This is the August 2005/A.S. 40 Pennsic 34 On-site Booklet. The Pennsic War is an annual event sponsored by the East & Middle Kingdoms of the Society for Creative Anachronism, Inc. The Pennsic Booklet is not an official document of the SCA, nor does it delineate SCA corporate policy. Text for Pennsic publications was prepared by Pennsic Division & Department heads and was collated and laid out by Baroness Angharad & Mistress Chai’usun. Special Thanks goes to the Gwyntarian/Cleftlands proofreading squad (Alys, Arwenna, Cass, Zsof, Lisa, Michelle, et al) and also to the artists who contributed designs, especially Temugi Khan, THL Ancel FitzCharles, Forrester Nigel FitzMaurice, Tegan de Moreton, Lady Cassia of Dracumnor for people of Pennsic, Mistress Llyrwdyl for cover art, & Vince Zahnle for the PU Rhino. Very Special Thanks goes to Viscountess Eilika von Lutzen for collating and editing all Martial Activities text! Computer clip art by Microsoft & Adobe. Book printed by ThePrinters.Com, 1000 West College Avenue, State College, PA.

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Greetings Weary Traveler,

I am Melchor Decimas Stoneteeth and I have the honor of being the Governor of Pennsic 34. Once again we gather to test combat at arms, trade skills and knowledge, buy and sell goods from around the Known World and just visit with friends. I hope that your visit to our fine port town is enjoyable and profitable by whatever means you measure it. Fond memories, new friends, exotic treasures, or sack loads of the good king’s coin.

I have great confidence and pride in the group of volunteers that make up this year’s Staff; but we need your help. While we have over 70 direct staff members, it is you, the attendees, who make up the majority of the man hours that allow this event to function. I ask that you plan to take a few hours out of your vacation to support the event and make some new friends. Please take a moment to thank the staff and volunteers for their service to the event. They truly make Pennsic possible!

This book contains everything you need to know about this year’s event and guidelines on getting the most out of your vacation. Information on battles, classes, camping, “dos and don’ts,” and other good general tips can be found within. Please take time before setting up camp to review the site rules or you may be filling in that nice six-foot sump pit you just spent two hours digging.

Remember Pennsic is not only your vacation, but also the vacation of those around you as well. Treat others in your dealings with the respect and courtesy that you would like to be treated with yourself. The ability to enjoy your time at Pennsic is largely in your control.

Now, go out and play nice with the other attendees,

Master Melchor, Governor
Pennsic War 34

Pennsic 34 medallion design by
Dafydd Pwys of Hawkwood
On Trolling In

Greetings to all coming to Pennsic 34!

Here is information concerning what is needed to get through the Troll Booth quickly as possible:

A positive form of ID. We need something that has your photo, name & birth date on it. Most drivers’ licenses meet those criteria, as do most government-issued ID cards. If yours does not, please have a secondary form that we can check against your primary one (for example, a work/building pass with your name & picture on it, and a government-issued ID with your name & birth date on it).

Proof of membership, if you wish to take advantage of the discount. Any Milpitas-issued item with your name, membership number, & expiration date on it will do. Current mailing labels, such as the ones on your Kingdom newsletter or the TI, have all the pertinent data. Fighters’ authorization cards are NOT acceptable forms of proof of membership.

Sufficient cash, travelers’ checks, money orders, or credit card to cover the cost of your entry. If you are pre-registered, only part of that fee has been paid. As always, personal checks will NOT be accepted. Refunds will not be granted after you have passed through Troll and received your tag.

If you arrive with a minor who is not your own child you will need proof of legal guardianship for that minor. This proof must be in the form of a copy of legal guardianship papers SIGNED BY THE JUDGE who appointed the guardianship. You will be required to sign a waiver in the child’s name before admittance — remember that lying on these waivers constitutes fraud and will result in your family’s expulsion from the campground. A parent/guardian must remain with a minor on site at all times! Emancipated minors must show legal proof of emancipation in addition to the ID mentioned in section one.

No daily visitors. There are no provisions for single-day entry.

If you are getting a ride from someone who is not staying, they are not allowed to enter the campground without an escort and we are always short of those. So plan on an extra delay while we try to find a volunteer to act in that role. We cannot transfer pre-registrations to another person. So if you are unable to attend Pennsic and are already pre-registered, you need to request a full refund from Cooper’s Lake before June 1st (partial refunds between June 1st & July 31st).

No pets. This includes but is not limited to ferrets, dogs, cats, birds, rabbits & snakes.

We WILL NOT give out personal information at Troll. This includes who is on site & where they are camped.

This is a privacy issue; please respect it.

For information about accommodating the needs of the disabled at Pennsic, please see the Disability Services information in this book or contact the Disability Services Coordinator at the Town Hall across from the Barn.

Remember to wear your site medallion at all times and to keep your gate receipts in a safe dry place (like your car)!

You may not re-enter site without your medallion or gate receipt! Enjoy your Pennsic!

Master Tirloch of Tallaght, Troll

Public Safety

Greetings, My name is Viscount Edward Zifran of Gendy, & I have the pleasure of being the Commissioner of Public Safety & Captain of the Watch for Pennsic War 34. My staff and I hope to bring you a joyfully safe Pennsic War. As in past years, we are looking for volunteers to staff the many positions that we have open and welcome your help in this endeavor. To assist you in your decision to volunteer at Public Safety, let us review just what Public Safety is and is not plus some requirements for the positions.

Public Safety is not a police force. We are not a security force. We are the neighborhood watch. Our goal is to help in the safety of the event. We are here to assist people in need. We are here to assist the Pennsic attendee who may have enjoyed Pennsic too much at 3 am. We are here to help point out that maybe one should reread page 7 of this booklet. We are here to assist in making sure that traffic patterns run smoothly. In all cases, we ask that we all remember the ideals of our Society and treat one another with respect.
Every shift will have:

1. A Watch Commander to oversee the entire shift. This person will access situations & assign personnel as needed.

2. An Operations Officer, to man the Public Safety Station, answer questions, oversee the signing of waivers, assign patrols & maintain records as required.

3. A Dispatch Officer to co-ordinate all communications of Public Safety.

4. Volunteers for Foot & Cart Patrols. Persons willing to volunteer for Public Safety patrols must be able-bodied, so that in case of emergency they may attend to it without hindrance. Also all volunteers will be asked to be properly dressed in appropriate pre-1600 CE clothing.

5. Other volunteers & assistants as may be needed for the event.

This year we did not offer "pre-Pennsic" on-line registration for shifts. The main reason for this was that often times plans changed and people were not able to attend or people 'forget' that in March they signed up for a 2 to 5 AM shift on the second Tuesday and we would end up short. So should you wish to volunteer for one or more of these positions, please come to the Public Safety Tent, with your photo ID to sign up and sign waivers. Here you will receive all the info and procedures for what we are doing this year. It would be nice if you could look at what we have available at least a day before you want to do a shift so we can get the pesky paperwork out of the way. Also we get to meet you face to face & share the joy of Pennsic Volunteering.

Yours,
Viscount Edward Zifran of Gendy,  
KSCA, OL, OP, etcetera  
Commissioner & Captain of the Watch

PLEASE READ CAREFULLY ALL THE SITE RULES & POLICIES THAT FOLLOW!

Lost & Found

Lost & Found is located in the Public Safety tent. An auxiliary Lost & Found station will be open on the Main Battlefield one hour before each battle. Medication turned in to Lost & Found will be taken to the Chirurgeons' Tent.

Site Rules

Please note that all gentles in attendance at the 34th Pennsic War are expected to respect & abide by the rules, laws & policies of Cooper's Lake Campground, Pennsic 34, the relevant Kingdoms, the SCA, the Commonwealth of Pennsylvania & the USA. Anyone who chooses to ignore these regulations may be subject to appropriate sanctions.

1. There shall be no firearms, fireworks, or chemical weapons of any kind permitted at Pennsic aside from those with specific, prior authorization from the Autocrat.

2. There shall be no cutting of trees, branches, shrubs, or other foliage for any reason, including, but not limited to use as firewood. Firewood may be purchased at the camp store or at an off-site location.

3. Do not alter, remove or damage any campground fencing for any reason.

4. Do not use the sinks in the bathhouses for any purposes other than those which they are intended for; prohibited uses include, but are not limited, the washing of dishes, utensils & /or clothing as well as bathing.

5. Absolutely no pets are permitted at Pennsic. Individual exceptions may be made for helper or assistance animals. (See Disability Services). However, you may see cats around the Barn area; they live here.

6. Absolutely no horses are permitted on site.

7. Absolutely no boats are permitted on the lake.

8. Fishing is permitted in the lake; no special license is required.

9. There is a 5 MPH/8KPH speed limit for all roads within the campground. Use special caution in congested areas. The posted limits may be too fast for local conditions.

10. Blue hospital shirts ("scrubs") are utilized by the Coopers' Staff as garb & are reserved solely to them for that purpose.

11. Anyone under the age of 18 years (a Minor) must be accompanied by a parent or court appointed guardian to be admitted to Pennsic 34. Emancipated minors shall be required to produce proof of their status when checking in. THERE SHALL BE NO EXCEPTIONS TO THIS RULE.

12. Except for expressly sanctioned Youth Combat programs or classes no minor shall be permitted to participate in combat-related activities at Pennsic 34.

13. Please note that there are no single day admission rates for visitors. This includes family, friends, & clergy. Everyone attending Pennsic shall pay the full requisite fee from the date of their arrival until the end of the War regardless of when they arrive, depart or how long they stay.

14. No martial activities of any kind (including, but not
Site Policies

ALCOHOL

The legal age for the consumption of alcohol in Pennsylvania is 21 years of age. Attendees of the War may obtain alcoholic beverage off-site for consumption on-site. Any violations of Pennsylvania law may be reported to the authorities & violators may be evicted from the campground without refund.

Furthermore, no one may offer for sale and/or otherwise distribute alcoholic beverages without the proper license. Should you choose to serve alcohol in your camp, you do so at your own risk and are solely responsible for ensuring that you conform to the laws of Pennsylvania.

ALTERATION OF CAMPING AREA

You may dig fire pits at War, subject to the rules set out herein regarding fire safety. Pits may be no deeper than 3 feet. Please check with your land agent for the location of any power/gas lines in your block. All fire pits must be filled in before leaving the campgrounds.

Any capital or permanent improvements or alterations to the land (such as landscaping or terracing) must be pre-approved by the Cooper’s Lake Campground management.

Upon installation and/or completion, such improvements shall become the sole property of Cooper’s Lake Campground and there is absolutely NO guarantee that you shall have any "rights" to that land in the future as a result of installing or completing any such improvements or alterations.

CONSTRUCTION PROJECTS

NO STRUCTURE MAY BE TALLER THAN 16 FEET.

Construction projects shall be defined as any non tent structures, including but not limited to gates, towers, houses, scaffolding, etc. All construction projects may be inspected on site by the Division of Zoning & Planning.

Cooper’s Lake Campground Management & the appropriate Pennsic War 34 Staff reserve the absolute right to order dismantled any construction projects which, in their judgment, are deemed unsafe, unsightly and/or pose an unacceptable risk of injury and/or property damage.

ENTRY & RE-ENTRY INTO CAMPGROUNDS

Each visitor to the War shall be issued a medallion at the Troll Booth when they arrive. This medallion is your personal receipt & access pass into the War. Each medallion issued is designated to a particular individual; the medallions are not transferable. All visitors attending the War shall wear their medallions at all times & shall produce their medallions for Staff members upon request.

Please be sure that you take your medallion with you when you leave the Campground for any reason. Anyone attempting to re-enter without a medallion will have to go through the Troll Booth process again & pay the appro-
It is solely your responsibility to be at Troll at the correct time on your behalf when a delivery arrives. Booth will NOT attempt to locate anyone or accept any items. Categories (i.e. pizza) must be met at the Troll Booth. The Troll will not be granted, hay and/or straw will be held at the Merchant's Office. It is the responsibility of each individual expecting a delivery to check with the Merchant Office during the office's business hours. Any package or mailing not collected by close of the business hours shall be considered abandoned property and may be disposed of at the discretion of the Cooper's Lake Campground management.

USE OF HAY AND/OR STRAW
Hay and/or straw may not be used as rushes or ground cover in any camping area without the express permission of the Cooper’s Lake Campground management. Should such permission be granted, hay and/or straw will be made available for sale at the Camp Store. The purchase price includes the cleanup fee. PLEASE DO NOT BURN HAY AND/OR STRAW.

Hay bales from the Battlefield are NOT for common use. These are for battlefield scenarios, & may not be removed. Any group caught with unauthorized hay/straw will suffer severe consequences.

MAIL & PACKAGE DELIVERIES
Mail deliveries for individuals via the United States Postal Service will be available at Information Point, near the Camp Store. You must produce sufficient identification in order to obtain your mail (Please note: your site medallion will NOT be sufficient.) Remember that the Cooper’s Lake Campground address (205 Currie Road, Slippery Rock, PA 16057) should only be used for emergencies & NOT for routinely forwarding your mail while attending the War.

Deliveries via private carriers (non USPS) to individuals who are non-merchants will be held at the Merchant's Office. It is the responsibility of each individual expecting a delivery to check with the Merchant Office during the office's business hours. Any package or mailing not collected by close of the Merchant's Office on Friday, August 19, 2005, may be returned to the sender or disposed of at the discretion of the Cooper’s Lake management. Delivery information for merchants is included in the merchants' information package.

All other deliveries to the War that do not fit into the previous categories (i.e. pizza) must be met at the Troll Booth. The Troll Booth will NOT attempt to locate anyone or accept any items on your behalf when a delivery arrives.

It is solely your responsibility to be at Troll at the correct time to accept your delivery.

MERCHANTS
There shall be no selling, vending &/or merchancing permitted outside of the designated market area. All merchants must be registered in advance of the War and must check in with the Merchant Office before opening for business.

It is the sole responsibility of the individual merchant to comply with all applicable tax & licensing regulations and /or requirements.

MINORS & CHILDREN'S REGULATIONS
The following policies are IN ADDITION TO SITE RULES 11 & 12 above.

A parent or court appointed guardian must remain at the War for so long as the Minor remains on site. No Minor may be left unattended at the site.

Anyone attempting to circumvent this rule may be charged with trespassing and/or other applicable civil or criminal penalties.

Children under the age of 12 must be within voice range or in sight of a responsible adult or teenager at all times. Minors under 16 must be in their encampment or in the company of an Adult after 11 PM.

NO PROGRAMS, ACTIVITIES OR EVENTS TAKING PLACE AT WAR ARE INTENDED AS A SUBSTITUTE FOR THE PROPER ADULT SUPERVISION OF MINORS.

OUTSIDE CATERING
Any camp or camper planning to have outside catered meal service must inform their caterer of the following:

The caterer must be registered with the Pennsic War Merchant Office, before July 1, 2005.

The caterer must operate with a food license issued by the PA Department of Agriculture.

Caterers who are not registered will be turned away at the gate. To register & obtain more information, contact the Pennsic War Merchant Office.

PICNIC TABLES, FOLDING TABLES & CHAIRS
Please recognize that there are not enough picnic tables for every encampment to have one in camp. Picnic Tables in the Barn & other Pennsic tents are not to be used by any individual or group. Folding tables & chairs that are located in the public tents ARE NOT to be removed from those tents

QUIET HOURS
Quiet hours shall be enforced between 2:00 AM & 7:00 AM throughout the campground. If there are any "Family-camping" areas these will be noted by the Planning & Zoning Division. Please be considerate of your neighbors when contemplating high decibel nighttime activities (drumming, piping, singing, etc.).

GARBAGE DISPOSAL & RECYCLING
There are dumpsters located throughout the campground. These dumpsters are the only proper location for the disposal of garbage and/or refuse. Raw wood materials (plywood, 2x4s, etc), should not be placed in the dumpsters, but rather should be placed next to the dumpsters.

Because of safety factors do not remove anything from dumpsters/dumpster area. Under no circumstances may garbage or refuse be burned.

Please be sure to remove all personal property from the site by 3:00 PM on Sunday, August 21st. Anything found after that time shall be considered abandoned property and may be disposed of by the Event Staff and/or the Cooper’s Lake management. Do not leave any large items (furniture, mattresses, old tents, etc.) in your encampment when departing, even if you intend to abandon them. Each individual is solely responsible for removing all such large items from the campgrounds; the
rubbish service employed by Cooper’s Lake Campground will not remove such large items on your behalf.

Cooper’s Lake Campground recycles aluminum cans for local charities. Please place all aluminum cans in the recycling boxes located throughout the campground. Do not place glass or plastic bottles in those recycling boxes.

PERSONAL MESSAGES
The ability to take personal messages for individuals at Pennsic is severely limited. Please remind your family, friends or employer that there is only one incoming line for messages in the Campground. In order to get a message to you, we will need the modern name of the person the message is for, their SCA name, the Land registration/official name of the group they are camping with, and the block they are camping in. BRIEF EMERGENCY MESSAGES ONLY will be relayed to encampments. If you are expecting a call for any other reason, please check Information Point daily to see if there is a message.

SMOKING POLICIES
There is no smoking permitted in any building or public tent (including, but not limited to class tents, the merchant bazaars, and the theater facility). Please dispose of cigarette or cigar butts in the proper receptacles & be courteous of others when smoking in public areas.

UTILITIES
Please do not block access to water spigots or electrical boxes. If you attach a hose to a water spigot it must be equipped with both a vacuum breaker & a y-connector. Any unattended hose that is attached to a spigot & does not conform to this policy may be confiscated by the event staff and/or Cooper’s Lake management. Please do not run hoses across roads.

Under no circumstances may the existing utilities be altered and/or modified in any manner. You may not access or tie into any water lines or electrical boxes in order to install new or additional connections. Anyone attempting to alter and/or modify any of the existing utilities may be evicted from the site without refund & shall be responsible for any & all damages resulting from their actions.

No personal washing or bathing is permitted at the water spigots. Please be courteous when using showers. Please try and conserve hot water whenever possible.

Waste water may be disposed of by digging a waste water sump in your camp. Please do not dump your waste water into the lake, stream or at any of the water spigots. Please ensure that everyone in your encampment is aware of the locations of all waste water sumps and please fill in all sumps before leaving the War.

FAMILY RADIO USAGE
Pensic Technical Services asks all Pensic attendees to help us keep Pensic 34 running smoothly.

Event Staff will be using a limited number of FRS (Family Radio) channels, which other FRS users will be asked to avoid. In particular, channel 9 will be reserved for emergency calls only. Other channels requested for the sole use of the Event Staff will be identified in your onsite program. Please make a note of those channels and choose alternatives for personal communications. Thank you in advance for your cooperation.

Traffic & Parking Policies
All vehicles shall be removed to the parking lot area as soon as possible after loading or unloading them. Vehicles may not be left in camp.

There is a 5 MPH (8KPH) speed limit for all roads within the campground. Use special caution in congested areas. The posted limits may be too fast for local conditions.

1. TOWING ON SITE: The event staff shall mark vehicles that are to be towed. Removing these marks will not prevent the vehicle from being towed; removing it to the parking lot will. Vehicles will be towed off site in accordance with state law & local ordinances. IN ALL CASES, the owner of the vehicle will be required to pay a towing fee & possible storage fee to the towing company. The event staff shall not provide transportation to the holding area. The name of the towing company, directions & telephone number will be available at Information Point.

2. LATE NIGHT ARRIVAL: Vehicles that arrive on site during quiet hours may be parked for the night in the camping area. The vehicle must be completely off the road, in close proximity to the camp of the vehicle owner, until 8 AM. However, once morning has arrived the vehicle must be moved to the parking area in accordance with standard policies.

3. NO PARTY HOPPING IN VEHICLES: This practice is rude, dangerous & liable to get you in trouble. The roads need to be clear for emergency vehicle access.

4. OVERSIZED PARKING: There is a separate area in the parking lot for trailers & oversized vehicles (trailers, trucks, buses, campers, Recreational Vehicles, etc.). Please park such vehicles in these specially marked areas. All oversized vehicles
& trailers must be parked in these lots or they will be towed. This is to allow the large number of anticipated vehicles to fit in the parking lot this year.

5. **HANDICAPPED PARKING:** Those wishing to park in the handicapped parking area, should contact Disability Services.

6. **NO MOTOR VEHICLES IN CAMPING AREAS:** Motor Vehicles may NOT be left in any camp, even if covered with tarps or other camouflage. No one may live in a motor vehicle in a camping area.

7. **RV CAMPING:** RVs have their own camping area. There is no electricity, and no hookups of any kind, but there is water nearby. Arrangements for RV camping must be done through the Cooper’s Lake Campground.

8. **UNATTENDED VEHICLES:** Vehicles which are left unattended for any extended period of time are subject to towing.

9. **NO VEHICLES MAY BLOCK SITE ROADS OR FACILITIES:** If a vehicle cannot be moved into a camping site, it must be pulled completely off the road. Vehicles found blocking and/or parked in the road will be subject to immediate towing. Roads must be available for emergency passage at all times. Vehicles that block access to the port-o-johns (portable toilets) will be immediately towed.

10. **USE THE PARKING LOT IN A FAIR & COURTEOUS MANNER:** In the lot, please park only within the designated rows. Cooper’s Lake Management reserves the right to tow all illegally or improperly parked vehicles.

11. **NO VEHICLES MAY BLOCK THE PUBLIC ROAD:** Please remember that Currie Road is a public thoroughfare; do not block this road to local traffic for ANY reason. Blocking Currie Road is cause for eviction from site.

**Fire Safety Rules**

With an event of this size, concern for fire safety must be paramount. It is the duty of each of us to be aware of good fire safety practices. Know the location of the nearest extinguisher & read the operating instructions ahead of time. Do not count on figuring it out at the last minute -- that is simply an invitation to disaster.

1. **ALL camps should have the following fire safety equipment:**
   
   A. At least one fire extinguisher rated at “1-A: 10BC” for every five, or fraction of five tents that are less than 200 sq. feet, & one extinguisher for every tent over 200 sq. feet. It is recommended to have a 3-A:40-BC extinguisher. [Rating Types for Extinguishers: Class A = ordinary combustibles such as wood, cloth, & paper; Class B = flammable liquids, oils, & greases; Class C = live electrical equipment; Class D = combustible metals such as magnesium, potassium, & sodium.]
   
   B. Every fire pit should have at least two buckets filled with water or sand in close proximity.

2. **All fuels for torches, lanterns, etc, should be used in accordance with the manufacturer's recommendations:**
   
   A. Fuels should not be stored within 20 feet of flame sources. Fuels should be kept in their original containers.
   
   B. Liquid fuels are not to be discharged or thrown onto fires. Violation of this will result in severe penalties, including expulsion from the site.

3. **All flame devices must meet the following requirements:**
   
   A. Torches & similar devices must be spill resistant.
   
   B. Fuels should be used in accordance with manufacturer's instructions.
   
   C. Elevated flame devices must have shatterproof fuel containers.
   
   D. Torches are not to be carried while lit.

4. **Fire pits must be a safe distance from any structure. Bear in mind that sparks & embers fly & that nylon tents melt easily.**

5. **Fires & torches ARE NEVER to be left unattended.**

6. **Elevated, open flame devices must be stable and be placed at a distance equal to their height plus one foot from any structure. For example, a 20 foot high propane torch may not be placed within 21 feet of any structure and a 4 foot tall "tiki" torch must be 5 feet from any structure.**

7. **Open flames and combustion heat devices (e.g.: candles, fires, space heaters) are not to be operated inside of any enclosed structure or tent.**

8. **All tents should be 3 feet apart, fabric-to-fabric. Ropes may cross, but should not touch.**

9. **SPECIAL GAS LINE RESTRICTIONS**
   
   A. Due to the high-pressure natural gas line that runs underneath part of the campground, there are additional fire pit restrictions in blocks W21, E20, E24, & E18.
   
   B. No fire pits or ground fires are to be placed within 50 feet of the Right-of-Way of the gas line. Violating this rule may cause the gas company to exercise their right to demand that no camping of any type be allowed within this area. Violations of this rule will not be tolerated.
   
   C. The gas line will be marked with an orange painted line. White lines will mark the right-of-way 25 feet on each side of the line itself. Tents are allowed within this right-of-way if stakes are less than 3 feet in length.
   
   D. No tents or other structures are to be placed within 10 feet of any gas company marker or vent. Markers & vents must be accessible from the nearest road at all times. A blue circle will mark vents &
Welcome to Pennsic—the place where everyone's dream of the SCA comes true. It is Our pleasure in joining the Royalty of the Known World to help make that dream come true for you, for it is because of your vision that the Society for Creative Anachronism exists & grows. We hope that you enjoy all that Pennsic has to offer: combat, classes, archery, shopping & especially new friendships forged over these two weeks. If you find that you have some spare time, volunteer! We want to thank the Pennsic staff for their hard work. They have generously donated countless hours of their time to make sure that you have a fun vacation, & they can always use more volunteers.

In this annual contest of arms, We would ask that grace & courtesy rule your hearts on & off the field. Greet your noble opponent & exhort their deeds so that you can raise a glass together by the fire that night. New heroes are born at the Pennsic War, new stories come to life & new faces become entranced by the splendor of the SCA. This is your War—be it your first or your thirty-fourth—make the most of it & share your stories!

Alaric & Noelle,
Roi et Reine du Royaume Moyen

Warm Greetings unto the Most Noble Populace of the Known World from Their Majesties of the Midrealm!

Welcome to Pennsic is proud to be the home of this great gathering known as Pennsic. On these fields, We hope that each & every one of you find that which you seek; whether it be great contests of Arms on the battlefield, a challenge on the archery field, skilled opponents at the thrown weapons targets, daring clashes of rapier steel, the pageantry & pomp of a Pas d'Armes, a discourse of academia on that bit of historical minutia or just the revelry of companionship of old friends.

While recreating the past, We also look to the future, & to those who are our future—the children. Pennsic has many youth activities, and We encourage all Our young nobles to take advantage of these events. Atlantia hosts a children's fete, open to all children. There are youth combatants upon the field, & many youngsters take part in the duties that support the great Armies; Our thanks go to them especially. We are encouraged by the youth of our Known World. May they stand strong as champions of Chivalry. We would like to make everyone's visit to Our lands a good one, so We are hosting a party in Æthelmearc Royal on Monday night of War Week, starting at 8 PM. We hope to see lots of new faces & hopefully a number of Our old friends. Please come and share in Æthelmearc hospitality, taste the fine cooking & brewing of Our talented people. When you visit Our camp please look around; Our camp will display the skill & expertise of many of Our people, including a tapestry made by the children of Fair Æthelmearc.

We hope everyone enjoys their visit to Our lands. Pennsic holds something special for all. While you are enjoying yourself, please remember that Pennsic needs the help of many volunteers. If everyone volunteers for a shift or two, it will lift the burden off those who work so hard every Pennsic. We would be pleased to see every authorized marshal serve at least one shift at inspection point and /or a shift during a War Point battle. If your King requires your presence
During the battle, please work a non-battle shift at inspection point. Last year we were very short on Marshals; we’d like to see all marshals helping out this year. Help is also needed to move hay bales & preparing for each battles. We can also always use waterbearers for all the field activities. Find something that you would like to help with and you will have our thanks. With everyone working together, we will all have time to enjoy Pennsic.

As the war drums echo across the land the thunder of Armies is heard where they meet on the fields of Pennsic. On & off the field, the contests of Pennsic offer unique opportunities to us all. Yet what really holds us together, amongst the deeds of War and battle, are the ideals of our Society. Bring your best to every contest and give honor to those who vie skill on skill with you. With the fall of night, and the quiet after boisterous battle, we hope your mugs of friendship flow freely & full.

Malcolm & Tessa,
Rex et Regina Æthelmearc

Welcome to Pennsic 34
from Their Majesties of the East

We are pleased to again be the Eastern Monarchs for this wonderful War. It is our second time as Rulers of the Eastern Realm & we have enjoyed our Rule throughout the spring & summer. Now we welcome all sojourners from the Known World to take part in all the marvelous glories that Pennsic has to offer! Whether you have come to aid your Kingdom in time of war, adventure in the merchant area, display your arts/sciences, or are here for your first time, we wish you the best in your endeavors. Even though we may have a very hectic schedule & many battles to fight we would still like to open our doors to those who wish to meet us. We extend our Kingdom’s hospitality & look forward to meeting new people and old friends, and enjoying as many of the spectacles that make this our favorite event.

We also wish to add a few reminders. Please pay attention to your Pennsic rules & staff. They are there to make your stay a most enjoyable one. Although we are at War it is our intention to have a competitive environment based on friendly, honorable, and above all, chivalric action. We look forward to the clashing of sword against shield, the acts of heroism & the deeds of those whose valor is to be sung for years to come!

So raise your sword, your glass, your hearts & your spirits! Know that we raise our hearts & hopes that this will be a Pennsic to remember. For the Honor of your Kingdom & love of your Consort, join us in war & friendship! Joie, plaisance et douce nourriture—en amer a douce vie! Joy, pleasure & sweet sustenance—love brings a sweet life!!

Gaufred Kelson von Heidleberg II und Geneviere D’Alsace II,
Konig und Konigen von Ostkönigreich
Visiting Royalty of

Jason & Saereid,
King & Queen of Ansteorra

Eduard & Asa,
King & Queen of Atenveldt

Uther & Angharad,
King & Queen of An'Tir

Dietrich & Adriana,
King & Queen of Caid

Robert & Denise,
King & Queen of Atlantia

Sean & Caryn,
King & Queen of Artemisia

Cadogan & Eufemia,
King & Queen of Drachenwald

Tristram & Katrine,
King & Queen of Calontir
The Known World

Hoegaarden & Chiara, King & Queen of Outlands

Maximillian & Lethrenn, King & Queen of Meridies

Edouard & Genevieve, King & Queen of Ealdormere

Baldar & Asa, King & Queen of Trimaris

Tarrach & Fina, King & Queen of Northshield

Cornelius & Morwynna, King & Queen of Lochac

Thorfinn & Geirdis, King & Queen of West
Land Office

On behalf of my hard working & capable staff, I welcome you to Pennsic 34. If you are reading this on August 5th or 6th, I would remind you to play nice and follow the simple rules. If you are reading this after August 6th, you, too, should play nice and follow the simple rules. The very first thing, even before you set up your tent, is to thank your hard working Land Agent for taking the time & energy to make sure that you have a place to camp!

I am incredibly lucky to follow in the footsteps of some of the great land-o-crats, Viscount Edward Zifran of Gendy & Master Ateno, who taught me so well. The Land Staff has tried to improve on what has gone before to make this process stress free & quick. To that end I would like to thank, and you can feel free to thank them as well, my staff, Master G. Emerson True, Mistress eLeri of Nefyn, Master Ateno, Lord Angus the Tailor, THL Patrick McConville, Baroness Gerowyn, and all the people who gave of their time to be block captains and helpers on Land Grab Day.

If you have any ideas, questions, or concerns, please feel free to look myself or one of my staff up and tell us!

Have a wonderful time and again, welcome!

Baron Master John Lyttleton
Deputy Mayor of Planning & Zoning

Information Point

Greetings from the folks who have the answer or will find them for you! At the Pennsic War, Information Point (located in front of the camp store) is there to provide information such as how to find a group's campsite or a merchant's location, what is new or changed in the various schedules of events, where to go get things you need on site or in the nearby towns, and what weather is forecast for the area.

If closer-in paid parking becomes available, you can purchase it at Info Point. If you have announcements for the Town Criers, messages for the Governor or the Society Seneschal, or any suggestions you'd like to pass on to Pennsic staff, come see us as well.

At Info Point we also answer the emergency Pennsic phone number, 724-368-8710, and take messages. There is only one incoming line, so please tell people left at home to call only in emergencies. They must leave your full real name, your SCA name, and the name of the group with which you are camping.

If you have reason to believe that people at home will need to reach you for non-emergency reasons, we suggest you regularly phone them to check in, rather than telling them to call the emergency number. The only messages that will be delivered are extreme emergency messages. If there is a message for you, your name will be posted on a board at Info Point. Check at Info Point to pick up your message if your name is on the board.

Have a Fun, Safe, & Well Informed War!

Count Pieter Van Doorn
Information Point

Newcomers’ Point

Welcome to Pennsic and to the SCA! At the Pennsic War, Newcomers’ Point assists those new to the SCA or to Pennsic with any questions they may have. If you are new to the Society or to this event, please stop by. We are located in the Town Hall tent with Information Point in St. Aidan's Square (across from the camp store).

There are so many things to do at Pennsic that you can't possibly do them all. First, considering that this is the Pennsic War, there are an assortment of battles & archery shoots. If you're qualified you can participate in these, and if not you can still watch all of them except for the Woods Battle. (For safety reasons, spectators aren't allowed in the woods during the battle.) In addition to the War Point battles, there are usually a variety of other tournaments that you may be able to take part in or watch.
If you don't fight or shoot, but are looking for another way to contribute to the War, volunteers are always needed in many areas. You could work a shift at Troll, help out at Herald's Point or A&S Point, serve as a waterbearer, or perhaps even volunteer to guard the gate of your Kingdom's Royal Encampment.

The Pennsic University offers hundreds of classes on almost any conceivable topic. A schedule is printed in this program book. To see what last minute changes or additions may have been made to the schedule, stop by A&S Point, which is located amongst the tents in the A&S block.

If pageantry is your thing, you will have plenty to see at Pennsic. Opening Ceremonies are quite a sight, with the Royalty of the Known World, numerous landed Barons & Baronesses, and their entire entourages processing out to the battlefield, where war is formally declared. On a slightly smaller scale, on various evenings during the second week of Pennsic the Crowns of the East, the Middle, and Æthelmearc all hold Court in the barn. (The Crowns of some of the other Kingdoms may also hold Court. Check the master schedule for times and locations.)

If music and dance is your area of interest, you will not go wanting. In addition to the many music and dance classes offered through the Pennsic University, you can also find dancing in the barn or dance tent nearly every night. Or, you might be interested in the Pennsic Choir or other activities planned for the Performing Arts Tent, which will also feature theatrical productions. If Middle Eastern drumming and dancing are more your style, there are also a number of classes, and for performing or attending performances, you will find venues at many parties.

Parties you say? Yes, parties. Various people, households, and groups host parties all over Pennsic almost every night. Some of these parties are restricted or by invitation only, but many are open to all. The types of parties also vary widely. Some focus on performances at a bardic circle. Some are themed to a particular time period or type of clothing, others to a particular preferred beverage. Some are mellow socials, some can get quite raucous. Whatever your interests, chances are good you'll be able to find a party to your liking.

Don't forget to do a bit of Pennsic sightseeing while you are there. Climb the hill behind the Battlefield to see a view of the entire encampment, which is equally impressive during the day and at night. You might also want to take some time one evening to watch for the Perseid meteor shower, which peaks on August 12th. Take a walking tour of the site with your camera, or if you prefer not to walk, just ride around on the hay wagon. Maybe do some shopping. Also, remember this is your vacation -- take some time just to relax in camp. Lastly, tell people that you are new and/or that this is your first Pennsic. Who knows what other suggestions they may have for things to do.

Read carefully through all the information in this Book, Have fun, and Enjoy Your War!

Baroness Susan O Dell
Newcomer's Point

Period Games Tent

Once again, the Period Games Tent will be open for learning and playing a large variety of board, card and dice games. We are located on St. Aidan's Square (across from the camp store and next to the Town Hall) and will be open from about 9:00AM until 5:00 PM daily, Saturday the 13th through Friday the 19th.

Throughout the week we will be holding several scheduled game classes—see the Pennsic University section for the full schedule and class descriptions—but we are always glad to teach any period game you would like to learn. Just come by anytime to play games, to bring a game to share, or just to sit in the shade and watch.

This year we are also hosting a Byzantine Chess tournament on Sunday and a Nard (Backgammon) tournament on Monday. Come out and test your skill!

Baroness Susan O Dell
Newcomer's Point

Lord Michel Wolflauer
Games Tent Coordinator
Disability Services

The Pennsic 34 Staff welcomes the participation of those gentles with disabilities. Reasonable attempts will be made to honor & fulfill any requests for basic accommodations & services as we attempt to make the Pennsic experience a good one for everyone.

Pennsic is a primitive camping event and access to modern facilities is limited, so please plan accordingly. Services such as camping space, motorized wheelchair recharging, & requests for accessible porta-john placement are available through this office.

At Pennsic, Disability Services will hold office hours in the Town Hall tent across from the camp store. We would also like to pursue coordinating sign language interpreting at classes & courts for the hearing impaired. Please contact the Disability Services Office if you are interested or if you have need of this service.

Gentles wishing to camp in the disabilities camping area must have pre-registered with both this office & Cooper’s Lake Campground! Please note that, unless you have pre-registered & received confirmation from both the Coopers & Disability Services, you are not guaranteed space in this area. Also, space is limited, so the reservations are on a first-come, first-served basis. Camping in the disabilities camping area is limited to disabled individuals & those persons camping in the same tents as them. Campers & RVs are not permitted in the disabilities camping area, but there are a limited number of electrical outlets to use for essential medical devices. Those who have been pre-registered to camp in this area will find their camping space plotted out before their arrival for their convenience.

Those who are not camping in the Disability Camping Area can request recharging services for medical equipment and handicapped accessible porta-john placement. If you are in need of these services please see the Disability Services Coordinator at the Town Hall.

As with last year, those wishing to park in the disabilities parking area will be required to have a valid state/provincial disabilities plate or tag on their car. Pennsic will also be issuing separate disability parking tags.

Assistance animals are, of course, permitted & welcome. Pets are not. Assistance animal owners are responsible for picking up & properly disposing of their animal’s waste. They are responsible for their animal’s behavior. Owners of animals that are not under control may be required to remove them from the site.

The Mobility Assistance Service (MAS) will again be providing transport assistance to those whose limitations require it

If we can assist you in any way, please let us know,

Amanda Marie
Disability Services Coordinator

Pennsic 34
Blood Drive

Greetings Good Gentles of the Known World,

While we will be spending time this summer with our friends & playing “war,” many others will be fighting a very different kind of battle... the fight to live. During the summer months, blood supplies are very low & every donation is a chance for someone to win their battle. So once again, there will be a Red Cross blood drive at Pennsic War.

Place:  Zion Baptist Church, 148 Curry Road, Slippery Rock, PA
Dates:  Friday, August 12th & Monday, August 15th
Times:  10 AM to 4 PM

The church is located within walking distance of the Pennsic grounds (just below Mt. Eislinn) & will be added to the bus route each drive day.

Identification is now required for all Red Cross Blood donors. Preferred methods of ID are: American Red Cross donor card, Driver's license, State ID, Passport, Military ID, or INS "green" card. A student ID, corporate ID, or credit card is also acceptable if it contains a photo. If the donor does not have one of the above mentioned forms of ID, there is a secondary list of acceptable identification available at Chirurgeon's Point.

Together, we can make a difference.
So, "Be a Hero, Save a Life at Pennsic War."

Lady Angelique d'Herisson
Chirurgeonate
Chirurgeonate

Salutations from the War Chirurgeon! For those who don’t know, the Chirurgeons provide on-site first aid care, both at Chirurgeons Point and on the battlefield. We will be open 24 hours a day starting at noon on Saturday, August 6 through noon on Sunday, August 21, and are located next to Public Safety at the corner of St. Lawrence & Brewer’s Roads.

Chirurgeons can only provide first aid, but we contract with Portersville Ambulance, the local service, to provide more advanced services to reduce the number of people going to the hospital. If you do have to go to the hospital, come to us and we’ll be able to give you directions.

Volunteers

We always need volunteers, whether you are a warranted Chirurgeon or not! If you want to help, come into Chirurgeons Point and talk to anyone working there. If you want to help out, and you aren’t a Chirurgeon, you simply have to sign up. There are positions for scribes, runners, orderlies, messengers and more! We also have a Volunteer Coordinator who would be more than happy to talk to you about what needs to be done, or to answer your questions.

A Note to All Chirurgeons

Please sign in at Chirurgeons Point as soon as possible. Either bring copies of your certifications, or we can copy them at Point. We will need to have on file copies of a picture ID (i.e.: driver’s license), medical certification, CPR card and membership card. We would also like copies of your warrant card, if you have one.

Most Kingdom Chirurgeons have agreed to allow their apprentices to include Pennsic service toward the required number of events to be warranted. Check with your Kingdom Chirurgeon for your kingdom’s specific policy. If you want to start your apprenticeship at Pennsic, let us know and we’ll help you with the process.

The sign-up roster will be available on the first day that we are open, so please come in and sign up for a shift or two (or more). Any and all help is much appreciated!

Classes

We will be offering First Aid, CPR and other Chirurgeon classes again this year. They are listed in the main class schedule under “Health & Safety.”

Suggestions for a Safe & Healthy Pennsic

So that you don’t need our services, we suggest that you:

1. Be sure to drink plenty of water & non-alcoholic fluids every day. You can never drink enough water, especially if it is hot.

2. Wear sturdy & comfortable shoes. The most common injuries we see are blisters from shoes that people haven’t broken in, or from cuts & bruises on your feet from all the walking & camping activities.

3. Use care in food storage & preparation. Ice is cheap, and spoiled food can cause more problems than you wish to have.

4. Wash your hands often and thoroughly, especially before handling food and after using the toilet. Most bacteria & viruses are killed by use of regular soap & water. The sanitizers in the porta-johns are okay, but soap & water should also be used. Also, be sure to clean dishes thoroughly & ensure that all soap & bleach are washed off before putting them away.

5. Bring any prescription medication you may need with you. Chirurgeons Point will have a small refrigerator available to store any prescription drugs that require such care. All drugs kept in the refrigerator will be labeled with the modern name and Pennsic medallion number of the person to whom they are prescribed. While care will be taken to assure their safety, all medications will be stored at the individual’s own risk. You must show your medallion before accessing the refrigerator. Please insure that your medications are picked up at the end of War or they will be discarded.

6. Carry allergy or other emergency medications with you at all times. This includes asthma inhalers, anaphylaxis self-injectors, nitro tablets, or any medicines for potentially life threatening situations. Inhalers & bee sting kits can always be duct-taped to the inside of your shield when you are fighting. This insures the medications will be with you when you need them most. Medication left “back at camp” won’t save your life.

7. This year we will not be providing “over the counter” medications to individuals. We have done this in the past, but there are just too many concerns to continue to do so. Many of the OTC remedies that you use at home are available at Cooper’s Store if you have not brought yours with you.

8. Use sunscreen of SPF 15 or above, even on cloudy days, and cover your head if you are out in the sun. Remember to reapply sunscreen often.

9. Electrical outlets at Chirurgeons Point are available for medical purposes. If you have a medical device that needs electricity in order to run, you may bring it to the Point to use it there. We ask that you take your machine back to camp with you, as we cannot be responsible for the whereabouts or safety of your equipment. If you need to recharge a CPAP or other device, please contact Disability Services and they will be able to provide you with electrical service. Please be aware that you may have to schedule a certain time & place since their electrical outlets are limited.

10. Minors cannot be treated for non-life-threatening injuries at Chirurgeons Point unless a parent or legal guardian is present. Know where your child is at all times. Please be aware that Waivers to treat minors signed in advance are not valid in the state of Pennsylvania & will not be accepted.

11. If you have a serious or chronic medical condition, or would like to have your medical information on file, “just in case,” please stop by Chirurgeons Point to fill out a Confidential Medical Information form. These are kept under lock & key and are available only to Chirurgeons or EMS personnel who would treat you during an emergency.

Lastly, if there’s a problem, let me know. I would rather deal with a problem head-on than deal with the repercussions later.

Have a fun & safe Pennsic!!

Lady Fia Kareman,  
War Chirurgeon
Volunteers Wanted

Did you know that if every person who attended Pennsic did just one two-hour shift at one Pennsic Service Point there wouldn’t be enough work to go around? To learn about Volunteer Opportunities at this Pennsic, come talk to the friendly folk at Info Point. Pennsic is everyone’s “vacation,” come lend a hand, meet new friends, and see what goes on “behind the scenes.” If we all help some, we’ll all be able to take time to have fun!

Departments looking for volunteers include:

Pennsic University / Arts & Sciences Classes

We need volunteers for on-site staffing positions. Come, sit in the shade, meet new, interesting people, & make some great memories! Shifts at A&S Point will be two hours long. Stop by A&S Point on the corner of Brewers Road & St Lawrence Way to sign up.

Pennsic University Grounds Crew

This is a new staffing position. Can you spare 15 minutes either at 8:30 in the morning or 8:30 at night? We need help shutting down the University grounds & opening them up for the new day. We also need a grounds crew chief to oversee it all. Please contact Master Sion at A&S Point if you are interested.

Performing Arts Pavilion

Lady Sofia Tyzes is looking for volunteers to help in the Performing Arts Pavilion from Sunday, Aug 14 to Friday, Aug 19.

Battlefield

All Warranted Marshals are encouraged to volunteer to marshal at least one battle. Sign-ups will be held in the Marshals’ tent on the battlefield.

For those marshalling the Woods Battle, please plan to arrive at the marshals’ tent 1 hour & 45 minutes prior to the start of the battle. This will allow us to make assignments & review the rules before heading out to the woods. For all other battles, please meet at the marshals’ tent 45 minutes prior to the start of each battle.

Non-marshals - Please consider joining the Pennsic Signal Corps. The Signal Corps assists the Field Marshal in running the major battles. If you are interested, Baron Otto von Schwartzkatz will be holding an informational meeting at the Marshals’ tent on the Main Battlefield at noon on Saturday August 13, to explain the Signal Corps positions & duties.

Battlefield Set-up

It takes, on average, 250-300 man-hours over two weeks for the Main Battlefield to be set-up, moved, & torn down, in addition to the hours that marshals spend making sure the battles are safe & fun. Please think about volunteering some of your time for either or both. It is not all strenuous work, & the more people we have, the less difficult it becomes. If you come to Pennsic to fight, please donate a bit of your time to help us make sure you can have fun doing so. Contact Viscondessa Isabella at Marshals’ Point.

Chirurgeons' Point

We always need volunteers, whether you are a warranted Chirurgeon or not! We are in the process of putting together an on-line schedule, so it should be possible to sign up for shifts before the War even starts. If you want to help, come into Chirurgeons' Point & talk to anyone working there. Chirurgeon volunteers should bring their photo ID, SCA membership card, & certifications in First Aid & CPR. We will accept copies of your IDs & certifications in advance of Pennsic to make sure that there will be no problems with you working at War. If you need to update your certifications at Pennsic, do so & then sign up with your new cards. Chirurgeons’ Point is located on the Pennsic Services block, at the corner of Brewer’s Road & St. Lawrence Way.

Heralds' Point

We need heralds of all levels for consultations, artists for drawing up submissions, exchequers to handle the money, gentles with good voices to help the town criers, & gentles with no heraldic experience to handle a variety of tasks that make the Point run.

Those wishing to help cry the camp should speak with the Cry Coordinator, Michael Langley of Riversmeet, at Info Point (in front of the camp store). All other volunteers can go to Heralds' Point, located on the Pennsic Services block.

Public Safety

Stop in at the Public Safety Tent (on the Pennsic Services block) & talk to our friendly staff about volunteering at any time. Volunteers will be needed each shift for:

A Watch Commander to oversee the entire shift. This person will access situations & assign personnel as needed.

An Operations Officer to man the Public Safety Station, answer questions, oversee the signing of waivers, assign patrols & maintain records as required.

A Dispatch Officer to co-ordinate all communications of Public Safety.

Volunteers for Foot & Cart Patrols. Persons willing to volunteer for Public Safety patrols must be able-bodied, so that in case of emergency they may attend to it without hindrance.

Other volunteers & assistants as may be needed for the event.
Heralds’ Point

Greetings unto the Populace of the Known World! On behalf of the heraldic staff, we would like to welcome you to Pennsic War 34. This year, Heralds’ Point will be open as usual to provide our normal consultation services.

Schedule: We will open for business on Wednesday for consultation services. Forms can be picked up or check anytime Heralds’ Point is open. Our hours will be:

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<td>Sat. 20th</td>
<td>10:00-1:00</td>
<td>Pick-ups only</td>
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Artists: Heralds’ Point always has need for heraldic artists to draw the proposed devices. If you are not artistically inclined, you can also help out by coloring the submissions.

Town Criers: Anyone who has an announcement for the Pennsic populace should see the herald’s notebook at Information Point. Please note that whether or not a message gets cried is at the discretion of the Cry Coordinator & his staff. Anyone interested & willing to help cry the camp should stop by & see Lord Michael Langley of Riversmeet at Info Point. Cries will begin on Saturday Aug 13th.

Classes: There will be heraldic classes taught at Heralds’ Point this year. Please stop by & check the schedule.

In Service, I Remain,
Master Thorvald Redhair,
War Herald

Heralds’ Point Classes

Basics of Blazons
Lord Otfrid. An understanding of the structure of the blazon as a guide to good period style. Fri 8/19, 10 AM, Room A.

Choosing & Documenting Your SCA Name
Lord Otfrid. Perfect for the beginner or non-herald. The Rules for names, various types of documentation, & a discussion of what to consider when choosing a name. Tues 8/16, 10 AM, Room A.

Conflict Checking for Beginners
Gwenllian ferch Maredudd. A basic tutorial on how to check armory for conflicts using the SCA Ordinary (highly recommended for new consultants at Heralds’ Point). Sun 8/14, 9 AM, Room A.

Crying at Pennsic, Why do Heralds Cry?
Sun 8/14, 9 AM, Room B; Tues 8/16, 9 AM, Room B.

How to Consult
Lord Eldrich Gaiman. A discussion of the common difficulties that arise at a consult table or in private correspondence with a submitter. Topics include interacting with clients & handling problem clients, balancing register-ability & authenticity, & goals to keep in mind during the process. Sun 8/14, 10 AM, Room A.

How to be a Local Herald
Lord Eldrich Gaiman. An overview of the job of local herald.

Topics include how the local herald relates to the College of Arms & Colleges of Heralds, their most common responsibilities, & some pointers about how to make the job easier. Tues 8/16, 9 AM, Room A.

IHRT: Cheers & Ceremony
Mon 8/15, 10 AM, Room B.

IHRT: Heraldic Titles & Rank
Tue 8/16, 10 AM, Room B.

IHRT: Open Forum
Fri 8/19, 10 AM, Room B.

IHRT: Regalia
Wed 8/17, 10 AM, Room B.

IHRT: Responsibilities of the Herald
Thur 8/18, 10 AM, Room B.

Regional Style Armory
Gwenllian ferch Maredudd. A discussion of the tinctures, charges, & arrangements found in the armory of specific European regions (Anglo-Norman, Iberian, Germanic). Wed 8/17, 9 AM, Room A.

The Heraldic Submissions Process Revealed
Lord Eldrich Gaiman. An explanation of life cycle of a submission, including tips for getting submissions through as quickly & cleanly as possible as well as an overview of the structure of the College of Arms & Colleges of Heralds. Wed
Martial Activities at Pennsic

Welcome to Pennsic! Please take a minute or two and read over the information in this section—it contains Battlefield details, War Points and tourneys, fighting conventions, and rules. It should be able to answer most of your questions about martial activities at Pennsic 34.

There will be **NO PARKING** on the Battlefield again this year except for the following:

- Handicapped or reserved parking designated by the Coopers
- Limited permits for those setting up or taking down field pavilions
- Siege weapon parking

Limited parking for those reserving for a tourney (permits for those people who requested them) will be picked up at Information Point. If you do not have a permit, your vehicle will not be allowed onto the field.

All activities on the Battlefield, in the Fort or in the Woods must be scheduled. **NO exceptions.** If you find yourself needing to use any of these areas during War, please contact me so we can find an acceptable time.

Personal tents may be placed along the south, east and west sides of the battlefield. There will be no tents on the north side of the field. Areas approved for populace tents will be marked and will be available for set up Wednesday, August 10th, on a first-come basis.

**All tents on the Battlefield must** be labeled with a tent information card (available from Information Point) detailing name and camping location of the owner. This is mostly for your protection and that of your belongings if it becomes necessary to drop a tent for any reason.

There will be an additional pick-up fighting field on the south (back) side of the Lost & Found tent. Please use this field for pick-ups and other non-scheduled fighting, especially during War week. This space is free to use at any time the Battlefield is open.

If you need any assistance please contact me or one of my staff. You can stop by Info Point at any time and they can get in touch with us or you can leave us a note.

Play hard & honorably,

*Viscondessa Isabella*
*Deputy Mayor for Martial Activities*

Waterbearers

Greetings from the Waterbearers for this Pennsic,

The month of August in Pennsylvania can be very hot, very cold, very wet, & very dry: sometimes all within the same war. Those of us who have been here for years have experienced it all! It does not matter what the weather is like, everyone needs to remember to drink lots of water! Please pass it on.

I am calling on everyone who wishes to assist this Pennsic to please turn out for the battles & support our troops. Pick up a water jug & help to keep the crowd & the fighters watered. Pennsic is a war that counts on the assistance of everyone, & I know that the participants will all appreciate your time & effort. We will be filling water jugs for battles in the afternoons so please come down & help fill up!

There will be short “waterbearer do’s & don’ts” meetings in the mornings at the Waterbearer Tent. Please feel free to participate.

Here is wishing you a safe & happy War. Got Water! . . .

*Countess Kenna*
*Lead Waterbearer*
Archery

From the Archery Marshal

Greetings! Archery at Pennsic 34 will be much the same as it has been in previous years. There will be three populace War Point shoots and a Champions War Point shoot. The three populace War Points will consist of the Clout, Advancing Man, Castle Window. The Archery Champions War Point (to be held on Monday of War Week) will consist of a woods-walk, friend/foe, and unknown distance walk-up. Details on these events are given below.

Additionally, we will be presenting a number of other competitions throughout the week, including Royal Rounds, IKACs, and privately sponsored novelties. The schedule of archery activities will be prominently displayed at the tent located at the Archery Range, and notices will also be posted on the signboards around Pennsic. We hope that many of you will take the time to participate not only in the Archery War Points but also in the many other activities held at the range.

Each year we strive to make your visit to the Archery Range as pleasant as possible. In return, we ask that you follow a few simple rules so that the range remains safe and organized. These rules are discussed briefly below. Please take time to read them through. If you understand what is expected of you, you will save yourself time and possible aggravation.

Shoot straight and well,

THL Forster Nigel FitzMaurice,
Deputy Earl Marshal for Missile Weapons

Archery Equipment Standards

All equipment should reflect the spirit of medieval archery.

Bows: Bows of any material or draw weight are acceptable as long as they are safe. All bows must be hand-bows, i.e.; recurve, longbow, crossbow. Ballistae may not be used for the War Point. No compound bows are allowed. Sights may not be attached to the bow, although ranging marks on the limb are permissible. A single piece, solid plastic, attachable arrow rest is acceptable. Bows with a metal or fiberglass riser that has openings, i.e.: those you can see through from the side, must have the openings covered in order to present a solid appearance.

Crossbows: No center-shot, trackless styles or compound prods are allowed. No break-cocking styles are allowed. Rear sights are permitted, front sights are not allowed. Limb coverings are not required. Stocks must be constructed from wood.

Strings: All strings must be appropriate for the bow type and weight. Strings may not be constructed of material prone to failure, such as sinew or gut. (Linen, silk, and artificial sinew strings are acceptable as long as they are constructed properly.) The center and ends of the string should be served, with the exception of Flemish-style string, the ends of which are rarely served. Bowstrings made of metal cable or with loops made by compressed metal clips are not allowed. No clickers, peep sights, kisser buttons or mechanical releases are allowed. A single nocking point may be attached to the string. (The nocking point may consist of one or two locators, which may be of any type. The locators may not extend above or below the arrow nock in such a way as to allow them to be used as sighting mechanisms.)

Arrows: All arrows must be made with wood shafts and feather fletching. Nocks may be of any material. Broadheads and other tips that cause excessive damage to targets are forbidden. Every effort shall be made to ensure that arrows match the draw weight of the bow they are to be used with and are the proper length for the archer that will be using them.

Bolts: All bolts must be made of wood shafts and may use any period fletching. The use of cap ends, rings, or wrapping is not required. Broadheads and other tips that cause excessive damage to targets are forbidden.

Other: Unusual or strange equipment will require the consent of both Archer Generals before use. Any type quiver may be used, with the exception of those that attach to the bow. It is strongly recommended that an arm guard and finger tabs or shooting glove be used in conjunction with recurves or longbows.

General Archery Rules

YOU MUST BE FAMILIAR WITH THE EQUIPMENT YOU USE: For safety, the bow you use should be correct for your strength and ability, and your arrows should be matched in flexibility and the length to the bow strength, and your draw length, respectively. The person using the equipment must be present when that equipment is being inspected, so that it can be determined that the archer is safe with it.

ALL EQUIPMENT MUST BE INSPECTED BEFORE IT IS USED ON THE RANGE: Before you do any shooting, including practice, you must have your equipment inspected by an archery marshal. To do this, bring your bow, string, and shafts to the tent on the archery range. A clearly marked portion of the tent will be the inspection area. For your convenience, we will also be permitting 'in camp' inspections to be performed by authorized marshals. Please bring the bow to the inspection unstrung. This allows the marshals to examine it before it is placed under stress. The marshal will guide you through the inspection process and if your equipment is satisfactory, they will place a sticker on your bow. If your equipment fails, the marshal must tell you why. Two different reasons may bring this about - (1) the marshal has found either damage, wear, or improper construction which may cause a safety hazard to you or those around you; (2) your equipment does not conform to the standards outlined previously. In either case, if modifications or repairs can be made, the equipment may be reinspected. Given an inspection failure, you can use borrowed equipment, but bear in mind that that, too, must be inspected in your presence.
OBEY THE INSTRUCTIONS OF THE MARSHALS: The marshals are there to ensure that the range operates in a safe and orderly fashion. They will also provide you with instructions on how to complete each of the shoots. Please remain quiet while the marshal is speaking so that you and those around you can hear. All marshals working on the range are required to identify themselves by wearing marshallate tabards and/or baldrics. The current Marshal-in-Charge for both the Middle and the East will be further identified by a blue baldric with a gold arrow on it. If you hear "HOLD" while shooting, immediately let down your bow, remove the arrow from the string, set down the bow and step back from the line. If shooting a crossbow, point the weapon at the ground and remove the bolt. If the hold will be lengthy, un-span the crossbow by hand if possible. If you are unable to do so, request the Marshals' permission to discharge the weapon into the ground. Do not do so without the Marshals' consent. Please be patient during the hold, the marshals will attempt to resolve the situation as quickly as possible.

PROBLEM RESOLUTION: If you have a problem while on the range, please discuss it with the nearest marshal. If the problem is not resolved by the marshal, bring the matter to either of the Marshals-in-Charge. Their decision in the matter is final, barring intervention by the Archer General of the Middle, Captain General of the East, and/or the Royalty of either Kingdom. Persistent disputes or blatant violations of the rules and regulations will be subject to Marshallate courts and attention of the Royalty.

RANGE OPERATIONS: Initial range setup will occur sometime between, Saturday, August 6th and Tuesday August 9th. Although the range will be ready, the Marshallate will not be required to staff the range for regular operation until Saturday the 13th. During the days before the 13th, the range will be open only during those times there are a sufficient number of marshals willing to volunteer. The Champions’ Shoot will occur on Monday the 15th, and populace War Point will commence as soon as the range can be returned to its original configuration. During the balance of War Week, the range will be open from 9:00AM until 5 PM Tuesday and Wednesday, 9 to 7 Thursday, and 9 to 3 Friday. War Point shooting will begin at 11:00AM except for Friday, when it will begin promptly at 9. The first few hours will accommodate practices and other activities. One range will always be available for warm-ups and tutorials throughout the day. During all times that the range is staffed by marshals, a large banner will be raised above the inspection area of the archery marshals tent. If the flag is raised, you are welcome to come to the range and shoot. If the flag is lowered, there are not enough marshals present for safe operation and the range is closed. The flag will be clearly visible from the vicinity of the paved roads.

Archery War Points

THE CLOUT SHOOT: The target shall be a 10 yard diameter castle turret placed at 100 yards distance. In addition there will be a life-sized warrior in the turret. Each archer will be allowed to shoot six arrows with no time limit. Shafts that land within the turret will score one point each. A valid hit on the warrior within the turret scores two points: a hit to his shield or weapon will count only one point. The total scores for this shoot for each side will be compared to determine which side is victorious in winning this War Point. Each archer may shoot this only once during the War while scoring is in effect.

ADVANCING WARRIOR: Six targets of an armored warrior will placed at 10 yard intervals between 20 and 70 yards. The archers will be given a 30 second countdown. Starting with the farthest target, archers are allowed 5 seconds to shoot at each target. They may only shoot at the target that is currently being called. Each hit, excluding those that land completely within the weapon or shield, shall score one point. The total scores for this shoot for each side will be compared to determine which side is victorious in winning this War Point. Each archer may shoot this only once during the War while scoring is in effect.

CASTLE WINDOW SHOOT: The target shall be a 8" x 3' slot resembling a castle window at a distance of 30 yards. Each archer will be allowed to shoot six arrows with no time limit. Shafts that land within the window shall score one point. The total scores for this shoot for each side will be compared to determine which side is victorious in winning this War Point. Each archer may shoot this only once during the War while scoring is in effect.

ARCHERY CHAMPIONS: This War Point will be decided by whichever side takes two of the three parts of the Archery Champions Shoot. The Champions Teams will have a maximum of thirty archer champions from each side, with no more than 10 allies. The first shoot will be similar to the Roving Range Shoot at Pennsic 33, involving figures placed at 10 various distances in various positions. There
will be between 3 and 5 timed ends in this shoot. The second shoot is a timed (30 seconds) team slot shoot with a target similar to last year. The object is to kill the enemy soldier with a narrow kill zone without killing the friendly fighter. Hits on the latter will be penalized points. The third shoot will be an unmarked long distance shoot: the target has not been decided at this time. The Scoring Marshals will select six to ten different shooting stations, at which two arrows will be launched at the target. Any arrow that strikes the kill zones will be worth three points, any arrow that strikes the target (Man or Beast) will be worth two points and any arrow landing in the 10 yard clearly marked buffer zone will be scored as one point.

Other Activities

YOUTH ARCHERY: A very ambitious program of youth archery is being developed, and a youth range will be open throughout the War. Note that while we very strongly encourage young shooters, it must be stated that the range cannot be used as a depository for unattended minors, nor will marshals assume babysitting responsibilities. Gentles under the age of 18 must have a parent or legal Guardian present at Pennsic. Gentles under the age of 12 must have a parent, legal guardian, or responsible adult (or teenager, as per general Pennsic rules), present at the range with them. Ignoring this rule will result in loss of range access, at the very minimum, until the situation is rectified.

As in previous years, we will be offering a number of privately sponsored novelty shoots, as well as opportunities for Royal Rounds and IKACs. Schedules for these will be posted. There will be a range dedicated to Youth archery, and the Youth coordinator, Forester Roewynne Langley, has scheduled a full course of daily activities, and schedules for these will also be available. A number of classes are scheduled for the range. These will cover basic and advanced techniques, as well as specialized topics. I myself will providing my usual clinic for marshals and others in the inspection process and equipment maintenance. Schedules for these may be found in either the A&S class schedules or on posted notices on the range and around the site. Finally, there will be, as in previous years, an archery-themed Masterworks A&S competition and display.

### Archery Activity Schedule

<table>
<thead>
<tr>
<th>Monday August 8 – Sunday August 14</th>
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<tbody>
<tr>
<td>9am-5 PM General Practice and Novelty Shoots</td>
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<tr>
<td><strong>Monday August 15</strong></td>
</tr>
<tr>
<td>9am-5 PM <em><strong>Champions Setup and Shoot</strong></em></td>
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<tr>
<td><strong>Tuesday August 16</strong></td>
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<tr>
<td>9am-11am General Practice and Novelty Shoots</td>
</tr>
<tr>
<td>11am-5 PM <em><strong>Populace War Point Shoot</strong></em></td>
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<tr>
<td><strong>Wednesday August 17</strong></td>
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<tr>
<td>9am-11am General Practice and Novelty Shoots</td>
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<tr>
<td>11am-5 PM <em><strong>Populace War Point Shoot</strong></em></td>
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<tr>
<td>5:30 PM-7:30 PM Masterworks Competition</td>
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<tr>
<td><strong>Thursday August 18</strong></td>
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<tr>
<td>9am-11am General Practice and Novelty Shoots</td>
</tr>
<tr>
<td>11am-7 PM <em><strong>Populace War Point Shoot</strong></em></td>
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<tr>
<td><strong>Friday August 19</strong></td>
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<tr>
<td>9am-11am General Practice and Novelty Shoots</td>
</tr>
<tr>
<td>11am-3 PM <em><strong>Populace War Point Shoot</strong></em></td>
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Heavy Weapons

From the Field Marshal

Greetings to all!

I hope that we will all have a fun and safe fighting experience this year. To that end, my office will need help. Normally, we see the same marshals on the field for all the battles. They give up their vacation so that you can have fun fighting. I would like to encourage all warranted marshals to volunteer to marshal at least one battle. Sign-ups will be held in the Marshals’ tent on the battlefield.

For those marshalling the Woods Battle, please plan to arrive at the Marshals’ Tent an hour and 45 minutes prior to the start of the battle. This will allow us to make assignments and review the rules before heading out to the woods. For all other battles, please meet at the Marshals’ Tent 45 minutes prior to the start of each battle.

For those who are interested in helping out but are not marshals, consider joining the Pennsic Signal Corps. The Signal Corps assists the Field Marshal in running the major battles. If you are interested, I will be holding an informational meeting at the Marshals’ tent on the Main Battlefield at noon on Saturday, August 13, to explain the Signal Corps positions and duties.

Have fun, fight hard, but fight safe.

Baron Otto von Schwartzkat, KSCA
Field Marshal
Pennsic Fighting Conventions & Rules of the List

Marshaling Conventions: The marshal in charge of Pennsic 34 is the Earl Marshal of the Middle Kingdom. The Earl Marshal of the East Kingdom shall assist him. Any on-site changes to these rules will be at the sole discretion of the Earls Marshal of the Middle and the East, though the ultimate responsibility for the conduct of all combat-related activities at Pennsic lies with the Earl Marshal of the Middle. Either Earl Marshal may designate a representative for any battle. The Earl Marshal of the Middle may select an appropriate marshal to be in charge of each battle. The Marshal selected to be in charge of a particular battle shall remain in charge of that battle for its entirety.

Disagreements with the decision made by any marshal will be dealt with at the Marshals’ Court. Decisions made by the Earl Marshals or their designates may not be overturned except by a full Marshals’ Court in the presence of both Middle and East sovereigns. No fighter or marshal, including the Royalty of the Society but expecting the Earl Marshals of the Middle and the East, having fought in a battle, will return to the field to act as a marshal for that battle. Only the Royalty of the Society for Creative Anachronism may return to field as spectators.

The marshals in a battle shall be equipped with a marshal’s staff of yellow and black, a marshal’s tabard and a whistle. The use of armor, gauntlets and a safety helmet is recommended. Safety glasses are also recommended in all battles that include combat archery.

Marshals must be present during all combat activities. The Earl Marshals of the Middle and the East shall determine the minimum number of marshals required for each battle to ensure the safety of the fighters, marshals and crowd. The minimum number of marshals must be evenly split between the Middle and its allies and the East and its allies. No War battle shall begin until the minimum number of marshals is present. If half the minimum numbers of marshals do not claim to represent one side or the other, the Sovereign of the under-represented kingdom shall appoint a sufficient number of his marshals to make up the needed difference. Because of these responsibilities, no battle will begin without the consent of the Sovereigns of the Middle and East kingdom, even if this means the printed start time is not met.

Before any battle is started, the 5-minute warning shall be given. At the end of the 5 minutes, regardless if either side is ready or not, the battle will begin.

No offensive weapons of any kind are allowed on the field by anyone, including the marshals. This includes, but is not limited to: belt knives, pocket knives and folding knives of any kind.

The marshal in charge reserves the right to stop all combat activities for safety reasons. When combat activity is stopped for this reason, the Kings of the Middle and the East will decide if and when the battles will be cancelled or rescheduled.

Marshals have the power and the duty to remove from battle any person who is violating the rules of the list. This includes but is not limited to non-acceptance of blows, ignoring the rules of engagement and behavior that is dangerous to combatants. Marshals should keep in mind that all fighters are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fighters should remember that the marshals are attempting to ensure the safety of all fighters present and treat them with courtesy. Marshals shall always be obeyed during the battle.

A Marshal’s Court will be in place and be prepared to address any serious problems that are brought before it. Marshals or fighters can bring these problems to the Marshal’s Court. The Marshal’s Court will be held immediately following each battle. The Marshal’s Court will review infractions of the rules and combat conventions.

Holds will be called whenever a question of safety or other major problem arises. Holds will be kept to a minimum to allow continuity of battles to be maintained. Marshals will signal holds with whistles and/or vocally. Fighters may call holds vocally, but only for major safety issues.

When a hold is called, all fighters should echo it. All fighting will cease and the fighters, whatsoever their rank, will go to their knees. Those that have demonstrable physical problems going to their knees may stand quietly and not move. Those that remain standing must assist the marshals in determining the cause of the hold. All weapons will be lowered to make it easier for the marshals to find injuries. Those having been warned and still refusing to abide by this rule, whatsoever their rank, may be removed from that battle. It is the responsibility of all participants, marshals and fighters alike, to maintain safety on the field. Talking about tactics during holds is strictly forbidden and may be cause for removal. Fighters may not change relative position except at the express orders of the marshals. Friendly conversations and introductions to the “enemy” are highly encouraged.

MARSHALS’ TENT

Three marshals tents will be set up on the Main Battlefield for Lost & Found, inspections, and marshals’ meetings.

The Lost & Found tent will contain armor lost and found during and immediately after each battle. If armor is not claimed by the end of the War, it will be turned over to the main Lost and Found, and may be claimed during the following war. Items not claimed by the end of the following war will be auctioned off for the benefit of the Pennsic War Marshallate.

The Inspections Tent will be the site of all on-the-field armor, weapons, and missile inspections.

The Marshals Meeting tent will be the site of the Marshals Court after each battle and the marshals meeting before each battle. It will also contain the marshals sign up list and will be used for any marshal meetings or marshalle gatherings. It will contain the box for errant arrows and bolts.
Armor and Weapons Standards:

Each fighter must meet the armor standards of their respective kingdom. Society armor standards shall be minimum standards. All fighters will ensure that their armor meets those standards while they are fighting. All persons participating in combat or combat-related activities (such as Scouting, light archery, siege weapon operator) must wear the minimum Society armor standard.

All weapons agreed upon must meet the weapon standards of the East or Middle kingdoms as well as standards described below. The Earl Marshals of the Middle and the East reserve the right to ban any weapon, even if it would be legal in another kingdom. Any unusual or non-standard armor or weapons will be brought to the attention of the Earl Marshals of the Middle and the East before it will be allowed for use. Decisions of the Earl Marshals are final.

Armor and Weapon Inspection:

All armor and weapons must be inspected before they may be used in any combat at Pennsic 34, including battles, tournaments, and pick-up fighting. Inspections will be performed at the Inspection Tent in addition to in-camp inspections by warranted marshals appointed by the Chief Inspector. No inspections will be conducted at the site of the Woods Battle. Fighters wishing inspection must bring their site medallions, authorization card, and photo identification. Without these items, a fighter will not be inspected.

Each kingdom should supply marshals for armor inspections in proportion to the number of fighters it has at Pennsic. Kingdom earl marshals wishing to handle the inspections of their kingdoms troops may request a marshal from the Chief Inspector to aid them.

Rejected weapons and armor may be reworked and presented again for inspection. No marshal may tell an individual to fix a piece of equipment and at the same time pass it assuming that the necessary changes will be made. If it is a piece of required armor, the person must be completely re-inspected, including the presentation of the above information. A roster of failed inspection will be kept: fighters being re-inspected should make sure their name is removed from it.

Armor that has passed inspection will be marked with a sticker placed on the right side of the helm. This sticker will have the entry tag number of the inspecting marshal and the inspected fighter. This sticker remains the property of the SCA-Pennsic War, and may be marked through or removed during a battle as an indicator that the fighter may no longer participate in that battle. Once so marked, the fighter must present him/herself at Marshals’ court after the battle. The court will decide a proper course of action, which may include issuing a replacement sticker. Weapons will be marked in bright paint.

The inspection point will be manned from 9 AM until 3 PM. The inspection point will close 15 minutes before each mass battle, and 30 minutes before the woods battle, to allow time for everyone to get to the battlefield on time. It will remain open during the Champions battles at the discretion of the Earl Marshal of the Middle and the East, provided there are sufficient volunteers to man it.

Authorizations:

All fighters and scouts who wish to participate in the battles at Pennsic 34 must have authorized by July 31, 2005. Fighters and scouts must have their authorization cards with them at Pennsic. NO CARD, NO FIGHTING OR SCOUTING! NO EXCEPTIONS!

Scouts will be allowed in all battles. A scout cannot be in possession of a designated War Point banner nor may a scout touch or move a designated War Point banner. No scout may carry weapons or shields. No scout may carry a combat bow or crossbow for any reason during a battle. No scout will intentionally put himself in a position to be struck by an opposing fighter.

Scouts are “killed” by an opposing fighter getting within 10 feet of them unopposed and declaring them “dead”. Unopposed means that no fighter friendly to the scout is between the opposing fighter and the scout or within weapons range of the scout. Under NO circumstances will a scout be touched with a weapon.

Scouts should make every effort to avoid situations that may cause harm. Blatant disregard of this rule may be cause for removal.

General Combat Conventions: Pennsic 34 will follow the Society rules for combat at all times. The following rules and conventions will also be used:

1. The use of excessive force is prohibited. Excessive force is most likely to happen when you stop being concerned about the welfare of your opponent. Blows deemed excessive should NOT be ignored, but taken and then dealt with appropriately.

2. All fighters are expected to remain calm and “cool” during combat, remembering that their opponents are honorable, chivalrous and there to have fun, just like everyone else. Failure to do so can cause a fighter to be removed from the field for censure.

3. No one may take part in fighting or marshalling of battles while under the influence of mind-altering substances, including but not limited to alcohol, controlled substances and/or prescription drugs that have a similar effect. This creates a danger to the affected fighter and to his/her opponents.

4. Face thrusting shall be allowed in all battles. An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than to other parts of the body. A face thrust shall not be called light if it is hard enough to notice and moves the grill slightly. Simply put – If you feel it, it is good.

5. Combat archery and thrown weapons shall be allowed in designated battles.

6. Siege weapons will be allowed in designated battles.

7. The body (including hands, feet, knees, etc.) may not be used to grapple an opponent, his shield or striking surface of a weapon.

8. If a fighter uses his hands to try and steal a spear or grasp a weapon shaft, the fighter’s hands must be fully armored.

9. No declared death from behind.

10. An opponent that has fallen must be allowed to regain a defensive position before he is re-engaged. A fighter who has fallen may not throw blows while his opponents are allowing him to regain his defensive position.
11. Striking from behind is forbidden.
12. Charges: Fighters may run to cover ground or change position. For purposes of contacting the enemy (breaking lines, shield walls, etc.) charges must be limited to 3/4 speed. Wheeled conveyances are not allowed to charge to impact.
13. All fighter and scout helms will be obviously marked on the front and back with tape denoting the army which they are part of: red for the Middle and blue for the East. No fighter may change the color of his helm for the purpose of deception.
14. It is each fighter’s responsibility to understand the Pennsic War rules. Ignorance is not an accepted excuse.
15. These general conventions are designed specifically for the War battles only. Rules for all other tournaments will be the responsibility of the sponsoring party of the tournament.
16. Combatants may not use modern technology to gain a tactical advantage. This includes, but is not limited to radio communications, cell phones and other modern signaling devices.
17. Any fighting outside the normally designated areas can only be done with the advanced written permission of the Earl Marshal of the Middle Kingdom.

RULES OF ENGAGEMENT:

Except in the case of unit-on-unit engagement, no more than four fighters shall attack a single opponent. When a fighter is part of a formed unit (i.e. a shield wall) that is fighting a similar unit, he may strike and be struck by any opponent within range. If a breakthrough occurs, one shot delivered in passing is allowed to the fighters passing and being passed.

Attacking an opponent from the rear who is not aware of your presence is both unsafe and unchivalrous and is strictly prohibited. The opponent must be made aware of your presence and intent by gaining engagement before you may strike him. You gain engagement by the following circumstances:

1. Eye contact has occurred with your opponent and the opponent has acknowledged you as a threat by reacting to you in some way (examples of which include, but are not limited to: nodding at you, making a defensive reaction to you, going on guard against you or blocking a light blow)
2. Fighters may not strike while they or their opponent are turning to engage.
3. If an opponent seems to be ignoring your attempts to attract his attention you may NOT proceed to attack him. He may simply have felt he was bumped by his own team, did not hear you or may already be engaged. In such an instance you may continue your attempts to gain engagement, as well as fouling his weapons or shield with your weapon or shield. This way, you gain the advantage of being to the rear without jeopardizing safety.
4. Deliberate refusal to engage an opponent is grounds to be removed from the battle.
5. Deliberately striking from behind without gaining engagement is likewise grounds for removal.
6. The marshals are encouraged to actively enforce these rules. Treat your opponents with safety and courtesy.

SPECIFIC WEAPONS STANDARDS

1. Maximum spear length is nine feet. Only rattan and pol- truded linear fiberglass are allowed. fiberglass spears must have a minimum a three-inch diameter thrusting tip. The end of the shaft must be capped with a schedule-40 PVC pipe cap to prevent the shaft from penetrating the tip. Rattan spears must have a minimum of a two-inch diameter thrusting tip. No double ended spears over six feet. No fiberglass spears under seven feet.
2. No laminated blades are allowed.
3. Rattan in the heads of maces and single-handed axes is permitted per Middle Kingdom standards (clicker maces).
4. Maximum pole arm length is seven and a half feet, including thrusting tips and butt spikes. Maximum weight is six pounds. Unpadded pole arms will be allowed and clicker pole arms per East Kingdom standards. Padded pole arms must have at least 3/4 inch of closed cell padding on the striking edge. The striking surface must be a different color than the haft. Further, unpadded weapons must have edges marked with contrasting color to the head. (Heraldic rules of no color on color, no metal on metal should be used as a guideline.)
5. Butt spikes are allowed on polearms, madus, spears less than 6 feet long, and great swords.
6. Maximum great sword length is 6 feet and no weapon may weigh more than 6 pounds.
7. No modern camouflage may be worn while scouting or fighting.
8. All shields must have all the edges covered with hose or equivalent to prevent damage to combatants and weapons.
9. Shield edges may not have flexible extensions or flaps that extend beyond the rim or edge of the shield.
10. No thrusting shields are allowed.
11. No passive shields are allowed. If the hand does not control the shield it is considered armor, and any good blow struck must be taken.
12. No hinge shields are allowed.
13. No more than one hand may be used to hold/control a shield.
14. Shield may be grounded. Only one shield per person is permitted.
15. Javelins must be a minimum of three feet in length and constructed in accordance to Society standards, and may be used in any designated battles.

All members of the Kingdoms of the Middle and the East will be held responsible for their appropriate Kingdom’s specific armor requirements. All Allied Kingdoms will only be held responsible for Society Armor Requirements.
Pennsic Scouting Rules

1. All scouts must be 18 years of age or older.

2. Scouts must have gear inspected.

3. All scouts must be 18 years of age or older.

4. All scouts must have a Pennsic 35 Site Medallion.

5. All scouts must have a minimum of 3 (2” x 3”) white diamonds on their helm displayed so as to be seen from front back and both sides. It is advised that scouts wear tunics or tabards displaying a large white diamond on front and back.

6. All scouts must meet the minimum standard for protective equipment, as detailed in the Society Marshals’ handbook for a heavy weapon fighter. A scout may not wear ½ gauntlets as hand protection.

7. Scouts SHALL NOT carry a weapon. Scouts shall not carry a back-up weapon for the fighters in their units. Including shields, weapons, crossbows, bows, or javelins.

Scouts may carry an extra supply of Arrows and bolts or thrown weapons for their unit (excluding javelins), as long as they are carried in a bag.

8. Scouts may glean arrows, rocks, and thrown weapons (NOT javelins) from missile battles where gleaning is allowed. All thrown weapons need to be immediately placed in a bag to keep the scouts from being mistaken as fighters. Javelins may not be gleaned due to the higher probability of being mistaken for a fighter. Be aware that some missiles need to be re-inspected before they can be used again in a battle. Be clear on this before the battle starts.

9. Scouts shall not act as a living "Pavise”—a human wall that archers can hide behind.

10. Holds apply to scouts as well as fighters. When a hold is called, stop, drop to one knee, and remain where you are until a lay-on is called. There is to be no talking or moving during a hold. If the hold is local (affecting only a small area) and the scout is not directly involved, he/she need not observe the hold, so long as he/she will not violate any list, battle, or safety rules.

11. In order to kill a scout a fighter must enter weapon’s range and declare, “Scout, you are dead.” Weapon’s range is defined as 10 ft. Scouts SHALL NOT be intentionally struck or touched by a fighter. REGARDLESS OF THE CIRCUMSTANCES! Scouts may not run away once a Kill is initiated, they are dead if the enemy fighter is within 10’ for any portion of the call “Scout you are dead”. When a scout is killed, his/her information is lost until resurrection.

12. A scout that is inadvertently struck on any legal target area of their body by a missile weapon is dead and must leave the field. This rule applies even if there is a friendly fighter between the scout and the origin of the missile weapon. Archers may not touch/strike scouts with their bows or crossbows.

13. A Scout may not be (vocally) declared dead if he/she has a friendly fighter between themselves and the enemy fighter, even if the enemy fighter is within 10’ of the scout. Fighters lacking proper identification (kingdom tape, inspection stickers, etc), not wearing their helmets, have their visors open, or not carrying a weapon MAY NOT kill scouts. Striking a scout will result in that fighter being removed from that battle. Further disciplinary action may be taken against the fighter.

# Heavy Weapons Activity Schedule

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<td>HCS: Judicial Combats</td>
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<td><strong>1 PM-3 PM</strong></td>
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<td><strong>10 AM-6 PM</strong></td>
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<td><strong>1 PM</strong></td>
<td>HCS: Combats with Poleaxes</td>
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<td>Battle of the Thirty</td>
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<tr>
<td>Immediately after OC</td>
<td>Passage of Three Seas</td>
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<tr>
<td><strong>1 PM</strong></td>
<td>Fighting Laurels Prize Tourney</td>
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<td><strong>3 PM-5 PM</strong></td>
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<td><strong>2 PM-4 PM</strong></td>
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<td><strong>4 PM</strong></td>
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<td><strong>4 PM-5 PM</strong></td>
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<tr>
<td><strong>5 PM</strong></td>
<td>HCS: As Real Men Fought</td>
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Key: *** in bold = Indicates a War Point Battle, OC = Opening Ceremonies, HCS = Historic Combat Series
I wish to stand the field as a reminder to us all of our absent comrades overseas in the armed services. As a prior service U.S. Marine, I would like to offer an opportunity for everyone to come and show their support for these brave men and women. I will provide a book for any dedications or comments which will be preserved by the Shire of Hartstone for all to see in times to come. I would like anyone, fighter or non-fighter, wishing to show their support for our military brethren and sisters to come down to the field for good fights and/or to sign the dedication book. Donations will be accepted, though not required, to go towards the Disabled American Veteran's Association Fund.

Age Restriction: Over18

Historic Combat Series: Pas du Dragon Noir

There are no appearance requirements to participate in this combat. The Pas du Dragon Noir (Passage of Armes of the Black Dragon) will be a 15th century Burgundian style pas, in the tradition of Jaques de Lalaing's pas "The Passage of the
"Fountain of Tears." A combatant who is driven from the list, falls to the ground, or drops their weapon will have lost. Challenges may be offered with poleaxe, long sword, dagger or spear. Matched weapons will be provided.

**Thursday, August 11**

**Armed Services Homage**

See description from Wednesday August 10.

**Historic Combat Series: Judicial Combats**

There are no appearance requirements to participate in this combat. Recreation of the judicial combats of the western Europe focusing on the German tradition as shown in the manuals. Combatants start with a spear, longsword and dagger. Matched weapons will be provided. Combats will be run using the "As Real Men Fought" rules (see description from Monday, August 15th). Either a single elimination or round-robin style format will be used, depending upon number of attendees.

**Closed form sword and shield: A voice from AS IV**

A fighting class from the first year of the Middle Kingdom, along with a discussion of the style being taught.

**Friday, August 12**

**Armed Services Homage**

See description from Wednesday August 10.

**Historic Combat Series: Combats with Pollaxes**

There are no appearance requirements to participate in this combat. In the tradition of Le Jeu de La Hache, Talhoffer, and Ringeck we offer combats with the poleaxe (matched weapons will be provided). Combats will be run using the "As Real Men Fought" rules (see description from Monday August 15th). Either a single elimination or round-robin style format will be used, depending upon number of attendees.

**Saturday, August 13**

**Passage of Three Seas**

In honor of the 20th year of the kingdom of Trimaris, King Baldar Longstrider & his noble friend Crown Prince Gaston de Vieux-champs intend a passage of arms to begin on Friday, August 12th. Baldar and Gaston will take the field at 10:00 in the morning and hold against all comers until the day is done. This they shall do each day until they have completed as many fights as they have set themselves to do. They shall be joined at various times by a different Trimarian knight or warrior of note who shall also face all comers until such time as another takes his place. Come join in this celebration of Trimarian steel by completing 5 fights with one, two, or three of the tennons. Return on another day and fight a different weapon style. It is our wish that fighters of spirit and renown from every realm in the Known World will come make their challenge.

**Grand Quest P’as**

An informal P’as as a prelude the Grand Quest, in order to select the honored knights who will undertake the challenge.

**Age Restriction: Over18**

Open to members of the Order of Chivalry only.

**Iron Rose Tournaments**

The Pennsic XXXIV Iron Rose Ladies Tournaments will consist of a Double Elimination Heavy Weapons Tournament and a Bear Pit Point Accumulation Tournament, both of these tournies are restricted to heavy weapon women fighters. Each of these Tournaments will have separate brackets for: all heavy weapons women fighters with more than two (2) years of SCA heavy weapons combat experience and another for all heavy weapons women fighters with less than two (2) years of SCA heavy weapons combat experience.

The Double Elimination Iron Rose Tournaments will be held in a fashion similar to the Atlantian Speed Round style.

**Age Restriction: Over18**

**Lost Boys Battle**

It’s time for battle again! The Lostboy Kamikaze battle is one and half hour unlimited resurrection Fort battle. Melee fighting for melee fighters. Every effort is made to let units and groups fight together. Pennsic inspection is required so please have it before hand.

**Age Restriction: Over18**

**Historic Combat Series: Harnessfetchen Combats With Longswords (2 handed Swords)**

There are no appearance requirements to participate in this combat. In the tradition of Liechtenauer and Fiore we offer combats with the longsword (matched weapons will be provided, halfswording encouraged). Combats will be run using the "As Real Men Fought" rules (see description from Monday August 15th).

Either a single elimination or round-robin style format will be used, depending upon number of attendees.

**Sunday, August 14**

**Passage of Three Seas**

See description from Saturday August 13.

**Ealdormere Unbelt Team Melee Tourney**

The Kingdom of Ealdormere will be hosting an Unbelted Champions Melee Tourney. The tourney will be fought in a round-robin format with teams of 15. Kingdoms may enter only one team.

**Battle of the Thirty**

This is an invitation-only event. Two teams of combatants will attempt to recreate the original Combat of the 30 from the 14th century, as accurately as possible.

**Fighting Laurels’ Prize Tourney**

The event is open to any Laurel that is authorized in heavy weapons combat.

Each Laurel will provide a prize of their own making. Apprentices of Laurels are also allowed to enter; the apprentice must
Graybeard Tourney

Double elimination tournament. All fighters must be at least 50 years of age.

Passage of Arms

A passage of arms by the Company of Saint Michael.

Midrealm Scout Practice

Midrealm Scouts and their Allies are welcome to come practice in the Woods.

Age Restriction: Over 17

Children's Leukemia Deed of Arms

A week long Deed of Arms with donations to benefit the Children's Leukemia Fund of the American Cancer Society running Sunday through Friday of War week. This activity is a fund raiser for a national non-profit organization. All participants will be requested to give a donation for each bout. As the Champion of this Deed, I will be donating $0.25 per bout.

2nd Annual Known World Novice Tourney

This is a grand tournament to pit the fighters of the Known World who have been authorized for 2 years or less, against another. The field is limited to Novice fighters only. No Knights, Squires or Royal Peers by their own hand even if fighting for less than two years.

Historic Combat Series: Sword & Buckler Combats

There are no appearance requirements to participate in this combat.

Only bucklers 20 inches and under may be used. (Matched pairs of bucklers will be available). A solid blow to any legal target area is considered incapacitating.

Anyone who cannot recover a dropped weapon before their opponent can touch them with his sword has lost. Anyone who falls and cannot recover before their opponent can touch them with his sword has lost. Either a single elimination or round-robin style format will be used, depending upon number of attendees.

Monday, August 15

Bridge Battles

Duration: 3 battles, each 30 minutes. Middle to start on the East side of the field, East to start on the West side of the field.

There will be five parallel bridges 90 ft long. The center bridge will be 27 feet wide and one width the entire length. The side bridges will be 18 feet wide and one width the entire length. Adjoining bridges will be separated by a gap of 25 feet. Each bridge will extend 9 feet past the edges of the gorge that they span. The center of the bridge will be clearly marked by a bale of hay laid outside each side of the bridge, as well as a center line marked with paint. The marshals will mark a center area the width of the bridge 9 feet to either side of the center line. The bridges will be thought of as spanning a deep gorge that is un-traversable by any means other than the bridges provided. Each side will start 50 feet from the end of the bridges at a line clearly marked by the marshals. Each battle will be 30 minutes in length including holds. The clock will not stop for any hold less than 2 minutes. All holds will be declared local until a breakout occurs. Once a breakout occurs all holds will be general. Should a serious injury require a cessation of fighting on a bridge, the marshals will mark the positions of the respective sides and then the troops may be removed. Once the injury has been cleared from the bridge, the marshals will reposition the same troops and fighting will continue as normal.

All fighters shall kneel at the final cannon. All fighters outside the center area will be excused. Those in the center area will fight until one side remains. The side controlling the most bridges wins that battle. A point shall be awarded for each victory with a 5-minute break between battles for the armies to regroup.

Fighting may take place over the hay bales. No fighter may sit, stand, walk or run on the hay bales. A fighter may use the hay bales to regain balance or stop his fall. This means that a fighter touching a bale is not automatically “dead’”, however any fighter using a bale to regain his balance or stop his fall for more than 2 seconds is considered “dead”. If a fighter’s hand, shield, weapon, feet or any weight-bearing item lands over (i.e.: on the outside of) the hay bale that fighter is “dead” and must leave the battle. Merely brushing up against or using a hay bale as a steadying wall to deter falling is not considered dying. “Dead” fighters are required to leave the area of the bridges. Any Crowns of the Society for Creative Anachronism who fought in the battle may remain as spectators.

In the third battle combat archery and siege weapons are allowed to set up within 50 feet of the starting line. They will be treated as a heavy weapon fighter – they must be engaged properly and safely. A downed siege weapon will be flagged and cannot be re-used. Kills by a siege weapon are per the normal conventions of combat for siege weaponry which includes ballista, trebuchet and catapult.

Archers will use the present set of combat archery rules and can maintain their present ability to move freely about the field. Arrows can be gleaned during the battle.

Start time: 11:00 am
Time limit: 30 minutes each battle
Resurrection: No
Combat archery: Yes, third battle only.
Thrown weapons: Yes, third battle only.
Siege Engines: Yes, third battle only.
Heroic Champions Battle

Two teams of 20 belted fighters from the kingdoms of the East and the Midrealm or their Allies with 8 being the maximum number chosen from their prospective Allies. Kings shall not fight in this battle.

The 2 points will consist of a series of 20 individual bouts fought between fighters chosen from each side. For the first bout of the first round, the King of the Middle shall choose a combatant from the Midrealm or their Allies and the King of the East shall then choose and opponent from the Eastern realm or their Allies. These choices shall alternate per bout for all 20 bouts with the maximum amount of Allied champions being 8 from either side.

Bouts will continue with victory being awarded to the last team on the field. Royal families of the East and Middle Kingdom shall assist in the marshalling of these bouts. Double-kills result in the "death" of both combatants, and the next two combatants in line will take the field and continue. The two points will be awarded to the Kingdom with the most victories resulting from the bouts of this Heroic Champions.

Passage of Three Seas

See description from Saturday, August 14.

Essential Techniques of Armored Combat

Unarmored workshop covering fundamental techniques of armored combat, including stance, movement, strikes, returns and combinations. Bring sword and shield. 2 hours

Feat of Arms: 100 Knights in 100 Minutes

Lord Thorgard inn Sterki seeks to test his endurance, skill, and courage against the best that the Known World has to offer. To this end, he issues a challenge to meet in brotherly combat 100 Knights from any Kingdom. He wishes to fight all 100 Knights consecutively with a fresh Knight every 60 seconds. Beginning at 9am, White Tourney Field.

Ladies of the Rose Tourney

Any Queen, Princess or Lady of the Rose may sponsor one unbelted fighter for this double elimination tourney. If you are unable to attend, a letter of presentation may be sent with your sponsored unbelted fighter. We wish to see the finest examples of heraldry, courtesy, chivalry, and honor. To recognize these ideals of Our Society, Queens, Princesses and Ladies of the Rose in attendance are invited to present personal tokens to any fighter they wish to recognize. Prizes will be provided for the winner of the tourney, the fighter who exhibits the best death, the most courteous fighter, the best heraldic display, and the most comedic fighter.

Children's Leukemia Deed of Arms

See description from Sunday August 14.

Historic Combat Series: As Real Men Fought

There are no appearance requirements to participate in this combat. The purpose of these combats is to focus on period methods for determining victory in a bout. This will be done through rules taken from period tournaments of the 14th and 15th century and modern rules used to simulate a period victory condition. Combatants will be assumed to be wearing late 14th-century armour with either an open faced or closed face helm depending upon what the combatant is actually wearing. Either a single elimination or round-robin style format will be used, depending upon number of attendees.

Period rules:

Anyone who is driven from the list has lost.

Anyone who falls with 3 points to the ground has lost
(knee, knee, hand for example)

A dropped weapon does not stop the fight.

A combatant may yield at any time.

Modern rules:

Anyone receiving a thrust to a vital target, inside of the elbow, armpit or open faced helm, has lost.

Anyone receiving solid swung blow from the head of a poleaxe (or equivalent) to the helm will have lost.

Tuesday, August 16

Woods Battle

Duration: 2 hours. The clock will not stop during holds. For the Woods battle, the East and their Allies will enter the woods from the South and line up along the traditional 100 ft opening along the outer southern edge of the Woods. The Midrealm and their allies will enter the woods from the North and line up along the outer northern edge of the woods. The use of mini-openings will be discontinued so as to mesh with entry distances for each respective side to the traditionally agreed upon banner locations. There will only be two entrances. Both sides will have to resurrect by proceeding all the way out of the woods to their respective resurrection points.

The Banner Zone: A corridor 100 yards wide, roughly bisecting the woods and equidistant from both resurrection points, will be clearly marked. Prior to the beginning of each battle, 3 banners will be placed within this corridor in fixed positions on the ground and known to both sides. No un-official banners can be utilized in this battle. After a banner is captured it may be moved to any position within the corridor, so long as that position is not within 100 ft of another banner. Once a banner is captured, the side controlling the banner will have 2 (two) minutes to move the banner. At the end of two minutes, the banner must be planted and cannot be moved again until the opposing side gains control of that banner. Banners may not be hidden in any manner; this includes laying the banner in bushes, trees or placed lying upon the ground.

All banners must be displayed proudly and boldly as these are the banners of the proud of noble Kingdoms and should be held with great honor and reverence. Banners must stay within the central banner zone.

Natural obstacles (i.e.- brush, fallen timber, marshals, etc) may not be rearranged into a defensive position. The movement of obstacles is only permitted in order to lessen safety hazards and should be done under the advisement of a marshal. Fighting may not occur within 100 ft of each of the resurrection points. Once a fighter or scout is “killed” they must return to their own resurrection point to resurrect. Resurrections shall be instanta-
neous, and fighters and scouts may return to the battle once they reach their resurrection point. Resurrection points will be past entry points. Resurrections will be instantaneous. Combatants who wish to resurrect must enter the resurrection zones of their respective Kingdoms/Allies, which will be clearly demarcated past the point of entrance of their respective Kingdom/Allied entry points.

Eye protection is strongly recommended. All holds will be local and time will not stop for holds at the banners except for the final five minutes of the battle. It is recommended that only those chirurgeons and water bearers who are in sufficient health to negotiate the woods enter to serve. No water bearers are allowed in the woods without the approval of the marshal in charge of the battle. A marshal must escort any water bearer entering the woods. The Earl Marshals of the East and the Middle or an appointee thereof must first approve all chirurgeons, water bearers and marshals wishing to participate in the woods battle.

Start time: 11:00 am
Time limit: 2 hours
Resurrection: Yes
Combat archery: No
Thrown weapons: No
Siege weapons: No

Passage of Three Seas
See description from Saturday August 13.

Children’s Leukemia Deed of Arms
See description from Sunday August 14.

Historic Combat Series: Plate and Mail Combats
The purpose of these combats is to focus on period methods for determining victory in a bout. This will be done through rules taken from period tournaments of the 14th and 15th century and modern rules used to simulate a period victory condition. Combatants will be assumed to be wearing late 14th century armour with either an open-faced or closed-face helm depending upon what the combatant is actually wearing.

Either a single elimination or round-robin style format will be used, depending upon number of attendees.

Period rules:

Anyone who is driven from the list has lost.

Anyone who falls with 3 points to the ground has lost (knee, knee, hand for example)

A dropped weapon does not stop the fight.
A combatant may yield at any time.

Modern rules:

Anyone receiving a thrust to a vital target, inside of the elbow, armpit, or open-faced helm, has lost.

Anyone receiving solid swung blow from the head of a poleaxe (or equivalent) to the helm will have lost.

Combat Conventions:

Armour as worn with counted blows received.

Blow Standards

Mail gets three, transitional plate and mail mix gets five, rich folks with the Maximilian plate get 7. Judges reserve the right to grant an extra blow for a particularly nice portrayal (documentation is a plus).

Anyone receiving a blow or thrust to a body part not covered by steel immediately loses.

Blows from one-handed swords do not have to be counted if they strike a steel covered area.

Anyone receiving a thrust or blow to an open faced (bar grilled for safety) helm immediately loses.

Anyone receiving a thrust to a helm that has a period appropriate grilled visor (a grilled great bascinet for example) counts as a blow.

Anyone receiving a solidly swung blow from the head of a poleaxe (or equivalent) to the helm will have lost.

A dropped weapon does not stop the fight.

Whoever falls and cannot recover before their opponent can touch them with his weapon has lost.

Must be attempting to do a portrayal of a pre 1600 warrior wearing predominately steel armour (mild, stainless, spring etc. are all acceptable). No exposed plastic. Even nicely covered plastic doesn’t count as plate. Predominately steel armour is defined as a historically appropriate steel body harness, helm, elbows, and knees, as well as steel covering two of the four following areas: upper arm, lower arm, upper leg, and lower leg. (A long body harness, such as a mail hauberks will count as covering the upper legs if of sufficient length). (A predominately steel harness is most common in Europe, from 1050 on, but certainly other cultures did wear them. If you think there may be questions concerning the historical appropriateness of your armour, feel free to bring documentation).

Wednesday, August 17

Mountain Pass Battle

Duration: 1 hour. The main 600 x 600 battlefield will contain one mountain, and a single mountain pass. There will be a 50 foot wide by 200 foot long mountain pass located 100 feet from the northern edge of the field. The ‘mountain’ will be a marshaling area. Both armies will begin 50 feet from the ends of the pass. In addition, there will be three fixed banners located on the field. One will be located in the center of the mountain pass, the second banner will be roughly 100 feet from the inner edge of the mountain and the third banner will be roughly 100 feet from the southern edge of the field.

The East and its Allies will start on the western edge of the field and the Middle and its Allies will start on the eastern edge of the field.
The resurrection points will be 100 ft from the ends of the mountain. Resurrections will be instantaneous. Fighters and scouts may only resurrect instantly at their sides designated point. **Victory conditions:** one point will be awarded for each banner held at the end of the 1 hour period. No false banners will be allowed. Banners are fixed and cannot be moved. At the end of the time limit all fighters near the banner will kneel. The marshals will make a 9-foot circle around each banner. If any banner is contested, the troops in the circle will fight to determine control of the banner. Combat may not take place over hay bales. A fighter may use hay bales to stop his fall or to regain balance. If a fighter’s limb or weapons land outside the hay bales (inside the mountain), or if a fighter is pushed or falls over the hay bales that fighter must return to his side’s resurrection point to re-enter the battle, unless the time limit has been reached.

These battles will have combat archery, thrown weapons and siege weapons. The siege engines may not be closer than the resurrection line of each respective side. Arrows may be gleaned during the battle.

**Time limit:** 1 hour

**Start time:** 11:00 am

**Combat archery:** Yes

**Thrown weapons:** Yes

**Siege weapons:** Yes

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**East-Middle Belted Champions Melee Battle**

20 members of the Chivalry shall take the field for honorable combat. The Kings of the East and the Middle will not fight this battle. All holds are general and should be avoided if possible.

**Start time:** approx. 1 pm

**Time limit:** to the last man.

**Resurrection:** No

No combat archery, siege or thrown weapons.

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**Unbelted East-Middle Champions Melee Battle**

45 unbelted fighters shall take the field for honorable combat. All holds are general and should be avoided if possible. The Kings of the East and Middle will not fight this battle.

**Start time:** 15 minutes after the Belted champions.

**Time limit:** to the last man.

**Resurrection:** No

No combat archery, siege or thrown weapons.

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**Essential Techniques of Armored Combat**

See description from Monday August 15.

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**Tuchux Charity Tournament in memory of Talia Greypanther**

This is a random weapon, shieldless bear pit tourney with proceeds to benefit the Susan G. Komen Breast Cancer Foundation. Sponsored by the Kingdoms of the East, Midrealm, ÆÆthelmearc, Atlanta, and the Barony of the Debatable Lands. $5 donation requested for participation, but donations may also be given the entire War - just see a Tuchux wench on the battlefield.

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**A Discussion of Differences**

An open forum to discuss the cultural differences inherent in our fighting culture, the causes of tempers and how to avoid them. Bridging gaps requires communication, that is the purpose of this forum.

**The Best of the Known World Tourney**

Invitational tourney, double elimination heavy weapons

**Children’s Leukemia Deed of Arms**

See description from Sunday, August 14.

**Historic Combat Series: Sword and Buckler**

See description from Sunday, August 14th.

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**Thursday August 18**

**Causeway Battle**

There will be one bridge 90 feet long and 30 feet wide at the front of the castle with one banner (for time checks) at the center of the causeway. The bridge will be thought of as spanning a deep gorge that is un-traversable by any means other than the causeway provided. A two-minute time bonus will be provided; awarded for holding the banner along the causeway if the defending army holds the banner past a predetermined time (8 minutes). This will allow for the defending army to earn time toward the final victory if they so choose to defend the causeway and not just the Fortification. The defending army may line up outside the castle but only at the end of the causeway nearest the castle. **Line-up will not be allowed on the causeway by either army.** The castle battle will consist of two engagements, with each side taking turns on assault and defence. The side defending the castle will not resurrect, the side attacking the castle will have unlimited resurrections. The attacking side will start from a line 50 feet away and parallel to the Causeway. Attackers must return to this line to resurrect. Once the cannon signals the start of the battle, no new combatants will be permitted on the field.

**Time:** Unlimited. The battle is over when the Sovereign commanding the castle surrenders. The side that controls the castle longest is the winner; time for holding the banner on the causeway will be added to the over all time for holding the castle, and will increase the defenders chance to ‘add’ their final time. The clock will stop during all holds; all holds will be general.

**Victory conditions:** 3 points will be awarded to the army that defends the castle the longest; 2 minutes extra time will be awarded to the ‘defenders’ time if they can hold the banner on the causeway past 8 minutes.

The Sovereign commanding the castle may conduct Himself as He pleases until he is “killed.” When that happens, He must go to His banner that will be placed 75 feet straight back from main entrance to the castle. There He must stay and remain mute for the rest of the battle. In the case that one gate of the castle is compromised before the Sovereign has been “killed”, the Sovereign must go to his banner so that He may call the surrender. Surrender is defined as the banner position being overrun by attackers. He must call the surrender. A Sovereign holding His banner will not be struck for any reason, even if that Sovereign has not already been “killed.”
Gates: the main gate will start open.

RULES OF ENGAGEMENT:

General: All standard rules of engagement apply with the following modifications: Both sides are considered engaged, for example if someone is struck over or around the walls and did not know the other person was there the struck person must accept the blow if it is of sufficient force.

Connecting walls and Assault ramps: There will be no assault ramps permitted.

Siege towers: Siege towers may be built and used as platforms for (among other things) Commanders to see better; they may not be used for siege weapons. If they can be placed close enough to the walls of the castle fighters may fight over the wall as they might at a barrier in a P as. Anyone fighting from a siege tower must realize the increased likelihood of injury as a result of such combat. Siege towers may not be attacked and cannot be destroyed. Siege towers are allowed if you can get them across the causeway.

Note: The only way to enter the castle is through the main gate or side gates with your feet on the ground. Walls may not be climbed. Defenders may use their shields to increase the height of the walls, but shields must remain in the control of a person. No other method of increasing the height of the walls will be permitted.

Holds: All holds are general. Holds are to be kept to a minimum and resolved as soon as possible. However, in constricted areas, marshals must be alert to dangers of pile-ups and trampling. As a rule of thumb, when the pile gets 3 or more deep marshals should proactively look for indicators of distress from fighters on the bottom. Note that fighters in distress may not be able to speak and movement may be limited. Marshals should also watch for “horizontal pile-ups” where fighters are being pressed against the walls. All holds are general.

Start time: 11:00 am

Time limit: Until the surrender of the castle.

Resurrection: Yes, attackers only.

Combat archery: Yes.

Siege engines: Yes, and siege towers are allowed.

Thrown weapons: Yes.

Known World Squires Tourney

Annual double elimination tourney open to squires from any SCA kingdom.

Must be a Squire to a member of the SCA Chivalry. Knight must be present to sign the fighter in the lists (Contact Duke Logan if that will not be possible).

Midrealm - East Unbelts Singles Practice

This is an opportunity for the members of the Midrealm and East Kingdom Unbelted Champions to meet for single combats and pick-up fighting.

East Kingdom or Midrealm Unbelted Champions only please.

Non-War Point Woods Battle with Combat Archery

This is a 2 hour resurrection woods battle. All heavy fighters, including combat archers are welcome.

Sidhe Mor's Five Ring Tourney

The initial lists will be segregated by five weapon forms recognised by the East kingdom. 1) weapon and shield 2) two weapon 3) great sword 4) polearm 5)spear. The winner of each list will meet in a final list with the style of the contest held secret until that day.

Dwarves & Giants Tournament

Traditional tournament between Dwarves (fighters 5'6" and under) and Giants (fighters 6'2" and over).

Children's Leukemia Deed of Arms

See description from Historic Combat Series: Judicial Combats on Thursday the 11th

Friday August 19

The Field of Honor

These battles will continue until there are fighters from only one side still “alive”. Once the starting gun is fired the field is closed. There will be no time limit. There will be an inner and outer barrier on the field 10 feet apart. Only marshals and “dead” fighters are allowed between the barriers, and the combat area shall be within the inner barrier. “Dead” fighters and marshals may sit on the inner row of hay bales or stand behind them. Spectators may sit or stand behind the outer row of hay bales. The Midrealm, East and their respective allies will set up within 125 feet of their side. If a fighter or unit is pushed into the barrier a hold will be called and the unit or fighter will be repositioned within the barrier. All holds will be general and kept to a minimum. If there is a serious injury, a bubble hold will be used to isolate the injury where possible to allow the battle to continue.

In the third battle siege weapons are allowed to set up on the starting line only. They will be treated as heavy weapons fighters and they must be engaged properly and safely. A downed siege engine will be flagged and can not be reused. Kills by a siege weapon are per the normal convention of combat for siege weaponry which includes ballista, trebuchet and catapults.

Archers will use the present set of combat archery rules and can maintain their present ability to move freely about the field. Note: Both Crowns encourage the use of volley fire to add to the historical flavor of a field battle; and it’s fun for the spectators!

Army setup: East to West setup, North side= East kingdom and Allies, South side= Midrealm and Allies.

Start time: 11am

Time limit: to the last man

Resurrection: No.

Combat Archery: Third battle only.

Siege weapons: Third battle only.

Thrown weapons: Third battle only.
**Non-Martial Battlefield Activities**

**Non-Martial Activities Schedule**

<table>
<thead>
<tr>
<th>Saturday August 13</th>
<th>10am-Noon</th>
<th>Hound Coursing Demo</th>
<th>White Tourney Field</th>
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<tr>
<td>Sunday August 14</td>
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<td>Children's Water-fight at the Fort</td>
<td>Fort</td>
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<tr>
<td>Monday August 15</td>
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<td>Atlatl Battle</td>
<td>Battlefield-West</td>
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<tr>
<td>Tuesday August 16</td>
<td>6pm</td>
<td>Atlatl Battle</td>
<td>Battlefield-West</td>
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<tr>
<td>Wednesday August 17</td>
<td>6pm</td>
<td>Atlantian Royal Court</td>
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<td>Friday August 19</td>
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<td>Hurley</td>
<td>Battlefield-East</td>
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<td></td>
<td>8pm</td>
<td>Viking Sumbol</td>
<td>Fort</td>
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**Historic Combat Series: “As Real Men Melee’d”**

Melee combat with rules based around accounts of melees from Europe from the 11th through the 15th century. Representations of period armor using approximate materials (modern steels, leather, fabric etc…) will count as armour. Blatantly modern materials such as plastic, aluminum, or modern sports equipment count as being unarmoured.

Anyone struck in any unarmoured area will be considered have been incapacitated by any reasonable blow.

Anyone struck in the open (i.e. bar-grilled) areas of the helm will be considered to have been incapacitated.

Combatants in predominately plate armor who have received a single thrust to a vital target, inside of the elbow, armpit, or open parts of the helm, will be considered to have been incapacitated.

Combatants in other types of armour who have been struck 3 good blows or who have received a single thrust to a vital target, inside of the elbow, armpit, or open parts of the helm, will be considered to have been incapacitated.

Combatants who are unable to defend themselves may be declared incapacitated or captured by an opponent touching them with their weapon.

**Outlands No Shields Tourney**

Come and join us for a tournament, Outlands Style--with no shields and lots of fighting!

**Children's Leukemia Deed of Arms**

See description from Sunday August 14.

**Non-Martial Activity Descriptions**

**Saturday August 13**

**Hound Coursing Demo**

Hound coursing is the re-creation of the period art of hunting with hounds. In period, these animals would have been “slipped” (or released from a special collar) and would have chased a lure.

**Sunday August 14**

**Children's Water-fight at the Fort**

The children of Pennsic (ages 6 to 12) are invited to storm the Fort with water weaponry in an attempt to gain the treasure Shadowclan has prepared for them.

Age Restriction: Over 6. The children should be armed with their own water guns, baloons, balistas, etc as well as their own water reserves.

**Monday August 15**

**Atlatl Battle**

The annual Pennsic atlatl battle, sponsored by the Kingdom of Ealdormere. Teams of atlatlists will simulate a battle scenario using hay bales as targets.

Age Restriction: Over 16

**Tuesday August 16**

**Atlatl Battle**

See description from Monday August 15.
Greetings! I hope that your visit to the rapier lists at Pennsic are enjoyable. We have War Points this year on the field, in the woods, and with our respective champions. The rules below will be used for all War Points and for some of the tournaments listed. Tournaments using other kingdoms’ rules will have a copy of those rules at the Rapier Marshals’ Tent, along with a detailed description of the tourney in a three-ring binder. Please refer to it. There will also be youth rapier and classes available on the smaller list. You’ll want to check the class sheet, posted in the Marshals’ tent, for any additions or changes since this went to publication.

We will be heavily enforcing calibration this year. Please make sure that, as you tire, your calibration does not become excessive. Also, talk to your opponents about issues before going to the marshal. Often misunderstandings can be cleared up before they become ugly issues if you’re just willing to talk about them.

Warder Moira MacGillavrey
Rapier Marshal

STANDARD RAPIER RULES

These rules establish standards and conventions for rapier combat at Pennsic for all rapier War Points. Kingdoms sponsoring other rapier events at Pennsic may also employ these rules, but are not required to do so. These rules are designed to promote safe rapier combat at Pennsic and all participants in events governed by these rules are responsible for knowing, understanding and applying them. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the response that promotes the greatest degree of safety for all participants.

Inspections

1. A fencer must be inspected by either a marshal from his or her home kingdom to that kingdom’s standards or, if a marshal from that kingdom is not available, by any marshal, to Society standards.

2. A fencer must provide the following documentation to be inspected: picture ID, site medallion, proof of membership if required by that fencer’s home kingdom in order to fight, and authorization card.

After passing inspection, a fencer will be given a sticker recording his or her medallion number, and the inspecting marshal’s medallion number and initials. This sticker must be displayed on the side of the fencer’s mask. If this sticker is lost, or if a fencer changes his or her armor or equipment, the fencer must be reinspected and the sticker reissued.

CONVENTIONS

1. GENERAL INFORMATION:

A. Rapier Combat shall be conducted in accordance with the Rules of the Lists of the SCA, Inc., The Corporate Rules for Rapier Combat in the SCA, and these rules.

B. The Rapier Marshal of that year’s hosting Kingdom is the Marshal in Charge at Pennsic. He or she may assign a “marshal on duty” to oversee the day’s events, but serious problems should be handled by the Marshal in Charge.

C. A fencer must comply with the standards for protective gear of his or her home Kingdom, but shall comply with the weapons standards of the Kingdom hosting the rapier event in which the fencer is participating.

D. A fencer, prior to every combat or practice (a minimum of once a day), shall ensure his or her weapons are safe, in good working order and have been inspected by a marshal authorized to inspect rapier gear.

E. Marshals have the power and the duty to remove from the field any person who is violating the rules of the list. This includes but is not limited to non-acceptance of blows, ignoring the rules of engagement and behavior that is dangerous to combatants. Marshals should keep in mind that all fencers are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fencers should remember that the marshals are attempting to ensure the safety of all fencers present and treat them with courtesy. Marshals shall always be obeyed by combatants on the field. A Marshals’ Court will be in place after each War Point melee, and will be prepared to address any serious problems that are brought before it. A Marshals’ Court may also be convened at any other time, if needed, but only in the event of a serious or intractable problem arising on the list. Marshals or fighters can bring issues before a Marshals’ Court. A Marshals’ Court shall be presided over by the Pennsic Rapier MIC, and shall in-
clude both the KRM of the Kingdom hosting the rapier event in which the problem at issue occurred, and, if possible, the KRM of the fencer who is subject to the Court. The MIC for the tournament/melee and any pertinent witnesses may attend if required by the MiC. The Marshals’ Court will review infractions of the rules and combat conventions.

2. USE OF WEAPONS AND PARRYING DEVICES:

Valid blows are performed by:

- Thrusting with the point of the blade (thrust)
- Sliding the edge of the blade by pulling (draw cut) a minimum of 6” across the target.
- Placing the tip of the blade upon, and then drawing it across the target (tip cut)

3. ACKNOWLEDGEMENT OF BLOWS:

A. Rapier combat, blows will be counted as though they were struck with a real blade, extremely sharp on point and edge. Any blow that would have penetrated the skin shall be counted a good blow. Any blow that strikes a mask, helm or gorget shall be counted as though it struck flesh.

B. A valid blow to the head, neck, torso, inner groin (to the fighter's hand width down the inner limb), or armpit (to the fighter's inner hand width down the limb) shall be judged incapacitating, rendering the fighter incapable of further combat.

C. A valid blow to the arm will disable the arm. A valid blow to the hand shall render the hand useless; the arm above the incapacitated hand may be used to parry.

D. A valid blow to the foot or leg will disable the leg. The fighter must then fight kneeling, sitting, or standing on one leg.

E. Though the gloved hand may be used to parry, it shall not be used to push, grasp or strike an opponent.

4. BLADES:

A. There are two classes of rapiers in the SCA: light rapiers (e.g. epees and foils) and heavy rapiers (e.g. oval- and diamond-cross section “schlager” blades). Any blade in a given rapier class may be used against any other blade in that same class, but NOT against blades of the other class. Daggers may be used against either class of rapier blade.

B. The Kingdom hosting a particular rapier event may specify the types of blades to be used at that event. If a tournament specifies allowed blades only by general type, i.e. light or heavy, then all blades allowed at Society level in this category will be allowed. Information regarding which blades are permitted in the Society and within each Kingdom is available in the Marshals’ Tent.

5. PARRYING DEVICES:

There are no restrictions on parrying device size

MARSHALLING CONCERNS IN RAPIER COMBAT

1. AUTHORIZATIONS: Authorizations must be done by marshals of a fencer’s home Kingdom. It is against Society Law and Policy to authorize across Kingdom boundaries. Only fencers from Calontir may hold authorizations from neighboring kingdoms.

2. EXCESSIVE IMPACT: Combat at Pennsic poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force their opponent to retire from the field, from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring. At a minimum, the thrower of the blow should be removed from the field for the remainder of that tourney/melee.

3. MELEE: Melee combats present special challenges to all involved. Society norms are repeated here for emphasis:

A. In melees, fighters are engaged with all opponents immediately upon the call to lay-on.

B. Fighters may strike any opponent with any legal blow if they are within the 180-degree arc of the opponent's front. A fighter who approaches an opponent from behind shall not deliver a blow until he is within that frontal arc. A fighter may never strike an opponent from behind. In addition, fencers should make a reasonable attempt to get an opponent’s attention before throwing a blow.

C. Killing from behind is allowed if it has been announced beforehand. The Society norm for "death from behind" in melees shall be: If a melee scenario allows killing from behind, a fighter does so by laying the rapier blade over and on the opponent's shoulder, to at least a third of the blade, while calling "Dead, my lord" (or any other short, courteous phrases) in a loud, clear voice. Reaching around the neck is forbidden. The opponent will be deemed "killed" from the instant the blade touches the opponent’s shoulder who shall not attempt to spin, duck or dodge away. Note: If death from behind is not allowed in a given melee, a fighter who deliberately ignores an attacker behind them, or repeatedly maneuvers to keep their back to an attacker (thereby preventing any attack on them) may be considered misuse of the rules and obstructive behavior. In addition, the thrower of the DFB must come to a complete stop. Hyper-DFBs or machine gunning (Deadmylord-deadmylord-deadmylord-deadmylord) will not be tolerated. The marshals are allowed to have the DFB disregarded and to remove the thrower of the inappropriate DFB form the tourney/melee.

D. In any tournament or melee, additional restrictions may be imposed by the marshals as needed.

4. UNFORESEEN SITUATIONS: Should a situation arise
not explicitly covered by Corporate or Kingdom rapier combat rules, the marshals should NOT assume that the situation is forbidden or inappropriate. Again, however, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants.

**BOTTOM LINE: THIS IS FRIENDLY COMBAT WITH FRIENDS. DON'T DO ANYTHING STUPID TO JEOPARDIZE THAT FRIENDSHIP!**

### Rapier Activities Schedule

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<tr>
<td>11 am</td>
<td>Early Bird Tourney</td>
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<tr>
<th>Sunday, August 14</th>
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<tr>
<td>9 AM</td>
<td>Youth Practice</td>
<td>Small Rapier List</td>
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<tr>
<td>Noon</td>
<td>East Kingdom Seniors’ Tournament</td>
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<tr>
<td>1 PM</td>
<td>German Rapier Class</td>
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<tr>
<td>2 PM</td>
<td>The Gnostyl Manual vs. Historical Sources</td>
<td>Small Rapier List</td>
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<tr>
<td>3 PM</td>
<td>Midrealm Battle of Tortuga</td>
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<td>Atlantian 5-Man Melee</td>
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<tr>
<td>3 PM</td>
<td>Midrealm Battle of La Rochelle</td>
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<tr>
<td>9 AM</td>
<td>Youth Practice</td>
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<tr>
<td>9 AM</td>
<td>Ansteorran Tournament</td>
<td>Main Rapier List</td>
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<tr>
<td>3 PM</td>
<td><em><strong>Broken Field Battle</strong></em></td>
<td>Main Battlefield</td>
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<td>Æthelmearc Youth Tournament</td>
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<tr>
<td>10 AM</td>
<td>Æthelmearc Novice Tournament</td>
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<td>Chirurgeons’ Tournament</td>
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<tr>
<td>3 PM</td>
<td><em><strong>Rapier Champion's Tournament</strong></em></td>
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<td>Midrealm Authentic Accoutrements Tournament</td>
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<td>East Kingdom Tournament</td>
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<tbody>
<tr>
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<td>Midrealm Youth Tournament</td>
<td>Small Rapier List</td>
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<tr>
<td>10 AM</td>
<td>Æthelmearc Known World Ladies Treasure Chest Tournament</td>
<td>Main Rapier List</td>
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<tr>
<td>3 PM</td>
<td><em><strong>Woods Battle</strong></em></td>
<td>Woods</td>
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Key: *** in bold = Indicates a War Point Activity
Rapier Activities Descriptions

Please check in the rapier Marshals’ tent for additions and modifications to the rapier schedule, especially for classes available on the smaller List.

Thursday August 11

**Early Bird Tourney**

Open to all fencers to see who gets the worm! Pennsic Rules – heavy rapier.

Sunday August 14

**Youth Practice** (Small List)

Open to youth ages 14-17. Youth do not need to be authorized to spar. A parent must accompany the youth to the list on the first day to sign them in and fill out the appropriate paperwork. Please see the youth list in the Marshals’ tent for kingdom specific youth rules. Light and Heavy rapier, depending on your kingdom’s rules.

**East Kingdom Seniors’ Tournament**

Please note: You MUST be at least Forty years old (with Valid Proof) to enter this Tournament! As in years past this is a fun tournament designed for those fencers of distinguished years. This will be a standard double elimination tournament to test who is better the street fighter or the boxer. The format of the tournament will have the marshals handing out beads to those who impress them with skill, honor, or just plain-ol’-good fun. The person with the most beads at the end of the double elimination will be dubbed as this year’s boxer. While the winner of the round-robin, will be dubbed as the street fighter. The tournament will finalize when the street fighter and the boxer square off head to head to find out who is the better of the two. Pennsic Rules. Light default, but may use heavy rapier if negotiated.

**German Rapier Class** (Small List)

Learn how to use the foundational principles of German combat (vor, nach, fufthung and the like) to win more SCA rapier fights! Come armored for rapier combat, with your heaviest rapier blade.

**The Gnostyl Manual vs. Historical Sources** (Small List)

Warders Adam Comyn and Christian Fournier will compare the principles of the "Gnostyl" system of combat to principles of various historical rapier sources. Learn just how universal the ideas of distance and timing are! (Hint: Say it out loud— "Gnostyl")

Midrealm Battle of Tortuga

The Battle of Tortuga is a fencing battle taking place on 2 ships, one a merchant ship and the other a privateer/pirate/buccaneer ship. There will be RBGs on either side with limited use. These will be timed battles and will be run in best of 3 format. The first will have one side as the merchant. Then the sides will change for the second melee. The third round will be wild card (read as MIC’s choice). The two ships will be joined by planks and these will be the only points of crossing from one ship to the next. If killed by a RBG you will be allowed to resurrect. If killed by steel you are dead without chance of resurrection. Pennsic Rules. Heavy Rapier.

Monday August 15

**Youth Practice** (Small List)

See description for Sunday August 14.

**Atlantian 5 Man Melee**

The classic Atlantian melee tournament of five-person teams. Teams will have limited numbers of high award fencers or knights allowed. Bear Pit tournament once team is eliminated from melee tourney. Atlantian Rules, Heavy preferred, but bouts will default to epee if fencers not authorized in schlager.

**Midrealm Battle of La Rochelle**

Participants will meet at the Fort. It is requested that anyone who has not participated in this tournament read the detailed rules at the Marshals’ Tent before arriving. The participants are divided into two sides and the battles are won by taking the Fort in less time than the opposing side. This is a late period battle with rubber band guns and cannon included. Midrealm rules. Heavy rapier.

Tuesday August 16

**Youth Practice** (Small List)

See description for Sunday August 14.

**Ansteorran Tournament**

Standard double elimination. Opening rounds to be "shot-gunned" with pairs of fighters marshalling for each other. Set field to occur probably no sooner than the final eight. Participants are asked to please try to look as authentically period as possible, using the 10 foot rule, especially with regards to foot wear. Ansteorran rules, but fighters may work out the details.

**Broken Field Battle War Point**

This will be an un-timed, non-resurrection battle fought on a “broken” field. The battle will continue until one side yields or has been completely eliminated.

Death from behind, as described in the Society rules, will be used. Combatants may use only schlager-type blades and secondaries (including daggers) approved for use against such blades.

This battle will be fought three times under the same conventions. The War Point will be awarded to the side winning two battles. Duration: 20 minutes each battle. Middle to start on the east side of the field, East to start on the west side of the field. Victory conditions are last man standing for 2 of 3 battles.

Start: 3 PM
Duration: 20 minutes each
Resurrection: No
Please read the Pennsic rapier rules before attending. Heavy rapier.

Wednesday, August 17

Æthelmearc Youth Tournament (Small List)

See tournament book in the Marshals’ tent.

Æthelmearc Novice Tournament

The Æthelmearc Novice Tournament is open to all fencers that have been authorized no more than 3 years ago, have never won a fencing tournament, and hold no fencing awards. This will be a Bear Pit style tournament, with both Épee/Foil and Schlager pits to be run simultaneously. Two 45 minute sessions will take place, with a 10 minute water break in between. There will be prizes for the person who holds the most bouts in each pit. Please come out and have fun.

Chirurgeons’ Tournament

Come one, Come all. The League of Rapier Academies is pleased to once again announce that this year we are hosting the Chirurgeons’ Benefit Tournament. What is it? Well let me tell you. Simplicity at its best. The League is challenging the Known World! That’s right, you. All you need to do to show some support is to “buy” a bout. What’s this all about, you ask? We of the League will have a “line” of fighters: for one measly dollar you get a best-of-three pass of arms with the person at the head of the line. For a five-dollar buy-in you get to pick your person out of the line-up, and have a best-of-five pass of arms! As an additional bonus this year we are pleased to announce that two prizes will be given away! First is for the “Chirurgeons’ Benefactor”; if you are the person to contribute the largest sum to the fund, you win! Second is for the League member who gets the largest number of “bought fights”—this winner will be named this year’s “Benefactor of the Blade.” Pennsic Rules. Light rapier default, but heavy rapier may be negotiated.

Rapier Champion's Tournament War Point

Selected by their respective Majesties, twenty Midrealm rapier champions and ten allies will square off against an equal number of East Kingdom Champions and Allies in a "heroic" format of matched fencers fighting a single bout each. The side winning the most bouts takes the point.

Thursday, August 18

Midrealm Authentic Accoutrements Tournament

This tournament requires fencers to do their best to present a period look for their armor and weapons. Tennis shoes, blue jeans, and plush animals as parry devices are not allowed. Modern fencing masks and glasses are allowed. Parring devices must be plausibly period, with cloaks being of wearable size.

East Tournament

This tournament will begin with all fencers divided into pools for round-robin competition, guaranteeing plenty of fencing for all. The top finishers in each pool will then advance to a double-elimination round to decide the winner. East Kingdom Rules.

Friday, August 19

Midrealm Youth Tournament

(Pennsic Rules. Heavy rapier.

Æthelmearc Known World Ladies Treasure Chest Tournament

This tourney will be a round-robin format so there will be lots of rapier fighting! Please bring a token for the treasure chest. Schlager preferred but epee default. Pennsic Rules.

Woods Battle War Point

This will be a timed, unlimited resurrection battle lasting 45-55 minutes. The woods boundaries, starting points and resurrection points for each side will be the same as those used in this year’s rattan woods battle. All holds will be local and the clock will not stop during holds.

The objective of this battle will be to control five “flagpoles” located at fixed points within the woods. These locations will be known to each side prior to the start of the battle, and flagpoles may not be moved. A flagpole is controlled by the side whose banner is displayed on that pole, and control remains with that side until the pole is captured by an opposing side AND a new banner displayed. Until a new banner is “run up the flagpole” control has not changed.

Control of each of these five flagpoles will be checked twice during the course of the battle, at random times unique to each flagpole. These times will be unknown to the combatants. Control will again be checked at the end of the battle, which will be at a randomly selected time ranging from 45 to 55 minutes after the starting cannon. The ending time will not be known to the combatants. Control of a flagpole (either during a random check or at the end of the battle) will result in one victory point being awarded to the side holding the pole. The War Point will be awarded to the side accumulating eight or more victory points.

Death from behind, as described in the Society rules, will be used. Combatants may use only schlager-type blades, and secondaries (including daggers) approved for use against such blades.

Natural obstacles (i.e. brush, fallen timber, etc.) may not be rearranged into a defensive position. The movement of obstacles is only permitted in order to lessen potential safety hazards and should be done under the supervision of a marshal. Fighting may not occur within 100 feet of each of the resurrection points; these resurrection zones will be clearly demarcated within the woods. Once a fencer is “killed”, he or she must return to his or her own resurrection point in order to resurrect. Resurrections shall be instantaneous, and fencers may return to the battle once they reach the resurrection point.
Greetings & welcome to Pennsic 34! There will be three independent ranges set up similar to last year: practice, competition & teaching. The smaller teaching range will be available for teaching during competitions. All of these ranges means we will, of course, need marshals to man all the ranges so they can all be open the majority of the time.

Marshals-in-training (MITs) are always welcome. As of the printing of the booklet, the Middle & East are both planning thrown weapons marshal classes. Check the thrown weapons range to see if your kingdom is planning a MIT class.

Range open times will be 9 AM to 5 PM. The range is in the same place as in the past years. The marshals are more than willing to teach new people to throw; and there will be loaner equipment available. So, don’t let not having your own equipment deter you from coming to the range. Everyone over the age of five years old will be allowed to throw as long as the range & safety rules are followed. Youths under 12 will need to bring their parents with them to the range.

Our goal is to have the range set up & ready to go by Wednesday, August 10th. The range will be open when and if marshals are available until the official opening date of Sunday, August 14th. A minimum of two people, one of whom must be a thrown weapons marshal, must be on the range for the range to be open. There will also be a flag system in place, so if the range is open, the flag will be raised. If you are available & wish to help set up, please feel free to do so. The more hands the lighter & faster the work; which equals more time to play.

We will be using the Society Thrown Weapon Rules rather than the Middle’s or East’s rules in order for all throwers from all kingdoms to come out & play. If you are not sure of the rules, they are at the end of this section.

Following is the TW range schedule of competitions & meetings as of the printing of this booklet. See the A&S class listings for the classes held on the range. See the schedule posted at the range for any updates.

Lady Elayne Thorne,
Midrealm General of Thrown Weapons

Thrown Weapons Activity Schedule

<table>
<thead>
<tr>
<th>Wednesday, August 10</th>
<th>Thrown Weapons Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 PM-5 PM</td>
<td>Building a Portable Stand for Rounds</td>
</tr>
<tr>
<td>5 PM-6 PM</td>
<td>Building Easy Spear/Javelin Targets</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Thursday, August 11</th>
<th>Thrown Weapons Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 AM-11:30 AM</td>
<td>Beginning Thrown Weapons Class</td>
</tr>
<tr>
<td>3 PM-4:30 PM</td>
<td>Beginning Thrown Weapons Class</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Friday, August 12</th>
<th>Thrown Weapons Range</th>
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</thead>
<tbody>
<tr>
<td>10 AM-11:30 AM</td>
<td>Beginning Thrown Weapons Class</td>
</tr>
<tr>
<td>1 PM-2:30 PM</td>
<td>Advanced Thrown Weapons Class</td>
</tr>
<tr>
<td>3 PM-4:30 PM</td>
<td>Beginning Thrown Weapons Class</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Saturday, August 13</th>
<th>Thrown Weapons Range</th>
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<tbody>
<tr>
<td>10 AM-11:30 AM</td>
<td>Beginning Thrown Weapons Class</td>
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<td>3 PM-4:30 PM</td>
<td>Advanced Thrown Weapons Class</td>
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<tr>
<td>5 PM</td>
<td>Known World Thrown Weapons Marshal Meeting</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Sunday, August 14</th>
<th>Thrown Weapons Range</th>
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</thead>
<tbody>
<tr>
<td>9 AM-10 AM</td>
<td>Thrown Weapons Marshal-in-Training Class: Part I – Society Rules</td>
</tr>
<tr>
<td>10 AM-11 AM</td>
<td>Beginning Spear Throwing</td>
</tr>
<tr>
<td>2 PM-3:30 PM</td>
<td>Advanced Thrown Weapons Class</td>
</tr>
<tr>
<td>Monday August 15</td>
<td>10 AM-Noon</td>
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<tr>
<td>Noon-1:30 PM</td>
<td>Beginning Thrown Weapons Class</td>
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<tr>
<td>1 PM-3 PM</td>
<td>How to Teach Youth to Throw</td>
</tr>
<tr>
<td>3 PM-5 PM</td>
<td>Spear-Making Seminar</td>
</tr>
<tr>
<td>Tuesday August 16</td>
<td>9 AM-11 AM</td>
</tr>
<tr>
<td>10 AM-11:30 AM</td>
<td>Children’s Beginning Thrown Weapons</td>
</tr>
<tr>
<td>1:30 PM</td>
<td>Known World Thrown Weapons Championship</td>
</tr>
<tr>
<td>3 PM-5 PM</td>
<td>Building a Portable Stand for Rounds</td>
</tr>
<tr>
<td>5 PM-6 PM</td>
<td>Building Easy Spear/Javelin Targets</td>
</tr>
<tr>
<td>Wednesday August 17</td>
<td>10 AM-11:30 AM</td>
</tr>
<tr>
<td>1:30 PM</td>
<td>Champions’ Thrown Weapons Contest</td>
</tr>
<tr>
<td>Thursday August 18</td>
<td>10 AM-Noon</td>
</tr>
<tr>
<td>10 AM-11 AM</td>
<td>Care and Feeding of Thrown Weapons</td>
</tr>
<tr>
<td>1 PM-3 PM</td>
<td>Beyond Axe, Knife, &amp; Spear</td>
</tr>
<tr>
<td>3 PM-4 PM</td>
<td>How to Design Thrown Weapons Competitions</td>
</tr>
<tr>
<td>3 PM-4:30 PM</td>
<td>Beginning Spear Throwing</td>
</tr>
<tr>
<td>Friday August 19</td>
<td>9 AM-11 AM</td>
</tr>
<tr>
<td>9:30 AM-11:00 AM</td>
<td>Beginning Thrown Weapons Class</td>
</tr>
<tr>
<td>11 AM-12:30 PM</td>
<td>Advanced Thrown Weapons</td>
</tr>
<tr>
<td>1 PM-2:30 PM</td>
<td>Known World Thrown Weapons Marshal Meeting</td>
</tr>
</tbody>
</table>

**Thrown Weapons Activity Descriptions**

**Wednesday, August 10**

**Building a Portable Stand for Rounds**

This 2-hour class is for thrown weapons marshals and MITs. You will learn how to build a portable tripod that holds rounds for knife and axe throwing. It is easy to set-up and tear down for events. Packs easy for weekend events. Class is held at the Thrown Weapons Range. Taught by Forester Quentin MacGowan.

**Building Easy Spear/Javelin Targets**

This class is for thrown weapons marshals and MITs. You will learn how to set up bales for targets used for throwing spears and javelins. These targets are sturdy and will hold up against inclement weather. Class is held at the Thrown Weapons Range. Taught by Forester Quentin MacGowan.

**Thursday, August 11**

**Beginning Thrown Weapons Class**

This class will teach you how to throw, basic care of your weapons, and basic rules of the range. A hands-on session is included. No experience or equipment needed. Class limit of 25. Class is held at the Thrown Weapons Training Range. Taught by Thrown Weapons Staff.

**Friday August 12**

**Beginning Thrown Weapons Class**

See description from Thursday, August 11.

**Advanced Thrown Weapons**

This class will teach throwers alternate methods of throwing...
and different weapons that could be encountered on a range. A hands-on session is included. Experience throwing or the beginning class is preferred. Class limit of 25. Class is held at the Thrown Weapons Training Range. Taught by Thrown Weapons Staff.

**Beginning Thrown Weapons Class**

See description from Thursday, August 11.

**Saturday August 13**

**Beginning Thrown Weapons Class**

See description from Thursday, August 11.

**Advanced Thrown Weapons Class**

See description from Friday, August 12.

**Known World Thrown Weapons Marshal Meeting**

The opening meeting will go over the rules of the range, schedule of events and any other topics deemed necessary. Held at the Thrown Weapons Range. Hosted by Elayne Thorne, Pennsic 34 TWMIC.

**Sunday, August 14**

**Thrown Weapons Marshal-in-Training Class: Part I – Society Rules**

This class is for anyone who wishes to become a Thrown Weapons Marshal. Class is held in three parts, with a practical session. Participants must attend all three parts and have some range time to complete the course. Minimum requirements for participants are membership in the SCA and a minimum age of 18. There are suggested classes also offered later in the week. Class limit of 15 per Kingdom. Class is held at the Thrown Weapons Range. At the time of the printing of this book, the East and Middle are holding classes. There may be other kingdoms holding classes, check at the range for a complete list. Taught by: Lady Elayne Thorne, Middle Kingdom General of Thrown Weapons and Lord Leon the Navigator, East Kingdom Deputy Pennsic Marshal.

**Beginning Spear Throwing**

This class will teach you how to throw a spear. Learn which type of spear is best for you.

Class limited of 25. Class is held at the Thrown Weapons Training Range. Taught by Lord Dominic Seamor.

**Advanced Thrown Weapons Class**

See description from Friday, August 12.

**Monday, August 15**

**Estrogen & Axes Thrown Weapons Competition**

Competition is an inter-kingdom event sponsored by Æthelmearc & open to all ladies. Short competition with novelty targets from 10 feet. Run by Lady Magdalena Drucker.

**Beginning Thrown Weapons Class**

See description from Thursday, August 11.

**How to Teach Youth to Throw**

This class is for thrown weapons marshals and MITs. This course will show how to teach thrown weapons to youth. This is a recommended class for MITs, but not required. Class is held in the Thrown Weapons Tent. No class limit. Taught by Lord Pandaulf.

**Spear-Making Seminar**

This class is for those who make their own spears. Spears are a difficult weapon to acquire. A 2-hour seminar on spear making, so that the populace could see the different techniques and styles to decide for themselves which one they want to use. Class is held in the Thrown Weapons Tent. Taught by Lord Dominic Seamor.

**Tuesday, August 16**

**Thrown Weapons Marshal-in-Training Class: Part II – Individual Kingdom Rules**

See description from Sunday, August 14.

**Children’s Beginning Thrown Weapons**

The class is open to 5 to 11-year olds. Class is limited to 10. A parent or legal guardian must accompany the child. If they have a hatchet, they should bring it. Loaner gear will be available. The class will be limited to hatchets only. The children will be taught, safety, technique, and range etiquette. Class is held at the Thrown Weapons Training Range. Taught by THL Dominique.

**Known World Thrown Weapons Championship**

Each contestant will be required to throw knife, axe and spear at a variety of targets. This is the 7th annual competition for bragging rights to call yourself the Inter-kingdom Thrown Weapons Champion for the year. This contest is open to all adults. Hosted by the Middle, run by Baron Gareth Thorne and Lady Elayne Thorne.

**Building a Portable Stand for Rounds**

See description from Wednesday August 10.

**Building Easy Spear/Javelin Targets**

See description from Wednesday August 10.

**Wednesday August 17**

**Youths’ Beginning Thrown Weapons**

The class is open to 12 to 17-year olds. Class is limited to 10. If the youth has a hatchet, please bring it. Loaner gear will be available. The class will be limited to hatchets only. The youth
Youth Combat

Youth boffer combat & youth armored combat will be held again this year at Pennsic 34. All youth combat activities will begin on Friday, August 12, 2005 & end on Saturday, August 20, 2005. As in past years, we will hold two sessions each of the nine days for youth combat. Tentatively, these sessions will be held from 8:00 to 10:00 AM & again from 3:00 to 5:00 PM. We will change the time for the sessions, if necessary, to avoid conflicting with major battle events during Pennsic. We are expecting to hold at least three kingdom-sponsored tournaments. In years past, the East Kingdom, Æthelmearc & the Middle Kingdom all sponsored tournaments during Pennsic. Once again, we are planning on a castle battle the last morning of Pennsic, August 20, 2005, which will be followed by an ice cream party celebrating a successful youth combat program.

We will conduct authorizations each day for youth boffer combat. We will hold youth armored combat sessions each morning but we will not conduct youth armored combat authorizations at Pennsic. If a youth wants to compete in youth armored combat at Pennsic, they must bring a copy of their kingdom’s youth armored fighting combat authorization card & it must be dated on or before, July 31, 2005.

We will have one or more water gun/water bottle fights in the afternoons as temperatures dictate. Yes, we will expect the youth to contribute some service activities each session that they participate in. The service involves field sweeps for removal of trash & water bottles from the youth combat & the major battlefields, boffer weapon repairs, etc. A boffer weapons construction class is being scheduled for the afternoon session on Monday, August 22, 2004 for those individuals interested in learning how to construct boffer weapons. Check out the schedule on The Youth Activities pages.

We are looking forward to seeing all of you again & to seeing a lot of new faces, too. Come & have fun!

Master Sean o’Shaughnessy,
Youth Combat Marshal
Youth Activities

Greetings & welcome to all youth & their parents attending Pennsic. There are a number of youth activities planned throughout these two weeks. To help you identify when the various activities will be taking place a Youth Activities Schedule has been developed & provided in the handbook. Please check with the activity listed for changes that have occurred after press time.

Activities include:
Youth Combat: at Battle Field, ages 6-17
Youth Archery: at Archery Range, ages 2-17
A&S Classes: at the A&S Tents, see A&S listings
Youth Point: activities from school age to teen
Special Activities including; Children’s Theater, Teen Night, & the Children’s Fete

There is something to do for everyone & I hope that all our youth have an opportunity to participate.

Youth Point
Once again Pennsic brings you a central place for children & their parents to gather. Sit a bit in the shade. Make new friends. Swap kid tips & childcare notes. Youth Point will back on the Low Road next to the playground, across from the Bath House.

Activities will be provided daily from 10 AM to 12 PM & 1 PM to 4 PM with a break at noon for lunch. The first week Baroness Graidhne ni Ruaidh will be coordinating activities & I will be there for the second week. Activities will include; period games, crafts, & story telling. All children are welcome to participate. There will be no sign-in or sign-out of minors. A white board detailing each day’s activities & upcoming plans for the next day will be posted.

Pennsic does not provide any childcare or babysitting. As a public service we will provide a Notice Board for people to contact others to trade babysitting services & the like. All such arrangements will be the sole responsibility of the persons involved. Please note that the playground is unsupervised, however children who are disruptive during the times that Youth Point is open will be asked to leave.

Notes to Parents
Please understand that no program or activities taking place at war are intended as a substitute for the proper adult supervision of minors. The safety & supervision of your children is, first & foremost, the parents’ responsibility. Make sure also that both you & your children are completely familiar with site rules pertaining to minors.

The weather in Pennsylvania during the month of August can be best described as extreme. The temperatures may vary as much as 50 degrees F in one day. Blistering hot days can become bitterly cold nights. Rain & thunderstorms can also be expected. Please make sure your children are provided with appropriate clothing for the conditions. Make sure they drink lots of fluids; water, juices, sports drinks, etc. to prevent dehydration. Hydrate. Hydrate. Hydrate. Sunscreen is also needed for exposed skin to prevent sunburn & should be reapplied often.

Please let us know if you have any questions on youth activities or if you would like to contribute to an activity. We hope you have a fun time at Pennsic.

In Service,

Dame Nicholaa Halden
Youth Activities Coordinator

8th Annual Known World
Children's Fete

August 17th, 1 PM-4 PM in the Barn

To all the children of the Known World! Please join us for our 8th Annual Children's Fete in honor of you. The Fete is scheduled on August 17th, from 1 PM to 4 PM in the Barn. We will have a variety of activities & merriment for your enjoyment ranging from water activities to face painting. There will also be light snacks & drinks for you & your parents.

Parents & guardians, please note that you should remain with your child at the Fete if they have food allergies or other health issues that they are unable to manage, or if they may not leave the party unescorted. Due to the large numbers of children that attend the Fete, organizers cannot be responsible for these issues. Children ages four, five & six must have an adult (or a teen that is at least 14 years old) remain with them throughout the festivities. Older children should be checked on periodically by their parent or guardian to ensure their safety & suitable behavior.

If you have any questions or need additional information, please contact Duchess Isabel Grimault in the Atlantian Royal Encampment, N05. Don't forget to look for the flyers posted around Pennsic!
# Pennsic 34 Youth Activities—Consolidated Schedule

**Week 1**  
(Note: Schedules are subject to change. Please check with the activity for most current information.)

<table>
<thead>
<tr>
<th>Activity</th>
<th>Sun 8/7</th>
<th>Mon 8/8</th>
<th>Tue 8/9</th>
<th>Wed 8/10</th>
<th>Thu 8/11</th>
<th>Fri 8/12</th>
<th>Sat 8/13</th>
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<tbody>
<tr>
<td>Archery</td>
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<td></td>
<td></td>
<td>9-10 AM open shooting &amp; Instruction</td>
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<td></td>
<td></td>
<td>10 AM-12 PM Novelty shoots</td>
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<td></td>
<td>12-2 PM Royal Rounds</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>2-4 PM Novelty Shoots</td>
</tr>
<tr>
<td>Combat</td>
<td>Closed</td>
<td>Opens</td>
<td>9:30 AM to 4 PM</td>
<td>Open 8/6 for Land Grab</td>
<td>9:30 AM to 4 PM</td>
<td>9:30 AM to 4 PM</td>
<td>9:30 AM to 4 PM</td>
</tr>
<tr>
<td></td>
<td>Practice Begins 8 -10 AM &amp; 3-5 PM</td>
<td>Practice Begins 8 -10 AM &amp; 3-5 PM</td>
<td>Practice Begins 8 -10 AM &amp; 3-5 PM</td>
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<td></td>
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<tr>
<td>Youth Point 9:30 AM to 4 PM</td>
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</table>
| A&S Classes | Classes for Youth & Children are listed in the Class Directory. Classes are held at the A&S Tents. |}

**Week 2**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Sun 8/14</th>
<th>Mon 8/15</th>
<th>Tue 8/16</th>
<th>Wed 8/17</th>
<th>Thu 8/18</th>
<th>Fri 8/19</th>
<th>Sat 8/20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>9-10 AM open shooting &amp; Instruction</td>
<td>Closed for Archery Champions competition</td>
<td>9-10 open shooting &amp; Instruction</td>
<td>9-10 open shooting &amp; Instruction</td>
<td>9-10 open shooting &amp; Instruction</td>
<td>9 AM Youth Archery Tourney</td>
<td>Closed</td>
</tr>
<tr>
<td>Range open 9 AM to 4 PM daily</td>
<td>10AM-12 PM Novelty shoots</td>
<td>10-12 Novelty shoots</td>
<td>10-12 Novelty shoots</td>
<td>10-12 Novelty shoots</td>
<td>10-12 Novelty shoots</td>
<td>12-2 Royal Rounds</td>
<td>12-2 Royal Rounds</td>
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<tr>
<td></td>
<td>12-2 Royal Rounds</td>
<td>2-4 Novelty Shoots</td>
<td>2-4 Novelty Shoots</td>
<td>2-4 Novelty Shoots</td>
<td>2-4 Novelty Shoots</td>
<td>2-4 PM Novelty Shoots</td>
<td>2-4 PM Novelty Shoots</td>
</tr>
<tr>
<td>Combat</td>
<td>Practice 8 to 10 AM</td>
<td>Practice 8 to 10 AM</td>
<td>Practice 8 to 10 AM</td>
<td>8 to 10 AM</td>
<td>8 to 10 AM</td>
<td>8 to 10 AM</td>
<td>Fort Battle 8-10 AM</td>
</tr>
<tr>
<td>check schedule at sign in for Tourneys</td>
<td>3-5 PM</td>
<td>3-5 PM</td>
<td>3-5 PM</td>
<td>3-5 PM</td>
<td>3-5 PM</td>
<td>3-5 PM</td>
<td>Closed</td>
</tr>
<tr>
<td>Youth Point 9:30 AM to 4 PM</td>
<td>Host-Midrealm</td>
<td>9:30 AM to 4 PM</td>
<td>9:30 AM to 4 PM</td>
<td>AM activities only</td>
<td>9:30 AM to 4 PM</td>
<td>9:30 AM to 4 PM</td>
<td>Closed</td>
</tr>
<tr>
<td>A&amp;S Classes</td>
<td>Classes for Youth &amp; Children are listed in the Class Directory. Classes are held at the A&amp;S Tents.</td>
<td></td>
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</tr>
<tr>
<td>Special Activities</td>
<td>Teen Night 7 – 9 PM Host: Midrealm A&amp;S Tent</td>
<td>Children’s Fête 1-4 PM at the Barn Host: Atlanta</td>
<td>Children’s Theater Performance 1 PM at Perf. Arts Pavilion</td>
<td>Midrealm Ice Cream Social follows Tourney</td>
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</tbody>
</table>

# A&S Classes
Classes for Youth & Children are listed in the Class Directory. Classes are held at the A&S Tents.
Cultural Affairs
This year the Cultural Affairs Staff is happy to present for your edification and entertainment a wide variety of educational classes, performances by talented entertainers, marvelous displays of the various skills of artisans from around the Known World, and delightfully fun activities for all ages. The time and energies of literally hundreds of people have helped to put all this together. While you are enjoying the classes, shows, dances, games, arts & sciences of Pennsic, please take a few minutes to thank one of our many volunteers. Better yet, take an hour or two to help out. It doesn’t matter whether you help a little, or help a lot—set up the Battlefield or set up tables and chairs in a class, spend time manning a Service Point, or just pick up a bag of trash and take it to the nearest dumpster—every time you lend a hand you become part of the magic that is Pennsic. We hope you enjoy all the wonderful Cultural Events and Activities that Pennsic 34 has to offer!

THL John von der Velde
Deputy Mayor for Cultural Affairs

<table>
<thead>
<tr>
<th>Known World &amp; Kingdom Events Schedule</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sunday, August 14</strong></td>
</tr>
<tr>
<td>11:00 AM  Opening Ceremonies [in front of the Fort]</td>
</tr>
<tr>
<td>1:00 PM   Queens’ Tea [East Royal]</td>
</tr>
<tr>
<td><strong>Monday, August 15</strong></td>
</tr>
<tr>
<td>9:00 AM   A&amp;S Exhibition [6 hours - Barn]</td>
</tr>
<tr>
<td>2:00 pm   Known World Harp Exhibition [2 hours, Performing Arts Pavilion (PAP)]</td>
</tr>
<tr>
<td><strong>Tuesday, August 16</strong></td>
</tr>
<tr>
<td>1:00 pm   Middle Eastern Dance Exposition [4 hours, PAP]</td>
</tr>
<tr>
<td>4:00 pm   Fool’s Parade [muster at the Barn]</td>
</tr>
<tr>
<td>6:00 PM   Æthelmearc Court [2 hours - Barn]</td>
</tr>
<tr>
<td>8:00 PM   State Dinner [Midrealm Royal]</td>
</tr>
<tr>
<td><strong>Wednesday, August 17</strong></td>
</tr>
<tr>
<td>1:00 PM  Known World Children’s Fete [4 hours, Barn]</td>
</tr>
<tr>
<td>1:00 PM  Known World Scribal Gathering [2 hours, Midrealm Royal]</td>
</tr>
<tr>
<td>6:00 PM  1st Annual SCA History Night [AS 4 &amp; 5]</td>
</tr>
<tr>
<td>6:00 PM  Drachenwald Court [Drachenwald Royal]; There will be a Party for all past &amp; present members of Drachenwald after Court.</td>
</tr>
<tr>
<td>7:00 PM  Ansteorra Court [Ansteorra Royal]</td>
</tr>
<tr>
<td>8:00 PM  East Kingdom Court [Barn]</td>
</tr>
<tr>
<td>Evening  Midnight Madness Shopping [Merchant areas]</td>
</tr>
<tr>
<td><strong>Thursday, August 18</strong></td>
</tr>
<tr>
<td>1:00 pm  Known World Children’s Theater Performance [1/2 hour, PAP]</td>
</tr>
<tr>
<td>6:00 PM  Ealdormere Court [2 hours, Barn]</td>
</tr>
<tr>
<td>6:00 PM  Known World Choir performance [PAP]</td>
</tr>
<tr>
<td>7:00 PM  Ansteorra Chili Night [Ansteorra Royal]</td>
</tr>
<tr>
<td>8:00 PM  Middle Kingdom Court [Barn]</td>
</tr>
<tr>
<td><strong>Friday, August 19</strong></td>
</tr>
<tr>
<td>7:00 PM  Closing Ceremonies [Barn]</td>
</tr>
<tr>
<td>8:00 pm  Known World Players Performance: Macbeth [3 hours, PAP]</td>
</tr>
</tbody>
</table>

Be sure to also check various other schedules elsewhere in this book for more events, competitions, meetings, performances, & battles. Changes to schedules will be posted at Information Point.
Performing Arts at Pennsic

Come one! Come all! The Performing Arts Pavilion is excited to announce the Pennsic 34 season. Housed in a large tent on the Serengheti near the Arts & Sciences classrooms, we have complete facilities for performers. Daytime activities will include exhibitions of song, dance, and foolish-ness. Please come and enjoy the wonderful shows at the Pennsic Performing Arts Pavilion this year.

THL Sofia Tyzes
Performing Arts Pavilion Coordinator

<table>
<thead>
<tr>
<th>Performing Arts Pavilion Schedule for Pennsic War 34</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Saturday, August 13, 2005</strong></td>
</tr>
<tr>
<td>7:00 – 7:30 PM</td>
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<tr>
<td>8:00 – 9:00 PM</td>
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<tr>
<td>9:00 – 10:30 PM</td>
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<tr>
<td><strong>Sunday, August 14, 2005</strong></td>
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<td>9:00 – 10:00 am</td>
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<td>10:00 – 12:30 PM</td>
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<td>4:00 – 6:00 PM</td>
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<td>6:00 – 7:00 PM</td>
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<tr>
<td>7:30 – 9:00 PM</td>
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<tr>
<td>9:00 – 11:00 PM</td>
</tr>
<tr>
<td><strong>Monday, August 15, 2005</strong></td>
</tr>
<tr>
<td>9:00 – 10:00 am</td>
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<tr>
<td>10:00 – 12:30 PM</td>
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<td>2:00 – 4:00 PM</td>
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<td>4:00 – 6:00 PM</td>
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<td>6:00 – 7:00 PM</td>
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<tr>
<td>7:00 – 9:00 PM</td>
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<tr>
<td>9:00 – 11:00 PM</td>
</tr>
<tr>
<td><strong>Tuesday, August 16, 2005</strong></td>
</tr>
<tr>
<td>9:00 – 10:00 am</td>
</tr>
</tbody>
</table>
Tuesday, August 16, 2005 (continued)

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>10:00 – 12:30 PM</td>
<td><strong>Known World Players Rehearsal</strong></td>
</tr>
<tr>
<td>1:00 – 4:00 PM</td>
<td><strong>Middle Eastern Dance Exposition</strong> All dancers of any skill level are invited to come share their art with their peers. This in the perfect opportunity for dancers to try out a new routine or simply get up in front of a supportive audience for the first time.</td>
</tr>
<tr>
<td>4:00 – 6:00 PM</td>
<td><strong>Known World Choir Rehearsal</strong></td>
</tr>
<tr>
<td>6:00 – 7:00 PM</td>
<td><strong>Rhosaleen Dhu</strong> New on stage this year. Come enjoy a performance of period, traditional, and SCA bardic songs of humor, whimsy, woe, the bawdy and the beautiful.</td>
</tr>
<tr>
<td>7:00 – 9:00 PM</td>
<td><strong>The Storyteller's Art: Great Tellers of the SCA</strong> A selection of the finest storytellers from around the Known World, hosted by Brion Enkazi of Æthelmearc. Featuring Morgana Bro Moranwg (Ealdormere), Cariadoc of the Bow (West), Fianna of Clare (East), Yaakov HaMizrachi (Atlantia), and Gabrielle d'Auvergne (Æthelmearc)</td>
</tr>
<tr>
<td>9:00 – 10:00 PM</td>
<td><strong>Clan Tynker</strong> A variety of acts from around the world featuring juggling, magic, to sword swallowing, live music. All in the style of court jesters. A show for all ages!</td>
</tr>
</tbody>
</table>

Wednesday, August 17, 2005

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00 – 10:00 AM</td>
<td><strong>Children’s Theater Rehearsal</strong></td>
</tr>
<tr>
<td>10:00 – 12:30 PM</td>
<td><strong>Known World Players Rehearsal</strong></td>
</tr>
<tr>
<td>1:00 – 4:00 PM</td>
<td><strong>Variety Show to benefit the Chirurgeonate</strong> This concert is a variety show to benefit the Chirurgeonate. In the past entertainment has included musicians, jugglers, dancers, and magicians.</td>
</tr>
<tr>
<td>4:00 – 6:00 PM</td>
<td><strong>Known World Choir Rehearsal</strong></td>
</tr>
<tr>
<td>6:00 – 7:00 PM</td>
<td><strong>Morgan Wolfsinger</strong> Come while away an hour listening to original songs of hounds and heroes, magic and mercenaries, love, war, and a song or two that simply should NOT be.</td>
</tr>
<tr>
<td>7:00 – 9:00 PM</td>
<td><strong>Cave Canem</strong> Cave Canem, of the Shire of AbhainnCiach Ghlais, the second funniest acting troupe in the Known World aims to present an entertaining, authentic theatrical experience for audiences both young &amp; old. From the whimsical to the solemn, from Reynard the Fox to St. Vitus, there will be much to enjoy—come and join us!</td>
</tr>
<tr>
<td>9:00 – 11:00 PM</td>
<td><strong>Marian of Heatherdale &amp; Special Guests Concert</strong> Mistress Marian of Heatherdale will be performing her original songs, along with other special guests (bards, instrumentalists, storytellers). The concert is free and open to all... come share a lively evening of song and story with us!</td>
</tr>
</tbody>
</table>

Thursday, August 18, 2005

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>10:00 – 12:30 PM</td>
<td><strong>Known World Players Rehearsal</strong></td>
</tr>
<tr>
<td>1:00 – 1:30 PM</td>
<td><strong>Children’s Theater performance</strong> Come support a magnificent production completely produced and rehearsed here at Pennsic. For and by children, this performance is for the whole family.</td>
</tr>
<tr>
<td>2:00 – 6:00 PM</td>
<td><strong>Bardic Arts Exhibition</strong> Bardic Arts is defined in the SCA as &quot;song, story or poetics relevant to the culture of the Society&quot;. Come see or sign up to participate in this showcase of talented bards from around the Known World and hear pieces from the historical to the hysterical.</td>
</tr>
<tr>
<td>6:00 – 7:30 PM</td>
<td><strong>Known World Choir performance</strong> Completely rehearsed at Pennsic, join the choir in celebrating the music of Josquin DesPrez in honor of the 555th year of his birth.</td>
</tr>
<tr>
<td>7:30 – 9:00 PM</td>
<td><strong>Desert Moon Dancers</strong> Desert Moon Dancers and friends present &quot;Cross Cultures: Dances of the Near and Middle East&quot; featuring folkloric-based dance. A dance concert for all—young &amp; old!</td>
</tr>
<tr>
<td>9:00 – 11:00 PM</td>
<td><strong>Wolgemut</strong> The internationally renown musical group is back for another year at the Performing Arts Center. Their upbeat and exciting music has thrilled audiences all over the world and it will thrill you, too.</td>
</tr>
</tbody>
</table>

Friday, August 19, 2005

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>10:00 – 12:30 PM</td>
<td><strong>Known World Players Rehearsal</strong></td>
</tr>
<tr>
<td>2:00 – 4:00 PM</td>
<td><strong>Coxcomb Academy Graduation Show</strong> We will have juggling to please the eye, magic to confound the mind, storytelling and music to enchant your heart, and comedy to make you laugh. Performers will vary in skill level from full-time professionals to first-timers who have spent all week rehearsing with our panel of performing coaches. This show is rated as Family Entertainment.</td>
</tr>
<tr>
<td>6:00 – 7:30 PM</td>
<td><strong>Iron Bard Competition</strong> Talented performers from around the world come to the Pennsic finals to test their mettle against the Iron Bards! Full details at <a href="http://www.iron-bards.org">www.iron-bards.org</a></td>
</tr>
<tr>
<td>8:00 -11:00 PM</td>
<td><strong>Known World Players performance of “Macbeth”</strong> If ambition, murder, treachery, and the twisted plotting and planning of evil witches is your cup of poison, the Known World Players has an evening of entertainment just for you. We proudly present the Scottish play, (also known as &quot;Macbeth,&quot; by William Shakespeare.</td>
</tr>
</tbody>
</table>
Greetings to all the Artisans & Craftspeople of Pennsic!

This year marks the eighth anniversary of the A&S Exhibition at Pennsic. This exhibit gives the artisans of the Known World the opportunity to display their works & share their talents with the Crowns, Peers & Populace of our Society without the pressure of a competitive atmosphere.

Artisans of all Kingdoms are invited to showcase their projects. The Exhibition, which will be held Monday, August 15th, will open to the public from 9 AM until 3pm. The drop-off of entries will begin at 7am on the day of the Exhibition. Pick-up of entries will be from 3 PM to 4 pm. Anything not picked up at this time will be turned over to Lost & Found & can be retrieved there.

Registration
All persons displaying are requested to fill out one form per item to be displayed. The form will provide basic information for the items displayed, including some space for documentation. On-site pre-registration: Those artisans who have not pre-registered on-line can do so by filling out a form & dropping it off at A&S Point prior to the day of the Exhibit. Those who have registered on-line or on-site prior to the event will be served with a special Express Check-in Line on the day of the exhibit. At-the-door registration: Anyone signing up on the day of the exhibit will be helped on a first come, first serve basis, as space allows.

Display space
Please remember to bring your own stands, easels, dress forms, tablecloths & other methods to display your work to its best advantage. Only tables will be provided. There will be a table space limit of a total of three square feet (3’x3’) for each artisan. There is a limit of 5 items per person, & these must fit within the designated space. However, if you require a large space, please consider providing your own table. Space limitations in the Barn will require artisans to share table space on the tables that are provided for the exhibition. People displaying garb have the option of wearing the outfit, in order to display the garments properly. People planning to stay with their displays for the day are encouraged to bring a chair. Please prepare for the possibility of inclement weather when planning your display, in order to protect your work.

The Barn space will be divided by Kingdom, thus allowing the Royalty, Peers & Populace of a particular Kingdom to see the efforts of their craftspeople more easily. The Queen Consorts of the Known World have been invited to attend the Exhibition. Artisans wishing to hear, or would like to request the personal comments of the Queens, should take note of the times of their presence. These times will be posted once they are established.

I look forward to seeing you at the Exhibition & seeing the results of your artistic efforts!

In Service to the Arts, I remain Yours,

Dame Catriona MacDuff,
Arts & Sciences Exhibition Coordinator
Greetings Dancers & all who want to learn to Dance,

We look forward to seeing many familiar and new faces on the dance floor this year! There will be much in the way of dance classes, period balls, & evening dancing available for your pleasure. If you are a musician and are interested in helping play for evening dancing or the Pennsic Ball, we would like to give you a copy of the music. Please see me or Maestro Octavio de Flores.

Please remember that no alcohol is allowed in the dance tent. This is a site rule. We wish to provide a safe environment into which parents can bring their children. If you wish to partake in alcohol, please do so after dancing and back in camp.

Common Questions About Pennsic Dance:

Where is dancing? We yet again have the use of a dance tent with a beautiful parquet floor for classes & balls. The tent is at the southeast end of the A&S area. Floor assembly is on the first Wednesday, & disassembly at 2 PM on the final Friday. All help—and especially power drills—are very much appreciated! We are in the Barn for evening dance at other times & for post-midnight open dancing.

Will the dances be taught? During evening dancing, a variety of dances will be done. Some will have a walk-through for the dancers, some will just have a quick talk-through (to remind dancers who might need a refresher), & the more elaborate dances won't be taught at all. During the balls, including the Pennsic Masque Ball, almost no dances will be taught. But the dances that are likely to be on the schedules are taught either in the beginners classes or others during the day.

When is dance? Classes are usually 10 AM-5 PM or so. There is a track of beginners’ classes or Ball Prep classes at 3 or 4 PM each day. The Pennsic Ball is the second Tuesday in the barn starting at 9 PM or after court ends. Evening dance and the dance balls start 9 PM sharp, and run until about midnight. Any dancers are welcome to dance in the barn past midnight, just be sure to end your revels by dawn since there are other activities scheduled for the barn. Please see the Pennsic University Classes lists for a complete dance schedule.

What is the Pennsic Ball? Do I need to have a mask? If you wish to wear a mask, please do so, but you don't need one. It is a large dance gathering that draws over 200 people.

The tentative dance list follows, for an updated one please see the Ball mistress, THL Judith of Northumbria:

15th c. Italian: Rostiboli, Amoroso, Petits Vriens, Lauro, A Saltarello, A Piva, Anello, Gelosia, Chirintana, Gioioso Spagnguolo
15th c. French: Danse des Cleves
15th c. English: Ly Bens Dysonis, Prenes y Garde
16th c. French: Official Bransle, Cassandra Bransle Suite, Horse's Bransle, Montarde, Another Bransle Suite
16th c. English: Madame Sosylia's Almain, Black Almain, Pavanne plus Galliade
16th c. Italian: Villanella, Gracca Amorosa, Caccia D'Amore (part 4, pinwheel type thing), Il Piantone, Ballo del Fiore, Bizzaria d'Amore, Lo Spagnoletto, Laccio D'Amore

Do I need to bring a partner? No, there are plenty of dancers each evening who would enjoy sharing a dance with someone new, so don't hesitate to ask someone to dance. In period, both men & women were expected to ask people to dance.

Did men dance with men in period? Yes they did. Women often danced in groups of just women; & there are dances for more men than women, & visa-versa.

So don't be shy, and remember that the dance tent is an environment where all should feel welcome.

Maestro Lyev Davidovitch, Coordinator of European Dance
Welcome, all teachers & students, to the Pennsic University, the largest single teaching & learning experience in the Known World! Once again we gather at Pennsic to exchange information, widen our horizons & come away richer for the experience.

Classes at the Pennsic War are on a wide variety of subjects. However, the subject matter deals with the time period and the interests of the Society for Creative Anachronism, specifically the Medieval & Renaissance periods, their peoples & cultures. Classes can also cover specific aspects of our Society, its background, its history, & its organization. Topics involving fantasy worlds, science fiction, or fandom will not be found at the Pennsic War.

All new class policies for Pennsic 33 will continue to be in effect:

**Children’s classes are longer held in private camps.** This is an absolute. All children’s classes will be held in an A&S tent or at Children’s Point. Martial or archery classes will be held at the appropriate places as designated by the marshals or teachers. This policy is for the well-being & safety of the children.

**A&S tents are no longer available for any private individual or household parties in the evenings.**

**There is no early sign-up for classes.** Classes are entirely done on a first-come, first-served basis. If a class has limited materials or kits, then students will need to show up at the appropriate A&S tent where the class is being held prior to the class’ starting time. The instructor will be responsible for the distribution of limited kits. Even if kits are limited, teachers are strongly encouraged to take any extra students waiting for their class as auditors, unless this is a safety issue.

**Teachers are no longer required to lead students to private camps.** Teachers, when they check in, will fill out a “Private Camp Form” giving directions to the private camp in question. Students should check at A&S Point for these directions.

**Only “official classes” are listed in the Pennsic A&S schedule.** If a class is being done, and it is not scheduled through the University, it is not considered to be part of the A&S Program.

Classes will officially begin on Wednesday, August 10, & continue until Friday, August 19. Some specialized classes, such as Chirurgeonate classes may be scheduled earlier.

We will need volunteers for on-site staffing positions. Come, sit in the shade, meet new, interesting people, and make some great memories! Shifts at A&S Point, located in the A&S Block, will be two hours long. Please come by and see THL Fiadnata to set up a volunteer slot.

We also have a new volunteer position: University grounds crew. If you can spare 15 minutes either at 8:30 in the morning or 9:00 at night, then we can use some help in shutting down the University grounds & opening them up for the new day. Stop by A&S at those times and our perky and ever-so-appreciated crew chiefs will find a way for you to help.

The entire University staff hopes that you all have a wonderful time at Pennsic University this year!

In service,

*Master Sion Andreas o Wynedd,*  
*Laurel from the Black Lagoon,*  
*Chancellor Pennsic University*  
*(Go Rhinos!)*
<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Location</th>
<th>Class Name</th>
<th>Teacher</th>
<th>Fee</th>
<th>Limit</th>
<th>Length</th>
<th>Subject</th>
</tr>
</thead>
<tbody>
<tr>
<td>8/9</td>
<td>10:00 AM</td>
<td>AS10</td>
<td>ASHI Community CPR</td>
<td>Chirurgeonate Instructors</td>
<td>30</td>
<td>12</td>
<td>7</td>
<td>Health &amp; Safety</td>
</tr>
<tr>
<td>8/9</td>
<td>10:00 AM</td>
<td>AS11</td>
<td>Red Cross Renewal Challenges</td>
<td>Chirurgeonate Instructors</td>
<td>10</td>
<td>7</td>
<td>2</td>
<td>Health &amp; Safety</td>
</tr>
<tr>
<td><strong>Tuesday, August 09</strong></td>
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<tr>
<td>8/10</td>
<td>9:00 AM</td>
<td>AS14</td>
<td>Underwater Basketweaving 101</td>
<td>Seelie Brianna Sutherland</td>
<td>0</td>
<td>0</td>
<td>6</td>
<td>Basketry</td>
</tr>
<tr>
<td>8/10</td>
<td>9:00 AM</td>
<td>AS4</td>
<td>Castle Stories of Bohemia</td>
<td>Kazi Enkazi</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Bardic Arts</td>
</tr>
<tr>
<td>8/10</td>
<td>10:00 AM</td>
<td>AS10</td>
<td>ASHI First Aid</td>
<td>Chirurgeonate Instructors</td>
<td>20</td>
<td>12</td>
<td>4</td>
<td>Health &amp; Safety</td>
</tr>
<tr>
<td>8/10</td>
<td>10:00 AM</td>
<td>AS11</td>
<td>Red Cross Adult CPR with AED</td>
<td>Chirurgeonate Instructors</td>
<td>20</td>
<td>12</td>
<td>5</td>
<td>Health &amp; Safety</td>
</tr>
<tr>
<td>8/10</td>
<td>10:00 AM</td>
<td>AS6</td>
<td>Anglo-Saxon Food Preparation &amp; Preservation</td>
<td>Rowena Lindsey</td>
<td>0</td>
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<td>1</td>
<td>Culinary Arts</td>
</tr>
<tr>
<td>8/10</td>
<td>10:00 AM</td>
<td>AS8</td>
<td>Henry VIII: Power &amp; Sentiment in Politics</td>
<td>Anjuli McDonald of Clanranald</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>History</td>
</tr>
<tr>
<td>8/10</td>
<td>10:00 AM</td>
<td>Dance</td>
<td>Dance Floor Assembly</td>
<td>Adele Desfontaines</td>
<td>0</td>
<td>0</td>
<td>8</td>
<td>Dance: European</td>
</tr>
<tr>
<td>8/10</td>
<td>10:00 AM</td>
<td>Private Camp</td>
<td>Warp Weighted Loom 1</td>
<td>Thora Sharptooth</td>
<td>0</td>
<td>0</td>
<td>2.5</td>
<td>Fiber Arts: Weaving</td>
</tr>
<tr>
<td>8/10</td>
<td>11:00 AM</td>
<td>AS12</td>
<td>Making a Wooden Feast Spoon</td>
<td>Charles of Westermark</td>
<td>0</td>
<td>0</td>
<td>6</td>
<td>Woodworking</td>
</tr>
<tr>
<td>8/10</td>
<td>11:00 AM</td>
<td>AS4</td>
<td>How To Teach a Class at Pennsic</td>
<td>Caitterina ingen Ruaidri</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>SCA Life</td>
</tr>
<tr>
<td>8/10</td>
<td>12:00 PM</td>
<td>Barn</td>
<td>Known World Choir at Pennsic</td>
<td>Erlan Nordenskol</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Music: Vocal</td>
</tr>
<tr>
<td>8/10</td>
<td>12:00 PM</td>
<td>Middle Eastern</td>
<td>What Were We Talking about in Damascus in the 16th Century</td>
<td>Scheherazade Allouyna al-Zahira</td>
<td>0</td>
<td>0</td>
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<td>Culture: Middle Eastern</td>
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**Friday, August 12**

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<td>Round &amp; Round It Goes</td>
<td>Catriona nicHugh McIaely</td>
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<td>Bowl Turning Without a Rest 1: Wood Prep</td>
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<td>Fitting Neck &amp; Shoulders</td>
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<td>Spinning Flax with Spindle &amp; Distaff</td>
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<td>AS11</td>
<td>Parchment Pipes: Making Late- Period Bookmarkers</td>
<td>Rhiannonn y Bwa</td>
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<td>14th-Century Turnshoe Construction 1</td>
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<td>AS6</td>
<td>Anglo-Saxon Food Preparation &amp; Preservation</td>
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<td>Sweet, Suite Branles</td>
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<td>Dance for Absolute Beginners</td>
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<td>Norse/Viking Bead Furnace &amp; Beadmaking</td>
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<td>Rigid Heddle Weaving, Part 2</td>
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<td>Onmyodo: Calendars &amp; Magic in Japan</td>
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<td>Tafl Games: Fitchneal &amp; Tablut</td>
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**Sunday, August 14**

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<td>Viking Dogs in Period &amp; Today</td>
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<td>Make Your Own Perfume</td>
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<td>Turns &amp; Traveling in Your Dance</td>
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<td>Parchment Pipes: Making Late-Period Bookmarkers</td>
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<td>The Vade Mecum: a Folded Almanac</td>
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<td>Henna Party</td>
<td>Zimra al-Ghaziyiah</td>
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<td>Transcribing Four-Part Harmony</td>
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<td>Gwendolyn the Graceful</td>
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<td>AS5</td>
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<td>Intro to Juggling</td>
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**Monday, August 15**

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**Tuesday, August 16**

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<td>11:00 AM</td>
<td>Orluk Oasis</td>
<td>Identify Middle Eastern Dance Steps &amp; Their Origins</td>
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<td>11:00 AM</td>
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<td>Improvising &amp; Ornamenting Dance Music</td>
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<td>Bowl Turning Without a Rest 3: Demo &amp; Hands-On</td>
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<td>The Golden Age of Heresy, 1150-1350</td>
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<td>Tin Hats &amp; Fancy Necklaces</td>
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<td>How to Paint on Parchment</td>
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<td>History of Bagpipes</td>
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<td>Beginning Drop Spindle</td>
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<td>Beginner Scribal Tract: Celtic - Drawing Celtic Knotwork</td>
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### Wednesday, August 17

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<td>8/17</td>
<td>5:00 PM</td>
<td>AS10</td>
<td>Meeting - Middle Kingdom Chirurgeons</td>
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<td>5:00 PM</td>
<td>AS14</td>
<td>14th-Century Turnshoe Construction 2</td>
<td>Brice le Corbet</td>
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<td>8/17</td>
<td>5:00 PM</td>
<td>AS4</td>
<td>Five Personas: The Merchant</td>
<td>Alan Fairfax</td>
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<td>History: Religion</td>
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<td>5:00 PM</td>
<td>AS5</td>
<td>Medieval Research in the Modern Library</td>
<td>Jadwiga Zajaczkowa</td>
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<td>SCA Life</td>
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<td>5:00 PM</td>
<td>AS6</td>
<td>Evolution of the 15th-Century Rolled Headdress</td>
<td>Maeve Fraser</td>
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<td>AS7</td>
<td>Impromptu Embelishment</td>
<td>Elizabet Marshall</td>
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<td>5:00 PM</td>
<td>AS8</td>
<td>Drop Spinning 101</td>
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<td>8/17</td>
<td>5:00 PM</td>
<td>AS9</td>
<td>Handling Historical Recipes</td>
<td>TSivia bas Tamara v'Amberview</td>
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<td>8/17</td>
<td>5:00 PM</td>
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<td>Open Practice Session</td>
<td>Faheud of Nazareth</td>
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<td>8/17</td>
<td>6:00 PM</td>
<td>AS1</td>
<td>Bardic Master Class Series: Vocal Performance</td>
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<td>6:00 PM</td>
<td>AS4 &amp; AS5</td>
<td>First Annual SCA History Night</td>
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<td>Introduction to Period Celtic Music</td>
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<td>Known World Poetic Challenge Award Extravaganza</td>
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<td>SCA-Librarians Roundtable</td>
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<td>8/17</td>
<td>6:00 PM</td>
<td>Middle Eastern</td>
<td>Middle Eastern for Manly Men</td>
<td>Donnallain o'r Galaru Glais</td>
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<td>Dance: Middle Eastern</td>
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<tr>
<td>8/17</td>
<td>6:00 PM</td>
<td>Private Camp</td>
<td>Midnight Madness: Classroom Under The Stars</td>
<td>Matthew Christopher</td>
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<td>8/17</td>
<td>7:00 PM</td>
<td>AS13 &amp; 14</td>
<td>Teen Night hosted by the Middle Kingdom</td>
<td>Nicholaa Halden</td>
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<td>Children &amp; Youth</td>
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<td>8/17</td>
<td>7:00 PM</td>
<td>Middle Eastern</td>
<td>Kama Sutra for Men</td>
<td>Mungala El Erat Jindaam</td>
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<td>8/17</td>
<td>9:00 PM</td>
<td>Barn</td>
<td>Evening Dance</td>
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<td>9:00 PM</td>
<td>Dance</td>
<td>Dancer’s Challenge!</td>
<td>Lowrie Leulyn</td>
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<td>Dance: European</td>
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<td>8/18</td>
<td>8:00 AM</td>
<td>AS9</td>
<td>RuneValdr</td>
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<td>Health &amp; Safety</td>
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<td>8/18</td>
<td>8:00 AM</td>
<td>Dance</td>
<td>Introduction to Aikido</td>
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<td>8/18</td>
<td>9:00 AM</td>
<td>AS12</td>
<td>Sari Draping</td>
<td>Shakti</td>
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<td>Clothing: Indian</td>
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<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>AS2</td>
<td>Celtic Embroidery: the High Tide of Celtic Art</td>
<td>Gerald of Ipsley</td>
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<td>Fiber Arts: Embroidery</td>
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<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>AS4</td>
<td>Kumihimo</td>
<td>Irene the Questing</td>
<td>16</td>
<td>10</td>
<td>3</td>
<td>Fiber Arts: Braids &amp; Cords</td>
</tr>
<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>AS5</td>
<td>Mid-15th-Century Dress &amp; its Accessories</td>
<td>Eleanor le Brun</td>
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<td>Clothing: European</td>
</tr>
<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>AS6</td>
<td>Unsolved Mysteries of the Middle Ages</td>
<td>Catriona nicHugh Mclaey</td>
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<td>History</td>
</tr>
<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>AS8</td>
<td>Topping It Off: Finishing Your Look</td>
<td>Ilish O'Donovan</td>
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<td>Clothing: Accessories</td>
</tr>
<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>AS9</td>
<td>Jin Shin Jyutsu</td>
<td>Durdel</td>
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<td>Health &amp; Safety</td>
</tr>
<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>Middle Eastern</td>
<td>Basic Middle Eastern Dance</td>
<td>Ardenia A Ruadh</td>
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<td>Dance: Middle Eastern</td>
</tr>
<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>Private Camp</td>
<td>15th-Century Italian Clothing: Style &amp; Construction from the Skin out: the Cioppa</td>
<td>Catheryn Shadwell</td>
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<td>1</td>
<td>Clothing: European</td>
</tr>
<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>Private Camp</td>
<td>Morning Stretching with Anne Elaina</td>
<td>Anne Elaina of River's Bend</td>
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<td>Health &amp; Safety</td>
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<tr>
<td>8/18</td>
<td>9:00 AM</td>
<td>Private Camp</td>
<td>Performers Warm Ups</td>
<td>Judith the Uncertain</td>
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<td>8/18</td>
<td>9:30 AM</td>
<td>Private Camp</td>
<td>Performers’ Directing Session</td>
<td>Henry Best</td>
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<td>8/18</td>
<td>10:00 AM</td>
<td>AS1</td>
<td>Sephahrd Music Overview</td>
<td>Eliane Halevy</td>
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<td>Music: Vocal</td>
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<td>8/18</td>
<td>10:00 AM</td>
<td>AS12</td>
<td>A Very Basic Sewing/Embroidery Class</td>
<td>Anna Mailander</td>
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<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>AS13</td>
<td>Wire Weaving</td>
<td>Betha</td>
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<td>10</td>
<td>2</td>
<td>Metalwork</td>
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<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>AS14</td>
<td>Herbal Beauty for the Lady</td>
<td>Sara Gedding</td>
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<td>Health &amp; Beauty</td>
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<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>AS5</td>
<td>Armenia &amp; Cilicia</td>
<td>Keran Roslin</td>
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<td>History</td>
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<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>AS6</td>
<td>Tapestry Weaving 101</td>
<td>Maria Agrissa Sgourina</td>
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<td>Fiber Arts: Weaving</td>
</tr>
<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>AS7</td>
<td>Beginning Hardanger Embroidery</td>
<td>Marian O'Neil</td>
<td>4.75</td>
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<td>Fiber Arts: Embroidery</td>
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<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>AS8</td>
<td>Anatomy &amp; Physiology of a Royal Entourage</td>
<td>Caetiriona Bennet ing- hean Niall</td>
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<td>SCA Life</td>
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<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>AS9</td>
<td>Nautical Persona Roundtable</td>
<td>Elias Gedney</td>
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<td>Persona</td>
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<td>8/18</td>
<td>10:00 AM</td>
<td>Dance</td>
<td>Become a 16th-Century Courtier</td>
<td>Lyev Davidovich</td>
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<td>Dance: European</td>
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<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>Gaming</td>
<td>Introduction to the Game of Go</td>
<td>Michel Wolffauer</td>
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<td>8/18</td>
<td>10:00 AM</td>
<td>Middle Eastern</td>
<td>Beginner Tribal Belly Dance</td>
<td>Blue Lotus Tribe</td>
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<td>Dance: Middle Eastern</td>
</tr>
<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>Orluk Oasis</td>
<td>Energetic South Indian Dance</td>
<td>Lakshmi Amman</td>
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<td>Dance: Asian</td>
</tr>
<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>Performing Arts</td>
<td>Period Songs that are Fun to Sing: 16th Century</td>
<td>Constance Fairfax</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Music: Vocal</td>
</tr>
<tr>
<td>8/18</td>
<td>10:00 AM</td>
<td>Private Camp</td>
<td>15th C. Italian Clothing: Style &amp; Construction from the Skin out: Accessories &amp; Embellishments</td>
<td>Eleanor atte Knolle</td>
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<td>Clothing: Accessories</td>
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<td>Location</td>
<td>Class Name</td>
<td>Teacher</td>
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<td>10:00 AM</td>
<td>Private Camp</td>
<td>Advanced Scribal Tract 4</td>
<td>Æthelmearec Scribes</td>
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<td>Scribal Arts</td>
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<td>8/18</td>
<td>10:00 AM</td>
<td>Private Camp</td>
<td>Byzantine Icon Painting</td>
<td>Dosalena Sophia della</td>
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<td>10:00 AM</td>
<td>Thrown Weapons</td>
<td>Care &amp; Feeding of Thrown Weapons</td>
<td>Thrown Weapons Instructors</td>
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<td>8/18</td>
<td>10:30 AM</td>
<td>Private Camp</td>
<td>Master Class: When the King Calls</td>
<td>Matthew Christopher</td>
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<td>Performing Arts</td>
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<td>8/18</td>
<td>11:00 AM</td>
<td>AS2</td>
<td>A 'Humorous' Look at Plants</td>
<td>Thyri Erbewyf</td>
<td>0</td>
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<td>Herbs &amp; Gardens</td>
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<tr>
<td>8/18</td>
<td>11:00 AM</td>
<td>AS5</td>
<td>East Asian Religion &amp; Philosophy 101</td>
<td>Li Sabouro Katsumori</td>
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<td>Culture: Asian</td>
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<td>8/18</td>
<td>11:00 AM</td>
<td>AS8</td>
<td>Multi-person Fingerloop Braids for the Lone Braider</td>
<td>Phiala O'Cellaigh</td>
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<td>Fiber Arts: Braids &amp; Cords</td>
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<tr>
<td>8/18</td>
<td>11:00 AM</td>
<td>Dance</td>
<td>Low, Slow &amp; Flirtatious: Gioioso Spagnuolo</td>
<td>Judith of Northumbria</td>
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<td>Dance: European</td>
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<td>8/18</td>
<td>11:00 AM</td>
<td>Orluk Oasis</td>
<td>Teaching Dance Teachers to Teach</td>
<td>Atesh Kawakib</td>
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<td>Dance: Middle Eastern</td>
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<tr>
<td>8/18</td>
<td>11:00 AM</td>
<td>Performing Arts</td>
<td>Period Songs that are Fun to Sing: 16th-Century Ballads &amp; Rounds</td>
<td>Constance Fairfax</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Music: Vocal</td>
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<tr>
<td>8/18</td>
<td>11:00 AM</td>
<td>Private Camp</td>
<td>Bowl Turning Without a Rest 4: Demo</td>
<td>Dofmn-Hallr Morrisson</td>
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<td>Woodworking</td>
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<td>8/18</td>
<td>12:00 PM</td>
<td>AS11</td>
<td>ASHI First Aid</td>
<td>Chirurgeonate Instructors</td>
<td>20</td>
<td>12</td>
<td>4</td>
<td>Health &amp; Safety</td>
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<td>12:00 PM</td>
<td>AS12</td>
<td>Byzantine Jewelry</td>
<td>Apollonia Voss</td>
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<td>8/18</td>
<td>12:00 PM</td>
<td>AS13</td>
<td>Painted Tapestries: Easier Than You Think</td>
<td>Blitha of Wolfhou</td>
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<td>Painting</td>
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<td>8/18</td>
<td>12:00 PM</td>
<td>AS4</td>
<td>al-Andalus 102: Society &amp; Daily Life</td>
<td>Safra al-Muffaddadiyya</td>
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<td>Culture: Middle Eastern</td>
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<td>8/18</td>
<td>12:00 PM</td>
<td>AS6</td>
<td>Common Foods for Common Folk</td>
<td>Olwen Bucklond</td>
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<td>Culinary Arts</td>
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<td>12:00 PM</td>
<td>AS8</td>
<td>Medieval Engineering 2</td>
<td>Roger of Blackmoore</td>
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<td>Miscellaneous Sciences</td>
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<td>8/18</td>
<td>12:00 PM</td>
<td>AS9</td>
<td>If This is Tuesday, I Must Be a Heretic</td>
<td>Alan Fairfax</td>
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<td>2</td>
<td>History: Religion</td>
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**Friday, August 19**

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<td>Health &amp; Safety</td>
</tr>
<tr>
<td>8/19</td>
<td>10:00 AM</td>
<td>AS13</td>
<td>Wire Weaving</td>
<td>Betha</td>
<td>1</td>
<td>10</td>
<td>2</td>
<td>Metalwork</td>
</tr>
<tr>
<td>8/19</td>
<td>10:00 AM</td>
<td>AS4</td>
<td>Costumes from Pieter Breugel the Elder: Men’s Clothing</td>
<td>Constance Fairfax</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Clothing: European</td>
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<tr>
<td>8/19</td>
<td>10:00 AM</td>
<td>AS6</td>
<td>Indian Costume for Beginners</td>
<td>Meenakshi da Gama</td>
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<td>Clothing: Indian</td>
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<tr>
<td>8/19</td>
<td>10:00 AM</td>
<td>AS7</td>
<td>Curvilinear Blackwork</td>
<td>Brynn nic Neachdaign</td>
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<td>Fiber Arts: Embroidery</td>
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<tr>
<td>8/19</td>
<td>10:00 AM</td>
<td>Dance</td>
<td>Canary Variations</td>
<td>Lowrie Leulyn</td>
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<td>0</td>
<td>2</td>
<td>Dance: European</td>
</tr>
<tr>
<td>8/19</td>
<td>10:00 AM</td>
<td>Gaming</td>
<td>Fanarona</td>
<td>Istvan Nyiregyhazi</td>
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<tr>
<td>8/19</td>
<td>10:00 AM</td>
<td>Middle Eastern</td>
<td>Beginner Tribal Belly Dance</td>
<td>Blue Lotus Tribe</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Dance: Middle Eastern</td>
</tr>
<tr>
<td>8/19</td>
<td>10:00 AM</td>
<td>Orluk Oasis</td>
<td>Energetic South Indian Dance</td>
<td>Lakshmi Amman</td>
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<td>Dance: Asian</td>
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<tr>
<td>8/19</td>
<td>10:00 AM</td>
<td>Private Camp</td>
<td>Advanced Scribal Tract 5</td>
<td>Æthelmearec Scribes</td>
<td>40</td>
<td>10</td>
<td>2</td>
<td>Scribal Arts</td>
</tr>
<tr>
<td>8/19</td>
<td>11:00 AM</td>
<td>AS4</td>
<td>Costumes from Pieter Breugel the Elder: Children's Clothing</td>
<td>Constance Fairfax</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Clothing: European</td>
</tr>
<tr>
<td>8/19</td>
<td>11:00 AM</td>
<td>Private Camp</td>
<td>Coxcomb Final Rehearsal</td>
<td>Kuji Ka Onimusashi</td>
<td>0</td>
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<tr>
<td>8/19</td>
<td>11:00 AM</td>
<td>Thrown Weapons</td>
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<td>Thrown Weapons Instructors</td>
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<td>8/19</td>
<td>12:00 PM</td>
<td>A&amp;S Point</td>
<td>Random Wandering Artists Guild</td>
<td>Fred Blonder</td>
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<td>Class Name</td>
<td>Teacher</td>
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<tr>
<td>8/19</td>
<td>12:00 PM</td>
<td>AS4</td>
<td>Costumes from Pieter Breugel the Elder: Women's Clothing</td>
<td>Constance Fairfax</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Clothing: European</td>
</tr>
<tr>
<td>8/19</td>
<td>12:00 PM</td>
<td>AS8</td>
<td>Intro to Handspinning</td>
<td>Nuala na Caoira</td>
<td>3</td>
<td>15</td>
<td>1</td>
<td>Fiber Arts: Spinning</td>
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<tr>
<td>8/19</td>
<td>12:00 PM</td>
<td>AS9</td>
<td>Period Edges with 12 Bobbins or Less</td>
<td>Katerine vander Brugghe</td>
<td>8</td>
<td>12</td>
<td>6</td>
<td>Fiber Arts: Lace</td>
</tr>
<tr>
<td>8/19</td>
<td>12:00 PM</td>
<td>Dance</td>
<td>Surely You Joust: Squilina</td>
<td>Etienne de Clermont</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Dance: European</td>
</tr>
<tr>
<td>8/19</td>
<td>12:00 PM</td>
<td>Private</td>
<td>Black Hours</td>
<td>Gianna</td>
<td>2</td>
<td>100</td>
<td>2</td>
<td>Scribal Arts</td>
</tr>
<tr>
<td>8/19</td>
<td>1:00 PM</td>
<td>AS7</td>
<td>Spinning Flax with Spindle &amp; Distaff</td>
<td>AnneLiese Wolkenhaar</td>
<td>2.5</td>
<td>10</td>
<td>2</td>
<td>Fiber Arts: Spinning</td>
</tr>
<tr>
<td>8/19</td>
<td>1:00 PM</td>
<td>AS8</td>
<td>SCA Herbalists Roundtable</td>
<td>Jadwiga Zajaczkowa</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Herbs &amp; Gardens</td>
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<tr>
<td>8/19</td>
<td>1:00 PM</td>
<td>Dance</td>
<td>Surely You Joust: Torneo Amoroso</td>
<td>Etienne de Clermont</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Dance: European</td>
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<tr>
<td>8/19</td>
<td>1:00 PM</td>
<td>Gaming</td>
<td>Nine &amp; Twelve Mens Morris</td>
<td>Yasha Evancavich</td>
<td>0</td>
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<td>1</td>
<td>Gaming</td>
</tr>
<tr>
<td>8/19</td>
<td>1:00 PM</td>
<td>Middle</td>
<td>Graceful Arms &amp; Torso</td>
<td>Neefa bint Durr</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Dance: Middle Eastern</td>
</tr>
<tr>
<td>8/19</td>
<td>1:00 PM</td>
<td>Thrown</td>
<td>Known World Thrown Weapons Marshell's Meeting: Closing</td>
<td>Thrown Weapons Instructors</td>
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<td>8/19</td>
<td>2:00 PM</td>
<td>Dance</td>
<td>Dance Floor Disassembly</td>
<td>Adele Desfontaines</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>Dance: European</td>
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<tr>
<td>8/19</td>
<td>2:00 PM</td>
<td>Middle</td>
<td>History of Islamic Dance</td>
<td>Chengir Abu ben Said</td>
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<td>0</td>
<td>1</td>
<td>Dance: Middle Eastern</td>
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<tr>
<td>8/19</td>
<td>2:00 PM</td>
<td>Theater</td>
<td>Coxcomb Academy Graduation Show</td>
<td>Matthew Christopher</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Performing Arts</td>
</tr>
<tr>
<td>8/19</td>
<td>3:00 PM</td>
<td>Gaming</td>
<td>Introduction to the Game of Tarot</td>
<td>Marietta da Firenze</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Gaming</td>
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<tr>
<td>8/19</td>
<td>3:00 PM</td>
<td>Middle</td>
<td>Hand Techniques for Middle Eastern Dance</td>
<td>Zimra al-Ghaziyah</td>
<td>0</td>
<td>0</td>
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<td>Dance: Middle Eastern</td>
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<tr>
<td>8/19</td>
<td>3:00 PM</td>
<td>Performing Arts</td>
<td>Commedia dell'Arte: The I Sebastiani Way</td>
<td>Aleksandr Ruslanovich Kievan</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Performing Arts</td>
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<tr>
<td>8/19</td>
<td>3:00 PM</td>
<td>Private</td>
<td>Beginner Scribal Tract: Celtic - Painting the Celtic Scroll</td>
<td>Æthelmearec Scribes</td>
<td>40</td>
<td>10</td>
<td>2</td>
<td>Scribal Arts</td>
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<tr>
<td>8/19</td>
<td>4:00 PM</td>
<td>Orluk Oasis</td>
<td>Melody Jam</td>
<td>Zahira</td>
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<td>1.5</td>
<td>Dance: Middle Eastern</td>
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<tr>
<td>8/19</td>
<td>4:00 PM</td>
<td>Theater</td>
<td>Coxcomb Cleanup</td>
<td>John of Southkeep</td>
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<td>Performing Arts</td>
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<tr>
<td>8/19</td>
<td>5:00 PM</td>
<td>AS10</td>
<td>Meeting - Chirurgeon Staff</td>
<td>Chirurgeonate Instructors</td>
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<td>Meetings</td>
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<tr>
<td>8/19</td>
<td>5:00 PM</td>
<td>Private</td>
<td>Coxcomb Closing Roundtable</td>
<td>Matthew Christopher</td>
<td>0</td>
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<td>1</td>
<td>Performing Arts</td>
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<tr>
<td>8/19</td>
<td>6:00 PM</td>
<td>AS1</td>
<td>Bardic Master Class Series: History of the SCA &amp; Its Culture</td>
<td>Garraed Galbraith</td>
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<td>3</td>
<td>Bardic Arts</td>
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<tr>
<td>8/19</td>
<td>6:00 PM</td>
<td>Private</td>
<td>Coxcomb Graduation Party</td>
<td>Henry Best</td>
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<td>1</td>
<td>Performing Arts</td>
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<tr>
<td>8/19</td>
<td>7:00 PM</td>
<td>Middle</td>
<td>Kama Sutra for Couples</td>
<td>Mungala El Erat Jindaam</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Health &amp; Safety</td>
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<tr>
<td>8/19</td>
<td>9:00 PM</td>
<td>Barn</td>
<td>Evening Dance</td>
<td>Pennsic Dance Staff</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>Dance: European</td>
</tr>
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</table>
Archery

Archery Targets on a Budget
Lord Padraig O'Gealagain
A discussion on target materials, construction technique & how to set up an interesting range. A demonstration of some techniques & a display of sample targets will follow. Limited handouts. Sun 14, 1:00 PM, AS13; Wed 17, 3:00 PM, AS13.

Youth Archery Classes
Baron Charles O'Connor
See Children & Youth. Mon 15, 10:00 AM, Archery Point; Tue 16, 10:00 AM, Archery Point; Wed 17, 10:00 AM, Archery Point.

Arms & Armor

Cuirboulli: Water-Hardened Leather
Master Cariadoc of the Bow
A class, with demonstration, on how to use hot water to shape & harden leather for armor; a conjectural reconstruction of how period cuirboulli could have been made. Mon 15, 10:00 AM, AS14

How to Make a Gambeson
Mistress Randall Vihar-Farkas
How to make a fighting gambeson. Handouts $0.50. Wed 17, 10:00 AM, AS4

Make an Easy Padded Gambeson
Mistress Randall Vihar-Farkas
Make a comfortable & functional padded gambeson for the early or late period heavy-list fighter. Simple quilting techniques & easy construction are used. Minimal sewing skill necessary. Sat 13, 11:00 AM, AS6; Mon 15, 9:00 AM, AS4

Astronomy

The Arte & Mysterie of Navigation
Lady Morwenna Westerne
See History. Mon 15, 11:00 AM, AS4

Bardic Arts

Bardic Master Class Series: History of the SCA & Its Culture
Master Garraed Galbraith
These workshops are designed to help intermediate & higher performers by offering them 15-20 minutes with a panel of recognized experts in each of several forms. Each class will attempt to work with 4 students per hour. Please come with a piece prepared to work with. Instructors: Frederick of Holland, Morgana bro Morganwg Tsivia bas Tamara v'Amberview. Fri 19, 6:00 PM, AS1

Bardic Master Class Series: Making Your Piece Sound Historically Accurate
Master Garraed Galbraith
These workshops are designed to help intermediate & higher performers by offering them 15-20 minutes with a panel of recognized experts in each of several forms. Each class will attempt to work with 4 students per hour. Please come with a piece prepared to work with. Instructors: Tsivia bas Tamara v'Amberview, Frederick of Holland. Thu 18, 6:00 PM, AS1

Bardic Master Class Series: Performance Techniques/Comedy
Master Garraed Galbraith
These workshops are designed to help intermediate & higher performers by offering them 15-20 minutes with a panel of recognized experts in each of several forms. Each class will attempt to work with 4 students per hour. Please come with a piece prepared to work with. Instructors: Cerian Cantwr & others. Mon 15, 6:00 PM, AS1

Bardic Master Class Series: Performance Techniques/Drama
Master Garraed Galbraith
These workshops are designed to help intermediate & higher performers by offering them 15-20 minutes with a panel of recognized experts in each of several forms. Each class will attempt to work with 4 students per hour. Please come with a piece prepared to work with. Instructors: Gwendolyn the Graceful, Garraed Galbraith. Tue 16, 6:00 PM, AS1

Bardic Master Class Series: Poetics
Master Garraed Galbraith
These workshops are designed to help intermediate & higher performers by offering them 15-20 minutes with a panel of recognized experts in each of several forms. Each class will attempt to work with 4 students per hour. Please come with a piece prepared to work with. Instructors: Dorigen of the Grey Gate, Fiana of Clare. Sun 14, 6:00 PM, AS1

Bardic Master Class Series: Storytelling
Master Garraed Galbraith
These workshops are designed to help intermediate & higher performers by offering them 15-20 minutes with a panel of recognized experts in each of several forms. Each class will attempt to work with 4 students per hour. Please come with a piece prepared to work with. Instructors: Morgana bro Morganwg, Hector of the Black Heights, Brion Enkazi. Sat 13, 6:00 PM, AS1

Bardic Master Class Series: Vocal Performance
Master Garraed Galbraith
These workshops are designed to help intermediate & higher performers by offering them 15-20 minutes with a panel of recognized experts in each of several forms. Each class will attempt to work with 4 students per hour. Please come with a piece prepared to work with. Instructors: Eleanor Fairchild, Marian of Heatherdale. Wed 17, 6:00 PM, AS1
Basic Balladry
Dame TSivia bas Tamara v’Amberview
By the Renaissance there was a strong culture of non-Court music throughout the folk (today translated into 'folk music'). This class will discuss some of the basic stylistics of English & Scottish popular ballads in period as guidelines for blossoming ballad writers. Mon 15, 3:00 PM, AS3

Boreal Master Symposium
Mistress Morgana bro Morganwg
Presentation & discussion of the works of the Boreal Master, papers on the works, & raising of Boreal Master awareness. Mon 15, 6:00 PM, AS12

Building Blocks of Old English Poetry
Magistra Fiana of Clare
A crash course in the meter, alliteration & stylistic characteristics of Old English poetry. Students will be able to write in the style of Beowulf. Sun 14, 5:00 PM, AS1; Mon 15, 3:00 PM, AS1; Tue 16, 5:00 PM, AS1.

Castle Stories of Bohemia
Lady Kazi Enkazi
Many tales tied to castles & other historical sites are common in Europe, but they are not heard here due to translation issues. This class will introduce plot-lines common to castle tales & present 3 castle tales for the students to adopt. Handouts $1. Wed 10, 9:00 AM, AS4; Mon 15, 2:00 PM, AS4.

Composing Skaldic Verse
Toki Redbeard
The basics of composing skaldic poetry in English, based on 10th to 13th-century examples. Verse-forms, poetics & word-choice for Icelandic skaldic poetry will be discussed, including drottkaevtt & kvithuhattr. Tue 16, 11:00 AM, AS1; Thu 18, 3:00 PM, AS1.

Getting Started Writing Structured Verse
Master Michael Alewright
Were you beaten with iambic pentameter as a child? Is free verse more your speed? Challenge yourself! The SCA offers numerous performance venues complete with audience. Writing 'SCA compatible' pieces will allow you to hone your own poetic skills while entertaining others. Wed 17, 10:00 AM, AS1.

How to Write & Tell a Great Story
Chengir Abu ben Said
Great stories have common threads. It does not matter if they are books, movies or stories. This class will discuss the principles of Myth used to create Masterful tales that are dramatic, entertaining & psychologically true, as well as looking at how to utilize mythic structure to create powerful narratives. Sun 14, 11:00 AM, AS1.

Introduction to Byliny: Russian Heroic Poems
Luceta di Cosimo
Byliny ("what has happened") are cycles of heroic poems loosely connected with historical events of the 11th to 16th centuries. We will discuss the stories' origins, look at major characters & events, & examine the role of byliny in Russian culture. Limited handouts. Tue 16, 12:00 PM, AS1

Introduction to Irish Myths & Legends
Banfili Emer nic Aidan
Aid tales of love, sorrow, adventure & magic, the gods, heroes, faeries & men of Irish legend can get a bit confusing. Come & learn the Sidhe from the humans. Then discuss adapting these tales for the Bardic Arts. Wed 17, 12:00 PM, AS1

Known World Poetic Challenge Award Extravaganza
Lord Olsk Buslavl
A get-together celebration of poets to share their love of the art & to congratulate the winner of the Poetic Challenge! Wed 17, 6:00 PM, AS8

Norman Haiku
THL Dahrien Cordell
A parody of respected poetry form. Pure silliness & humor, Norman haiku was made up by someone-I-don't-know-who. I will present its made-up history & context, some examples—and then the class will make their own. Sun 14, 10:00 AM, AS1

Performance Techniques
Lord Ivhon Thorne
Tips & tricks from the performance trade. Useful to everyone from beginners to old pros. Tue 16, 3:00 PM, AS1; Thu 18, 4:00 PM, AS1.

Sestina: The Elegance of the Maze
Andrew Blackwood MacBaine
The Sestina is a crystalline form of poetry. Learning how to make the facets shine can be exhilarating & exhausting. Come join us & write jewels. Thu 18, 3:00 PM, AS2

Sounds & Fury, Signifying...?
Master Garraed Galbraith
This class will examine the relationship between text & the spoken/sung word, with particular emphasis on understanding how text can inform our performance decisions & help us reach an audience. Mon 15, 10:00 AM, AS1

Story Telling in Persona
Master Cariadoc of the Bow
How to tell stories in a way that maintains the illusion of a medieval person speaking to a medieval audience, with a discussion on where to find period stories to tell. Mon 15, 2:00 PM, Private Camp

Storytelling Master Class
Mistress Morgana bro Morganwg
This is a class for storytellers who wish to improve their techniques & learn from very experienced teachers. It is not a novice-level class. Discussion is encouraged. Co-instructors, Brion Enkazi, Hector of the Black Heights. Sun 14, 11:00 AM, AS1

Storytelling Tips
Mistress Morgana bro Morganwg
An overview of storytelling information & pointers about the way I do it; bardic circle tips & material choices. Wed 17, 2:00 PM, AS9
Telling Stories to an Audience
Toki Redbeard
Storytelling techniques that keep the audience in mind & methods for keeping them involved. Tue 16, 10:00 AM, AS1

The "Pilgrimage" of Story
THL Gabrielle d’Auvergne
Participants will learn to find & follow the threads of a story & form a finished product through example & activities. Recently returned from Ireland & Scotland with story adventures to share, the teacher will lead students on a story pilgrimage. Mon 15, 12:00 PM, AS1

The Role of the Bard in Celtic Society
Master Garraed Galbraith
This class will examine the role of the bardagh in a historical context under the Brehon law of early Ireland & Scotland, as well as discussing how this can inform bardic persona choices. Tue 16, 1:00 PM, AS1

The Sonnet & the Poetic Process
Master Michael Alewright
Where does inspiration come from? What do you do with it when you find it? What do poets mean when they say that poems often write themselves? We'll climb inside the composition process by working on an original sonnet as a class. Wed 17, 11:00 AM, AS1

Tips for Aspiring Bards
Lady Aurelia du Vrai Coeur
This is a class for novice bards including hints on building & developing a repertoire of pieces suitable for SCA performance, prompting your memory, dealing with mistakes, overcoming fears & stage fright, ways to communicate a message to your audience, & participating in bardic competitions. The instructor is a former East Kingdom royal bardic champion. Wed 17, 12:00 PM, AS2

Welsh Poetry Forms
Lord Ivhon Thorne
An hour-long exploration of different forms of Welsh poetry. Mon 15, 5:00 PM, AS1; Wed 17, 4:00 PM, AS1.

Writing Humorous Songs
Cerian Cantwr
A discussion of different humorous elements & how they can be used in song-writing. Mon 15, 11:00 AM, AS1

Basketry

Underwater Basketweaving 101
Vicountess Seelie Brianna Sutherland
Learn basic basketweaving techniques. Students will construct a market basket using rattan & hardwood. Please wear clothes you don’t mind getting wet as we will be playing in water. Materials $15.00. Limited materials. Wed 10, 9:00 AM, AS14

Birds & Beasts

Basic Beekeeping for the Modern Medievalist
Lord Angus Kerr
This class is designed to get you started in the world of beekeeping. A brief history of beekeeping will be provided as well as an overview of basic supplies & techniques. The class is designed for the beginner in this fascinating world. Limited handouts. Tue 16, 3:00 PM, AS2

Brief History of the Greyhound
Katla Ulfhednar
A brief history of the greyhound from ancient Egypt through the Renaissance. Sun 14, 10:00 AM, AS5

Falconry in Medieval Life
Lord Duncan Blackwater
Learn about falconry in medieval life, & what your persona should know about falconry relative to period & country of residence. Tue 16, 1:00 PM, Performing Arts

Hounds Abound: A Guide to the Care of Your Hound in the SCA
Lady Fiona the Prepared
Does your hound leave hair everywhere & have toenails like bodkins? Want them cool on the coursing field? All this & more will be covered to keep your hounds healthy, happy & treated like the nobility they think they are. Sun 14, 2:00 PM, AS12

Known World Canine Meeting
Katla Ulfhednar
Interested in learning more about canine activities? Already involved? Please join us as we discuss current canine activities as well as ideas for the future. Sun 14, 12:00 PM, Private Camp

Period Canines
Lady Pavla de la Satu Mare
This is a brief overview of types, purposes & management of dogs & canine activities in period. Limited handouts $2. Sat 13, 1:00 PM, AS8

Pudels, the Perfect Period Pooch
THL Bridgette Kelly MacLean
Learn why, although greyhounds might be great, poodles are the perfect period pooch. Sat 13, 2:00 PM, AS6

A Skep in the Garden
Lord Angus Kerr
See Herbs & Gardens. Sat 13, 12:00 PM, AS9

Viking Dogs in Period & Today
Katla Ulfhednar
Descriptions of various types of dogs found in the Viking age, their importance & the breeds today. Sun 14, 11:00 AM, AS5
Brewing & Vintning

IKBG Competition
Inter Kingdom Brewers Guild
An opportunity for brewers of all types to have their beverages evaluated by experts from across the Known World. Brewers may enter up to two entries per category (wine/mead, beer, cordials/other). IKBG masters are asked to help judge. Brewers are responsible for the temperature/condition of their beverage as it may be some time before a particular beverage is judged. Documentation is encouraged. Co-Coordinators: Terafan Greydragon, Zuriel Nightshade. Sun 14, 3:00 PM, AS12

Known World Brewers’ Meet & Greet
Baroness Daria of Atlantis
Get together with fellow brewers & talk about all things brewing. Attendees are asked to bring some home brew (home brew only) & a snack to share. BRING ID - All over 21 are welcome. Thu 18, 3:00 PM, AS6

The Effect of Yeast on Beer
Lord John Marshall atte Ford
Taste the effect of changing one ingredient in beer. We will taste an assortment of beers, all made from the same base batch, & each one fermented with a different yeast. Limited amount available for tasting. Proof of age required. Limited handouts. Wed 17, 4:00 PM, AS13

What are the Judges Looking for?
Baroness Daria of Atlantis
Wondering why you got that score on your mead? No idea why the judges loved your beer? We will go over some of the basics of the judging standards for SCA brewers. We will talk about how to earn extra points with your documentation, & find out what those darn judges are looking for. Wed 17, 10:00 AM, AS5

Camping

Pennsic Sanitation for the Compleat Idiot
Jaji
Dos & don'ts of food safety & sanitation at Pennsic & other camping events. Camp space limits to 20 students. Thu 11, 3:00 PM, Private Camp; Sat 13, 10:00 AM, Private Camp.

Children & Youth

Blackwork Embroidery for Children
Lady Martelle von Charlottenburg
A history of Blackwork & a hands-on class to make a needle case. Co-instructor, Denis de Dijon. Materials fee $3. Sat 13, 11:00 AM, AS5; Thu 18, 2:00 PM, AS5.

Children’s Theater
THL Sofia Tyzes

For ages 5 & up. In this class children will learn about theater & they will play theater games. The children will pick a play to rehearse, performing it on Thursday. Sun 14, 9:00 AM, Pavilion; Mon 15, 9:00 AM, Pavilion; Tue 16, 9:00 AM, Pavilion; Wed 17, 9:00 AM, Pavilion; Thu 18, 1:00 PM, Pavilion

Girdle or Belt Book
Lady Aine the Dreamseeker
Each child will make a nine page book that can be hung from a belt. Ages 5-8. Tue 16, 1:00 PM, AS2

Kids Pouch Making
Lord Michael of Devonshire
In this class you will make a pouch that you can use with your garb. Please bring a hammer. Co-instructor, Stephanie of Devonshire. Sun 14, 10:00 AM, AS13

Teen Night Hosted by the Middle Kingdom
Nichola Halden
The Middle Kingdom is pleased to host an evening of teen activities & an opportunity for teens aged 13-17 to meet those from other kingdoms. Activities may include music, dancing & gaming. Refreshments served. Wed 17, 7:00 PM, AS13 & AS14

Teen Party Hosted by the East Kingdom
Fri 19, see posting at Youth Point for time.

Youth Archery Classes
Baron Charles O’Connor
Classes on target making, arm guarding, finger tap making, introduction to youth archery, Robin Hood, William Tell, quiver making, tassel making, & archery illumination. Mon 15, 10:00 AM, Archery Point; Tue 16, 10:00 AM, Archery Point; Wed 17, 10:00 AM, Archery Point.

Clothing

Garb Maintenance for Non-Costumers
Senora Catalina d’Oro
So, you've gotten a spiffy new outfit. How do you keep it nice? What's the best way to get blood stains out? Dry cleaning? Yes, no, maybe? Catalina has the answers to your costume care questions. Tue 16, 11:00 AM, AS4

The Good, the Bad & the Oh-My-God-What-Are-They-Wearing?
Toki Redbeard
Critical discussion of medieval genre films as sources of information. How accurate are those movies we all love or mock? Did they get anything right? How wrong are they? Film clips & discussion. Co-instructor, Angharad Rhos ferch Rhain. Tue 16, 12:00 PM, AS13

Help Me, Tempus! You're My Only Hope!
Lord Tempus Peregrinator
See Sewing. Wed 17, 2:00 PM, AS4

Period Fabrics: Fibers, Weaves & Modern Sources
Senora Catalina d’Oro
See Sewing. Wed 17, 4:00 PM, AS4
The Ultimate Fancy Pants Class
Lord Tempus Peregrinator
See Sewing. Tue 16, 2:00 PM, AS6

The Ultimate Sleeves Class
Lord Tempus Peregrinator
See Sewing. Tue 16, 12:00 PM, AS6

Ways to make Cloaks
Lord Tempus Peregrinator
This class will cover half-circle, full-circle & gathered rectangular cloaks, how much fabric you will need, how to cut it & how to wear it. Fitted cloaks & hoods may be discussed if time allows. Sat 13, 1:00 PM, AS4

Clothing: Accessories

15th-Century Italian Clothing: Style & Construction from the Skin out: Accessories & Embellishments
Lady Eleanor atte Knolle
This class will include a visual overview of the use of accessories & embellishments associated with the Gamurra & the Cioppa during the second half of the 15th century. These accessories & embellishments include the covriciere, poste, hat, pouch & sleeve decorations. Part of the class will be a hands-on demo/workshop on how to pattern, cut & sew a covriciere & poste. This demonstration is not intended for beginning level sewing. Co-instructors, Briony of Chatham & Rainillt Leia de Bello Marisco. Thu 18, 10:00 ARE, Private Camp

Mid-15th-Century Dress & Its Accessories
Baroness Eleanor le Brun
See Clothing: European. Thu 18, 9:00 AM, AS5

Basic Turnshoes, Tools & Techniques
Seamus ua'Murchada
See Leatherwork. Wed 17, 10:00 AM, AS13

Chaperon: a 15th-Century Man's Hat
Baroness Ilish O'Donovan
Come & make a typical 15th-century man's woolen hat. Limited handouts. Mon 15, 9:00 AM, AS2

The Elite Artistry of 14th-Century Embroidered French Purses
Maitresse Marcele de Montsegur
A slide-enhanced lecture covering a selection of extant purses, their socio-historical context, & the techniques & materials used in creating them. Sun 14, 9:00 AM, AS3

Evolution of the 15th-Century Rolled Headdress
Maeve Fraser
The three phases of the rolled headdress will be examined, & students will be shown how to make one. Limited handouts $1. Wed 17, 5:00 PM, AS6

Hungarian Tarsoly
Mistress Randall Vihar-Farkas
The Hungarian tarsoly is a pouch with a lavishly decorated metal covering plate dating from the Conquest period, 895 BCE. The history of the sabretache, the different styles, designs & metalworking techniques will be discussed. Sun 14, 10:00 AM, AS8; Tue 16, 9:00 AM, AS4.

Netting for an Historically Accurate Hairnet
Maitresse Emmelyne de Marksbury
Detailed & carefully researched discussion of construction techniques, period materials & designs of 13th & 14th-century hairnets. We will look at photos of extant medieval artifacts in conjunction with recreated examples & then have time to practice the techniques. Limited handouts $1. Sun 14, 12:00 PM, AS4

Persian Accessories
Afrasyab
See Clothing: Middle Eastern. Mon 15, 11:00 AM, AS6

The Reed Woven Henin
Baroness Eleanor le Brun
This class will teach you how to weave your very own henin (Mid 15th-Century Hat) from reed. Materials cost $2. Limited materials. Tue 16, 10:00 AM, AS9; Wed 17, 10:00 AM, AS6.

Seljuk Hats of the 11th & 12th Centuries
Sayyida Dinah bint Isma'il
See Clothing: Middle Eastern. Mon 15, 10:00 AM, AS4

A Survey of Hoods
THL Bridgette Kelly MacLean
Just what is known about this common accessory? How far can we take what we do know? Sat 13, 10:00 AM, AS5

Tall Hats of the Elizabethan Period 1560-1600
Baroness Charmaine of Falkensee
First part of class will be devoted to the teacher’s research into tall hats. Second part, a step-by-step discussion of how to construct your own tall hat. Extensive handout, examples of construction materials, finished hats, & tall hat patterns to trace will all be part of class. If time, blocking felt will also be discussed. Handout fee $2. Limited handouts. Thu 11, 12:00 PM, AS12

Topping It Off: Finishing Your Look
Baroness Ilish O'Donovan
An exploration of the importance of proper headgear to finish your look. If you have a favorite hat, bring it along & share. Tue 16, 9:00 AM, AS7; Thu 18, 9:00 AM, AS8.

Tribal Jewelry
Brad "Father" Dunn
See Jewelry. Tue 16, 12:00 PM, Middle Eastern

Clothing: European

15th-Century Italian Clothing: Style & Construction from the Skin out: Accessories & Embellishments
Lady Eleanor atte Knolle
See Clothing: Accessories. Thu 18, 10:00 AM, Private Camp

15th-Century Italian Clothing: Style & Construction from the Skin Out, The Camicia
Baroness Rainillt Leia de Bello Marisco
This class covers the shape & variations of the camicia, the Italian
chemise, as it changed through the second half of the 15th century. The first half of the class will be a visual overview of the garment, & the second a discussion of pattern-making & draping of the garment. Wed 17, 9:00 AM, Private Camp

15th-Century Italian Clothing: Style & Construction from the Skin out: the Cioppa
Baroness Catherine Shadwell
This class will include a visual overview of the basic shape & sleeve variations of the essential overgown worn by Italian women: the Cioppa. It will focus on the construction of the garment as well as the different sleeve possibilities. An understanding of the construction of the Gamurra is recommended. Knowledge of basic tailoring techniques & intermediate sewing skills helpful. Thu 18, 9:00 ARE, Private Camp

15th-Century Italian Clothing: Style & Construction from the Skin out: The Gamurra
Kamilla van Anderlecht
This section will include a visual overview of basic shapes & variations of the Quattrocento's most commonly worn dress. Immediately following will be a demo of how you can create a bodice which gives you the proper 15th-century silhouette. Knowledge of basic tailoring techniques & intermediate sewing skills helpful. Wed 17, 10:00 AM, Private Camp

Body Mapping
Baroness Brianna Je Nell Aislynn of Blue Shadows
A basic draft of an early period sloper which can be used to create tunics, houppelandes, Middle Eastern & early Tudor clothing. Limited handouts $2. Sun 14, 12:00 PM, AS2; Mon 15, 6:00 PM, AS4.

Costumes from Pieter Breugel the Elder: Children's Clothing
Dame Constance Fairfax
Have you seen the wonderful Netherlandish peasants in the paintings of Breugel the Elder? This class will discuss the paintings with conjectures on clothing construction, showing samples of all styles. Fri 19, 11:00 AM, AS4

Costumes from Pieter Breugel the Elder: Men's Clothing
Dame Constance Fairfax
See description for Children’s clothing above. Handout $4. Fri 19, 10:00 AM, AS4

Costumes from Pieter Breugel the Elder: Women's Clothing
Dame Constance Fairfax
See description for Children’s clothing above. Fri 19, 12:00 PM, AS4

Evolution of the Italian Camicia, 1450-1560
Baroness Rainillt Leia de Bello Marisco
This class will cover the evolution of the Italian camicia from its origins as a simple undergarment in the mid-15th century to its most opulent version as a fashion garment by the late 16th century. This class will include a visual overview of the camicia & the style of garment it was worn with, including patterns & construction. Handouts $2. Fri 12, 1:00 PM, AS9; Wed 17, 12:00 PM, AS4.

Fitting a Cotehardie
Lady Alison Wodehalle
See how to drape & fit a mid- to late-14th-century fitted dress. Co-instructor, Lucrezia dell’Acqua. Sat 13, 9:00 AM, AS5

Fitting a Sleeve for Your Cotehardie
Lady Alison Wodehalle
One method for fitting a sleeve for the Cotehardie; follow-up to “Fitting a Cotehardie.” Sun 14, 9:00 AM, AS6

Fitting the Grande Assiette Garment on the Body
Maitresse Marcele de Montsegur
A demonstration of a method for creating a close-fitting garment styled after the pourpoint of Charles de Blois. Bring a notepad & writing implement if you wish to take notes. Mon 15, 10:00 AM, AS3

Introduction to Celtic Clothing
Banfili Emer nic Aidan
Celtic cultures for SCA 'Early Period' include British, Irish, Scottish & Welsh. Come discuss the shifting clothing patterns & styles, from their Bronze Age roots to the 12th century, & learn how to re-create these clothes for your Celtic persona. Wed 17, 9:00 AM, AS12

Mid-15th-Century Dress & Its Accessories
Baroness Eleanor le Brun
This class will be a discussion of women's dress in France in the mid-15th century, 1450-1480. The garments, hats & other accessories will be discussed with a brief history of the area. Thu 18, 9:00 AM, AS5

Quick & Easy Bliaut
Lady Thyri Erbewyf
Learn how to make an easy bliaut in less than an hour. Demonstration on how to measure yourself, mark on cloth, cut & sew. Great for those of you who think they can't sew all the way up to the advanced sewing folk amongst us. Handouts $0.25. Fri 12, 10:00 AM, AS6; Tue 16, 5:00 PM, AS7.

The Pleated Embroidered Shirt
Baroness Rainillt Leia de Bello Marisco
This class will focus on a particular style of shirt seen in English & German portraiture of the late 15th & early 16th centuries. The class will include a visual overview of both men's & women's garments & the fashions they were worn with. Discussion will include the changing neckline as well as how embroidery was used on the pleating. Handouts $2. Sun 14, 9:00 AM, AS8; Thu 18, 4:00 PM, AS8

Uncommon Women's Clothes
Lady Leah Janette
This is a 2 hour slide show of period artworks showing women wearing things not commonly found at SCA events. There will be German clothes, working clothes, Jewish clothes, Spanish clothes (very odd), modest Burgundians & a parti-colored dress that is half plaid! Fri 12, 7:00 PM, AS12
What is a Cotehardie Anyway?
Maitresse Marcele de Montsegur
A slide-enhanced lecture on the elusive "cotehardie." Discussion will focus on terminology confusion, fitted clothing layers used from the mid-14th to early 15th century, & combinations of closures & sleeve styles. Sun 14, 10:00 AM, AS3

Clothing: Indian

Indian Costume for Beginners
THL Meenakshi da Gama
An overview of the costume of India during period. The emphasis will be on providing sources for further research & suggesting common pitfalls to avoid. Fri 19, 10:00 AM, AS6

Sari Draping
Shakti
How to wear that beautiful sari you have purchased or that you have thought of buying. This is a hands-on class covering at least two period drapes--more if time permits. Choli styles will also be discussed. Please bring a sari or a six-foot length of fabric as only a limited number of 'loaners' will be available. Thu 18, 9:00 AM, AS12

Clothing: Middle Eastern

16th-Century Persian Costuming
Mistress Roxane Farabi

Basic Middle Eastern Clothing Draft
Baroness Brianna Je Nell Aislynn of Blue Shadows
A basic body draft for most Middle Eastern clothing styles. We will discuss variations & details in style as time permits. Limited handouts $1. Tue 16, 6:00 PM, AS5

Persian Accessories
Afrasyab
The class will cover Persian accessories from belts to pouches to fans & more. Anything they used to spiff themselves up with is fair game. Mon 15, 11:00 AM, AS6

Seljuk Hats of the 11th & 12th Centuries
Sayyida Dinah bint Ismai’l
An overview class covering some of the most common hats found in art of the Seljuk period in Persia & Turkey. We will discuss designs with patterns, colors & materials. Limited handouts. Mon 15, 10:00 AM, AS4

Culinary Arts

Anglo-Saxon Food Preparation & Preservation
Lady Rowena Lindsey
A brief overview of cooking & preservation techniques used by the Anglo-Saxons as indicated by archeological, written & pictorial evidence. Limited handouts. Wed 10, 10:00 AM, AS6; Fri 12, 3:00 PM, AS6.

Bread for Breakfast
Baroness Ardenia A Ruadh
Steam-baking of breads & cakes while camping--a modern technique with historic roots. Limited handouts $1. Sun 14, 12:00 PM, AS14; Thu 18, 3:00 PM, AS13.

Common Foods for Common Folk
THL Olwen Bucklond
The diet of the lower classes may have been monotonous, but not lacking in flavor. Demonstration & tasting of recipes for peasant foods easily made in camp. Handouts $0.50. Fri 12, 2:00 PM, AS4; Thu 18, 12:00 PM, AS6.

Cooking from Primary Sources
Master Cariadoc of the Bow
How to start with a recipe written down in period & end up with something consistent with that recipe that is good to eat. Also a discussion of sources for recipes. Co-instructor, Elizabeth of Dendermond. Tue 16, 12:00 PM, AS8

Dining in Anglo-Saxon England
THL Olwen Bucklond
Explore the tables of Anglo-Saxon England from king to thrall. Menus based on Anglo-Saxon sources with conjectured re-dacted recipes. Limited handouts. Mon 15, 1:00 PM, AS2

A Fine Feast: Table Setting in the Middle Ages
Lady Martelle von Charlottenburg
A history of how dining tables were set in the Middle Ages & how to recreate that look for yourself. Handout fee $2. Wed 17, 2:00 PM, AS5.

Flowered Sugars
Baroness Ardenia A Ruadh
This class will focus on basic techniques for flavoring sugars with herbs & flowers. Samples will be available. Co-instructor, Tegan Dragonsblood ni'Conamarah. Limited handouts $2. Sat 13, 11:00 AM, AS13; Tue 16, 12:00 PM, AS14.

The Foods of la Florida
Sayyida Dinah bint Isma’l
An overview of the foods & cookery of the Spanish colonies of la Florida & the southeastern coastal regions of North America, both indigenous & imported foods. We will also discuss the mission system, the native culture & its influence on the colonies. Limited handouts. Thu 11, 1:00 PM, AS8; Tue 16, 2:00 PM, AS5.

Frisian Cuisine
Vrouwe Odriana vander Brugghe
This was a Viking Age, 800-1000, culture that lived in what is today the Netherlands & Flanders. The dishes were created using archeological evidence & written information from people who had contact with the Frisians, as well as from Codex K of Libellus de Arte Conquinaria. Mon 15, 12:00 PM, AS2

Handling Historical Recipes
Dame TSivia bas Tamara v'Amiberview
For the cook who has decided to move away from pre-translated recipe books & into 'redaction,' this class will discuss various ways of reading & translating historical recipes. This discussion will include some translations of period terms such as 'coffin' for a pie crust. Wed 17, 5:00 PM, AS9

**Herbal Sallets & Green Pottages**  
Pani Jadwiga Zajaczkowa  
Learn about using herbs & other greens in medieval cooking. Sallets/salads, boiled salads & green pottages. Oh, & taste the samples. Limited handouts $1. Sat 13, 2:00 PM, AS13

**Medieval Mustard**  
Pani Jadwiga Zajaczkowa  
Starting from seeds, students will learn hands-on how to make mustard the medieval way. Limited handouts $1. Mon 15, 2:00 PM, AS13

**Pennsic Without a Cooler**  
Mistress Elizabeth of Dendermonde  
How to feed yourself at Pennsic without depending on a cooler. Tue 16, 1:00 PM, AS4

**Period Chocolat**  
Lady Elisabetta Maldestro  
This hands-on class will teach you how to make period chocolat from cacao nibs to finished drink. Prepare to get dirty; grinding nibs, preparing chocolat, tasting ingredients & drinking chocolat is hard work! Background information on period chocolate will also be included. Wed 17, 4:00 PM, AS12

**Period Islamic Cooking**  
Master Cariadoc of the Bow  
A description of a variety of dishes from period Islamic cookbooks. Co-instructor, Elizabeth of Dendermonde. Mon 15, 1:00 PM, AS6

**Period Mustards**  
Lady Ljuðvína Bjornsdóttir  
Come & learn about the #1 condiment of the Middle Ages. A brief lecture will be followed by hands-on mustard making using period ingredients. Each student will make & take 3 period mustards. Limited handouts $1. Mon 15, 9:00 AM, AS5; Tue 16, 9:00 AM, AS6.

**Pleasures of the Table**  
Lady Laurencia of Carlisle  
A discussion of tableware & linens used for the meal table during the late 14th & early 15th centuries. Class will take a look at examples from original sources as well as reproduction items available to the modern medievalist. Limited handouts. Tue 16, 4:00 PM, AS7

**Principles of Medieval Cooking**  
Edouard Halidai  
An overview of the cooking techniques, equipment & foods used in period in northern Europe. This class not only looks at what was done but also tries to examine how the different aspects of medieval cooking affected each other. Sun 14, 1:00 PM, AS6

**Samurai Gourmet: Food & Food Culture in Medieval Japan**  
Lady Solveig Thronardottir  
See Culture: Asian. Sun 14, 1:00 PM, AS5

**Three 16th-Century Italian Sauces**  
Master Aleksandr Ruslanovich Kievchanin  
The class will discuss the translation redaction & preparation of three sauces from Bartolomeo Scappi's Opera (1570). Limited handouts $1. Fri 12, 11:00 AM, AS8

**Towards a 12th-Century Feast**  
Lord Victor of Shrewsbury  
The challenges of serving an early period feast are considered, & one tentative solution is offered. Limited handouts. Sun 14, 2:00 PM, AS8; Wed 17, 12:00 PM, AS9.

**Culture: Anglo-Saxon**

**Anglo-Saxon Children**  
Hlafdig Arastorm  
This is an overview of childhood in Anglo-Saxon England including clothing, food, toys, education, activities, etc. Sun 14, 9:00 AM, AS5; Wed 17, 9:00 AM, AS6.

**Anglo-Saxon England**  
Hlafdig Arastorm  
This is an overview covering the history of the Anglo-Saxon period intended to give context to other Anglo-Saxon studies. How far is York from Winchester? Who came first Ælflaed or Æthelred? What's a Bredwalda? A fyrd? Handout fee $0.50. Sat 13,9:00 AM,AS6; Tue 16,9:00 AM,AS5.

**Culture: Asian**

**Chadou Nyuumon: The Way of Tea**  
Lady Solveig Thronardottir  
Tea was the quintessential art form embraced by the samurai. It encompasses many arts & is a gateway to Buddhist enlightenment. This class is an introduction to the history, culture & aesthetics of the tea ceremony. Handouts $1. Sat 13, 1:00 PM, AS6

**East Asian Religion & Philosophy 101**  
Roku-i-dono no Ii Saburou Katsumori  
A very basic introduction to East Asian thought & religion. Students should come away with some basic notions of Buddhism, Taoism, Shinto, etc. Limited handouts $1. Sun 14, 11:00 AM, AS6; Thu 18, 11:00 AM, AS5.

**Ghost of the Samurai: Myth, Religion & the Supernatural**  
Lady Solveig Thronardottir  
A survey of pre-modern Japanese religious beliefs & practices, including gods, demons, monsters & other supernatural beings. Beginning with the native gods of the Kojiki we'll stroll through Japanese supernatural history & touch on Japan’s encounters with Buddhism & Christianity. Handouts $1.
Onmyodo is the ‘way of Yin & Yang,’ & in the Heian period scholars of Chinese & Japanese cosmology wrote the calendars & worked to bring fortune onto their nation. Handouts $0.50.
Sat 13, 10:00 AM, AS8; Wed 17, 11:00 AM, AS12.

Open Your Fan Like a Samurai/Geisha
Lord Tempus Peregrinator
Discussion & demonstration of a fairly impressive Japanese technique of snapping open a fan, best for paper & fabric fans as it can damage wooden ones. You don’t need a fan to attend, so come & learn how to snap your fan. Sun 14, 3:00 PM, AS4

Samurai Gourmet: Food & Food Culture in Medieval Japan
Lady Solveig Thronardottir
An overview of Japanese diet, cookery & food culture based upon a variety of literary & archeological sources. The class includes an overview of ingredients, preparation techniques, presentation, the annual cycle & ritual uses of food. Handouts $1. Sun 14, 1:00 PM, AS5

Samurai Poet: Poetry of Court & Field
Lady Solveig Thronardottir
An introduction to Japanese poetic form & aesthetics. Includes Japanese poetry from the early classical period to the development of Haikai & Haiku. We will consider both formal poetic forms & less formal & even licentious poetry. Participants will have an opportunity to experiment with creating their own poetry. Handouts $1. Sat 13, 3:00 PM, AS6

Sex, Marriage & Family in Medieval Japan
Lady Solveig Thronardottir
An introduction to courtship, marriage, inheritance, living patterns & love in pre-modern Japan. Adults only. Fri 12, 1:00 PM, AS6

Tibetan Buddhism
Maelruain mac Eoain
An introduction taught in persona by a wandering Irish Priest. Thu 11, 3:00 PM, AS8

Utai: Samurai Theater Arts
Lady Solveig Thronardottir
A participatory introduction to Japanese theater & performance arts. This workshop introduces individual & group forms & culminates with readings of select Noh & Kyogen plays. Handouts $1. Sun 14, 3:00 PM, Private Camp

Culture: Celtic

Cymry y dyn ni!: We are Welshmen
THL Rhonwen merch Alun
Avoid having a generic “Celtic” persona. Be different! Be Welsh! This class will discuss the development of a Welsh persona, including a brief overview of naming practices, culture, language, jewelry & other ways to state your Welsh-ness. Limited handouts $5. Mon 15, 11:00 AM, AS7

Introduction to Celtic Clothing
Banfili Emer nic Aidan
See Clothing: European. Wed 17, 9:00 AM, AS12
University excavated the wreck during the summers of 1977-79; the preliminary & final excavation reports will be summarized. Handouts $2. Limited handouts. Thu 11,1:00 PM,AS6; Wed 17,4:00 PM,AS5.

al-Andalus 101: Society, History & Politics
Lady Safira al-Muffaddadiyya
al-Andalus, Arab dominated Spain, was almost unique in period as a society in which Muslims, Jews & Christians lived in harmony, at least sometimes. Learn more about this fascinating society, its daily life & its history from foundation to overthrow. Co-instructor, Ruqayyah. Handouts $1. Mon 15,5:00 PM,AS8

al-Andalus 102: Society & Daily Life
Lady Safira al-Muffaddadiyya
This class covers the clothing, food, religion, social customs, homes & more of al-Andalus. Co-instructor, Ruqayyah. Handouts $1. Thu 18,12:00 PM,AS4

al-Andalus 103: Arts
Lady Safira al-Muffaddadiyya
al-Andalus enjoyed a great flowering of the arts. Come & learn about poetry, music, decorative arts & architecture, as well as what little we can tell about dance. Co-instructor, Ruqayyah. Handouts $1. Wed 17, 4:00 PM, AS2

Archaeology of Medieval Hama, Syria
Lord Michael de Safita
A major Islamic city along the Orontes River in Syria was extensively excavated by Danish archaeologist in the 1930s. Pottery, glass, metal, & coins will be summarized & discussed. Limited handouts $2. Thu 11, 12:00 PM, AS6; Wed 17, 3:00 PM, AS5.

Henna Party
Sayiddah Zimra al-Ghaziyah
See Health & Beauty. Sun 14, 2:00 PM, Orluk Oasis

The History of Arabic Music According to Ribera y Tarrago
Lord Sigurd Haakonson
See Music. Tue 16, 12:00 PM, Performing Arts; Thu 18, 12:00 PM, Performing Arts

Islamic Naming Practices
Chengir Abu ben Said
Naming practices in Islam represent a highly specialized art with a well-defined set of rules. This class discusses a wide range of beliefs & ideas that shaped the historical practice of naming & gives an overview of common practice. Thu 18, 6:00 PM, Middle Eastern

Medieval World of Sicily & Cyprus
Lord Michael de Safita
The medieval history of Sicily & Cyprus are marked by repeated conquests including Arab & Norman. Castles, monasteries, cathedrals, pottery, glass & metal artifacts will be summarized & discussed. Limited handouts $2. Thu 11, 10:00 AM, AS6; Wed 17, 11:00 AM, AS5.
The Burgundian & French courts of the late 15th century enjoyed some dances that are elegant, easy to do, non-energetic, & not nearly as well known among us as they ought to be. Danse de Cleves, Beaulte de Castille, one or two others as time permits. Thu 11, 12:00 PM, Dance

**A Festa in the Court of the Comte**

THL Judith of Northumbria
Let it be known that Gerhardt, Graf von Wuestenburg & knight of the realm, invites all subjects from the sundry realms to celebrate the feast of Saint Helena, the most holy mother of the Emperor Constantinus, & that at this celebration, taking place three days beyond the ides of August, there will be gaming, feasting, revelry and, above all, dancing from the courts of Florence, Mantua, Burgundy, & Rome. Thu 18, 9:00 PM, Dance

**Advanced Dances by Request**

Lady Lowrie Leulyn
Have some dances that you'd like to work on? Whether it be Wherligig, Marchesana of Bizzaria d'Amore, come to the class & find some other dancers to practice with. Use it as a prep for a dancing challenge! Mon 15, 2:00 PM, Dance

**Arbeau Party**

Lady Katherine Mercer
Katherine Mercer invites you to attend an evening of dance in the style of the city of Langres. Dances will include bransles, pavans, galliards, & other dances described in Arbeau’s Orchesography. All ages & skill levels welcome! Mon 15, 9:00 PM, Dance

**Barriera**

Master Justin du Coeur
This couple dance is from Caroso’s Il Ballarino. It is a sort of mimed ballo representing tilting at the barriers—a fun, showy, moderate-difficulty dance. Some experience with late Italian dance is helpful, but steps will be taught. Co-instructor, Clara Beaumont. Tue 16, 2:00 PM, Dance

**Become a 16th-Century Courtier**

Maestro Lyev Davidovitch
Learn how to dance like a graceful lady or a manly gentleman with the deportment, etiquette, behavior & step performance appropriate for 16th-century Italy. Some experience with Italian 16th c steps helpful but not necessary. Co-instructor, Katherine Mercer. Thu 18, 10:00 AM, Dance

**Beginning 15th-Century Italian: Rostiboli Gioioso**

Genevieve de Montmorency
If dancing weren't fun, Savonarola wouldn't have condemned it as sinful. Come & learn why the Medici enjoyed dancing & learn the popular Rostiboli Gioioso. For the absolute beginner. Mon 15, 3:00 PM, Dance

**Beginning English Country**

Saltatoris Dance Guild
This class is geared towards the individual. Learn the basic elements of English Country Dancing according to Playford. Then name the dances you'd like to learn & practice of just dance for fun. Tue 16, 3:00 PM, Dance

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**Persian/Mughal/Ottoman Roundtable & Book Swap**
Sayyid Asim al-Talib
Gather to talk about the similarities and differences between the core Persian, Mughal, & Ottoman cultures in late period. We are also more than a little interested in any other cultures they may have touched, including European! Newcomers will find many references for building a persona & those who have studied for years will find something new to learn, l'm'shallash. Snacks provided, bring an inquisitive mind and, if possible, your reference works. Thu 18, 2:00 PM, Middle Eastern

**Sources for the Islamic Persona: a Discussion**
Master Cariadoc of the Bow
See Persona. Thu 11, 10:00 AM, AS8

**What Were We Talking About in Damascus in the 16th Century?**
Baroness Scheherazade Alouyna al-Zahira
Wed 10, 12:00 PM, Middle Eastern

**Women in Islam: During the Time of Muhammad**
'Isa ibn-Abdullah
This class will discuss the topic of women in Arabia during the beginning of the 7th century. It will focus on the women who were around the Prophet Muhammad, how they advised him, followed him & in some instances went to battle with him. Tue 16, 5:00 PM, Middle Eastern

**Culture: Slavic**

**Baba Yaga: the Arch-Villainess of Russian Folklore**
Luceta di Cosimo
Baba Yaga is a common character in Russian & Eastern European fairy tales. We will discuss the diverse roles she plays & look into the origins of the character. Limited handouts. Tue 16, 5:00 PM, AS5

**Introduction to Byliny: Russian Heroic Poems**
Luceta di Cosimo
See Bardic Arts. Tue 16, 12:00 PM, AS1

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**Dance: Asian**

**Energetic South Indian Dance**
Lady Lakshmi Amman
A 5-day class on the "pure dance" (nritta) portion of the southern Indian dance known modernly as Bharata Natyam. Students who come all 5 days will walk away with a beginner’s choreography to practice, but walk-ins are welcome any day. Mon 15,10:00 AM, Orluk Oasis; Tue 16,10:00 AM, Orluk Oasis; Wed 17,10:00 AM, Orluk Oasis; Thu 18,10:00 AM, Orluk Oasis; Fri 19,10:00 AM, Orluk Oasis.

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**Dance: European**

**15th Century, North of Italy**
Countess Mara Kolorova

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Beginning Playford
Lorelei Skye of Rivenstar
Discussion about John Playford & his books, Playford dance reconstruction in the SCA, as well as learning Playford dances common around society. Wed 17, 4:00 PM, Dance

Bouffons: a French 16th-century Sword Dance
Maestro Lyev Davidovitch
Do you like fighting or dancing? Then learn the 3-cuts passage of this simple performance dance that was done by dancers dressed as either Amazons or Spanish Captains. No experience in either dancing or holding a sword is necessary. Fri 12, 11:00 AM, Dance

Bransles for All
Lady Katherine Mercer
Bransles are an easy & fun type of dance described by French dance Master Arbeau. We will discuss bransle technique & dance a number of bransles, both common & obscure. Suitable for everyone from beginners to advanced dancers. Sun 14, 11:00 AM, Dance

Canary Variations
Lady Lowrie Leulyn
This is an advanced 16th-century Italian class. Students must know all the basics steps of the genre as they will not be taught. Basic canopy steps, however, will be taught, as well as variations that can be used to improvise on a canary dance. Come learn how to show off your dancing prowess! Fri 19, 10:00 AM, Dance

Children's Dance
Genevieve de Montmorency
Simple & fun dances for young people 14 & under. Persons over 14 may attend only if accompanied by a child. Mon 15, 10:00 AM, Dance

Cute Cascarde: Gentilezza d'Amore
THL Adele Desfontaines
Thank you, Caroso, for giving us cascarde, for cascarde are wonderful things! Another cute--but more complex--cascada to caper to! Fri 12, 10:00 AM, Dance

Cute Cascarde: La Castellana & Lacchio d’Amore
THL Adele Desfontaines
They're cute, they're quick, they're from Caroso! Dancers casually commencing their careers in cavorting can show off courtly carriage in these 16th-century capers—La Castellana & Lacchio d'Amore! Thu 11, 10:00 AM, Dance

Dance Floor Assembly
THL Adele Desfontaines
Please help us assemble our beautiful parquet dance floor! If you have a portable drill (preferably charged up in advance), please bring it. No skills necessary. Wed 10, 10:00 AM, Dance

Dance Floor Disassembly
THL Adele Desfontaines
Please help us put away our dance floor for next year! If you have a portable drill (preferably charged up in advance), please bring it. No skills necessary—the more hands helping, the faster it goes! Fri 19, 2:00 PM, Dance

Dance for Absolute Beginners
Maestro Lyev Davidovitch
Learn the basics of Renaissance dance in this fun & easy class. Learn the easy way to avoid getting your feet stepped on, & how to gracefully ask for or decline an invitation to dance. Thu 11, 4:00 PM, Dance; Fri 12,4:00 PM, Dance.

Dance Masters' Cabal
Fred Blonder
Not a class as such, but an opportunity for people who teach dance to share war stories, sources, techniques & advice. Tue 16, 5:00 PM,AS4

Dance Step Refresher
Lorelei Skye of Rivenstar
The basic components of dances are the steps used in them. While this class is designed for those who have danced before, beginners are very welcome to attend. This class is designed to review/teach the steps used in the following genres, rather than teaching any specific dance: ECD/Playford/Branles/Pavannes/Alman/15c Italian (as time permits). Tue 16, 10:00 AM, Dance

Dance for Non-Dancers
Lord Liam O’Cormick
Come all ye fighters, new members, left-footers, & all those who have never danced & want to try. Learn the basic steps necessary to dance most any English Country Dance from a heavy fighter & dance enthusiast. Sat 13, 10:00 AM, Dance

Early Progressive Country Dances
Lord Henry of Maldon
Progressions are found in country dances of all documented periods. This class will focus on progressive dances from Playford's first edition, which tend to be different from later dances like Hole in the Wall. Includes Up Tails All, Once I loved a Maiden Fair, My Lady Cullen. Fri 12, 12:00 PM, Dance

ECDs With No Patterns
Gwommy Anpurpaidh
Dances may include such things as Glory of the West, Adson’s Saraband, Old Mole, St. Martin’s, and/or Argeers. Dances taught by request & we’ll see how many we can get through. Fri 12, 2:00 PM, Dance

English Country Dance for Eight
THL Myfanwy ferch Eifion
Eight person dances from Playford’s English Dancing Master. Thu 18, 2:00 PM, Dance
Intermediate English Country Dances
Lord Henry of Maldon
Let's expand & perfect our Playford repertoire. If All the World Were Paper, Jack Pudding, The Merry Merry Milk Maids, Newcastle, Nonesuch, Picking of Sticks.
Thu 11, 1:00 PM, Dance

Introduction to Galliard Workshop
Lady Katherine Mercer
Galliards don't have to be intimidating just because they're improvised. In this class we'll go over the basic galliard & a few variations. Then we'll learn how to string the pieces together into a full galliard sequence with a partner.
Mon 15, 11:00 AM, Dance

English Revels Prep
Lord Henry of Maldon
Practice for this evening’s English Revels: English measures & country dances all reconstructed by the teacher. Sun 14, 2:00 PM, Dance

Evening Dance
Pennsic Dance Staff
Come join us for social dancing! Some dances will be taught, some will have a quick talk-through, & some won't be taught. So don't be shy, & ask someone new to dance tonight!
Wed 10, 9:00 PM, Dance; Thu 11, 9:00 PM, Dance; Fri 12, 9:00 PM, Dance; Sat 13, 9:00 PM, Dance; Mon 15, 9:00 PM, Barn--time pushed back if courts run late; Wed 17, 9:00 PM, Barn--time pushed back if courts run late; Thu 18, 9:00 PM, Barn--time pushed back if courts run late; Fri 19, 9:00 PM, Barn--time pushed back if courts run late

Focused Beginner Class: 16th-Century Italian
THL Adele Desfontaines
Focused beginner class including easy, popular dances—especially ones that are scheduled for the Pennsic Ball!
Thu 11, 3:00 PM, Dance

Focused Beginner Class: English Revels
Lord Henry of Maldon
Practice for tomorrow’s English Revels: English measures & country dances taught to a beginner level.
Sat 13, 3:00 PM, Dance

Focused Beginner Class: Galliards
Lady Katherine Mercer
Galliards don't have to be intimidating just because they're improvised. In this class we'll go over the basic galliard & a few variations. Then we'll learn how to string the pieces together into a full galliard sequence with a partner. Sun 14, 3:00 PM, Dance

Footloose & Fancy Free
Lord Henry of Maldon
This class is about how to put creativity into our creative anachronism without sacrificing anachronism itself. We'll be working on various period dances that had elements of improvisation. Dances will include bransles, courante & piva.
Sat 13, 11:00 AM, Dance

Intermediate English Country
Saltatoris Dance Guild
The dances taught will depend on the number of participants & dances they wish to learn. Possibilities include: Hyde Park, If All the World Were Paper, Whirlygig, Parsons Farewell & Picking up Sticks.
Wed 17, 1:00 PM, Dance
Low, Slow & Flirtatious: Gioioso Spagnuolo
THL Judith of Northumbria
Some like it hot--and some like their joy in the Spanish style. All steps taught, ornamentation & styling briefly discussed. For complete beginners as well as experienced dancers. Thu 18, 11:00 AM, Dance

Low, Slow & Flirtatious: Lauro
THL Judith of Northumbria
The title says it all. This dance was composed by Lorenzo de Medici. For complete beginners as well as experienced dancers. All steps will be taught, & ornamentation, etiquette & styling will be briefly pontificated upon.
Sun 14, 12:00 PM, Dance

Obscure Orchesography
Lady Katherine Mercer
Everyone knows Horses Bransle & the Belle Qui Pavan, but can you coranto? In this class we'll cover some of the more obscure dances described in Arbeau's 1589 dance manual, Orchesography, in preparation for the Arbeau Ball.
Mon 15, 4:00 PM, Dance

One Minute of Madness: Parsons Farewell
Lord Henry of Maldon
Parson's Farewell is short & sweet, but not at all simple. The reconstruction is a reconciliation of the instructions in Playford & in MS Sloane 3858. Sat 13, 2:00 PM, Dance

Pennsic Ball
THL Judith de Northumbria
Maestro Lyev Davidovitch & THL Judith de Northumbria invite one & all to the Annual Pennsic Ball! Tue 16, 9:00 PM, Barn

Pennsic Ball Prep
THL Judith of Northumbria
Learn the dances that will be done at the Pennsic Ball. Specific dances taught will depend on the student's requests. Sat 13, 4:00 PM, Dance; Sun 14, 4:00 PM, Dance; Tue 16, 4:00 PM, Dance.

Playing With Your Partner
THL Judith of Northumbria
You have the basics down; now learn ways to spice it up & how different music can affect your movement. Exemplar dances will be Rostiboli Gioioso & Amoroso. Students should be familiar with these two. Intermediate & up.
Tue 16, 1:00 PM, Dance

Prep for Dancers' Challenge: Advanced Dances
Lady Lowrie Leulyn
Have some dances that you'd like to work on? Whether it be Wherligig, Marchesana of Bizzaria d'Amore, come to the class & find some other dancers to practice with. Use it as a prep for a dancing challenge! Co-instructor, Gwommy Anpurpaidh. Wed 17, 11:00 AM, Dance

Quen Quer Que
Master Sion Andreas o Wynedd

Renaissance Folk Dance: Chirintana
THL Judith of Northumbria
This class will cover a widely popular dance that seems itself to exhibit several of the elements of later longways English Country Dances, namely the high-energy hays in such dances as Trenchmore. For absolute beginners & up. Tue 16, 12:00 PM, Dance

Renaissance Folk Dance: Saltarello & Piva
THL Judith of Northumbria
This class will cover the culture & practice of two of the most popular improvised dance forms, not only of Italy, but of Spain & France. No choreographies to remember, just pure, simple fun. Thu 18, 3:00 PM, Dance

Surely You Joust: Bella Gioiosa
Master Etienne de Clermont
Learn one of the four dances from Il Ballarino (1581) in which Caroso talks about doing steps in a jousting manner. Mon 15, 12:00 PM, Dance

Surely You Joust: Maraviglia d'Amore
Master Etienne de Clermont
Learn one of the four dances from Il Ballarino (1581) in which Caroso talks about doing steps in a jousting manner. Mon 15, 1:00 PM, Dance

Surely You Joust: Squilina
Master Etienne de Clermont
Learn one of the four dances from Il Ballarino (1581) in which Caroso talks about doing steps in a jousting manner. Fri 19, 1:00 PM, Dance

Surely You Joust: Torneo Amoroso
Master Etienne de Clermont
Learn one of the four dances from Il Ballarino (1581) in which Caroso talks about doing steps in a jousting manner. Fri 19, 1:00 PM, Dance

Sweet, Suite Branles
Lord Henry of Maldon
Branles aren't always supposed to be done individually. The branles in this class belong together in a branle suite, or are often done together in the style of a period branle suite.
Fri 12, 3:00 PM, Dance

Teen Dance
Genevieve de Montmorency
Fun & flirtatious dances, the Renaissance way to get close to members of the opposite sex in public. No prior knowledge necessary; all steps will be taught. For persons aged 13-19.
Sun 14, 10:00 AM, Dance

The Little Country Maid: Villanella
THL Judith of Northumbria
This is a simple, sweet 16th-century dance for two that affords plenty of chances to flirt. All steps will be taught, pontification
on etiquette & culture gladly provided! No experience necessary. Wed 17, 3:00 PM, Dance

**Verceppe: A 15th-Century Italian Skirmish**
Genevieve de Montmorency
This delightful choreography for three men & two women offers wonderful opportunities for flirting & spurning. Described in one source as being like a "scaramuccia," the bragging soldier character from the commedia dell'arte. Tue 16, 11:00 AM, Dance

**Voltati in Ca Rosina & Vita di Colina**
Lady Lowrie Leulyn
Come & learn two dances from the 15th-century Italian repertoire. Both dances require three people; why flirt with one when you can flirt with two?! Basic steps will be taught. Thu 18, 1:00 PM, Dance

**Dance: Middle Eastern**

**Advanced Middle Eastern Dance Techniques with Zills**
Mistress Alethea bint Fahd ibn Acktar, called Elitha
Advanced Middle Eastern dance techniques with shimmies, combos, etc., & zill drills & techniques. This is an advanced class. Beginners are welcome, but we will move quickly. Wed 17, 4:00 PM, Middle Eastern; Thu 18, 4:00 PM, Middle Eastern.

**Advanced Pilates for the Middle Eastern Dance**
Samira Shuruk
A more intensive Pilates workout. Learn how Pilates can help develop proper healthy posture for belly dance. Learn techniques for strength, flexibility, balance & control which enhance your body awareness & articulation. Additional moves to strengthen your belly dance specialties included. Please bring your own cushiony mat, your spine will thank you. Fri 12, 12:00 PM, Middle Eastern

**Basic Middle Eastern Dance**
Baroness Ardenia A Ruadh
This class will focus on basic movements which can be put together into a short choreography. Limited handouts $1. Thu 18, 9:00 AM, Middle Eastern

**Basics of Tahtib (Men's Egyptian Stick Dance)**
Baroness Dinsdale of Northumbria
Tahtib is an Egyptian dance form performed almost exclusively by men. (Women perform a variation with a thin stick or cane). This dance form features relatively simple footwork combined with demonstrations of upper body strength & mock combat. (Some moves make a great warm-up for SCA combat.) Sun 14, 2:00 PM, Middle Eastern

**Beginner Dance**
Baroness Magdalena de Hazebruck-Purpure
Basics for beginners: warm-up, posture for dancers, basic hip movements. Mon 15, 10:00 AM, Middle Eastern; Tue 16, 10:00 AM, Middle Eastern; Wed 17, 10:00 AM, Middle Eastern.

**Beginner Middle Eastern Dance 1: Basic Hips**
Rosamund
A VERY basic/intro Middle Eastern class, this one centering on basic hip movements. Both classes will act to develop basic skills for other, more challenging classes. Sat 13, 9:00 AM, Orluk Oasis

**Beginner Middle Eastern Dance 2: Slow Moves**
Rosamund
A VERY basic/intro Middle Eastern class, this one centering on taxim-based slow movements. Both classes will act to develop basic skills for other, more challenging classes. Sun 14, 9:00 AM, Orluk Oasis

**Beginner's Egyptian Folkloric Dance**
Baroness Genievieve de Charbonneau
This class will serve as an introduction to Egyptian folkloric dance. The class will be structured for the beginner to intermediate level of students. It will also include the bit about the origins of the dance & its people. Basic movements & choreography will be taught for all to have fun with. Sun 14, 10:00 AM, Orluk Oasis

**Beginning Middle Eastern Drumming**
Bilgisayar
Mon 15, 5:00 PM, Middle Eastern

**Belly Dance/Flamenco Fusion**
Kari Merlina
In this class, participants will learn how to integrate basic Flamenco arm & hand movements with their belly dance style. Sat 13, 11:00 AM, Middle Eastern

**Bootcamp for Belly Dancers**
Oola & the Zafira Dance Company
If you're wanting to tighten up those locks, build stamina or even out those shimmies, join us in a drilling & conditioning class for the Middle Eastern dancer. Be prepared to sweat. Some experience required. Wed 17, 11:00 AM, Middle Eastern

**Communication between Dancers & Drummers**
Emrys ap Morgan
This class will be a roundtable discussion with a few examples of effective ways for the musicians & the dancers to communicate their needs to each other. Fri 12, 3:00 PM, Middle Eastern

**Dance of the Drum**
Emrys ap Morgan
This class will go over the fundamentals of weaving & blending Middle Eastern rhythms to create a fuller & more interesting sound for dancers to work with. Wed 10,3:00 PM, Middle Eastern; Thu 11,3:00 PM, Middle Eastern.

Drum Solo Choreography
Lady Sahar Sahar
Participants will learn a drum solo choreographed by Cassandra of Minnesota. Wed 17,12:00 PM, Middle Eastern; Thu 18,12:00 PM, Middle Eastern.

Graceful Arms & Torso
Lady Neefa bint Durr
The dancers of Khafif Middle Eastern Music & Dance will teach a variety of graceful arm movements, with a focus on accompanying upper body work. Come & learn swan-like grace! Some dance experience will be helpful, but not required. Co-instructor, Mahasin bint Nasreen. Fri 19,1:00 PM, Middle Eastern

Guedra
Lady Kharajin of Turku
Guedra is a traditional North African trance dance & chant ritual. The first 30 minutes of the class is instruction, followed by participation. You don't have to dance, but everyone must help in the chant. Bring water & a veil. Class limited to women only, please. Mon 15,6:00 PM, Middle Eastern

Hand Techniques for Middle Eastern Dance
Sayiddah Zimra al-Ghaziyah
Graceful, beautiful hands are an important part of dance. We'll look at techniques & exercises to develop lovely, flowing hands to compliment your dance; we'll also cover hand movements & positions from the Middle East, Central Asia, & India. Fri 19,3:00 PM, Middle Eastern

History of Islamic Dance
Chengir Abu ben Said
Sources of inaccurate information about Islamic dance abound. This class is a review of period sources & their definition & a description of practices, beliefs & common principles in regard to dance. Fri 19,2:00 PM, Middle Eastern

Identify Middle Eastern Dance Steps & Their Origins
Baroness Genieviewe de Charbonneau
Modern free style, cabaret, & American tribal belly dance styles have become such a blend of different steps; it is often difficult to figure out where the steps or expressions in a dance performance came from originally. This discussion will serve as an introduction to some of the different types of dance styles, movement & music found in the Middle East. The focus will be primarily on folkloric styles of dance Morocco, & it will also cover some regional styles of garb, its relationship to the dance & much more. Tue 16,11:00 AM, Orluk Oasis

Intermediate Tribal Combinations
Blue Lotus Tribe

Introduction to Zills
Lydia FitzWaulter
Playing zills (finger cymbals) is an important part of becoming accomplished at Middle Eastern dance. Learn the basics & some simple exercises for coordinating movement with zill rhythms. No experience needed, but please bring a set of zills with you to class! Mon 15,3:00 PM, Middle Eastern

Matching up Middle Eastern Melodies with Rhythms
Mavi Kemani
Having trouble remembering which rhythms go with specific melodies? In this class we will discuss which melodies & rhythms go well together. Melody musicians & drummer alike are welcome. Mon 15,2:00 PM, Middle Eastern

Melody Jam
Lady Zahira
Sun 14,4:00 PM, Orluk Oasis; Mon 15,4:00 PM, Orluk Oasis; Wed 17,4:00 PM, Orluk Oasis; Thu 18,4:00 PM, Orluk Oasis; Fri 19,4:00 PM, Orluk Oasis.

Middle Eastern Dance Essentials
Mistress Su'ad al Raqqasah
3rd annual offering of this class by Su'ad & Dinsdale for teachers & dancers to review dance essentials, including technique, performing, body mechanics & fixes. Co-instructor, Dinsdale of Northumbria. Sun 14,10:00 AM, Middle Eastern

Middle Eastern Dancers Roundtable
Sahar bint Durr
Dancers in the SCA sharing ideas, comments, & cool moves with each other! Two hours of chatting & getting to know people from all over the Known World. You're welcome to "take the floor" during the roundtable, & ask questions or get opinions on everything from the best garb for dancers to the suitability of a certain move 'round a campfire. Snacks & water provided! Sat 13,3:00 PM, Middle Eastern

Middle Eastern Dancing for All
Baroness Scheherazade Allouyna al-Zahira
Tue 16,6:00 PM, Middle Eastern

Middle Eastern Drumming - Beginner
Vashti Amhose
See Music: Instrumental. Sat 13,1:00 PM, Middle Eastern

Middle Eastern for Manly Men
Lord Donnallain o'r Galaru Glais
Yes, men dance too! This is a beginners class for male Middle Eastern dancing, working on a 'manly' form. Basic movements, posture, & attitude will be practiced, & how to learn dancing from your local female instructors will be discussed. Wed 17,6:00 PM, Middle Eastern

More Middle Eastern for Manly Men
Lord Donnallain o'r Galaru Glais
More advanced techniques for male dancers, props, presentation & choreography, including some debke steps. Students should have some previous dance instruction/experience. Thu 18,7:00 PM, Middle Eastern
Stretching & Conditioning for ME dance
Lady Gazelle
A combination of Pilates, Yoga, & Dance moves to prepare you for Middle Eastern dance, help in preventing injuries, increase range of motion, improve isolations, prepare you for floorwork, & help strengthen & tone the body.
Mon 15, 9:00 AM, Middle Eastern; Tue 16, 9:00 AM, Middle Eastern; Wed 17, 9:00 AM, Middle Eastern.

Teaching Dance Teachers to Teach
Atesh Kawakib
Get the best out of your students (and yourself) in class. Ideas for stimulating their minds & spirits in addition to their bodies. Bring notebooks & any particular teaching problems or questions you have. Experienced teachers welcome to drop in & give your 2 dinars worth. Thu 18, 11:00 AM, Orluk Oasis

Tribal Floorwork
Blue Lotus Tribe
Wed 17, 2:00 PM, Middle Eastern

Tribal Turkish
Lady Tshaya
Mon 15, 11:00 AM, Middle Eastern

Turns & Traveling in Your Dance
Lady Kamiilah al-Sudanii
Time to move! How to add dimension to your dance through travel steps & turns, & the hazards of these in the SCA setting. Sun 14, 1:00 PM, Middle Eastern

Zill Drill
Lady Tshaya
Sun 14, 12:00 PM, Middle Eastern

Etiquette
Kiss Your Hand, M'Lady
Lord Tempus Peregrinator
How to kiss a hand & how to get your hand kissed or not. The art & anatomy of hand kissing then & now, as well as a few other good things to know so you can have fun in these Current Middle Ages. Mon 15, 1:00 PM, AS4

Events
Æthelmearc Seven Pearls Bardic Championship
Lady Catherine MacUrsus
Sun 14 5:00 PM, Barony of Blackstone Mountain Camp

Blue Feather Ball & Cotillion
Clan Blue Feather
The Blue Feather Ball and Fashion Cotillion. Social event for GLBT, Friends and Family. Come have some snacks, watch
some great schtick and maybe win a door prize.
Tue 16, after dark, Dance Tent.

First Annual SCA History Night
Sgt. Azrael ben Shemhazai
The Middle Kingdom presents an evening exhibition of SCA artifacts & history. Bring your stories & relics of times gone by & share your memories of the SCA’s rich & varied heritage.
Wed 17, 6:00 PM, AS4 & 5

Fools’ Parade
Lady Sophia the Orange
Come all fools, jesters, jugglers & wackos! Come parade the streets of Pennsic in true comic fashion! This ancient Pennsic tradition is open to all comers! Minors must be accompanied by parent or guardian. Required safety briefing at 4:00 with the parade itself following at 4:30, Tue 16,4:00 PM, Barn

Random Wandering Artists Guild
Fred Blonder
An opportunity for artists & photographers to meet with anyone who wants to pose. Artist & models should meet at A&S Point, & depending on the weather we will then move to some interesting scenery. Mon 15,12:00 PM,A&S Point; Fri 19,12:00
PM,A&S Point

Tablet Weavers Tea
Herveus d’Ormonde
Meet & greet other tablet weavers. Show off your weaving & other cool stuff & see what cool stuff others have brought. Thu 18, 4:00 PM, Private Camp

Fiber Arts: Dyeing

Dyeing with Weld
Mistress Thora Sharptooth
Dyeing wool & silk yarn yellow using a common medieval industrial dyestuff. This is a hands-on class.
Sun 14, 10:00 AM, Private Camp

History of Fabric Dyes to 1600
Mistress AnneLiese Wolkenhaar
This lecture-style class will briefly cover the methods & materials historically used to produce color on fabrics, particularly in medieval & Renaissance Europe. Samples of the instructor’s dyeing experiments will be shown, & students are also encouraged to bring samples. Limited handouts $0.50.
Sun 14, 2:00 PM, AS6

Fiber Arts: Embroidery

14th-Century Appliqué
Pani Astyrd Borowska
Hands-on look at how appliqué was done in the 14th-century . Handout fee $0.50. Materials fee $2. Limited materials. Tue 16, 11:00 AM, AS12

A 14th/15th-Century German Embroidery Slideshow
Master Richard Wymarc
This will be a slideshow & open discussion concerning a style of counted thread embroidery used in Central Germany in the 14th/15th centuries. I’ll have lots of pictures of primary sources. Please bring along any of your own work to show. Limited handouts. Fri 12, 6:00 PM, AS6; Thu 18, 3:00 PM, AS5

Basic Bead Embroidery & Embellishment
Lady Giovanna Giovanelli
A picture is worth a thousand words, or beads! Learn the very basics to get started in creating fabulous artwork for your garb or walls. Fri 12, 3:00 PM, AS9; Thu 18, 3:00 PM, AS9.

Basic Embroidery for Beginners
Baronne Cateline la Broderesse
This beginners class will cover a few basic embroidery stitches that can be used to embellish garb, accessories, etc. If you have needles & a hoop, please bring them along, but I will have limited supplies for those without. Handouts $1.
Mon 15, 9:00 AM, AS7; Wed 17, 9:00 AM, AS8.

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**Curvilinear Blackwork**
Baroness Brynn nic Neachdainn
What is curvilinear blackwork, when was it used, & how do you do it? Hands-on making of a small sampler using the diaper patterns. Materials fee $2. Thu 18, 2:00 PM, AS7; Fri 19, 10:00 AM, AS7.

**Embroidery 101**
Baroness Erin O’Baughley
Basic embroidery for beginners. If you ever wanted to learn how to embroider, this class will teach you basic stitches & give you suggestions on designs & cloth. Mon 15, 12:00 PM, AS5; Wed 17, 11:00 AM, AS3.

**Impromptu Embellishment**
Lady Elizabet Marshall
Simple, quick ways to use embroidery to embellish garb--most taking only an evening or two. Limited handouts. Wed 17, 5:00 PM, AS7

**Embroidery 101**
Baroness Erin O’Baughley
Basic embroidery for beginners. If you ever wanted to learn how to embroider, this class will teach you basic stitches & give you suggestions on designs & cloth. Mon 15, 12:00 PM, AS5; Wed 17, 11:00 AM, AS3.

**Impromptu Embellishment**
Lady Elizabet Marshall
Simple, quick ways to use embroidery to embellish garb--most taking only an evening or two. Limited handouts. Wed 17, 5:00 PM, AS7

**Embroidery 101**
Baroness Erin O’Baughley
Basic embroidery for beginners. If you ever wanted to learn how to embroider, this class will teach you basic stitches & give you suggestions on designs & cloth. Mon 15, 12:00 PM, AS5; Wed 17, 11:00 AM, AS3.

**Introduction to Turkish Embroidery**
Comptesse Albra Katherine Marie Isabel Bautiste
Students will learn some basic traditional Turkish embroidery stitches using gold & silk threads over linen to produce a sampler. Limited handouts $2. Tue 16, 9:00 AM, AS2

**Jane Bostocke Sampler 1598**
Lady Anne la Settere
Class will cover the motifs & stitches used in the Jane Bostocke Sampler, dated 1598. During the class students will start one motif of their choice with silk thread on linen fabric. Limited handouts $2. Mon 15, 2:00 PM, AS5; Tue 16, 11:00 AM, AS5.

**Known World Embroiderers’ Meet & Greet**
Lady Elizabet Marshall
Help the East Kingdom Embroiderers Guild, the Keepers of Athena's Thimble, celebrate 20 years by joining us for a meet & greet. There will be some refreshments, but more is always welcome. Tue 16, 6:00 PM, AS6

**Makin' It Personal: An Overview of Personalized Elements in Elizabethan Embroidery**
Lady Apollonia Voss
We've all admired the beauty & workmanship in Elizabethan embroideries, but in this class we'll explore the content of some extant pieces to see how their makers & owners gave them a personal touch. Mon 15, 2:00 PM, AS8

**Metal Thread Embroidery: Bullion**
THL Rouge Ann Marie du Maurica
This class will be dealing with real metal, bullion threads. You've been asking for this class; now here's your chance. All skill levels are accepted, but it is best if you take the metal thread class before this one. Sun 14, 3:00 PM, AS6

**The Oxburgh Hangings**
Lady Brony of Chatham
Spinning Flax with Spindle & Distaff
Mistress AnneLiese Wolkenhaar
Discussion of pictorial, written & archeological evidence of medieval European spinning techniques. Learn to dress a stick distaff, make a simple spindle & spin flax into thread. Limited handouts $0.50. Fri 12, 1:00 PM, AS7; Fri 19, 1:00 PM, AS7.

Spinning with a Turkish Drop Spindle
Thorfinn Campbell
Learn to spin wool & other fibers on a Turkish-style drop spindle. Spindles & fiber provided. Limited handouts.
Thu 11, 3:00 PM, AS6; Wed 17, 3:00 PM, AS6.

Wool Combing
Thorfinn Campbell
Learn to prepare fibers for spinning by the combing method. Combs & fleece provided. Limited handouts.
Fri 12, 12:00 PM, AS8; Mon 15, 3:00 PM, AS6.

Fiber Arts: Weaving

3/1 Broken Twill Tablet Weaving
Herveus d'Ormonde
How to design & draft patterns & then weave them, making the shift between 3/1 twill & 3/1 rep (double turn/double face.)
Mon 15, 3:00 PM, Private Camp

Basic Inkle Loom
Lady Avice of Greylyng
Just bought an inkle loom? Don’t know what to do with it? This class will cover pattern reading, warping your loom & basic weaving. Bring your loom & any colors of yarn or string & a pair of scissors. If you don’t have a loom, there will be one on hand to play with. If you already know the basics, come & show off & learn new tricks.
Thu 11, 12:00 PM, AS9; Sun 14, 3:00 PM, AS2.

Beginning Netting
Mistress AnneLiese Wolkenhaar
This hands-on class covers a basic knot for creating netting. It can be used for the finest lace to large fishing nets, but it is especially suited to finer work. Limited handouts $0.50.
Wed 10, 1:00 PM, AS9; Wed 17, 3:00 PM, AS12.

Fabric & Basic Weave Structures
Mistress AnneLiese Wolkenhaar
How can different yarns, types of looms, weave structures & finishing processes affect the final fabric? View samples & needle-weave a sample suitable for a coaster or small pouch using tabby, basketweave, twill & satin weaves. Limited handouts $0.50. Tue 16, 6:00 PM, AS9

Introduction to Coptic Tapestry Weaving
Patricia Maria Agrissa Sgourina
There are numerous extant examples of tapestry weaving from Egypt from about the 3rd century to the 7th or 8th century. This class will look at these & discuss the distinctive elements of Coptic tapestry weaving as well as the techniques & equipment used to achieve them. Mon 15, 8:00 PM, AS8
Introduction to Sprang
Lady Sabatina da Valle
An introduction to basic sprang, a technique of weaving with no warp. We will produce one small sprang bag within the class time. Limit of 5 participants. Handout fee $1, materials fee $4. Mon 15, 10:00 AM, AS6.

Rigid Heddle Weaving, Part 1
Vicountess Seelie Brianna Sutherland
Come & learn to weave on this most portable of looms. Students will learn the basics of warping the loom & weaving from several different warps, including period weaves from the Viking Age. Fri 12, 9:00 AM, AS7

Rigid Heddle Weaving, Part 2
Vicountess Seelie Brianna Sutherland
Continuation of class. See description 8/12. Sat 13, 9:00 AM, AS7

Rigid Heddle Weaving, Part 3
Vicountess Seelie Brianna Sutherland
Continuation of class. See description 8/12. Sun 14, 9:00 AM, AS7

Snartemo-Style Tablet Weaving
Phiala O'Ceallaigh
The four-color-with-floats tablet weaving found at Snartemo, Norway, is a challenge to modern weavers, but it needn't be. Once you master a few pattern-drafting tricks, this structure is no harder to weave than 3/1 broken twill. For intermediate/advanced tablet weavers. Handouts $1. Mon 15, 2:00 PM, AS9; Wed 17, 1:00 PM, AS9.

Tablet Weavers' Tea
Herveus d'Ormonde
See Events. Thu 18, 4:00 PM, Private Camp

Tapestry Weaving 101
Patrikia Maria Agrissa Sgourina
An introduction to tapestry weaving, concentrating on basic techniques of joining colors together. Thu 18, 10:00 AM, AS6

Twist Pattern Tablet Weaving
Lady Alistrina de Mann
A hands-on how-to for creating subtle monochrome designs in your tablet weaving. Students will be provided with material to start their own tablet-woven band & should be able to complete their projects on their own. Limited handouts $1. Thu 11, 12:00 PM, AS7; Mon 15, 5:00 PM, AS6.

Very Basic Card Weaving
Lady Marsi of Hadley
A class for beginners, no weaving experience necessary. Don't be intimidated by the complex look of card woven bands. I will have several sets of cards pre-threaded, but will also teach how to thread & demonstrate more complex techniques as requested. Limited handouts. Sun 14, 3:00 PM, AS7

Warp Weighted Loom 1
Mistress Thora Sharptooth
Hands-on class in preparing the warp & dressing a warp weighted loom for tabby weave. Wed 10, 10:00 AM, Private Camp

Warp Weighted Loom 2
Mistress Thora Sharptooth
Hands-on class in knitting the heddles & weaving tabby on the warp-weighted loom. Fri 12, 10:00 AM, Private Camp

Furnishings

Period Furniture You Can Build in Your Dorm Room
Master Cariadoc of the Bow
A rope bed, a table & three portable chairs, all based on period models. Wed 10, 3:00 PM, Private Camp

Gaming

Backgammon for Beginners
Lord Galen MacByrne
A one-hour class in how to play Backgammon, including some history, basic strategy & tactics. No prior knowledge of how to play is needed. Limited sets supplied but bring a set if you have one. Mon 15, 10:00 AM, Gaming

Byzantine Chess
Lord Galen MacByrne
A one-hour class in how to play Byzantine Chess, including some basic strategy & tactics. Basic knowledge of how to play any version of chess is needed. Boards & limited sets supplied, but bring a small chess set if you have one. Sun 14, 10:00 AM, Gaming

Byzantine Chess Tourney
Games Tent Staff
Format to be determined by the number of entrants. Sun 14, 1:00 PM, Gaming

Fanarona
Istvan Nyiregyhazi
Come & learn a traditional two-player board game from Madagascar which features a unique method of capturing your opponent's pieces. Fri 19, 10:00 AM, Gaming

In the Days Before Parker Brothers
Cristofana di Lorenzo
An introduction to some common period board games including rules (with variations,) board layouts & a bit of game history. Learn a fun (and period) way to while away the rainy afternoon with a rousing game of Alquerque or Fox & Geese. Tue 16, 1:00 PM, Gaming; Wed 17, 10:00 AM, Gaming

Introduction to the Game of Go
Lord Michel Wolffauer
An introduction to the Oriental game of Go. For beginners only. Thu 18, 10:00 AM, Gaming

Introduction to the Game of Goose
Istvan Nyiregyhazi
An introduction to the Game of Goose (the best period precur-
sor to Chutes & Ladders) which can, especially with some small adjustments, be useful additions to the usual group of simple period games offered at events to distract persons small & large, & those not usually interested in period games. 

Tue 16, 10:00 AM, Gaming

**Introduction to the Game of Tarot**
Marietta da Firenze
A brief history of the card game, Tarot, instructions for play & some of the variants. Sat 13, 3:00 PM, Gaming

**Introduction to the Game of Tarot**
Marietta da Firenze
See description 8/13. Fri 19, 3:00 PM, Gaming

**Kugelach: Judaic Knucklebones for the Overly Dexterous**
Lord Galen MacByrne
A one-hour class in how to play Kugelach, including some history. Basic sets of brass cubes supplied. Limited handouts. Wed 17, 1:00 PM, Gaming

**Laugh & Lie Down**
Master Justin du Coeur
This lightweight late-period card game is one of the earliest "fishing" games known, & one of the few good games for five players. It is a gambling game; players will be given tokens to game with for the class. Tue 16, 3:30 PM, Gaming

**Nard (Backgammon) Tourney**
Games Tent Staff
Format to be determined by the number of entrants. Nard uses the modern initial setup, gammons allowed, no backgammons allowed, no doubling cube used, doubles rolled means player moves only two of that number, not four. Mon 15, 1:00 PM, Gaming

**Nine & Twelve Men’s Morris**
Yasha Evancavich
An introduction to these popular medieval three-in-a-row games. Fri 19, 1:00 PM, Gaming

**Picket**
Master Justin du Coeur
One of the older card games, this two-player trick-taking game was played through much of the Renaissance & is still known today in its modern variant of Cent. The game is point-based & played to 100 points, so it makes a good hour's play for two people. Thu 18, 3:00 PM, Gaming

**Pits & Stones**
Istvan Nyiregyhazi
The Mancala family of ancient games played in period & useful to personae from beyond Western Europe. No coverage of period games would be complete without some discussion of these simple but intriguing games. Sat 13, 1:00 PM, Gaming

**Some Spanish Games Within the Tables**
Master Justin du Coeur
The board that we today know as "backgammon" served a large family of games in period. This class will teach a number of games from the medieval Alfonso MS. Then the players will pair off & play. If you have a backgammon set, please bring it.

Wed 17, 3:00 PM, Gaming

**Tafl Games: Fitchneal & Tablut**
Lord Michel Wolffauer
An introduction to the Tafl family of games, focusing on the smaller 7x7 & 9x9 variants. Limited handouts. Sat 13, 10:00 AM, Gaming

**Xiang-Qi: Chinese Chess**
Lord Galen MacByrne
A one-hour class in how to play Xiang-qi, including history & some basic strategy & tactics. Basic knowledge of how to play any version of chess is useful but not strictly needed. Boards & sets supplied. Limited handouts. Thu 18, 1:00 PM, Gaming

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**Health & Beauty**

**Henna Party**
Sayiddah Zimra al-Ghaziyah
Sun 14, 2:00 PM, Orluk Oasis

**Herbal Beauty for the Lady**
Lady Sara Gedding
This class is intended for those with little or no knowledge of plant based beauty products, & will discuss a few recipes for beauty items using ingredients that would have been available in period. Some time will be available at the end of class to share ideas & ask questions. Expect to leave class with at least one complete beauty item. Materials fee $10. *Note: Please be aware of any allergies & tell the instructor about them BEFORE class begins* Thu 11, 12:00 PM, Thu 18, 10:00 AM, AS14.

**Make Your Own Perfume**
Lady Carowyn Silveroak
Sun 14, 1:00 PM, AS14

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**Health & Safety**

**AHA Community CPR**
Chirurgeonate Instructors
A CPR class following the American Heart Association Curriculum. Learn & Practice the CPR & Choking skills for an Adult, Child, & Infant in one combined class. Valid for Chirurgeon Warranting. Sign up at A&S Point. See sign up directions for price details & multiple class discounts. Fri 12, 10:00 AM, AS10

**AHA CPR for the Health Care Provider**
Chirurgeonate Instructors
A more advanced CPR class that includes Adult, Child, & Infant CPR, as well as 2 person CPR, Oxygen administration, & other professional level skills. Valid for Chirurgeon Warranting. Sign up at A&S Point. See sign up directions for price details & multiple class discounts. Fri 19, 10:00 AM, AS11

**AHA First Aid**
Chirurgeonate Instructors
A First Aid class following the American Heart Association Curriculum. Learn & Practice the First Aid Skills for treating
injuries & the basic actions to take in an emergency until professional assistance arrives. Valid for Chirurgeon Warranting. Sign up at A&S Point. See sign up directions for price details & multiple class discounts. Thu 11, 3:00 PM, AS11.

**Armor Extrication**
Chirurgeonate Instructors
This class will show how to take armor off an injured person without damaging them more or causing unnecessary damage to their beloved armor. Also this class will discuss when armor can be a help instead of a hindrance. Please do not bring "live-steel" to this class, unless it is in the form of medical shears. Please note that this class may be taped. Fri 12, 2:00 PM, AS11; Wed 17, 2:00 PM, AS10.

**ASHI Community CPR**
Chirurgeonate Instructors
A CPR class following the American Safety & Health Institute Curriculum. Learn & practice the CPR & choking skills for an Adult, Child, & Infant in one combined class. Valid for Chirurgeon Warranting. Sign up at A&S Point. See sign up directions for price details & multiple class discounts. Tue 9, 10:00 AM, AS10; Wed 17, 12:00 PM, AS11.

**ASHI First Aid**
Chirurgeonate Instructors
A First Aid class following the American Safety & Health Institute Curriculum. Learn & Practice the First Aid Skills for treating injuries & the basic actions to take in an emergency until professional assistance arrives. Valid for Chirurgeon Warranting. Sign up at A&S Point. See sign up directions for price details & multiple class discounts. Wed 10,10:00 AM,AS10; Thu 18,12:00 PM,AS11.

**The Black Plague**
Lady Suzanna Merrybegot
Lecture & discussion on the Black Death of 1349-1351, its cause & effect, & its forms & treatments. Was it really as bad as we think? Could it happen again? Come & hear the details of the most influential disease in human history. Sat 13,1:00 PM,AS5; Wed 17,1:00 PM,AS8.

**Blood Born Pathogens**
Chirurgeonate Instructors
A class on how to properly work with things that are wet or sticky & not yours. It will include discussions of the disposal of waste material & the current guidelines regarding communicable diseases. Wed 10, 4:00 PM, AS11; Sat 13, 4:00 PM, AS11; Tue 16, 6:00 PM, AS11.

**Jin Shin Jyutsu**
Durdel
Jin Shin Jyutsu utilizes 52 accupressure points known as safety energy locks. When activated, SELs provide increase/decrease of blood flows, neuro-muscular reflex & a redistribution of the body's natural energy patterns. This is a hands-on class designed to calm, heal & harmonize the mind & body. Mon 15, 9:00 AM, AS8; Tue 16, 9:00 AM, AS9; Wed 17, 9:00 AM, AS9; Thu 18, 9:00 AM, AS9.

**Kama Sutra for Couples**
Mungala El Erat Jindaam
See Culture: Indian. Fri 19, 7:00 PM, Middle Eastern

**Kama Sutra for Men**
Mungala El Erat Jindaam
See Culture: Indian. Wed 17, 7:00 PM, Middle Eastern

**Kama Sutra for Women**
Mungala El Erat Jindaam
See Culture: Indian. Tue 16, 7:00 PM, Middle Eastern

**Medieval & Renaissance Hygiene**
Pani Jadwiga Zajaczkowa
What methods & materials did people in our period of study use to keep clean & fresh? Bathing, mouth care, perfumes, soaps, hair care & hand washing at table will be covered. Limited handouts $1. Fri 12, 12:00 PM, AS14.

**Meeting - CG & all KCs**
Chirurgeonate Instructors
See Meetings. Mon 15, 5:00 PM, AS10

**Meeting - Chirurgeon Staff**
Chirurgeonate Instructors
See Meetings. Fri 19, 5:00 PM, AS10

**Meeting - East Kingdom Chirurgeons**
Chirurgeonate Instructors
See Meetings. Tue 16, 5:00 PM, AS10

**Meeting - Master Chirurgeons**
Chirurgeonate Instructors
See Meetings. Thu 18, 5:00 PM, AS10

**Meeting - Middle Kingdom Chirurgeons**
Chirurgeonate Instructors
See Meetings. Wed 17, 5:00 PM, AS10

**Morning Stretching with Anne Elaina**
Lady Anne Elaina of River's Bend
Gentle morning stretch for the average SCAdian. Mon 15, 9:00 AM, Private Camp; Tue 16, 9:00 AM, Private Camp; Wed 17, 9:00 AM, Private Camp; Thu 18, 9:00 AM, Private Camp.

**Red Cross Adult CPR with AED**
Chirurgeonate Instructors
Learn & Practice the CPR & Choking skills for an adult that you can use until professional assistance arrives. Valid for Chirurgeon Warranting. Sign up at A&S Point. See sign up directions for price details & multiple class discounts. Wed 10, 10:00 AM, AS11; Sat 13, 10:00 AM, AS11; Mon 15, 1:00 PM, AS11.

**Red Cross Baby Sitting Training Part 1**
Chirurgeonate Instructors
Learn & Practice the skills needed to become a Red Cross trained, card carrying Baby Sitter. A 10 hour program for 11 to 14-year olds taught in three blocks of 4/3/3 hours. Students must attend all three sessions to receive a certification card for the program. Parents MUST sign their child in at the first session! Sign up at A&S Point. Sun 14, 9:00 AM, AS10

**Red Cross Baby Sitting Training Part 2**
Chirurgeonate Instructors
**RuneValdr**  
Hlafdig Arastorm  
A class on energy healing similar to but not Reiki (it was called “Runic Reiki” last year). You will learn to do hands on healing, distance healing & more. Prior knowledge of runes or Reiki not required. Handout cost $0.75. Thu 11, 8:00 AM, AS9; Fri 12, 8:00 AM, AS9; Sat 13, 8:00 AM, AS9; Sun 14, 8:00 AM, AS9; Mon 15, 8:00 AM, AS9; Tue 16, 8:00 AM, AS9; Wed 17, 8:00 AM, AS9; Thu 18, 8:00 AM, AS9; Fri 19, 8:00 AM, AS9.

**Sign Language for Chirurgeons**  
Chirurgeonate Instructors  
Taught by some of the Silent Heralds, this class is a wonderful opportunity to learn to recognize & understand the basic emergency gestures used by the deaf. Please note that this class may be taped. Sun 14, 6:00 PM, AS11

**Strange Stories of Women’s Health**  
Natalia Yashovna  
One strange hour of learning how medieval women dealt with menstruation, menopause, birth control & all those wonderful things that make one a woman. Class only for those past puberty. Handouts $0.50. Fri 12, 12:00 PM, AS9; Tue 16, 4:00 PM, AS5.

**Heraldry**

**Introduction to Reading Blazonry**  
THL Roana d’Evreux  
An introduction to reading & understanding blazonry in the SCA. Tue 16, 12:00 PM, Private Camp

**Islamic Naming Practices**  
Chengir Abu ben Said  
See Culture: Middle Eastern. Thu 18, 6:00 PM, Middle Eastern

**Herbs & Gardens**

**A 'Humourous' Look at Plants**  
Lady Thyri Erbewyf  
Full of bile? Feeling phlegmy? Come & take a personality test to determine your humours. Find out what foods you should be eating to keep yourself in balance. Also, interesting uses of & beliefs about plants in period. Handouts $0.50. Fri 12, 12:00 PM, AS9; Tue 16, 4:00 PM, AS5.

**A Skep in the Garden**  
Lord Angus Kerr  
This class will go over the plants available in period that complement or conflict with bees. We will discuss those plants that create certain honeys, & how to best utilize the beehive in your garden. The class will also briefly discuss medieval gardens & the beehive's place in them. Limited handouts. Sat 13, 12:00 PM, AS9

**East Kingdom Herbalists Guild Meeting**  
Pani Jadwiga Zajaczkowa  
A meeting of the East Kingdom Herbalists & Apothecaries Guild. Limited handouts $1. Fri 19, 9:00 AM, AS9
Eastern European Herbs
Pani Jadwiga Zajaczkowa
An overview of the herbs used in Eastern Europe before 1650. Examples will be available. Limited handouts $1. Mon 15, 11:00 AM, AS14

Garden Folklore 1
Lady Cairistiona de Coveran
This is a fun look at folklore of plants native to Scotland (or the U.K.) Most of these plants were used everyday in the Middle Ages, & today they can be found in many gardens. Fri 12, 11:00 AM, AS9; Sun 14, 11:00 AM, AS9

Garden Folklore 2
Lady Cairistiona de Coveran
A continuation of Part 1 giving even more garden folklore. Students do not need to have attended Part 1. Mon 15, 9:00 AM, AS12; Tue 16, 9:00 AM, AS13

SCA Herbalists’ Roundtable
Pani Jadwiga Zajaczkowa
Get together & chat with others interested in the herbal & apothecary arts in period. Students of all levels welcome. Limited handouts $1. Fri 19, 1:00 PM, AS8

Weedwalk
Mistress Sadira bint Wassouf
Meet at A&S Point to walk the Pennsic site & learn the historical uses of the wild plants you find. Some are food, some medicines, some tools. Wear appropriate shoes for rain or shine. Children welcome with adult supervision. Limited handouts. Thu 11, 10:00 AM; Mon 15, 10:00 AM, Meet at A&S Point.

History

Armenia & Cilicia
Lady Keran Roslin
Learn about the history & culture of a little known Christian nation in the medieval Middle East. Thu 18, 10:00 AM, AS5

The Black Plague
Lady Suzanna Merrybegot
See Health & Safety Sat 13, 1:00 PM, AS5; Wed 17, 1:00 PM, AS8.

Catherine of Aragon & Anne Boleyn: The Battle Royal
Lady Anjuli McDonald of Clanranald
Catherine, the blighted queen, & Anne, the upstart manipulator—or a bitter, unreasonable woman & an innocent, helpless pawn? There are two sides to every story. Handouts $3. Sat 13, 10:00 AM, AS9; Tue 16, 12:00 PM, AS12

Death Becomes Us
Mistress Elianora Mathewes
Death could be a pretty popular subject in the late Middle Ages. Art & texts both emphasized the corruptible nature of the flesh as a reminder of the fleeting nature of earthly life & the incorruptibility to come in the Christian afterlife. In this class we'll look at a few examples of the popular perception of death in art, books of hours & texts of the ars moriendi—the art of dying well. Limited handouts $1. Tue 16, 3:00 PM, AS4

Doing Research: A Panel Discussion
Pani Jadwiga Zajaczkowa
Join Magistra Nicolaa de Bracton, Metressa Jadwiga Zajaczkowa & others for a panel discussion on how to do research in the SCA well. Bring your questions & prepare to discuss tips & tricks. Sun 14, 12:00 PM, AS12

Henry VIII: Power & Sentiment in Politics
Lady Anjuli McDonald of Clanranald
Henry VIII carried England to new international influence by a mixture of personal magnetism, arrogance, political savvy & religious manipulation. Was he a brute, a child, or both? The second Tudor, wives, politics & all. Handouts $3. Wed 10, 10:00 AM, AS8; Mon 15, 10:00 AM, AS12

History of Bagpipes
Lady Bryn y Pobydd
Bagpipes are not from Scotland! Come & learn the history of this ancient, venerable, well-traveled instrument. Pipers & non-pipers welcome. This is not a music class. Sun 14, 12:00 PM, AS9; Tue 16, 2:00 PM, AS9

How the English Destroyed Civilization
THL Alan Fairfax
Why did the Middle Ages come to an end? Many historians believe that the roots of the modern world are to be found in the work of some obscure English friars. Come find out how a tiny & obscure school of Englishmen managed to bring about the end of the world as they knew it. Handouts $1. Wed 17, 12:00 PM, AS8

Japanese History 101
Roku-i-dono no Ii Saburou Katsumori
An elementary overview of Japanese history, eras & significant events. Handouts $0.50. Mon 15, 3:00 PM, AS12

Medieval & Renaissance Hygiene
Pani Jadwiga Zajaczkowa
See Health & Safety. Fri 19, 1:00 PM, AS8

Medieval Maps
Dame Gwenllian ferch Maredudd
An overview of maps & map-making throughout the Middle Ages & renaissance (with a quick look at the roots of cartography in the ancient world.) Maps to be examined include itinerary maps, topographical maps & political maps, with special attention to world maps. Limited handouts. Mon 15, 9:00 AM, AS6

Medieval Secrecy, or, A Primer in Cryptography
Nicholas of Windreach
Have something you want to hide? Have news from the front? Come & learn some ways to communicate securely & why medieval cryptography is not as secure as it seems. Handouts $1. Sun 14, 12:00 PM, AS5

Medieval World of Sicily & Cyprus
Lord Michael de Safita
See Culture: Middle Eastern. Thu 11, 10:00 AM, AS6; Wed 17, 11:00 AM, AS5.
<table>
<thead>
<tr>
<th>Event Title</th>
<th>Instructor</th>
<th>Description</th>
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<tbody>
<tr>
<td>An Overview of Memorial Brasses</td>
<td>Mistress Leanore de Vertearbors</td>
<td>Class will explore &amp; introduce the European Memorial Brass. What to look for when viewing, differences between English &amp; Continental brasses. Debunk some myths. Limited handouts. Tue 16, 1:00 PM, AS5</td>
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<tr>
<td>Period Firearms</td>
<td>Erich von Kleinfeld</td>
<td>An introduction to the history, development &amp; safe handling of firearms from 1320 to 1600. This is both a lecture/demo &amp; a hands-on class. Sun 14, 3:00 PM, Private Camp</td>
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<tr>
<td>Period Prostitution</td>
<td>Hlafðig Arastorm</td>
<td>This is an overview of how to dress as &amp; otherwise play the part of a lady (or gentleman) of the evening-or spot them walking around the war! Mon 15, 5:00 PM, AS5; Thu 18, 5:00 PM, AS5</td>
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<tr>
<td>Road to Bedlam</td>
<td>Dmitri Satore</td>
<td>A survey of mental illness &amp; its treatment in period Europe. Mon 15, 4:00 PM, AS8</td>
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<tr>
<td>The Arte &amp; Mysterie of Navigation</td>
<td>Lady Morwenna Westerne</td>
<td>A look at maritime navigation as known in England by the Armada year of 1588. This class will be taught in persona. Mon 15, 11:00 AM, AS4</td>
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<tr>
<td>The Tudor Dynasty: Untangling the Myths</td>
<td>Lady Anjuli McDonald of Clanranald</td>
<td>Was Henry VII truly stingy? Was Henry VIII a lecher? Did Lady Jane Grey really wish to be queen? Why was Mary &quot;Bloody&quot;? Did Elizabeth maintain her virginity? For the answer to these &amp; other questions-- Handouts $3. Thu 11, 10:00 AM, AS9; Mon 15, 9:00 AM, AS9</td>
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<tr>
<td>Twelfth Century et al</td>
<td>Lady Guendolen Of Cumbria</td>
<td>An informative discussion of everything dealing with the 1100s--society, education, courtly love and, yes, garb (the bliaut to be exact.) Limited handouts $1. Mon 15, 12:00 PM, AS9; Wed 17, 3:00 PM, AS9</td>
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<tr>
<td>Unsolved Mysteries of the Middle Ages</td>
<td>Baroness Catriona nicHugh Mclaey</td>
<td>Did Marco Polo actually travel to Cathay? Who is buried at Glastonbury? A pregnant pope? And, just when was the Cerne Abbas Giant carved into the side of a hill? This is light-hearted look at hoaxes, conundrums &amp; mysteries from &amp; about the Middle Ages. Thu 18, 9:00 AM, AS6</td>
</tr>
<tr>
<td>Whilst Life Swayeth in Mine Inward Parts: Medieval &amp; Renaissance Letters</td>
<td>Mistress Elianora Mathewes</td>
<td>Did you know the Virgin Mary &amp; the Devil wrote letters? Do you know how to address a letter to someone whose rank is higher than yours? Can you write a love letter to your Queen? We'll explore some of the conventions for writing, folding &amp; sending letters in period. Limited handouts $1. Mon 15, 5:00 PM, AS3</td>
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<tr>
<td>History: Chivalry</td>
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<tr>
<td>Fealty &amp; Homage Ceremonies</td>
<td>Alban St. Albans</td>
<td>Medieval fealty &amp; homage ceremonies, &amp; their creative (mis)use in the SCA. Wed 10, 4:00 PM, AS9; Tue 16, 4:00 PM, AS9</td>
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<tr>
<td>How to Become a Knight</td>
<td>Sir Ogami Akira</td>
<td>See SCA Life. Mon 15, 4:00 PM, AS4</td>
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<tr>
<td>History: Legal</td>
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<tr>
<td>Legal Institutions of Saga Period Iceland</td>
<td>Master Cariadoc of the Bow</td>
<td>A description of the legal/political system of Iceland from 930 to 1263. Tue 16, 3:00 PM, AS5</td>
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<tr>
<td>Medieval English Year Books</td>
<td>Ruqayyah</td>
<td>The Year Books, dating from 1268 to 1535, contain thousands of cases. This class will present an overview of the Books &amp; discuss period legal problems such as inheritance, ravishment &amp; blocking the way to a fair with swords. Wed 17, 9:00 AM, AS5</td>
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<tr>
<td>History: Religion</td>
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<tr>
<td>Five Personas: The Knight</td>
<td>THL Alan Fairfax</td>
<td>This class covers the religious beliefs &amp; practices of various upper-class members of European society between 1000 &amp; 1400: the Knight, the Lady, the Wanderer, the Merchant &amp; the Uppity Woman. Sun 14, 5:00 PM, AS4</td>
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<tr>
<td>Five Personas: The Lady</td>
<td>THL Alan Fairfax</td>
<td>See description under Five Personas: The Knight. Mon 15, 5:00 PM, AS4</td>
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<tr>
<td>Five Personas: The Merchant</td>
<td>THL Alan Fairfax</td>
<td>See description under Five Personas: The Knight. Wed 17, 5:00 PM, AS4</td>
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<tr>
<td>Five Personas: The Uppity Woman</td>
<td>THL Alan Fairfax</td>
<td>See description under Five Personas: The Knight. Thu 18, 5:00 PM, AS4</td>
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<tr>
<td>Five Personas: The Wanderer</td>
<td>THL Alan Fairfax</td>
<td>See description under Five Personas: The Knight. Tue 16, 4:00 PM, AS4</td>
</tr>
<tr>
<td>If This is Tuesday, I Must Be a Heretic</td>
<td>THL Alan Fairfax</td>
<td>Religious &amp; political ideas &amp; allegiances changed quickly &amp; often in 16th-century Europe. Come for an overview of when &amp; where different religious ideas were accepted &amp; condemned. Handouts $2. Thu 18, 12:00 PM, AS9</td>
</tr>
</tbody>
</table>
Islamic History
Chengir Abu ben Said
The history of Islam told as a story. Tales of the Prophet, his Companions, the Caliphs, their wazirs & wives from the point of view of a 12th-century persona. Wed 10, 1:00 PM, Middle Eastern

Pagan Ways in Medieval Days
Lady Rowan Canterbury
The study of medieval culture & its impact on native pagan peoples. Wed 17, 2:00 PM, AS8

Relics & Reliquaries or, Fun with Body Parts
Lady Svea the Short-sighted
The cult of the saints prevailed in Europe throughout the Middle Ages, but once you have stolen your saint what do you do with the body parts? See what artists came up with to display the relics. Mon 15, 11:00 AM, AS2; Wed 17, 9:00 AM, AS3

Rise of Imperial Religions
Maelruain mac Eoin
An examination of religion as tool of government & imperial growth. Tue 16, 3:00 PM, AS8

The Golden Age of Heresy, 1150-1350
THL Alan Fairfax
The High Middle Ages was a time of religious innovation, & only some ideas fit into the framework of the Church. Come & learn about the Cathars, Waldensians, Humiliati, Lollards & other groups condemned as heretics during the period. Handouts $1. Mon 15, 3:00 PM, AS8; Tue 16, 12:00 PM, AS4

The Protestant Reformation
Lionheart of Beaver Ridge
This class is divided into 3 parts: pre-Reformation movements such as the Hussites & the Waldensians, the Reformation under Martin Luther, & the post-Reformation under John Calvin & John Knox. Sat 13, 4:00 PM, AS8; Mon 15, 4:00 PM, AS9

Transition from Dark Ages to Renaissance
Lionheart of Beaver Ridge
This class covers how & why Europe made the transition from the Dark Ages to the Renaissance, the rediscovery of Socrates, Plato & Aristotle, & methods of reasoning such as the Socratic Method & the Golden Mean. Tue 16, 5:00 PM, AS8; Wed 17, 4:00 PM, AS8

History: Women

Real Dangerous Beauties
Baroness Catriona nicHugh Mclaey
A brief overview of the Venetian courtesan & the place she held in that society. The life of Veronica Franco will be examined as an example. Thu 11, 11:00 AM, AS5

Women Pirates
Lady Suzanna Merrybegot
If you think Blackbeard & Drake had all the fun, guess again! Come & hear the stories of Alfhild, Bonney & Reed, Rachel, & Frannie. Relax while we dish the dirt on these dastardly damsels. Thu 11, 12:00 PM, AS8; Mon 15, 10:00 AM, AS5

Jewelry

Basic Renaissance Reproduction Jewelry
Lady Sara Gedding
This class is intended for the beginning with little or no experience in beadwork or jewelry making. You will have the opportunity to create a beautiful renaissance reproduction jewelry piece to add to your collection. Materials fee $6. Wed 10, 3:00 PM, AS14; Thu 18, 1:00 PM, AS13

Beginning Wire Weaving
Lady Marsi of Hadley
A beginner's class in Viking wire weaving (trichinopoly.) No experience with jewelry or wire weaving necessary. Looks beautiful when finished & is simple to learn. Limited handouts. Thu 11, 3:00 PM, AS13; Sat 13, 3:00 PM, AS13

Byzantine Jewelry
Lady Apollonia Voss
This lecture class reviews extant Byzantine jewelry & the techniques used to create it. Each piece will be set on a timeline to help determine what styles or pieces might be appropriate for you to wear. Handouts $3. Thu 18, 12:00 PM, AS12

Period Jewelry: a Slideshow
Master Cariadoc of the Bow
Pictures taken in a variety of museums here & in Europe, showing a wide variety of period pieces of jewelry. Tue 16, 8:00 PM, AS8

Tribal Jewelry
Brad "Father" Dunn
Tue 16, 12:00 PM, Middle Eastern

Viking Chain Knit Open Session
Raffaella di Napoli
Come & talk shop with your fellow chain-knitters! Share & learn new techniques, exchange information on research & show off your projects. Thu 18, 3:00 PM, AS8

Viking Chain Knitting 202
Raffaella di Napoli
Advanced techniques for creating, embellishing & finishing Viking chain knit cords. Attendees must have taken the Basics 101 class or have previous experience. Wed 17, 11:00 AM, AS4; Thu 18, 2:00 PM, AS8

Viking Chain Knitting Research Discussion
Lady Apollonia Voss
Discussion based on the instructor's research documenting Viking chain knitting & trichinopoly chainwork. Handouts $2. Fri 12, 10:00 AM, AS9; Sat 13, 3:00 PM, AS9.

Viking Wire Knitting 101
Laird Grimolfr Ormalfrson
An introduction to wire necklaces in the Viking style & method. Handouts $1. Mon 15, 4:00 PM, AS13
Languages

**Introduction to the Celtic Languages**
Ban-Tiarna Caera Cruitire ingen Uaithne
Wondering how Gaelic & Welsh are related? This class teaches what the Celtic languages are, how they are related to each other, & how they relate to other languages of Europe & the rest of the world. Handout fee $1.
Sun 14, 12:00 PM, AS8; Tue 16, 6:00 PM, AS8

**ROFL, BRB, IMO: Abbreviations in Medieval Manuscripts**
Lady Yse deploying
See Scribal Arts. Thu 18, 4:00 PM, AS3

**Talk Like A Viking**
Lady Rowan Canterbury
A basic Icelandic language course: Learn to count, ask for prices (even though Vikings don't really pay for anything unless it so pleases them) & yell cool Norse Battle Cries! Co-instructor, Tim Frye.
Mon 15, 1:00 PM, AS8; Tue 16, 1:00 PM, AS8; Thu 18, 1:00 PM, AS8

Leatherwork

**14th-Century Turnshoe Construction 1**
Lord Brice le Corbet
This class, taught in two sections, will cover patterning, cutting out the pieces & learning sewing technique in the first part. Part two will cover turning, finish work & decoration. Limited handouts. Fri 12, 2:00 PM, AS14; Mon 15, 3:00 PM, AS13

**14th-Century Turnshoe Construction 2**
Lord Brice le Corbet
See description 8/12. Wed 17, 5:00 PM, AS14; Sun 14, 4:00 PM, AS13

**Basic Turnshoes, Tools & Techniques**
Seamus ua'Murchada
An introduction to the tools & techniques for making a basic turnshoe. Wed 17, 10:00 AM, AS13

**Cuirboulli: Water-Hardened Leather**
Master Cariadoc of the Bow
See Arms & Armor. Mon 15, 10:00 AM, AS14

**Kids Pouch Making**
Lord Michael of Devonshire
See Children & Youth. Sun 14, 10:00 AM, AS13

**Learning the Lay of the Leather**
Lord Brice le Corbet
This class is a general introduction to the properties & uses of various types & cuts of animal hides. The goal is to teach you about the material so that you can select the right type of hide & cut for your own projects. Limited handouts $1.
Sat 13, 4:00 PM, AS13; Tue 16, 4:00 PM, AS13

**Making a 14th-Century Leather Pouch**
Master Richard Wymarc
A hands-on class covering the details of construction for a small leather drawstring bag discovered in the city of London. For students 13 & older, please. Tue 16, 5:00 PM, AS13

Making a Leather Bottle
Lord Michael of Devonshire
In this class you will make a rum bottle like the one in the movie “Pirates of the Caribbean.” Limited to adults. Please bring a hammer. Thu 11, 10:00 AM, AS13

**Making a Leather Bottle**
Lord Michael of Devonshire
In this class you will make a double-stitched bottle. Bring a hammer. Fri 12, 3:00 PM, AS13

**Making of Bottles & Jacks**
Lord Michael of Devonshire
This class will show you how to make leather bottles & jacks. Sat 13, 1:00 PM, AS13

Literatures

**Building Blocks of Old English Poetry**
Magistra Fiana of Clare
See Bardic Arts. Sun 14, 5:00 PM, AS1; Mon 15, 3:00 PM, AS1; Tue 16, 5:00 PM, AS1.

**Getting Started Writing Structured Verse**
Master Michael Alewright
See Bardic Arts. Wed 17, 10:00 AM, AS1

**Samurai Poet: Poetry of Court & Field**
Lady Solveig Throndardottir
See Culture: Asian. Sat 13, 3:00 PM, AS6

**The Sonnet & the Poetic Process**
Master Michael Alewright
See Bardic Arts. Wed 17, 11:00 AM, AS1

**Welsh Poetry Forms**
Lord Ivhon Thorne
See Bardic Arts. Mon 15, 5:00 PM, AS1; Wed 17, 4:00 PM, AS1.

**Whilst Life Swayeth in Mine Inward Parts: Medieval & Renaissance Letters**
Mistress Elianora Mathewes
See History. Mon 15, 5:00 PM, AS3

Martial Arts

**A Discussion of Differences**
Duke Logan Ebonwoulfe
An open forum to discuss the cultural differences inherent in our fighting culture, the causes of tempers & how to avoid them. Bridging gaps requires communication, & that is the purpose of this forum. In the Marshals’ Tent. Wed 17, 3:00 PM, Battlefield

**A Master Class in Katana**
Sir Ogami Akira
The philosophy, theory, historical basis & universal nature of
technique, as well as cultural influences on practice. Not a combat class. Tue 16, 3:00 PM, Private Camp

**Closed Form Sword & Shield: a Voice from AS IV**
Master Cariadoc of the Bow
A fighting class from the first year of the Middle Kingdom, along with a discussion of the style being taught. On the Red Tourney Field. Thu 11, 1:00 PM, Battlefield

**East Kingdom Youth Combat Program**
Lady Ellesbeth Donofrey
For anyone interested in starting or supporting a local youth combat program in the East. Meet your kingdom staff, get help in organizing & supporting activities & exchange ideas. Co-instructor, Corwin Renwald. Sun 14, 6:00 PM, AS4; Tue 16, 6:00 PM, AS4

**Essential Techniques of Armored Combat**
Duke Paul of Bellatrix
Unarmored workshop covering fundamental techniques of armored combat including stance, movement, strikes, returns & combinations. Bring sword & shield. Mon 15, 2:00 PM, Battlefield (Red Tourney Field); Wed 17, 1:00 PM, Battlefield (Blue Tourney Field)

**Introduction to Aikido**
Durdel
Aikido is the martial art known as the way of the harmonious spirit & has its origins in jujutsu. This hands-on class shall introduce the fundamentals of harmonizing with opponents & creating an active arena for mutual prosperity. Stretching, breathing, & gentle defense techniques will be practiced as a group. Mon 15, 8:00 AM, Dance; Tue 16, 8:00 AM, Dance; Wed 17, 8:00 AM, Dance; Thu 18, 8:00 AM, Dance

**Meetings**

**East Kingdom Herbalists’ Guild Meeting**
Pani Jadwiga Zajaczkowa
See Herbs & Gardens. Fri 19, 9:00 AM, AS9

**East Kingdom Youth Combat Marshals’ Meeting**
Lady Ellesbeth Donofrey
Meeting for all warranted Youth Combat Marshals, Marshals in Training & Youth Combat Staff. Co-instructor, Corwin Renwald. Mon 15, 6:00 PM, AS3

**East Kingdom Youth Combat Program**
Lady Ellesbeth Donofrey
See Martial Arts. Sun 14, 6:00 PM, AS4; Tue 16, 6:00 PM, AS4

**Kingdom Seneschal's Meeting**
Master Aaron Faheud Swiftrunner
The Society Seneschal will be meeting with all Kingdom & Principality Seneschals attending Pennsic. This is a closed-group class. Thu 18, 3:00 PM, Private Camp

**Known World Chatelains’ Meeting**
Baroness Seadna O'Bainainn
An invitation to all chatelaines & hospitalers to come & meet one another. Discuss ideas for welcoming newcomers to the SCA & changes to the Chatelains' office. Snacks will be provided. Please feel free to bring something to share! Tue 16, 4:00 PM, AS6

**Known World Exchequer Meeting**
Maestra Ghita
Meeting of the exchequers of the Known World to discuss SCA financial issues & the new report forms & handbooks. Mon 15, 5:00 PM, AS12

**Known World Thrown Weapons Marshals’ Meeting: Closing**
Thrown Weapons Instructors
See also description for Opening Meeting below. The Closing Meeting includes a brain-storming session of possible improvements for next year’s Pennsic. All Marshals are asked to please stay for Clean-Up! 8/13. Fri 19, 1:00 PM, Thrown Weapons

**Meeting: CG & all KCs**
Chirurgeonate Instructors
A closed meeting for the Chirurgeon General with all the available Kingdom Chirurgeons (Kingdom-level officers ONLY.) Mon 15, 5:00 PM, AS10

**Meeting: Chirurgeon Staff**
Chirurgeonate Instructors
A meeting for all available Chirurgeon Staff. Fri 19, 5:00 PM, AS10

**Meeting: East Kingdom Chirurgeons**
Chirurgeonate Instructors
A closed meeting for all available Chirurgeons from the East Kingdom. Tue 16, 5:00 PM, AS10

**Meeting: Master Chirurgeons**
Chirurgeonate Instructors
A closed meeting for available Master Chirurgeons. Thu 18, 5:00 PM, AS10

**Meeting: Middle Kingdom Chirurgeons**
Chirurgeonate Instructors
A closed meeting for all available Chirurgeons from the Middle Kingdom. Wed 17, 5:00 PM, AS10

**SCA Librarians’ Roundtable**
Pani Jadwiga Zajaczkowa
Librarians, library workers & library junkies, please join us for a social get-together & roundtable discussion. Limited handouts $1. Wed 17, 6:00 PM, AS9
Metalwork

Basic Silversmithing
Lord Xenon of Grey Tower
Students will make either a ring or a pendant using sheet & wire silver & a stone. Class will include forming & soldering. Instructor will pre-register students 2 hours before class at A&S Point. Mon 15, 12:00 PM, AS14; Wed 17, 12:00 PM, AS14

Pewter Casting 101
Lord Corwyn Ravenwing
A beginner's course on how to carve your own soapstone mold & cast pewter in it. Tips, tricks & pointers to better casting will be discussed during class. Co-instructor, Carowyn Silveroak. Sun 14, 3:00 PM, AS14

Wire Weaving
Baroness Betha
This class will teach beginners to make chains in the style of those made in the Viking era. If you have needle-nose pliers & wire cutters, please bring them. Limited handouts $1. Tue 16, 10:00 AM, AS13; Wed 17, 10:00 AM, AS14; Thu 18, 10:00 AM, AS13; Fri 19, 10:00 AM, AS13

Wire-Working for Use in the Current Middle Ages
Michael Graham
This class will give an overview of some domestic & textile related items that were manufactured in the medieval & Renaissance periods, the methods by which they were manufactured, & tools & techniques that can be used to recreate them. Mon 15, 11:00 AM, AS13

Miscellaneous Sciences

Alchemy Practicum
Maelruain mac Eoain
The class will construct a basic vegetable elixir. Sat 13, 2:00 PM, AS8

Basic Coin Making
Viscount Chandra Panthi
Complete, hands-on workshop that will take the student from blank dies to finished pewter coins. Expect that your hands will get dirty. Fri 12, 9:00 AM, AS14

Bead Night
THL Irene the Questing
Come one & all to Pennsic's 2nd annual bead night! We'll have the glass, mandrels & tools; just come down & play in the hot glass. All welcome to try making glass beads on a torch (Under 18, bring Mom or Dad.) We'll go until we run out of glass, gas or people. Donations requested to cover costs of materials. Thu 11, 8:30 PM, AS13 & 14; Tue 16, 8:30 PM, AS13 & 14

Beginning Lampworking
Lady Tegan de Moreton
Learn how to set up a hot-head style torch & workstation, as well as how to make basic lampwork beads. Mon 15, 5:00 PM, AS14

How to Start a Fire Like a Moderately Intelligent Saxon
Master Nigellus leHaie
Learn how to start a fire like a guy from the Middle Ages. No matches, we use flint & steel. You must be at least 13 years old to take this class. Thu 18, 12:00 PM, Private Camp

Inkan Houri: Seal Carving 1
Lady Solveig Throndardottir
See Culture: Asian. Mon 15, 1:00 PM, Private Camp

Inkan Houri: Seal Carving 2
Lady Solveig Throndardottir
See Culture: Asian. Tue 16, 1:00 PM, Private Camp

Inkan Houri: Seal Carving 3
Lady Solveig Throndardottir
See Culture: Asian. Wed 17, 1:00 PM, Private Camp

Intermediate/Advanced Lampworking
Lady Tegan de Moreton
Demonstration of various lampworking techniques on a Hot Head torch, moving beyond the basics. Troubleshoot common lampworking difficulties. Tue 16, 3:00 PM, AS14

Introduction to Alchemy
Maelruain mac Eoain
A discussion of the methods & world view of the alchemists. Fri 12, 2:00 PM, AS8

Let's Make a REALLY Spiffy Book 1
Lady Alienora Russeal
We will be making a Gothic book from start to finish including cover & clasp. The cost will be determined by the student with guidance of the instructor. Advanced communication (prior to Pennsic) will be necessary so that the students will have the materials necessary to complete the project. Thu 11, 10:00 AM, Private Camp

Let's Make a REALLY Spiffy Book 2
Lady Alienora Russeal
See description 8/11. Fri 12, 10:00 AM, Private Camp

The Lineboard
Deroch the Wine Trader
Do arithmetic, take square roots, even make change with a generic Roman-style lineboard. Thu 18, 1:00 PM, AS5

Making the Medieval PDA: Small books for Belts & Pouches
Mistress Elianora Mathewes
In this class we'll discuss the background of small, palm-sized manuscripts & make a version of our own. Limited handouts $1. Wed 10, 1:00 PM, AS3; Tue 16, 2:00 PM, AS3

Medieval Engineering 1
Lord Roger of Blackmoore
An introduction to medieval engineering. Topics include: the Classical legacy, types of engineers, training, tools, execution of jobs, & the basics of the geometry underlying design practices. Handouts $1. Wed 17, 2:00 PM, AS12
**Medieval Engineering 2**  
Lord Roger of Blackmoore  
An introduction to straight edge & compass techniques along with a basic understanding of their application to medieval design practices. Please bring drawing compass & straight edge if you have them. Handouts $2. Thu 18, 12:00 PM, AS8

**Medieval Oil Lamps**  
Master Bedwyr Danwyn  
Throw away your candles! Discover how oil was used to light lamps of glass, pottery, stone & metal throughout period. We will explore wick & lamp types & show you how to camp at Pennsic with only one bottle of olive oil. Handouts $1.  
Fri 12, 1:00 PM, AS13; Mon 15, 4:00 PM, AS2

**Scented Oils & Waters**  
Pani Jadwiga Zajaczkowa  
Use modern techniques (mixing essential oils with perfume base or oil) to create your own medieval-style perfumes. Other methods will also be discussed. Limited handouts $1.  
Sun 14, 9:00 AM, AS14

**The Sundial**  
Deroch the Wine Trader  
Make a simple sundial using materials commonly found around camp. Sun 14, 12:00 PM, AS13

**Survey of Early Period Glass Beads**  
THL Cynthia de Wickeresham  
A survey of the styles of early glass bead types from Celtic, Roman, Fustat, Anglo-Saxon, Merovingian & Viking cultures. Comparison of the differences in color, shapes & decorative techniques from the different cultures. Handouts $2.  
Thu 11, 11:00 AM, AS8, Thu 18, 2:00 PM, AS9

**Multi-Page Bookmarkers**  
Mistress Rhiannon y Bwa  
Bookmarkers, sometimes called pippes, are mentioned in the inventories of the Dukes of Burgundy & seen in many paintings. Learn about extant bookmarkers & their textile construction techniques. Limited handouts $1. Sun 14, 3:00 PM, AS5

**Norse/Viking Bead Furnace & Beadmaking: Part 1**  
THL Cynthia de Wickeresham  
Building the furnace. Plan on being messy because we’re going to form the base core for the furnace. Thu 11, 9:00 AM, AS14

**Norse/Viking Bead Furnace & Beadmaking: Part 2**  
THL Cynthia de Wickeresham  
Starting a fire in the furnace to start drying it out. A lecture on Viking beads & what we will be trying to accomplish in the next two sessions.

**Norse/Viking Bead Furnace & Beadmaking: Part 3**  
THL Cynthia de Wickeresham  
The furnace will be fired up to a working temperature, & glass cullet will be melted in crucibles. Gather of glass will be taken on pontils & wound on mandrels to make simple beads, perhaps decorated with trails & eyes. Sat 13, 9:00 AM, AS14; Sun 14, 9:00 AM, AS14

**Parchment Pippes: Making Late-Period Bookmarkers**  
Mistress Rhiannon y Bwa  
Multi-page bookmarkers are frequently depicted in Period illustrations along with prayer books. Make a Pipp with period materials, including the needlewrought top (anchor) from parchment & thread, the attachment string & the page marking strands from fingerloop braiding. Materials will be provided (handout included). Both hands-on & a lecture. Lecture will cover other types of bookmarkers as well. Co-instructor, Elie-nora Matthews. Handouts $1. Mon 15, 1:00 PM, AS5; Wed 17, 6:00 PM, AS5

**Introduction to Period Celtic Music**  
Ban-Tiarna Caera Cruitire ingen Uaithne  
How much can we really know about medieval Celtic music? Find out what sources did preserve medieval Celtic music, what that music was like, what sort of instruments they had, & more. Handout fee $1. Mon 15, 1:00 PM, AS5; Wed 17, 6:00 PM, AS5

**Norse Music**  
Lord Martin Bildner  
Music was important to the Norse, but what did it sound like? This class will survey the remaining musical & archeological evidence to try & answer this question. Wed 17, 10:00 AM, Performing Arts

**Music: Instrumental**

**Beginning Middle Eastern Drumming**  
Bilgisayar  
See Dance: Middle Eastern. Mon 15, 5:00 PM, Middle Eastern

**Bodhran 101**  
Master Philip the Pilgrim  
Learn the basics of playing the Celtic frame drum. No experience necessary. Please bring your drum. Fri 12, 12:00 PM, Per-
Come learn some cool tunes & rhythms. Mon 15, 12:00 PM, Orluk Oasis

**Improvising & Ornamenting Dance Music**  
Master John Elys  
Techniques and idioms for ornamenting existing dance pieces & improvising variants thereon. Bring a melody instrument that you play fluently. Sat 13, 2:00 PM, Performing Arts; Tue 16, 11:00 AM, Performing Arts

**Loud Band Dance Jam**  
Mistress Deonna von Aachen  
In this session, I'll introduce the "loud" instruments of the renaissance. We'll also have the opportunity to play lots of dance music. Bring shawms, trombones, & other louds or come & listen (or dance). Some instruments may be available for you to try. Sun 14, 9:30 AM, Barn

**Loud Wind Band**  
Mistress Deonna von Aachen  
Be heard. Bring shawms, trombones & other loud winds, or come & listen as we rattle the rafters with this rather distinctive sound. Repertoire varies depending on participants. Fri 12, 9:30 AM, Barn; Sat 13, 9:30 AM, Barn; Tue 16, 9:30 AM, Barn; Wed 17, 9:30 AM, Barn

**Matching up Middle Eastern Melodies with Rhythms**  
Mavi Kemani  
See Dance: Middle Eastern. Mon 15, 2:00 PM, Middle Eastern

**Melody Jam**  
Lady Zahira  
See Dance: Middle Eastern.  
Sun 14, 4:00 PM, Orluk Oasis; Mon 15, 4:00 PM, Orluk Oasis; Wed 17, 4:00 PM, Orluk Oasis; Thu 18, 4:00 PM, Orluk Oasis; Fri 19, 4:00 PM, Orluk Oasis.

**Middle Eastern Drumming - Beginner**  
Vashti Amhose  
Beginning Middle Eastern drumming to teach the basics of how to drum, drum circle etiquette & to learn a few of the more common rhythms. Bring a drum & come & play. Sat 13, 1:00 PM, Middle Eastern

**Middle Eastern Percussion: Tabla & Zills**  
Lady Kamilah al-Sudani  
The basics of Middle Eastern rhythms using various percussion instruments, with the focus being on the doumbek (tabla) & finger cymbals (zills.) All ages welcome! Co-instructor, Saiida Zakiyah. Wed 17, 4:00 PM, Private Camp

**Romany/Balkan Brass Band**  
Khafif Musicians  
Come & learn Romany/Balkan Brass Band tunes. Any instrument can be used, but the music is geared toward brass & woodwind instruments & percussion. You should already have & be able to play your instrument. No instrument instruction will be provided. Written music will be provided however.
Bawdy Campfire Fun
Lord Gyric of Otershaghe
Some fun songs to sing around a campfire that skirt the edge (or even leap over) the boundaries of good taste & bawdy fun. Limited handouts $2. Mon 15, 4:00 PM, AS1; Wed 17, 3:00 PM, AS1

Bawdy or Beauty
Lord Gyric of Otershaghe
Dirty little songs or churchballads; it's all the same tune. A study of musical etymology. Have fun with both sides & maybe even learn something. Limited handouts $2. Tue 16, 4:00 PM, AS1

Known World Choir at Pennsic
Erlan Nordenskol
This is the 14th year of KWC at Pennsic. Each class is a rehearsal of medieval/renaissance music with a concentration on authentic performance practice. This year's program is the music of Josquin Desprez in celebration of his 555th birthday. All voices are welcome to sing with us. Materials cost $8.00. Limited materials. Wed 10, 12:00 PM, Barn; Thu 11, 12:00 PM, Barn; Fri 12, 12:00 PM, Barn; Sun 14, 3:00 PM, Performing Arts; Mon 15, 3:00 PM, Performing Arts; Tue 16, 3:00 PM, Performing Arts; Thu 18, 3:00 PM, Performing Arts

Period Songs that are Fun to Sing: 12th-13th Centuries
Dame Constance Fairfax
We'll be learning lots of fun period songs in this class. Come & go as you please. Handouts $6. Wed 17, 9:00 AM, Performing Arts

Period Songs that are Fun to Sing: 14th-15th Centuries
Dame Constance Fairfax
See description 12th-13th Centuries section. Wed 17, 2:00 PM, Performing Arts

Period Songs that are Fun to Sing: 16th Century
Dame Constance Fairfax
See description 12th-13th Centuries section. Thu 18, 10:00 AM, Performing Arts

Period Songs that are Fun to Sing: 16th-Century Ballads & Rounds
Dame Constance Fairfax
See description 12th-13th Centuries section. Thu 18, 11:00 AM, Performing Arts

Round & Round it Goes
Baroness Catriona nicHugh Mclaey
A brief history of rounds sung in period, with the class participating to learn 8-10 period rounds. Period themes & SCA filk will be discussed. Fri 12, 11:00 AM, Performing Arts

Sephardic Music Overview
THL Eliane Halevy
A brief overview of the vocal music of the Sephardic Jews, whose heritage goes back to Iberia before the Expulsion of the Jews from Spain in 1492. Tue 16, 2:00 PM, AS1; Thu 18, 10:00 AM, AS1

Vocal Music From Shakespeare's Plays
Master John ap Wynne
A short overview of the vocal music from some of Shakespeare's plays. Introductions, interludes & independent pieces will be presented. Examples will be performed by instructor. Mon 15, 12:00 PM, AS12; Wed 17, 1:00 PM, AS12

What Does Medieval Music Sound Like?
Master John Elys
See Music: Instrumental. Sun 14, 12:00 PM, Performing Arts; Wed 17, 12:00 PM, Performing Arts

Nautical

Development of Ships in the SCA Period
Captain Elias Gedney
A timeline & discussion of the evolution of major ship types in Western Europe from 600 to 1600. Thu 11, 2:00 PM, AS9; Mon 15, 10:00 AM, AS8

The Hulc, The Ship that Time Forgot
Captain Elias Gedney
A discussion of one of the most common ships of period, now nearly forgotten. Sat 13, 2:00 PM, AS9; Wed 17, 11:00 AM, AS8

Nautical Persona Roundtable
Captain Elias Gedney
See Persona. Sun 14, 2:00 PM, AS9; Thu 18, 10:00 AM, AS9

Period or Non-Period Pirates?
Captain Elias Gedney
A field guide to telling period from non-period nautical recreation. Fri 12, 2:00 PM, AS9; Tue 16, 1:00 PM, AS9

Women Pirates
Lady Suzanna Merrybegot
See History: Women. Thu 11, 12:00 PM, AS8; Mon 15, 10:00 AM, AS5

Painting

15th-Century Oil Painting Methods
Master Turlogh O'Rourke
Hands-on class in materials & methods for oil painting in the style of the 15th century. Includes making paint, using mediums & period layering & glazing. Co-instructor: Anne Elaina of River's Bend. Limited handouts $2. Wed 17, 2:00 PM, Private Camp

15th-Century Tempera Painting Methods
Master Turlogh O'Rourke
Hands-on class in materials & methods for painting with egg tempera & tempera grassa in the style of the 15th century. Includes making panels & paint, as well as period methods of application. Co-instructor: Anne Elaina of River's Bend. Limited handouts $2. Sun 14, 3:00 PM, Private Camp

Basic Trompe l'Oeil Painting
Master Tristan Alexander
See Scribal Arts. Sun 14, 3:00 PM, AS3

**Egg Tempera & Panel Painting**  
Dosalena Sophia della Mirandola  
This demo covers the basics of preparing traditional medieval wood panels, traditional gesso preparation, creating egg tempera paint from pigments & egg yolk, Eastern & Western techniques for applying egg tempera, & a wealth of historical & symbolic information.  
Wed 17, 11:30 AM, Private Camp

**Glass Gilding**  
Dosalena Sophia della Mirandola  
Glass Gilding, aka Verre Iglomise, reached a height in the 14th-15th centuries. Cennini writes about it in 'Il Libro del Arte.' A form of painting & engraving, it was incorporated into reliquaries, furniture & objets d'art. Basic Glass Gilding techniques will be demonstrated with some hands-on opportunity.  
Wed 17, 11:30 AM, Private Camp

**Medieval Pigments & Modern Alternatives**  
THL Karana Yabokchi  
An open discussion about the pigments that were available to the medieval artist, their regional & chemical names, hazards, modern alternatives, & safe practices in any artist's studio.  
Sat 13, 12:00 PM, AS3; Wed 17, 2:00 PM, AS3

**Painted Tapestries: Easier Than You Think**  
Lady Blitha of Wolfhou  
Learn to make a painted tapestry. The first hour is lecture on planning a project, transferring a design, & other basic how-to's. The second hour is hands-on with various painting techniques. Wear old clothes/aprons; it could get messy.  
Thu 11, 2:00 PM, AS14; Thu 18, 12:00 PM, AS13

**Painters Roundtable**  
Master RanthulfR AsparlundR  
The Guild Mirandola will host a gathering of anyone interested in all types of medieval painting & gilding. This is both a social event & a chance to talk shop with people who share a common interest. Whether you are a beginner or a master, we hope you will come to share stories & art. Co-host, Dosalena Sophia della Mirandola. Wed 17, 4:00 PM, Private Camp

**Panel Gilding & Sgraffito**  
Dosalena Sophia della Mirandola  
The great egg tempera panel painting, polychrome sculpture & furniture of the Middle Ages were elaborately gilded, using sgraffito to create intricate designs on the gilded surfaces. This workshop will cover traditional rabbit skin glue panel gilding & egg tempera sgraffito. Sun 14, 12:30 PM, Private Camp

**Period Pigments**  
Master Brendan Brisbane  
Thu 18, 12:00 PM, Private Camp

**Performing Arts**

**Acting Shakespeare**  
THL Sofia Tyzes  
Class is geared towards actors, & involves discussions on how to perform Shakespeare in period vs. today. We cover the con-
Coxcomb Academy Graduation Show  
Captain Matthew Christopher  
Come to the Performing Arts Tent & see the Coxcomb Academy Graduation Show. We will have juggling to please the eye, magic to confound the mind, storytelling & music to enchant your heart, & comedy to make you laugh. Performers will vary in skill level from fulltime professionals to first-timers who have spent all week practicing & rehearsing with our panel of performing coaches. We promise you’ll be glad you came by! Family entertainment. Fri 19, 2:00 PM, Theater

Coxcomb Cleanup  
John of Southkeep  
After a full week of classes & putting on a graduation show. There is nothing better than an hour of good clean labor to clean up the stage & prep it for the Known World Players, then go back to Coxcomb Hall & pack it up too. Well, the sooner we finish, the sooner we can have the party. Co-instructor, Midair macCormaic. Fri 19, 4:00 PM, Theater

Coxcomb Closing Roundtable  
Captain Matthew Christopher  
Another week of Coxcomb classes & shows has drawn to a close. Just as you set goals at the opening roundtable, which informed your progress all week long, so now you should set yourself on a clearly seen & achievable path. We’ll look back at your progress & set goals for the coming year. When you come back to see us next Pennsic, you'll have made huge strides. Fri 19, 5:00 PM, Private Camp

Coxcomb Faculty Performances  
Doctor Henry Best  
Before they settle in for a week of classes, the distinguished faculty of the Coxcomb Academy of the Performing Arts will gather at Coxcomb Hall to entertain one another & their students. They cordially extend an invitation to YOU to come join in the fun. Juggling, magic, comedy, music, storytelling, & a few surprises. Rated as family entertainment.  
Sun 14, 7:00 PM, Private Camp

Coxcomb Final Rehearsal  
Lord Kuji Ka Onimusashi  
This is the final dress rehearsal for the Graduation Show at 2:00. We will do a full run through of the entire show, working out everything we need to make sure our students do well & knock their audience’s collective socks off. To be in the Graduation Show, you must have received approval during a Directors' Session & you must attend this rehearsal.  
Fri 19, 11:00 AM, Private Camp

Coxcomb Graduation Party  
Doctor Henry Best  
The week is over, & it's time to bid farewell to old friends & new. Let's celebrate all that we've accomplished, trade e-mail addresses, & munch out. Bring food & drink to share.  
Fri 19, 6:00 PM, Private Camp

Coxcomb Presents: "i Grandissimi" Commedia Challenge Cup  
Captain Matthew Christopher  
Here it is folks the challenge of the century! So you think you know Commedia? Come & witness a truly special event! Each Commedia group or troop that challenges for the cup will be given up to ten minutes to perform a scene based on a scenario chosen by random draw at Monday nights Who’s Line Doth It Be Performance. The audience chooses the winner! Rated PG 13. Thu 18, 6:00 PM, Amphitheater

Coxcomb Presents: Conjurors’ Cavalcade  
Lord Kuji Ka Onimusashi  
The Conjurors’ Cavalcade is a magical performance for one & all. If you’re a magician looking for a place to display your talents or an admirer of sleight of hand & grand illusion, this is your show. Sign up for performers will be held Tuesday at the Coxcomb Academy & up until one hour prior to show time. You must be capable of passing the Conjurors’ Circle audition to be considered for the show. Close-up performers are welcome. Family entertainment. Tue 16, 7:00 PM, Amphitheater

Coxcomb Presents: Whose Line Doth It Be?  
Master Midair MacCormaic  
Welcome to Whose Line Doth It Be?, the improv comedy competition where anything can happen. Come join in the fun as an audience member or as part of the show. Although Improv games are a modern invention, their exercise with an audience is of profound value to any comedy performer. Audience members should bring seating. Would-be contestants must attend the Practicum at 4 PM. Rated PG 13. Mon 15, 7:00 PM, Amphitheater

Coxcomb Reception  
Captain Matthew Christopher  
Opening reception for the Coxcomb Academy. Come by & join the opening party to celebrate with our new faculty & chancellor. Old friends & new will gather to greet one another, to eat cookies & drink Pennsic Chocolate Milk, & to catch up with stories of their adventures over the past year. Feel free to bring snacks & drinks to share. Sun 14, 4:00 PM, Private Camp

Coxcomb Reception & Opening Roundtable  
Captain Matthew Christopher  
Now’s your chance to set your agenda for the coming week. Show us where you are as a performer, & tell us what you want to work on. We'll look at your goals & interests, point you at the right classes, & establish a program for you which will culminate in an improved performance at the Friday graduation show. Those who show up here & speak up are the ones who stand to get the most value out of the Coxcomb curriculum; because: Sun 14, 5:00 PM, Private Camp

Deciphering the Dots  
Lady Lucia Elena Braganza  
Beginning to read sheet music? What do all those little dots mean? We'll start with the musical equivalent of the alphabet & see how far we get. Wed 17, 11:00 AM, Performing Arts

Feedback: Improving without Emotional Scarring  
Lady Lucia Elena Braganza  
Techniques from the mundane world, how to give & receive
feedback so that it's most effective. Framed in the bardic arts, but suitable for all A&S.
Mon 15, 12:00 PM, Performing Arts

Fools Parade
Lady Sophia the Orange
See Events. Tue 16, 4:00 PM, Barn

The Illustrated Story
Lady Judith the Uncertain
This is a solid method for getting an entertaining custom SCA performance onto the floor on short notice. A story, presented as a narrated dumbshow, can be adapted & narrated by a single person, & can be cast & rehearsed on the very day of the performance if necessary. Come let two veterans of this form teach you how it is done. Thu 18, 12:00 PM, Private Camp

Improvisational Songwriting
Faheud of Nazareth
The quick wit of the court entertainer is truly tested when the Crown demands a song about something on the spot. Learn how to use mnemonics, rhyme schemes, & a satchel of ready tune elements to become a period jukebox, at the command of all in need of entertainment. You, too, could follow the King around & sing about every step of the way…
Mon 15, 2:00 PM, Private Camp

Intermediate Conjuring
Captain Matthew Christopher
Phase two of coin, rope, & card magic taught to those already skilled in basic magic. Learn to take a magic trick & interpret it through your personality to make it a unique artistic expression. Closed Class: Entrance requirement is the demonstrated ability to perform two magic tricks competently. Auditions may be done in advance at Coxcomb Academy between classes. Ask for Matthew, Henry, or Kuji.
Tue 16, 2:00 PM, Private Camp

Intermediate Improv
Master Midair MacCormaic
Three line improv scenes. Instruction on how to get as much information about a scene out in as short a time as possible. Emphasis placed on using object work to set the environment and having two people establish the "who, what, & where" of a scene with only three spoken lines total. This will be an intensive class, but very useful for those interested in impromptu story telling & Commedia activities. Tue 16, 4:00 PM, Private Camp

Intermediate Juggling
John of Southkeep
Already know how to juggle but want to get much better? We'll teach you exercises to help you expand beyond the basics. You won't learn "tricks," but rather techniques to help stretch your juggling ability. Bring your own juggling balls if you have them. Coxcomb balls will be available if you forget.
Wed 17, 3:00 PM, Private Camp

Intro to Commedia
Lady Sophia the Orange
Commedia dell'Arte is 16th century Italian situation comedy street theater. Students will be exposed to a full & easily grasped introduction to this outstanding theater art. There will be theater exercises to give you a feel for what it's all like.
Mon 15, 3:00 PM, Private Camp

Intro to Conjuring
Lord Kuji Ka Onimusashi
The performance of magic, presented for the beginner. Three classic feats of sleight of hand will be taught, using coins, ropes, & cards. You will learn the conjuring theory necessary to take a simple trick & transform it into a true piece of magic which will dazzle & mystify your audience.
Tue 16, 12:00 PM, Private Camp

Intro to Conjuring
Captain Matthew Christopher
The performance of magic, presented for the beginner. Three classic feats of sleight of hand will be taught, using coins, ropes, & cards. You will learn the conjuring theory necessary to take a simple trick & transform it into a true piece of magic which will dazzle & mystify your audience.
Sun 14, 2:00 PM, Private Camp

Intro to Improv
Master Midair MacCormaic
Interested in learning how to perform & present improvisation? For this class, we will do some improvisation warm-ups & then a bunch of routines. Great practice for acting, performing & Commedia.
Mon 15, 12:00 PM, Private Camp

Intro to Juggling
Doctor Henry Best
Do others laugh when you try to operate a pencil sharpener? Are you the last one picked to play volleyball? Well, now’s your chance to be dexterous! Yes, if your hands & eyes work normally, you CAN learn to juggle. Juggling balls will be provided free for use during class & you can walk away with them for a materials fee of $5.
Sun 14, 3:00 PM, Private Camp

Intro to Juggling
John of Southkeep
See description for Sunday 14th
Wed 17, 12:00 PM, Private Camp

Juggling Practicum & Trick Swap
D'Mitrii Magyarov
Jugglers! This is your time! Bringing back Coxcomb’s oldest tradition, this daily open practicum will let you practice & learn from your fellows, as jugglers do. Bring your juggling props & be prepared to play, learn, & teach.
Mon 15, 1:00 PM, Private Camp;
Tue 16, 1:00 PM, Private Camp; Wed 17, 1:00 PM, Private Camp; Thu 18, 1:00 PM, Private Camp

Masks, Mumming, Moving, & Mayhem
Lady Judith the Uncertain
Street mumming involves masks with concealing clothing, styl-
ized movements, spontaneous interaction & controlled (i.e. safe) chaotic behavior. Come take the class now & come mumming with us later during Moonlight Madness. Masks will be provided & you may bring your own. Wed 17, 4:00 PM, Private Camp

**Master Class: Building an Act, Day One**  
Doctor Henry Best  
Know a couple of tricks, or have a favorite story or song? How do you get from there to being able to perform well for an audience? In this three day class, we will explore how to take a basic idea for a performance & develop it into an entertaining act. Separate the tasks of writer, director, & performer while creating a one man show. Learn to routine an act from start to finish, & polish that act to an elegant shine. Co-instructor, Matthew Christopher. Mon 15, 10:30 AM, Private Camp

**Master Class: Building an Act, Day Two**  
Doctor Henry Best  
Learn how to critically examine your act for fatal weak spots which invite failure, & redesign that act to make it robust & strong. Learn how to be ready to deal with the inevitable disasters & turn them into triumphs. Co-instructor, Matthew Christopher. Tue 16, 10:30 AM, Private Camp

**Master Class: Building an Act, Day Three**  
Doctor Henry Best  
The same way that a conversation isn’t just one person talking, a performance isn’t just you doing your thing on stage. The audience is fully half of the transaction. Learn the rules of performance that the pros use to ensure that the audience is served & entertained. Co-instructor, Matthew Christopher. Wed 17, 10:30 AM, Private Camp

**Master Class: Inside the Coxcomb Academy**  
Captain Matthew Christopher  
Coxcomb Academy opens the week’s curriculum with our annual Showman’s Master Class. A blend of command performance & actors’ studio interview, this in-depth session will set the tone for the week of learning to come. Every year we interview a different Master entertainer. Join our host & new Academy Chancellor, Captain Matthew Christopher, for what is sure to be a fascinating time. Mon 15, 9:30 AM, Private Camp

**Master Class: Takin’ It to the Street**  
Doctor Henry Best  
This Master class is taught by two people who have been to the street & lived to tell the tale. Matthew & Henry combine their talents to team-teach a lesson in "busking" or street performing for tips. They will sum up the week’s work at Coxcomb & give you good sound practical tips on getting your act together & making it pay. For performers in any discipline who are looking to take their art to the next level. Co-instructor, Matthew Christopher. Thu 18, 3:00 PM, Private Camp

**Master Class: When the King Calls**  
Captain Matthew Christopher  
Court is late & the king knows you are a Coxcomb Academy graduate, so he presents you to the populace & says under his breath “fill 10 minutes.” This class tells you what to do next! Taught by a former court jester, a full time entertainer & a master of ceremonies. Learn practical “improv” techniques for turning court into a one-person show like Off Calling, The Interview, Mishear, & Segue which give you the time you need to catch a breath & win over an audience. Sure fire preparation for “When the King Calls”. Thu 18, 10:30 AM, Private Camp

**Midnight Madness: Classroom Under The Stars**  
Captain Matthew Christopher  
This class is a lesson taught by & with everyone at Pennsic. Tonight street performers will be everywhere, be one of them or watch & learn. Wed 17, 6:00 PM, Private Camp

**Open Practice Session**  
Faheud of Nazareth  
This class is offered as an open work session for groups to rehearse & perfect their commedia pieces for Thursday nights show & for the Friday graduation show. Tue 16, 5:00 PM, Private Camp; Wed 17, 5:00 PM, Private Camp; Thu 18, 5:00 PM, Private Camp

**Performers Warm Ups**  
Lady Judith the Uncertain  
We can’t overemphasize the need to warm up before performing. Each morning, Judith will lead us in exercises to gently coax our bodies & minds into safe, energetic motion. Start your morning properly & get ready for a day of fruitful learning. Mon 15, 9:00 AM, Private Camp; Tue 16, 9:00 AM, Private Camp; Wed 17, 9:00 AM, Private Camp; Thu 18, 9:00 AM, Private Camp; Fri 19, 9:00 AM, Private Camp

**Performers’ Directing Session**  
Doctor Henry Best  
Every morning a panel of experienced performers & directors, led by Matthew, will review your acts to help you take them to the next level. Get written directors’ notes we will provide, & return each day for a fresh session. At the end of the week you can perform your new & improved act at the Coxcomb Graduation Show. Bring props, storybooks, scripts, instruments, & your dreams—we’ll make something of them. Co-instructor, Matthew Christopher. Tue 16, 9:30 AM, Private Camp; Wed 17, 9:30 AM, Private Camp; Thu 18, 9:30 AM, Private Camp; Fri 19, 9:30 AM, Private Camp

**Renaissance Speech Part One**  
Contessa Tamara di Firenze  
Few tools more effectively create a performing character than adopting a distinctive pattern of speech. Without a stage, a costume, or props, become another person, & those who hear you are instantly seduced into the role of audience. Learn the simple tricks & knacks of Renfair Dialect. Not an authentic Elizabethan English accent (if such a thing is achievable, but enchanting, useful, & accessible. Wed 17, 2:00 PM, Private Camp

**Renaissance Speech Part Two**  
Contessa Tamara di Firenze  
Renfair Dialect class was so successful, last year, that we are expanding it into two parts this year. This 2nd class is a continuation of part one, & will teach more advanced dialect work, along with several subtleties that sell the overall effect. Thu 18, 2:00 PM, Private Camp
Utai: Samurai Theater Arts
Lady Solveig Throndardottir
See Culture: Asian. Sun 14, 3:00 PM, Private Camp

Whose Line Practicum
Master Midair MacCormaic
You’ve learned techniques in improv. Now here’s your chance to create teams, work on routines, & audition for tonight’s Cox-comb show, “Whose Line Doth It Be?” Only 8 contestants will make it to the finals of “Whose Line” so sharpen your wit & get ready to rumble! You also have a chance to create a Commedia dell’ Arte group for the i Grandissimi challenge later in the week. Co-instructor, Matthew Christopher. Mon 15, 4:00 PM, Private Camp

Persona

Five Personas: The Knight
THL Alan Fairfax
See History: Religion. Sun 14, 5:00 PM, AS4

Five Personas: The Lady
THL Alan Fairfax
See History: Religion. Mon 15, 5:00 PM, AS4

Five Personas: The Merchant
THL Alan Fairfax
See History: Religion. Wed 17, 5:00 PM, AS4

Five Personas: The Uppity Woman
THL Alan Fairfax
See History: Religion. Thu 18, 5:00 PM, AS4

Five Personas: The Wanderer
THL Alan Fairfax
See History: Religion. Tue 16, 4:00 PM, AS4

How to Be Your Person: a Discussion
Master Cariadoc of the Bow
A discussion of how, at events, to maintain the illusion that you are a period person interacting with other period people, not a 21st century person in costume. Wed 17, 12:00 PM, AS5

Japanese Persona 101
Sir Ogami Akira
See Culture: Asian. Sun 14, 2:00 PM, AS5

Nautical Persona Roundtable
Captain Elias Gedney
An open forum for discussion of issues related to nautical personae & their portrayal within the SCA. Sun 14, 2:00 PM, AS9; Thu 18, 10:00 AM, AS9

The Renaissance Barber-Surgeon
Michael Graham
This class will give an overview of the techniques & tools used in Renaissance Barber-Surgery. Tue 16, 12:00 PM, AS9

So you want to be a Barber-Surgeon
Michael Graham
This class will provide a discussion of the research & sources used to create a medical persona. The basis for this will be the experiences of the instructor over a period of 10 years. Sun 14, 10:00 AM, AS9

Sources for the Islamic Persona: a Discussion
Master Cariadoc of the Bow
A discussion of source materials for developing & filling out an Islamic persona. Students are invited to suggest sources that they have found useful. Thu 11, 10:00 AM, AS8

Story Telling in Persona
Master Cariadoc of the Bow
See Bardic Arts. Mon 15, 2:00 PM, Private Camp

SCA Life

Anatomy & Physiology of a Royal Entourage
Lady Cailtriona Bennet inghean Niall
An East Kingdom insider's perspective on the running of a royal entourage. Ideal for service junkies who want to know how it all works. Mon 15, 12:00 PM, AS4; Thu 18, 10:00 AM, AS8

Autocrat Handbook
Lady Diane the Scrivener
From A-Z, everything you need to know to handle an event of any size, from a simple Twelfth Night to an Ice Dragon. Bids, negotiating sites, & crisis management included. Fri 12, 1:00 AM, AS4; Tue 16, 10:00 AM, AS4

Autocrating (Stewarding) a Kingdom Event
Mistress Eilildh na Tire Dharigh
"You DID raise your hand, didn't you?" A discussion class addressing many of the issues faced when putting on a large kingdom event. We raise our hands to help the group have a wonderful time. Let's find ways to make that happen. Handouts $1. Mon 15, 9:00 AM, AS13

Babies at Pennsic: a Discussion
Mistress Elizabeth of Dendermonde
Dealing with infants & small children at Pennsic. Tue 16, 10:00 AM, AS7

Common Courtesy & Being a Good Member of the Society
Master Tristan Alexander
Basic introduction to behaving with courtesy & using proper etiquette. A good class for newer members of the Society. Wed 10, 4:00 PM, AS6; Wed 17, 4:00 PM, AS9

Copyright for Chroniclers, Seneschals, Writers, & Artists
Magistra Nicolaa de Bracton
This class, taught by the current Society Chronicler & former editor of TI, will cover basic principles of copyright law in the SCA, including permissions, reprint rights, fair use, & using & citing sources. Plenty of time for questions. Sat 13, 11:00 AM, AS4
Creating & Keeping a Household
Sir Ogami Akira
How to build a household that lasts. Different types & styles of households, as well as common errors & problems, & how to avoid them. Sat 13, 2:00 PM, AS4

East Kingdom Chatelain's Meeting
Lady Angharad y Rhosyn ferch Rhain
Meeting of the local Chatelains of the East Kingdom. Wed 17, 1:00 PM, AS6

First Annual SCA History Night
Sgt. Azrael ben Shemhazai
See Events. Wed 17, 6:00 PM, AS4 & AS5

How to Become a Knight
Sir Ogami Akira
A practical guide to the process of becoming a knight, as well as various traditions of knighthood & the meaning of chivalry. Mon 15, 4:00 PM, AS4

How to Organize & Run Demos
Lady Angharad y Rhosyn ferch Rhain
Do you keep getting phone calls from groups asking for a demo? Learn how to answer that call & how to run demos. Please feel free to come & share your experiences at demos. Tue 16, 10:00 AM, AS6

How To Teach a Class at Pennsic
Caiterina ingen Ruaidri
Specifically for instructors who are teaching classes at Pennsic, this class will help the instructor have a better class. Taught by two educators with thirty years of experience each. Co-instructor, Guaire Mac Aengusa. Handout fee $1. Wed 10, 11:00 AM, AS4; Thu 11, 4:00 PM, AS4

Making Your Web Pages Accessible
Mistress Minowara Kiritsu
A discussion of how to make web pages accessible to everyone, including those with some form of impairment. Students will discover what types of handicaps can cause problems in accessing web pages & how these difficulties can be overcome by use of simple techniques. Tue 16, 1:00 PM, AS7

Medieval Research in the Modern Library
Pani Jadwiga Zajaczkowa
Learn tips & tricks for doing research, including database searching, Google Scholar & web resources. Bonus: How to flatter librarians. Limited handouts $1. Wed 17, 5:00 PM, AS5

Parenting & Historical Reenactment - A Loving Approach
Baroness Teresa Gabriela de Montoya y Sevilla
A look, both historical & Current Middle Ages, at how you can incorporate breastfeeding, attachment parenting, loving guidance, & other gentle & respectful parenting paths, into your SCA life. A forum for moms & prospective moms who wish to share their experiences. Class conducted by a La Leche League Leader with 15 years in the SCA. Mon 15, 11:00 AM, AS9

Project Management for Autocrats
Magistra Nicolaa de Bracton
Learn how project management principles can help your event be better organized & more successful. Instructor is certified as a PMP (Project Management Professional) as well as an experienced autocrat. Sun 14, 10:00 AM, AS4

SCA Finance for Non-Exchequers
Maestra Ghita
What the average SCAdian needs to know about SCA finances without having to be an exchequer. Mon 15, 2:00 PM, AS2; Thu 18, 3:00 PM, AS4

So, you want to be a Chatelaine?
Lady Angharad y Rhosyn ferch Rhain
Have you always dreamed of the day when you too could be your local group's Chatelaine or Hospitaller? Well, here's your chance to learn all about the job & how to do it well. Current Chatelaines are welcome to come & share their experiences. Wed 17, 12:00 PM, AS6

Stump the Seneschal
Master Aaron Faheud Swiftrunner
The Society Seneschal & Exchequer take their Road Show to Pennsic to explain with humor & detail the various ways to get things done in the SCA & avoid a pitchfork reception. Co-instructor, Mistress Ghita. Limited handouts. Tue 16, 9:00 AM, AS8; Wed 17, 9:00 AM, AS7

Tin Hats & Fancy Necklaces
Maitresse Irene leNoir
Why do some people get to wear crowns? Are you supposed to call them something special? What about different colors of belts or those necklaces that some people wear? Do they mean something? Learn the answers to these & other questions as we discuss the various titles people can earn in the SCA. Tue 16, 12:00 PM, AS5

What are the Judges Looking for?
Baroness Daria of Atlantia
See Brewing & Vintning. Wed 17, 10:00 AM, AS5

Scrabal Arts
Accessorize Your Documents with Tags & Seals
Maitresse Emmelyne de Marksbury
Learn a variety of durable, beautiful, period methods for affixing seals to documents. Discussion & examples, followed by some light hands-on to create a sampler to take home. Appropriate for all levels & interests, from scribal to string. Limited handouts. Sat 13, 1:00 PM, AS3

Adding Asian Elements to Award Scrolls
Date Saburou Yukiie
Adding thematic elements to Asian-based award scrolls to present a pleasing Asian appearance. Sun 14, 6:00 PM, Private Camp

Advanced Scribal Tract 1
Æthelmearc Scribes
A five-part class dealing with period documents. Mon 15, 10:00 AM, Private Camp

Advanced Scribal Tract 2
Æthelmearc Scribes
Advanced Sciral Tract 3
Æthelmearc Scribes
See description 8/15, Wed 17, 10:00 AM, Private Camp

Advanced Sciral Tract 4
Æthelmearc Scribes
See description 8/15, Thu 18, 10:00 AM, Private Camp

Advanced Sciral Tract 5
Æthelmearc Scribes
See description 8/15, Fri 19, 10:00 AM, Private Camp

Alternative Adhesives for Gold Leaf
Lady Rhiannon Jocelyn of Lutterworth
A discussion of the various gilding adhesives used in period illuminated manuscripts & modern substitutes for raised & flat gilding. Mon 15, 9:00 AM, AS3

Armenian Illumination
Lady Keran Roslin
History & types of Armenian illumination, materials used, exemplars appropriate for use in SCA scrolls, & examples of SCA scrolls done in the style. Wed 17, 2:00 PM, Private Camp

Basic Trompe l'Oeil Painting
Master Tristan Alexander
Illusionary painting for beginners, make flat things look 3-D. Good for both painters & illuminators. Sun 14, 3:00 PM, AS3

Byzantine Icon Painting
Dosalena Sophia della Mirandola
The influence of the Byzantine Empire is vast, & icons are an integral part of that. Discover the secrets of icons, materials & symbology. Learn about the medieval techniques of egg tempera & gold & the private ways icons have spoken to us across the ages. Thu 18, 10:00 AM, Private Camp

Calligraphy 101
Lady Elsa de Lyon
A beginners survey of calligraphic styles to be used in scroll work. Limited handouts $3. Thu 11, 9:00 AM, AS3

Can I Copyright My Scroll?
Lord Tristan le Chanticleer de Champagne
Let's talk. This round table will focus on the rights of scribes, the law, & what happens in the context of the Society. The facilitator manages patents, trademarks, & copyrights mundanely, & can offer practical examples of equitable solutions. Limited handouts. Mon 15, 2:00 PM, AS3; Tue 16, 11:00 AM, AS3

Evolution of Calligraphy
THL Cadell Blaidd Du
An exploration of how calligraphic hands evolved from one to another over the course of our period, from beginnings in Roman stonecarvings to the Gothic & Humanist hands. Thu 11, 12:00 PM, AS3

Gilding
Lady Mea the Bold
A hands-on class on period gilding techniques. Wed 17, 12:00 PM, Private Camp

How to Paint on Parchment
Master RanthulfR AsparlundR
Now that you have period pigments, how do you use them? Come & learn the way it was really done in the Middle Ages on genuine parchment. Bring small pointed round brushes, water bowl, 2H pencil, eraser, triangle, ruler, drawing board if you have one, etc. Tue 16, 1:00 PM, Private Camp

Introduction to Reading Blazonry
THL Roana d'Evreux
See Heraldry. Tue 16, 12:00 PM, Private Camp

Irish Uncial Script
Aidan ni Leir
A hands-on class in which students will learn the basics of the script hand during the 6th-10th centuries for everything from letters to documents to books. Limited handouts. Sat 13, 2:00 PM, AS3

Italian White Vine Illumination
Aidan ni Leir
A hands-on class in which students will learn the basic methods of construction of the white vine illumination popular in Italy in the 15th & 16th centuries. Tue 16, 4:00 PM, AS3

Making Authentic Paint for Illumination
Master RanthulfR AsparlundR
A medieval illuminator's paints were not just made from pow-

Latin Calligraphy
Lady Elsa de Lyon
A beginners survey of calligraphic styles to be used in scroll work. Limited handouts $3. Thu 11, 9:00 AM, AS3

Making Authentic Paint for Illumination
Master RanthulfR AsparlundR
A medieval illuminator's paints were not just made from pow-

Making Authentic Paint for Illumination
Master RanthulfR AsparlundR
A medieval illuminator's paints were not just made from pow-
ders. Come & learn how to make authentic paints from raw materials such as plants, minerals & alchemical ingredients. Co-instructor, Dosalena Sophia della Mirandola. Mon 15, 11:00 AM, Private Camp

**Making Scrolls for the East Kingdom**  
Lady Anne Elaina of River's Bend  
The East Kingdom Tyger's Clerk of the Signet will provide a hands-on workshop on creating court scrolls for the East Kingdom. Handouts $1. Tue 16, 12:00 PM, AS3

**Ormsby Psalter**  
Meisterin Katarina Helene von Schonborn  
Viewing of the Ormsby Psalter slides & discussion of techniques used to make it. Also of interest to 14th century English costumers & heralds. Mon 15, 8:00 PM, AS5; Tue 16, 8:00 PM, AS5

**Overview of Illuminated Manuscripts**  
Lady Anne Elaina of River's Bend  
An introduction to the history, styles & materials used in illuminated manuscripts from 500-1600 A.D. Handouts $3. Mon 15, 12:00 PM, AS3

**Period Pigments**  
Master Brendan Brisbane  
See Painting.  
Thu 18, 12:00 PM, Private Camp

**ROFL, BRB, IMO: Abbreviations in Medieval Manuscripts**  
Lady Ysemay Sterlyng  
This class will present a brief history of the use of abbreviations in medieval European manuscripts. As well as a discussion of some of the "rules" of application, along with examples of the more common Latin abbreviations used in medieval texts. Limited handouts. Thu 18, 4:00 PM, AS3

**Scribes Roundtable**  
Master RanthulfR. AsparlundR  
The Guild Mirandola will host a gathering of anyone interested in the scribal arts. This is both a social event & a chance to talk shop with people who share a common interest. Whether you are a beginner or a master, we hope you will come to share stories & art. Co-host, Dosalena Sophia della Mirandola.  
Mon 15, 4:00 PM, Private Camp

**Secrets of Medieval Illumination Technology**  
Master RanthulfR. AsparlundR  
Demo & lecture for beginners & advanced methods of making authentic illuminated book pages. Discussion to cover symbolic meanings, methods of preparing & using authentic tools & materials, layout technique, application techniques, colors, parchment & gilding. Co-instructor, Dosalena Sophia della Mirandola. Tue 16, 11:00 AM, Private Camp

**Silverpoint Drawing**  
Lady Guendolen Of Cumbria  
A hands-on class to practice with the medium of silverpoint. Wed 17, 12:00 PM, AS3; Thu 18, 2:00 PM, AS3

**Sinister Calligraphy: Introduction to Calligraphy for Left-handed People**  
Lady Ysemay Sterlyng  
Methods, techniques & adaptations for left-handers to produce European medieval style calligraphy. This class will cover various ways for achieving the proper angles (ductus), avoid smearing, & other general tips to adjust left-handed writing styles to achieve beautiful results. Materials fee $1.50. Limited handouts & materials. Mon 15, 4:00 PM, AS3

**The Human Figure in Award Scrolls**  
Date Saburou Yukiie  
A description of how the human form was used in period illumination & artwork & of how these elements might be used in SCA award scrolls. Western & Eastern styles will be examined. Sat 13, 6:00 PM, Private Camp

**The Vade Mecum: a Folded Almanac**  
Aidan ni Leir  
A hands-on class in which the students will construct a portable, folded booklet in the style of the liturgical calendars & medical almanacs & charts popular in Northern Europe during the 14th-16th centuries. Limited handouts. Sun 14, 2:00 PM, AS13

**Whitework**  
Meisterin Katarina Helene von Schonborn  
Hands-on instruction & discussion of whitework techniques. Students will get to try their hands at doing actual whitework. In Good Friends camp. Fri 12, 10:00 AM, Private Camp; Tue 16, 10:00 AM, Private Camp

**Sewing**

**14th-Century Edge-Finishing Methods for Clothing**  
Pani Astryda Borowska  
Hands-on exploration of how garments were finished in the 14th century, based on finds at Herjolfsnaes & London, including tablet-and foot-weaving. Handout cost $0.50. Materials fee $2. Limited materials. Wed 17, 10:00 AM, AS8

**Commercial Pattern Fitting**  
Lady Elisee du Lyonnais  
Learn to alter commercial sewing patterns for fit using the pivot & slide fitting method. Sat 13, 9:00 AM, AS13

**Fabrics 101**  
THL Maria Pienkenplotno  
Basic fabric for SCA use; identification of fabric weave & fiber by using burn method. Handouts $1. Thu 11, 9:00 AM, Private Camp; Tue 16, 9:00 AM, Private Camp
Fitting Neck & Shoulders
Lady Miriel Verdy
Get a head start on a well-fitting tunic, gown or shirt/chemise. Draft a versatile neck & shoulder template for a variety of garment types. Discussion of appropriate adaptation to time & place. Bring ring pencils, erasers, tape measures, rulers, & paper scissors if you have them. Handouts $0.50. Fri 12, 12:00 PM, AS5; Mon 15, 1:00 PM, AS12

Give It Away Now!
Senora Catalina d'Oro
In this class, we will discuss how to make garb for others so that both of you will be happy. Topics will include how to find a style your customer will enjoy wearing, how to fit from a great distance, cheap fabrics that work, & how to ration your resources. Mon 15, 12:00 PM, AS6

Help me Tempus! You're My Only Hope!
Lord Tempus Peregrinator
What went wrong with your garb? Ask Tempus! This is a trouble-shooting, problem-solving class. Garb problems diagnosed & solution proffered. If you've got sick garb, come over & we'll talk. It can be fixed! Wed 17, 2:00 PM, AS4

Period Fabrics: Fibers, Weaves & Modern Sources
Senora Catalina d'Oro
This class will cover period clothing fabrics & how to get them now. We will be making a swatch book so you can touch the fabrics as well as use it next time you go fabric shopping. Wed 17, 4:00 PM, AS4

Sewing Jargon & Technique
Maitresse Irene leNoir
What's a blind hem? When should I clip a seam? What's the difference between a lining & a facing? Learn the meanings & concepts behind a variety of sewing terms so you can use them to your advantage when you sew. Thu 18, 2:00 PM, AS6

Understanding Fabric
Maitresse Irene leNoir
What's the difference between a weave & a knit? How about brocade & jacquard? Satin & silk? Understanding the differences between fabrics will help you choose the right fabric for your projects. Tue 16, 4:00 PM, AS12

Understanding Patterns
Maitresse Irene leNoir
Commercial patterns contain a wealth of information to aid you in choosing & working with them. Knowing what kinds of information are provided & how to interpret it will help you to choose the best pattern for what you want & to make the process of working with the pattern easier & more productive. Wed 17, 1:00 PM, AS5

Thrown Weapons
Advanced Thrown Weapons
Thrown Weapons Instructors
Learn alternate methods of throwing & different weapons that may be encountered on a range. A hands-on session is included. Previous experience in throwing or the Beginning Thrown Weapons class preferred. Fri 12, 1:00 PM, Thrown Weapons; Sat 13, 3:00 PM, Thrown Weapons; Sun 14, 2:00 PM, Thrown Weapons; Fri 19, 11:00 AM, Thrown Weapons

Balancing a Set of Throwing Knives
THL Quentin MacGowan
Using simple tools, individuals can balance their knives to achieve repeatability when thrown at targets. Wed 10, 6:00 PM, AS13; Sun 14, 11:00 AM, AS14

Beginning Spear Throwing
Thrown Weapons Instructors: Lord Dominic
This class will teach you how to throw a spear. Learn which type of spear is best for you. Sun 14, 10:00 AM, Thrown Weapons; Thu 18, 3:00 PM, Thrown Weapons

Beginning Thrown Weapons
Thrown Weapons Instructors
Learn how to throw, basic care of your weapons & basic rules of the range. A hands-on session is included. No experience or equipment needed. Thu 11, 10:00 AM, Thrown Weapons; Thu 11, 3:00 PM, Thrown Weapons; Fri 12, 10:00 AM, Thrown Weapons; Fri 12, 3:00 PM, Thrown Weapons; Sat 13, 10:00 AM, Thrown Weapons Fri 19, 9:30 AM, Thrown Weapons; Mon 15, 12:00 PM, Thrown Weapons

Beyond Axe, Knife & Spear
Thrown Weapons Instructors: Lord Pandaulf
Bring your more unusual & interesting weapons & come prepared to show, tell, & share. Preference given to those who have something to share. Thu 18, 1:00 PM, Thrown Weapons

Building a Portable Stand for Rounds
Thrown Weapons Instructor: Forester Quentin MacGowan
For thrown weapons marshals & MIT’s. Learn how to build a portable tripod that holds rounds for knife & axe throwing, is easy to set-up & tear down for events, and which packs up easy.

The Ultimate Fancy Pants Class
Lord Tempus Peregrinator
Learn the construction & wearing of Renaissance pants like slops, "pumpkin pants" & pluderhose—just what every Landsknecht needs. Will also help with any late period pants. The second hour will concentrate on the famous Janet Arnold Upsala/Sture pluderhose with the "bum". Tue 16, 2:00 PM, AS6

The Ultimate Sleeves Class
Lord Tempus Peregrinator
Patterns, design, construction & sewing of sleeves for everything from t-tunics to doublets. We'll start with simple sleeve patterns & making gussets fit before going into the finer details of making & fitting set-in sleeves. Period & modern techniques to make sleeves easy to fit & comfortable. Tue 16, 12:00 PM, AS6

Beyond Axe, Knife & Spear
Thrown Weapons Instructors: Lord Pandaulf
Bring your more unusual & interesting weapons & come prepared to show, tell, & share. Preference given to those who have something to share. Thu 18, 1:00 PM, Thrown Weapons

Building a Portable Stand for Rounds
Thrown Weapons Instructor: Forester Quentin MacGowan
For thrown weapons marshals & MIT’s. Learn how to build a portable tripod that holds rounds for knife & axe throwing, is easy to set-up & tear down for events, and which packs up easy.
Building Easy Spear & Javelin Targets
Thrown Weapons Instructors: Forester Quentin MacGowan
This class is for thrown weapons marshals & MIT’s. You will learn how to set up bales for targets used for throwing spears & javelins. These targets are sturdy & will hold up against inclement weather. Wed 10, 5:00 PM, Thrown Weapons; Tue 16, 5:00 PM, Thrown Weapons

Care & Feeding of Thrown Weapons
Thrown Weapons Instructors: Lord Colin Mackenzie
Consider what you have spent on your collection of fine (or battered) weapons & the value of this class can be considerable. You will learn how to sharpen & maintain your weapons while improving their efficiency, without spending a fortune on tools. Thu 18, 10:00 AM, Thrown Weapons

Children Beginning Thrown Weapons
Thrown Weapons Instructors: THL Dominique
The class is open to 5 to 11 year olds. A parent or legal guardian must accompany the child. If they have a hatchet, they should bring it. Loaener gear will be available. The class will be limited to hatchets only. The children will be taught, safety, technique, & range etiquette. Tue 16, 10:00 AM, Thrown Weapons

How to Design Thrown Weapons Competitions
Thrown Weapons Instructors: Lady Elayne Thorne
This class is for thrown weapons marshals & MIT’s. Learn numerous target styles from concentric circles to the more extravagant in detail for competition tourneys. Be prepared to learn new ideas & share what has worked & not worked at your competitions. Thu 18, 3:00 PM, Thrown Weapons

How to Teach Youth to Throw
Thrown Weapons Instructors: Lord Pandaulf
For thrown weapons marshals & MITs to learn how to teach thrown weapons to youth. This is a recommended but not required class for MIT’s. Mon 15, 1:00 PM, Thrown Weapons

Woodworking
Bowl Turning Without a Rest 1: Wood Prep
Dofinn-Hallr Morrisson
Preparing the blank, from the selection of wood to use & splitting it out through rounding it up & setting in the spindle. Students do not need to attend all 4 hours. Fri 12, 11:00 AM, Private Camp

Bowl Turning Without a Rest 2: Demo & Hands-On
Dofinn-Hallr Morrisson
Rounding out the blank & beginning the bowl. Approximately half this time will be devoted to hands-on time for students. Students do not need to attend all 4 hours. Sun 14, 11:00 AM, Private Camp

Bowl Turning Without a Rest 3: Demo & Hands-On
Dofinn-Hallr Morrisson
Removing wood from the bowl. Approximately half this class will be devoted to hands-on time for students. Students do not need to attend all 4 hours. Tue 16, 11:00 AM, Private Camp

Bowl Turning Without a Rest 4: Demo
Dofinn-Hallr Morrisson
Cleaning out the bowl, finishing the outside & removing the piece from the lathe. Students do not need to attend all 4 hours. Thu 18, 11:00 AM, Private Camp
Dovetails
Laird Coinneach Mac an Leigh
Dovetails are an efficient method for joining boards at their ends. This class will teach how to cut dovetails by hand. The student with the best-fitting joint will have his or her materials fee refunded! Materials fee $2. Limited materials. Mon 15, 1:00 PM, AS14

How to Carve a Viking Horse
Master Nigellus leHaie
Spend a relaxing hour carving a toy Viking horse in the Trondheim style. This is a beginning wood carving class. We will be using very sharp knives that can cut fingers, so you must be at least 14 years old & have parents’ or guardians’ permission to attend. Bring a knife if you have one. Wed 17, 12:00 PM, AS13

Making a Period-Appearing Handcart
THL Charles of Westermark
The construction of a period-appearing two-wheeled hand cart will be discussed. Limited handouts $2.
Fri 12, 12:00 PM, AS13

Making a Wooden Feast Spoon
THL Charles of Westermark
Each member of the class will carve a wooden feast spoon using only the kind of tools that would have been available to a period craftsman. The instructor will supply all tools & materials Wed 10, 11:00 AM, AS12

Period Furniture You Can Build in Your Dorm Room
Master Cariadoc of the Bow
See Furnishings. Wed 10, 3:00 PM, Private Camp

Woodworking Handtool Petting Zoo
Otelia d'Alsace
Hands-on opportunity to see how sharp handtools work. Discussion where to acquire & learn to maintain. You don’t need power tools to make period stuff!
Tue 16, 9:00 AM, Private Camp

If you’ve enjoyed a particular class or teacher, or would just like to comment on a classroom experience, stop by A&S Point and fill out a Teacher Evaluation Form—your feedback helps us grow!

The Staff of Pennsic 34

The Governor's Office:
Governor of Pennsic 34:
Master Melchor Decimus Stoneteeth
Emergency Deputy: Baron Devon Adair Bartholomy
Chief of Staff: Baroness Rosamund Beauvisage
Morale Officer: Lady Bryn Ni MacRose
Deputy of Happiness: Lady Mathildis,
Deputy of Wonder: Lord Eljarn the Thoughtful
Deputy of Goodness: Mistress Daedra MacBeth a Gryphon
Quartermaster: Dame Hróðny Rognvaldsdottir
Deputies: Mistress Johanna von Sudeborn,
Baroness Adriana la Bretonne, Lord Magnus McKinley
Merchant Liaison: Lady Olwyn ni Chinneidigh
Minister of Protocol: Master Thorvald Redhair
Deputy: Mistress Elena de Vexin
Royalty Liaison: Duchess Marion FitzWilliam
Deputies: Countess Rustique de Sorde
Baroness Simone Marie Genevive Fornneau
Volunteer Coordinators: Chimbai,
Baron Thomas Damian Blackmoor
Bureau of Information: Mistress Chai’usun
Primary Deputy: Master Kyriell Hawkmoon
Information Point: Count Pieter van Doorn
Town Criers: Lord Michael Langley of Riversmeet
Newcomers’ Point: Baroness Susan O Dell
Website: Mistress Jessa d'Avondale
Publications: Baroness Angharad ferch Tangwystl
Media Liaison: Master Corun MacAnndra
Primary Deputies: Master Liam St. Liam,
Lady Isabel of Rosley, Lady Diane the
Scrivener, Lady Jacquetta de Mehun
Exchequer: THL Bronwyn de Saint Jeanne's Way
Deputy-Mayor for PW 35: Baroness Brise Sanguin

Event Resources:
Deputy Mayor: Duchess Caitlin Stuart
Heraldic Services: Master Thorvald Redhair
Heralds' Point Coordinator: Mistress Margaret MacDuihshshithe
Troll: Master Tirloch of Tallaght
Troll Deputies: Master Vorlin, Mistress Allasondrea de Fano, THL Cadell Blaidd du
Youth Activities: Dame Nicholaa Halden
Disability Services Co-ordinator: Amanda Marie
War Chirurgeon: Lady Fia Kareman
Operations: Viscountess Kaellyn mac Dermott
Primary Deputies: Lady Elizabeth Reed, Baroness Katrei Grunenberg, Lord David Lockhart, Lord Robin Gallowglass, Baroness Catriona nic Hugh McIaey, THL Madelaine Isabeau de Cat, THL Seathán Mórchuisgeach MacDhábhidh, THL Caelin on Andrede, Lord Myrddin ap Maelgwyn Coed Du, Lady Tabitha of Erin, Baron Brocc of Alderden

Public Safety:
Deputy Mayor: Viscount Edward Zifran of Gendy,
Administration Overseer: Baroness Una de Saint Luc
Special Problems Deputy: Master Ian the Fariner
Extreme Situation Coordinator: Lord James Galloway
Operations Officer & Master Sergeant of the Watch: Baron Cahan Kyle of Clan Kyle
Modern Liaison: Baron Brusi of Dragonvale
Traffic & Parking: Duke Ruric Longsword, Countess Angelique de Beauvais
Lost & Found: THL Airanwen o Wyndham

Cultural Affairs:
Deputy Mayor: THL John von der Velde
Pennsic University & A&S Class Scheduling:
Master Sion Andreas o Wynedd
Information Tech: Vladislav de Jaffa
A&S Point: THL Fiadhnata ò Gleann Alainn
Games Tent: Lord Michel Wolffauer
A&S Exhibition: Dame Catriona MacDuff
Performing Arts: Sir Dagonet de Marlowe
Performing Arts Tent: Mistress Anne of Carthew
Barn scheduling: Countess Mary-Grace of Gatland
Pavilion scheduling: THL Sofia Tyzes
Amphitheatre scheduling: Duke Alaric Sartiano

European Dance Activities:
Maestro Lyev Davidovitch
Pennsic Ball: THL Judith of Northumbria
Floor & Scheduling: THL Adele Desfontaines
Musician Coordinator: Maestro Octavio de Flores
Technical Support: THL Filip of the Marche
Technical Support: Master Gregory Blount
Middle Eastern Dance Activities: Assim
Known World Choir: Lady Erlandr Nordskald

Martial Activities:
Deputy Mayor: Vicondessa Isabella Falcao deh Galinha
Battlefield Coordinator: Viscountess Eilika von Lutsen
Waterbearers: Countess Kenna Harve
Marshals-in-Charge:
Overall Marshal: Duke Palymar KSCA
Field Marshal: Baron Otto von Schwartzkatz,
Rapier MIC: Warder Moira MacGillavrey
Archery MIC: Forrester Nigel FitzMaurice
Thrown Weapons MIC: Lady Elayne Thorne
Youth Combat MIC: Master Sean o’Shaughnessy
Siege Weapon & Combat Archery MIC: Lord Brun Canutesson

Technical Services:
Deputy Mayor: Lord Ulric of Thescorre
Physical Plant: Baron Illiame Uaine
Sanitation: Baroness Morganna Bro Morganwyg
Communications: Baron Devon Adair Bartholomy

Zoning & Planning (Land):
Deputy Mayor: Master John Lyttleton
Land Distribution: Lord Angus Argylle
Record Keeping: Mistress eLeri of Nefyn
Grimm’s Liaison: Earl Bearengar hinn Raudi
Construction: Master G. Emerson True
Mapping & Layout: THL Geoffrey of Wroxeter
Information Officer: THL Patrick McConville
General Assistants: Master Ateno of Annun Ridge, Baroness Garowyn
Land Grab Hospitality: THL Gabriella d’Asti

Transportation:
Deputy Mayor: Baroness Brise Sanguin,
Maintenance (Motor-Pool): Svenki,
Lord Morgan De’Ath
Dispatch Office: Baron Caelan O’Rogallaig
Mobility Assistance: Lady Katrina of York
Pennsic To Do List:

August 21st - Pennsic Over. Head Home!
Travel Safe!

August 22nd - Plan Ahead! Only 349 Days Until Pennsic 35!

Pennsic 35
August 4th - 20th, 2006
Mayor, Baroness Brise Sanguin

That’s right, it is never too soon to plan for next Pennsic! The Pre-Pennsic flyer will go out by mail to everyone who has Trolled-in at Pennsic 34, but don’t wait for that. Keep checking for information on our Web Site: http://www.pennsicwar.org!

Pre-registration for camping at Pennsic 35 will begin in early January 2006 and ends June 1st, 2006. Pennsic University teachers may register online to teach beginning in mid-January and ending May 1st, 2006. A&S Exhibition sign-ups will open from January through June.

Want to volunteer to help with Pennsic 35?
Contact: mayor35@pennsicwar.org

Start Planning for next Pennsic now!