able to master the additional skills needed to best all of their challengers!

Games Course Challenge

Sat 9:30 AM - 11:00 AM *Arena*

Master the obstacles of the games course

Tippet Tag

Sat 11:30 AM - 12:30 PM *Arena*

Each rider bears two tippets. Object of the game is to pull tippets off as many riders as possible but keep your own. Last rider standing with tippets is the winner.

Vigils

Don Seamus MacRae

Thursday 7:00 PM

Dragonsspine Camp

Please visit and share words with Don Seamus as he contemplates his offer to admittance to the Order of Defense.

Baroness Morgan Cheyney

Thursday 7:00 PM

Dragonsspine Camp

Please visit and share words with Baroness Morgan Cheyney as she contemplates her offer to admittance to the Order of the Pelican.

THL Minamoto Ryuutarou

Friday 7:00 PM

Arts and Sciences Classroom 2

His Lordship asks that you bring your thoughts and a vessel in which to share some tea while he contemplates his offer to the Order of the Chivalry.

Don Erich Giessler

Friday 7:00 PM

Equestrian Camp

Please visit and share words with Don Erich as he contemplates his offer to admittance to the Order of Defense.

Sir Hroleif Harrbjorn

Saturday 11:30 AM

Town Center

As Sir Hroleif contemplates the offer of admittance to the Order of the Pelican, he welcomes all to join in a discussion on the philosophy of and stewardship of the SCA.

Merchants

Munitions Grade Arms

Rattan, Helms, Armor, Fiberglass Spears & Weapon Fittings

Oscar's Meat Pie Shack

Meat Pies

Palmyra Traders

Silks, Spices, Headwear, Leather Wares, Boxes, and Rope-Handled Mugs

White Wolf and Phoenix

Hand-Woven Narrow Wares; String; Books & Tools

Buxom Pearls

Pearls, Rocks, Gems, and POPCORN

Divers Dragons

Garb, Jewelry & Feast Gear

Cactus Fire Pottery

Handmade Ceramic Feast-Ware

Sampo Artifacts

Ornately Detailed Functional Ceramics

Arkis Designs

Jewelry

Cat's Creations

Cloaks, Garb, & Baskets

Copious Eclections

Stainless Steel Chainmaille Jewelry, Art Sculptures, Fidgets, Scalemaille Armor

Celtic Mist Enterprises LLC

Silversmith and Period-inspired Jewelry

Strange Fate Crafts, LLC

Makers of finely made geeky crafts to enhance your TTRPG experience! We have all-in-one dice systems, leather goods, and woodcrafts to satisfy your inner gaming dragon!

Exit 30 BBQ & Cafe

Hamburgers, Hot dogs, Briskets, Shredded Pork, Sausage and Gravy, Funnel Cakes

BATTLEMOOR

