

## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS**

### **Some Flushy Etiquette**

Greetings from Seán mac Labhráís, your flushy-bathroom cleaner!

As you enter and exit the flushy toilet/shower house at the northwest corner of the site (the one that says “Kenny Flock Rest Area,” it would behoove you to pull the door shut or push the door shut behind you.

Why?

If you don't, you'll find you'll increasingly be sharing your experience with insects who are attracted to the bright lights, especially at night. Do you and your friends (the human kind, not the insect world) a favor and pull that door shut behind you.

Also: thank you for your patience if I've stopped you from entering.

### **Announcements from the Baron and Baroness of Nordskogen**

1. Camping space is set aside for Nordskogen. This is for anyone who wants to camp with the Barony, no preregistration needed! Please remember to leave space at the northwest(ish) end of our block for the large baronial pavilion, which will arrive Friday.

2. Baronial court for Nordskogen and Jararvellir is scheduled for Friday night at 6 pm.

3. Baronial challenges throughout the event include:

**Archery: The Floor is Lava! Friday 1pm**

Help the Fishes get across the lava field by building a ladder using arrows and snowflakes in this cooperative shoot sponsored by the Baronages of Jararvellir and Nordskogen.

**Bad Baroness Torchlight Armored Tournament: Friday at dark/9ish**

**Baronesses' Whim Rapier Challenge Saturday 10am**

An all for one melee for the entertainment of the Baronesses of Jararvellir and Nordskogen. This year it will be based on the burning of Edinburgh! A maze-like area will be set up with loot items strewn about. The maze ends at a dock, with stewards at the end. Combatants will need to accumulate enough loot to get on a boat out of Edinburgh before the town burns down around them. DFB is active.

**Equestrian: Baronial Challenge Course Friday 3pm**

The jester of Their Excellencies of Nordskogen and Jararvellir has gone missing and gotten into a bit of trouble. They have called on the Equestrians to rise to the challenge and save Jocstur the Jester. Challenges include an archery lane, fighting through a blizzard, and fending off killer carp in an effort to rescue Jocstur.

Winners prize is a period feast for 4, your choice of region and period, at a time and place to be agreed to.

**Thrown Weapons: Baronial Board Games Friday 10am**

Come join Their Excellencies and throw ALL the weapon forms in this co-operative competition, where we work together to move through a board game challenge. Can we reach the end of the board and win excellent prizes?

**Youth Combat: CrestFallen Tournament Friday 1pm**

Modelled after the heavy combatants 'Crestfallen' tournament a few years ago: The combatants may attach crests to their helmets, which should be not shorter than three inches and not taller than twelve inches tall. If combatants do not have crests of their own, crests will be provided. The crests are targets - knocking off a crest counts as a kill, just as a sufficient blow to the body or the head is a kill. The format of the tournament may change depending on attendance and will either be a round-robin style (in which every combatant will fight every other combatant) or double-elimination style (fighters will be organized into a tree structure and are allowed two losses). Fighters receive one point per victory in a bout. Winner will be the fighter with the most points.

We look forward to seeing many of you there! --Caoilfhionn and Gabriel

### **Need Ice? Need Food?**

The Valle-Ville 4H Club will be there to help us this year by selling ice, firewood, burgers, brats, chips, and drinks on site from noon-7pm, Thursday, Friday, and Saturday! We also will be having the Ram and Poni food truck, a traveling kitchen concession that uses many pre-18<sup>th</sup> century recipes. They've been at Gulf Wars and Lilies.

### **Play SCA People Bingo!**

SCA people bingo cards have been picked up from the printer! Learn who your fellow SCA folk are for fun and a silken prize! The cards can be picked up at Info. Point. Once you get a bingo, turn in your card before Saturday at 4. Prizes will be silk banners.

## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **People Mover (Taxi/WW Wagon)**

The People Mover will travel the outside loop of the event site, approximately once per hour. It will travel from Gate towards the Horse Barn, along Nordskogen Highway to Catfish Crossing, turning at Bardic to the Playground to the Class Pavilion and Gate.

### **Annual Parking Lot Update**

As per usual in previous years, the entrances/exits are on Fair St (green areas). The area for gentles needing handicapped parking next to Butts Ave (blue area)\*. General parking is available in the middle of the lot (red area). Trailer parking (and/or vehicle with trailer still on parking) is available opposite the handicapped parking area (yellow area); just remember to back up as much as possible to keep traffic flowing around the lot. There is a semi parked next to Fair St (yellow SEMI font), so please limit this to one vehicle at a time traveling near it.

\*Additional HC parking is available by Strawboss/Bardic area. Please contact myself or Mathias/Moose for details. You can find our contact info. on the WW webpage at this [link](#).

Apologies for the crude map, but this is the best I can do on my phone right now. -- Yours in Service, Mahir



### **Courts in the Class Pavilion**

Baronial Court will be held Friday at 6pm. Royal Court will be held Saturday at 5:30pm.

### **There will be a Silent Herald on site at WW!**

If you wish preferential seating at either of the Courts or would like help in connecting with the Town Criers network so this information is available to you in an accessible form, please let me know. I can be contacted prior to the event at by PM or email at [bellharthadur@gmail.com](mailto:bellharthadur@gmail.com), or at the event via text at 612-390-9214. All requests will be treated with discretion and anonymity unless you've requested otherwise. My contact information will be available at Gate and Info Point, and I will also be wearing a belt favor matching the visual representation of this office depicted below.



## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **Bardic Highlights**

The Bardic schedule for the event this weekend is on the website, on the spreadsheet at this link, along with meet-ups and other social activities. <https://docs.google.com/.../1t3xuRrOEScjdILntboO6.../edit...>

**Bardic Potluck Breakfast** both Friday and Saturday mornings, 7:30-9:30. Bring your own breakfast and some extra if you have it!

There will be a special **Archery Shoot** at 10am on Friday. Archers will shoot at special targets that will inform our bards on the piece to create!

**Bardic Circles** will happen Thursday, Friday, and Saturday nights. They start when someone builds a fire at dusk and go as late as participants care to. Family-friendly until 10pm is the general rule. There are benches, but if you have a favorite chair to sit around the fire in, feel free to bring it. There's covered "rain space" nearby too, and assorted refreshments. Come to sing along, play your instrument, tell a story, recite a poem or a soliloquy, or just sit back and enjoy!

**Classes** held at the Bardic Circle area, unless otherwise specified: **Learn Two Medieval Songs in One Hour with Eliane**, Friday 10-11 am; **20 Songs About Northshield**, Friday 1-3 pm; **Songs to Cheer On**, Friday 3-4 pm; **Techniques for Writing New Words to Fit Existing Music/Poetry**, Friday 4-5 pm; **Norman Haiku: A Totally Made-Up Poetry Form From the West Kingdom**, Saturday 10-11 am; **Re-Enactment is Period**, Saturday, 11am-Noon; **Bardic Piece Workshop**, Saturday 2-3 pm; **Once Upon a Time: An Introduction to Storytelling** (Class Pavilion #2), Sat. 10-11:30 am

There WILL be an opportunity to present performance-based entries in the **A&S Display/Competition!** Entries were due 6/29 but come enjoy performers from 1:50-2 pm Saturday at the Authentic Encampment.

**In it for the concerts?** There'll be music performances in the Broken Harp at 8pm on Thursday and Friday. Joya bint Arwa al-Jinniyya will perform on Thursday. On Friday, Coflaith ingen Sitriucca meic Imair followed by Decimus Marius Tacitus Ajax at 8:15pm. AND there'll be a special bardic performance hour after Court on Saturday night, at 9pm at the Northshield Legends Party. This concert will include performances by Eliane Halevy, Joya bint Arwa al-Jinniyya, Dahrien Cordell, Sveinn Tunheim, Cobflaith ingen Sitriucca meic Ímair, Eva of Greenfield, and Cerian Cantwr.

**Let's not forget the kids, the future of Northshield!** Treat them to a Story Time Picnic on Friday from 11:30-1 pm. Bring your lunch and a blanket and chair and be regaled by stories by Bazyli Bolesław z Krakowa and Dahrien Cordell! Every age welcome. And don't miss the Kids' Bardic Circle, Saturday from 3-4 pm, with song sheets so parents and reading kids can sing along!

Finally, because it doesn't fit anywhere else, there'll be a **Song Swap** on Saturday from 1-2 pm. Bring lyrics to songs you enjoy, so others can learn them; you can also find lyrics you've been looking for and copy them down or take a photo on your phone. Build your bardic book!

If you have questions, contact [Melanie Gamble](#) /Mistress Eyja, Bardic Activities Coordinator, who will be camping in the Bardic Circle area.

### **Thrown Weapons News**

Drazhan Simonov and Áine ingen Máel Pátraic have lots of fun Thrown Weapons activities planned for most ages, levels of experience, and abilities and would love to see you! Whether you're enamored with axes and knives, seduced by spears or slings, or prefer plumbata, we'll have you covered. No experience is necessary and loaner equipment is available. (Please note: Northshield custom is to require closed-toed shoes on the thrown weapons range; please plan accordingly!)

We'd love to see you every day, and in order to encourage you to come visit, there will be a Thrown Weapons Progressive tourney again this year! "Travel" around Northshield to collect as many different stamps as possible for your passport! You can throw up to 9 weapons per day (Thursday, Friday, Saturday), so come out to the thrown weapons range each day (Thursday, Friday, Saturday) for the most opportunity to collect stamps. Targets will be group heraldry from the active groups within the kingdom. For each group's heraldry that you score (knife, axe, spear, or sling), you will earn a stamp in your Kingdom Passport. Prizes will be awarded for the Most Traveled (highest number of groups "visited"), Farthest Traveled (distance between the furthest groups "visited"), and Regional Rover(s) (those who "visit" at least two groups within one - and only one - of the Kingdom's regions).

Passports must be shown for final scoring by 4 p.m. Saturday. You may show passports for scoring early and do NOT need to be present to win (though if you're at Court, Áine can deliver your prize then).

## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **Thrown Weapons News (con.)--Thrown Weapons At Night!**

Come out to the WW Thrown Weapons range Thursday NIGHT (9:45-10:45 PM - after the archery night shoot!) for some after-dark adventures at the Shot in the Dark throw! Targets will be glow in the dark (glow sticks) - which make delightful splatter patterns when struck! This one is a lot of fun and present some unique opportunities to stretch yourself - can you strike based on target location alone?!

Axes and knives only. NO LOANER WEAPONS - THROW AT YOUR OWN RISK. Throwing in the dark represents potential for increased damage to weapons - especially wooden handles! Closed toe shoes are REQUIRED - glow sticks have small glass capsules inside them and darkness increases the potential for "finding" a weapon with your feet before your eyes.

Headlamps may be helpful for finding weapons that go wide but will not be allowed while participants are throwing from the line. Bug spray is HIGHLY recommended! NO ALCOHOL ALLOWED by participants (photographers and on-lookers are allowed alcohol so long as they do not present a danger to the themselves or others). As always, the marshals have discretion to remove anyone from the field they believe may present a danger to themselves or others. (Any assistance Friday morning to aid in clean-up will be welcome; careful adults and children willing to pick up the plastic bits around the targets will be helpful!)

### **Jousting at WW 28—Hans of Korsvag, CoC**

For [Warriors and Warlords 28](#) this year we are adding a foam jousting practice and ground crew session, Friday from 1-2:30pm. This will be for anyone and everyone interested in learning how to ground crew a joust tournament, especially those looking to assist with the tournament on Saturday from 11-12:30pm. (Great learning and service opportunity!) If you are simply curious how a joust tournament works, you are welcome to attend as well! We will have a unified meeting at the start with a brief overview of the guidelines for a proper SCA joust.

<http://www.florilegium.org/files/EQUESTRIAN/SCA-Jousting-art.htm>

After this, ground crew and riders will split and have their specific talks and teachings with their marshal. We will be making passes against the quintain to work on lance targeting and technique. Armor is not required. This is considered a game and is open to ALL riders with a GAMES authorization. Give it a try. Breaking passes against the quintain may also be performed with a tournament lance. Ground crew will be resetting targets and handling lances during this phase as practice for them. Riders will also have the opportunity to make empty handed measuring passes in the tilt lane with each other to help desensitize the equines and prep them for the tournament.

Time permitting, properly armored riders with a JOUSTING authorization may make full breaking passes against each other. Any jousting authorization attempts will be run during this phase. PLEASE pre-arrange authorizations with me prior to the event so I can ensure there are time and horse available.

Loaner horses & lances will be available in limited quantities. I have ordered a carton of cardboard lance tubes. Equestrians, let me know if you are in need of any; \$3 each, keep them, take them home and use them for future events. I will be making and donating the foam tips for this event.

TL;DR: Ground crew training and jousting practice will be Friday afternoon at WW. Grab a squire or a pony and come play. This practice is a condensed version of the two practice days held at Gulf Wars. The intent is to introduce more people to jousting & build a broad base of trained support crew in addition to growing the pool of able jousters.

### **The Moneyers Guild Really Big Project**

For those coming to WW, the Moneyers Guild is asking for your help with completing a project. Master Bartel and I, egged on by Mistress Katriona and Lord Godefroy, undertook a "A Big, Really, Really Stupid Project". 13 years ago we made 10,000 pennies for Tom and Sigrud to pay the army of Northshield at Pennsic. Seven years ago we made 12,000 pennies (50 pounds) for the SCA 50th.

So, even though we are Laurels we didn't want to rest on them. We thought about making another 50 Pounds to celebrate Pennsic 50th and give to Northshielders going to Pennsic. But, then we thought, why be stingy and only give coins to Northshielders? So we decided to make 100 Pounds or 24,000 coins so that the army can spend freely at Pennsic. Spreading the fame, and the coin, of Northshield.

We need volunteers to help strike. You will get paid in real coins! (Though not real money)

Starting Thursday after lunch please come by the Moneyer's space between the Smiths and the Merchants. Or just come to hang out. Browse our "Coin Petting Zoo". See a coin of the unlamented Aethelred the Unready that dates to circa 1003. Have a cup of water! Probably there will even be cold water! Hear Puns!

## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **WW Melee Scenario Descriptions and Other Information**

\*just like last year, there will be list space at one end of the field for those wishing to make use of it. Please BYOM.

\*This schedule is extremely subject to change since time is a subjective human construct and we are all subject to the external and uncaring forces of the cosmos.

### **Melee Scenario Descriptions**

**Friday** - Starting after the Diamond Tourney, approximately noon-ish.

**Open Field Battle** - We have a field, might as well make use of it. A series of 5 field battles. Single life.

**Castle Battle** - "Have fun storming the castle!" Defenders have three lives (2 resurrections), attackers are allowed 4 resurrections (5 lives). Victory determined by who holds the keep the longest. Scenario will run twice with no modifiers. If desired, a third scenario with modifiers will be run.

**Capture the Flag (WSG style)** - Two teams, two flags, two goals. To win a point, a team must possess both flags at their goal. First team to 5 points wins. Resurrection scenario.

**Saturday** - Starting approximately 10:00 a.m.

**Mountain Pass Battle** - A sheer rock wall on one side, a bottomless chasm on the other, all sorts of fun in between.

Scenario to run 5 times, single life. 10 minute timer on each scenario. Modifiers in play.

**The Bones of St. Herbert** - (caravan raid style scenario) The defending team must transport the casket containing this holy relic to its destination. In order to move, the casket requires the strength of 2 combatants. The defending team cannot stray from the "road" however, the attacking team may attack at any point of their choosing. Single life, victory determined by quickest completion, or most distance gained if both sides are unable to complete the journey. Combatants carrying the casket may fight with whatever weapons they wish, provided they are sufficiently armored. Scenario to run twice, no modifiers.

**Town Battle** - A 30 minute resurrection battle. The town will consist of 3 houses and a cathedral. A house is worth 1 point, the cathedral worth 2. Buildings must be occupied in order to score. Points will be assessed at the 10 minute, 20 minute and end marks. Resurrection scenario, no modifiers. .

**Hadrian's Wall Battle** - A great wall, maybe not as it once was though... Gaps in the wall may be fought through, and certain sections may be fought over. There will be a small keep on each side of the wall, objective is to take and hold the opposite side's keep while defending your own. Scenario to run best of 3 times. Modifiers in play after the first victory.

**The Game from Raid the Brewery** - If you know, you know. If you don't, you'll know soon.

### **What are these "modifiers" you keep talking about?**

TL;DR version - Specialization is for insects. Bring all your toys.

The marshal will roll a D6 before each scenario (where applicable). One of the following will apply.

1- No more overcompensating. - No weapons over 6 feet in length.

2- GIANT FREAKING ROCKS! - Each side will be issued a quantity of rocks. These can be thrown offensively, rocks must hit legal target areas.

3- "I can do this with one arm behind my back" - Lose use of one (1) arm, do not pass Go, do not collect \$200.

4- Grande Melee modifier - Thrusting with the point or butt end of any weapon is prohibited. (no spears)

5- Just kidding! (no modifier)

6- Vorpal Bunny - Each side will be issued 1 Vorpal Bunny, the bunny is considered nuclear and can be thrown. (also thrown back) If the bunny touches any part of a fighter or weapon, they are dead.

\*allowances for individual fighter's equipment will be made as needed.

### **FAQ**

Q: "What if it rains?"

A: We will fight in the rain, unless field conditions become unsafe. If there's thunder and lightning, we will not. If that happens, there will be great sadness.

Q: "What if it's hot?"

A: It's July, it probably will be. Stay hydrated, keep an eye on yourself and your friends. Take breaks when you need to. There's plenty of melee on the schedule.

Q: "Where can I read up on the Rules of the List?"

A: <http://www.northshield.org/.../ArmoredCombatHandbook.pdf>

Q: "Will you be looking for more help marshalling or running the list table?"

A: Yes. Any and all help is greatly appreciated.

Q: "Why are you like this?"

A: I'm a fire sign?

Q: "is that your dog by the list table?" A: Yes, that's Venatrix, and you can pet her.

## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **A&S Competition in the Large Green Dragonfly in the Authentic Encampment and Exclusive Copper Coin "Bean" Count**

Do you want your very own hoard of these exclusive coins? Or perhaps an exclusive artisan only copper strike? Then see below and enter the A&S display at WW! Coin design by myself and [Raven Rose](#) Coin dies cut by myself. Coin strikes done by myself and [Keith Kempenich](#).

I am writing to invite you all to this year's A&S Display/Competition at WW. You can find the competition in the large green dragonfly near the middle of the Authentic Encampment.

This year's competition is unique and new! Upon gating in to WW, every single member of the populace will receive a single copper coin. These coins are then worth one vote. Simply bring the coin over to the A&S display during the competition and cast your vote. This will be scored via "bean count" using coins instead of beans. Each artisan will get to keep all of the coins they receive. Bardic arts ARE welcome!

We only have limited spaces so please register as soon as possible. The entry form is available [here](#). Artisans will be entered on a first come first serve basis. Group entries are allowed and encouraged! Deadline to sign up is 7/10/23 (ignore where it says 6/29). Rules: Entries must not have been entered into any other A&S competition in the past 36 months. Documentation is not required but Highly Encouraged. I am looking forward to seeing all of your entries. YIS: THL Godefroy du Lyon

### **Camping Options Now That Pre-Registration Is Closed**

Even though WW pre-registration is closed we have lots of camping options available for everyone who can join us. Send an email to [wwlandmayor@warriorsandwarlords.org](mailto:wwlandmayor@warriorsandwarlords.org) and let us know your general plan/preference especially if you are wanting to camp with others who did pre-register. We can help you decide where to head when you arrive on site. A general idea of how many campers are headed to the different public areas helps me know how much space to hold for them, so your contacting us helps us as well as helping you have an easier time finding your spot. Thanks, Coquette de Lyon and Ayla von Kiel

### **Sign Up In Advance for the Torchlight Tourney at Warriors and Warlords**

Warriors & Warlords (WW) is just around the corner! The martial staff is offering a new option for the Torchlight Tourney: sign up ahead of time and avoid a long sign-in line at the tournament. You will still be able to sign up at the tournament too. This is the armored combat tournament in which fighters are sponsored by baronesses (including nonbinary baronials comfortable in that space). If you're a fighter or sponsor in search of someone to pair up with for the tournament, contact our Baroness at [baroness@nordskogen.org](mailto:baroness@nordskogen.org) and she can assist. Here is the [link](#) to sign up.

### **Authentic Encampment: All event**

The goal of the Authentic Encampment is to display period appearing tents and campsites. Period cooking and demonstrations of other period arts and sciences are encouraged. Come see our recreation endeavors and talk to others about what they are doing.

### **Smiths' Area**

Please visit the Smiths area for classes and demonstrations! Safety First! There will be hot fires, coals and other hot things! This is a real, closed-toed shoe class space and all natural fiber clothing. Please don't enter the actual Smith working space unless the Smith is aware of you and approved you to be in the working space. You must contact the Smith Coordinator prior to setting up in the Smith Area. Contact Timothy the Blacksmith [park.ta@gmail.com](mailto:park.ta@gmail.com) for questions.

### **Ahlwin's Fiftieth Birthday Party, in the Tea Tent, Thursday After 6pm**

Hark unto all pray hear this: Thursday, the 13th day of July is indeed the day of Ahlwin's (aka [Mark Roth](#) or "the German") birth and this year at WW he will be turning 50! For his big five-o celebration, please plan to join us at the Tea Tent after 6pm for a shared dinnertime. Ahlwin wants to provide the service of cooking for people at his party, so please bring your meats and other grill-able foods to the Orphanage kitchen. Ahlwin and his Sous Chefs Bastien and Chromis will gladly prepare the foods you bring to your specifications. Fair warning that anyone who wishes Ahlwin Happy Birthday will receive unsolicited advice.

## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **Shakespeare, Wine, and Chocolate in the Late Period Alliance Camp, Thursday, 7PM**

Bring a cup, a chair and your willingness to enjoy Shakespeare. Feel free to bring your own wine and chocolate, only some will be provided. You are not required to read but can if you want. This is about enjoying the beauty of the Bard's words. This is a 21+ event. Be responsible!

### **Silk Banner/Silk Painting class at WW, Friday and Saturday, 9am-Noon, House of Cards Encampment**

Please be aware the site booklet is missing the class on Saturday. If you plan on attending, you will need to attend both classes to finish. The class is in the House of Cards Encampment on Friday (part one) and Saturday (part two) from 9:00am-Noon or until participant is done with each section of banner. The class is limited to 4-5 people over 18.

Select images will be provided. If you would like to bring custom images, please bring nothing larger than 10in. Please reach out directly to me via private message with questions. --Duchess Luce Tolle ([Liz Payne](#))

### **Dancing—Classes and Grand Ball on Friday and Classes on Saturday in the Class Pavilion**

Do you have your dancing shoes ready? Not only are there a whopping SIX dance classes on the WW Class Schedule, but you're also invited to the Grand Ball on Friday evening!

#### **Join us on Friday:**

10 am for an Introduction to English Country Dances	Pavilion #2
11 am for Intermediate English Country Dance	Pavilion #2
1 pm for an Introduction to 15th century Italian Dances	Pavilion #5
2 pm for a Dance Free for All	Pavilion #5
7 pm for the Grand Ball where all dances will be taught and called! No partners or experience needed!	

#### **Ball set list preview:**

<b>Set 1</b>	<b>Set 2</b>
Rufty Tufty	Gathering Peascods
Heartsease	Petit Riens
Horse Bransle	Maid Peeped Out the Window
Petit Rose	Pease Bransle
Burley Mariners	Goddesses
Upon a Summer's Day	Ly Bens Distonys
Jenny Pluck Pears	Montard Bransle
Quen Quer Que	Contrapasso in Due

#### **After a bit of sleep (or not...) join us on Saturday in Pavilion #2!**

11:30a will be another round of participant requests with the Dancer's Delight class, followed by the 1pm Shimmies and Drops middle-eastern dance class to learn some great moves for the Saturday evening festivities!

Have a question about the Ball? Contact: Christiana Galyard/[Openmeadow Meadow](#)

\*\*Musicians and drummers wanted for classes and the Grand Ball!\*\* Sheet music packets will be available. If interested, please contact Dafydd Arth/[Dave Lankford](#) or Lady Aja at: [ajawl@aol.com](mailto:ajawl@aol.com) (Shimmies and Drops class)

### **Family Fun Faire, Friday Afternoon, from 12:30 PM to 2PM, at the Playground**

Youth of all ages (and their families) are invited to attend the Family Fun Faire at the playground on Friday from 12:30-2PM.

### **Children's Garb Exchange during Family Fun Faire on Fri. & Sat. immediately before & after evening court**

Are you an adult responsible for children? Do they need garb? Have the children in your life grown out of their garb? WW is hosting a children's clothing exchange during the Family Fun Faire as well as before and after evening court.

- Please bring the children's garb you're willing to share.
- The hope is for the children and their adults at the event to "shop" for garb and then for adults to 'shop' for a child not present.
- If you bring clothing to share, you may take it with you or donate the garb to be shared at another event.

## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **Vigil for Duchess Aesa, Friday, 1-3pm in the RV Area**

The vigil for Duchess Aesa will be held on Friday of WW from 1:00-3:00. It will be held in the RV area. Signs will be out by the road so you can find us. Please come visit, offer advice, congratulations, or just hang out for a bit. During evening court on Saturday, Duchess Aesa will be elevated to the Order of the Pelican.

### **PTSD Panel, Friday, 2-4pm, Pavilion #2**

Greetings Northshield! Do you know someone that has PTSD? There will be a panel at WW on Friday from 2-4PM in the Class Pavilion space #2. A panel of five peers of the realm will be discussing their experiences with PTSD and inviting the populace to join in the conversation and ask questions. Learn the coping mechanisms used by others and maybe share some of your own. By discussing this mental illness we can bring the conversation forward and help everyone to better understand these experiences.

### **HRH Isabella Princess Sleeve Tourney, 2:30-4pm, Friday Afternoon**

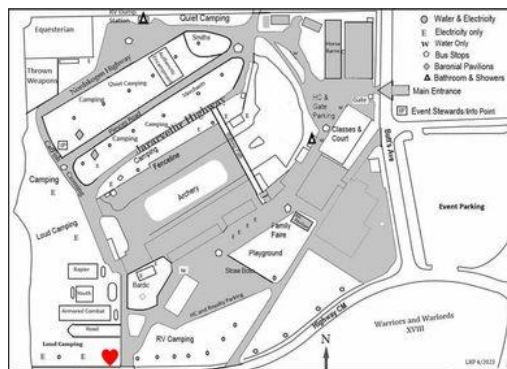
Her Stellar Highness has decided that She will hold Her Sleeve tourney at Warriors and Warlords on Friday afternoon. As She desires to expand the knowledge and artistic endeavors of Northshield's populace, She has chosen a challenge for combatants. Each successive victory, fighters will be posed a trivial question about Northshield, its history, geography, order of precedence, etc. If the question is answered correctly, the combatant may choose their weapon style. If the combatant is incorrect, or cannot answer the question, the weapon style will be randomly chosen for them by Her Highness. If the combatant does not have an authorization for a randomly chosen weapon, they may default to single sword, or perform an artistic piece for Her Highness for another randomly chosen weapon style. The artistic piece may be, but not limited to, dance, poetry, song, or providing something made by your hand.

Answers to all questions posed to combatants may be found on the Northshield website.

Format will be a double elimination tournament. Number of passes to be determined the day of, based on entrants. Sleeve MiC, Maestro Tomás Ordoñez Sandino de Triana

### **Courtesan Bathing Social at WW!, Friday at 3pm til the food runs out!**

Period bathing attire encouraged. BYO Drinking Vessel. Courtesan Camp- Where the ♥ is on the map.



### **Silent Heraldry Classes, Saturday**

Let's talk about talking at WW!

Do you want to ensure everyone gets your information? Do you want to talk with your mouth full, and still be understood?

Do you want to be able to communicate your message through a loud space without having to shout?

Have you wondered what's going on with the hand gestures in Court?

There will be two classes at Warriors and Warlords to address just these questions!

First up, join us at 9am on Saturday in Pavilion #2 for Court in 25 Silent Words where we'll learn the 25 key words needed to successfully Sign for most courts. You'll learn the alphabet, numbers, and some basics on how to ensure the core information presented in Court is accessible to everyone (and why this matters!).

Afterwards, join us at 1pm on Saturday in Pavilion #1 for Herald Teams: Silent Heraldry and You! to learn why Silent Heraldry/ ASL benefits everyone present, and some best practices to consider when partnering with the Silent Heralds whether you're at Gate, a Royal, field herald, event/town crier, chatelaine, or court herald.



## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **Romantic Tales Mounted Combat Tourney, 10-11am, Saturday on the Equestrian Field**

Come join the Courtesans at the Equestrian field from 10-11 am Saturday morning for our Romantic Tales Mounted Combat tourney. The first-place winner will receive Horse Barding with the Courtesans Heraldry made by Scyid Del Aquilla, [Sydney](#), and Sandrine Kleinschmit, [Alex](#). The second-place winner will receive a picnic with the Courtesan of their choice at a future event. Bonus points are available to all riders participating. How can you earn them? Please show up to the Courtesans Bath Party Friday afternoon at 3pm and find the other 3 titles in our Romantic Tales book series. If you can name all 4 book titles, including the one posted here, to the list mistress Saturday before you take the field, bonus points will be added to your score.

### **Introduction to Bobbin Lace, Saturday, 10:30am-12:20pm, Pavilion #3**

We'll cover the basics of early bobbin lace and get you started on a small pointed edge. Only 6 kits will be available but the limit is up to 12 students if there's enough physical space. The kit contains 4 pairs of bobbins, 35/2 linen thread, pins, and a styro "pillow." Students can bring their own as long as they have the right thread. If you're bringing your own stuff, please be aware that we're using 8 bobbins (4 pairs), so please cut four lengths of 35/2 linen thread 4 yards long, make a slipknot in the middle of each length (at the halfway/2 yd mark), and wind just under 2 yards onto each bobbin. (Leave about 3" below the slipknot). That means if you pinch the slipknot, you'll have two bobbins (one pair) dangling from it. If you have two colors of linen thread that size, please make 4 bobbins one color and 4 bobbins another color. (It will be easier, if you've never made lace before, but it's NOT critical.)

### **Northern Narwhal Navy Naval Maneuvers! Saturday, 11 am, in the Courtesans' Pools**

Vessel checks start at 10:30am.

Prepare your sailing vessels. No more than 12 inches long, at least 5 inches long. Must be able to carry at least one green army man, or piece of cargo, both is better. Must be maneuverable via current created by water gun. (some will be available, though you can provide your own.)

#### **Maneuvers**

##### **Island chain tour**

Must steer ship through an island chain while keeping at least one crew on your ship throughout the maneuver.

##### **Port Parking**

Must dock ship at port, load men and cargo and return to starting position.

##### **Timed Sail**

Must reach the far side of the pool and return to start with at least one crewmember in the shortest amount of time.

##### **Naval Battle**

Reenact a historical Naval battle. All vessels will participate in this, does not alter your chances to win Maneuvers. Winners of the two lists will become the admirals /commandants of the two competing fleets.

### **Re-Enactment Is Period, a Class by Master Owen Alun, at the Bardic Circle, Saturday, 11am-Noon**

Come hear the story of the Tournament at Tottenham - a middle English poem - and then discuss it to see what we can learn from it. Romance, Daring Do, True Love, Comradery, Humor, Pageantry, and Adventure (and we'll learn some Middle English along the way).

### **Scribal Meet and Greet and Resource Exchange, Sat., 11am-12:30pm, Agventure Pavilion by the Playground**

On Saturday, 11 AM to 12:30 PM, join the Northshield signet and scribes to learn more about scribal culture in Northshield. Light refreshments will be provided. Bring any questions you may have about scribal or how things work in Northshield. We will also have a scribal supply swap and wish list discussion. If you have stuff you don't need or no longer use, bring it to share. If we have the right things, we can set up some new scribes kits as well. Anything people want more of but have a hard time getting? Let me know. If I have it or know where to get it we can talk. Contact Sofonisba Vespasiana Gabrielli at: [Signet@Northshield.org](mailto:Signet@Northshield.org)

## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **Vigil for Herald Extraordinaire Beatrice Domenici della Campagna, Saturday, Noon-4pm, Next to the Armored Field Near the Tree Line**

On Saturday from noon to 4, Signora Beatrice Domenici della Campagna will sit the first of two vigils prior to her summons to answer Their Majesties' request that she contemplate elevation to the Order of the Pelican at Pennsic 50. The vigil will be located adjacent to the armored fighting field near the tree line. There will be some light refreshments including sekanjabin syrup made by the vigilant. Beatrice would like to have a chance to get advice and words of wisdom from those in our Kingdom who cannot or do not travel so far outside our borders. Her second vigil will be at Pennsic. Beatrice is allergic to scents. Please do not wear perfumes or strong lotions if planning to visit.

If you are unable to attend any of these, here is a [link](#) to a virtual vigil book. These will be printed and added to her physical book after Pennsic.

### **What Would You Do For A...?—Young Folks' Thrown Weapons Shoot, 1-2:30pm, Saturday**

"What would you do for a ..?." Saturday afternoon at the WW Thrown Weapons range, all you have to do is show up and try your hand with axes, knives, spears, plumbata, or sling! Kids (of heart and years) and their parents (if their years are fewer than 18\*) are invited to join Duchess Guenievre ([Jennifer Carlson](#)) on the WW TW range Saturday () between 1-2:30 for a snack! Targets will be (pictures!) of treat items (some sugary, some savory, some fruity). Participants will be able to choose a snack from among the targets they hit\*\*. Standard knife, axe, spear, and sling targets will be available as well as alternative targets set at ranges for younger/smaller participants.

\*\*Please note: the purpose of this event is to HAVE FUN. Everyone who participates will get a treat, so parents need not worry if their child might not stick something. Snacks will be whole fruit or pre-packaged items and with labeling for allergens. Substitutions will be allowed if a participant sticks a snack they cannot eat! Frozen treats (ice pops and Klondike bars) will be in limited number and available until they are gone!

All are welcome on the TW range! Loaner equipment and instruction are available. No experience necessary. Northshield custom is to require closed-toed shoes on the TW range; please plan accordingly!

\* Well-behaved teens may be allowed to participate with parents on site but not at the range at the marshal's discretion. Parents must check their youth into the range and youth must follow the directions of the marshals at all times.

### **Blue Feather Tea, Saturday, 2-3pm, in the Presence Located on the Far Side of Broken Harp, between the Rapier Field and the Orphanage**

Requests were heard! Warriors and Warlord Blue Feather Tea Saturday 2pm-3pm at the Presence located on the far side of Broken Harp, between the rapier field and Orphanage. Clan Blue Feather is an inter-kingdom social organization comprised of LGBT+ individuals and their allies. One of the goals of Clan Blue Feather is to support and encourage the study and research of LGBT+ topics during the middle ages and Renaissance eras. Please join us for an afternoon of socializing with tea, cookies, and a bar nearby. All are welcome and encouraged to attend! Due to timing, it will not appear in the booklet or website, so please spread the word.

### **Horsemanship Obstacle Challenge Course, Saturday, 2-3:30pm**

Come one, come all! The WW Horsemanship Obstacle Challenge course sponsored by yours truly, Lady Susanna Sparke. Whether as a participant or spectator. Saturday, 2-3:30pm. Witness the more elegant (at least it's supposed to be) side of an Equestrian challenge. The horse and rider partnership slowed down, to see the flow and finesse of horsemanship at its finest while navigating through the "crowds", across the "river", through the "woods" and "canyon", to the "castle courtyard". Speed is not always an indication of good riding. Prizes awarded.

### **Songs for Kids Bardic, Saturday, 3-4pm, Bardic Circle Area, Taught by Mistress Eliane Halevy**

Parents who will be attending WW with their progeny: come and bring your kids to the Songs for Kids bardic, Saturday from 3pm to 4pm, at the Bardic Circle area! We'll be in a shaded area. Bring chairs if you have favorites; some seating will be provided, or you can sit on the grass. I'll have some song sheets with a few songs for kids on them, but will absolutely take requests, or you or your child can sing something you've been wanting to share!

Anyone young enough to fit one of the necklaces over their head will receive one for attending (supplies limited). Adults with very small heads will be laughed at and invited to the evening bardic circle. There'll be [family friendly] songs of all kinds, there'll be laughter and cuteness, but most importantly, there'll be SAVAGE DAUGHTER!

## **WARRIORS AND WARLORDS NEWS AND ANNOUNCEMENTS (con.)**

### **Legends of Northshield Display (all event), Class Pavilion, and Party, Populace Tent on the Fighting Fields, 8pm, Saturday**

We've dedicated a place in the class pavilion to remember and celebrate legends that have passed. There will be tables for folks to bring copies of photos and memorabilia of those who have come before us to be displayed for the entire event. If you are interested in adding to this display, please contact Nell the Innocent, Deputy Event Steward, at [eventsteward@warriorsandwarlords.org](mailto:eventsteward@warriorsandwarlords.org)

Here are more details about the Legends of Northshield party 8pm, Saturday night, in the populace tent on the fighting fields. The party will focus on socializing: rekindling old friendships and building new ones. The party will start off with an hour of curated bardic performances. Following the bardic performances, the evening will be filled with kingdom nostalgia as well as period (and period-ish) games. And to top it off, starting at 10, the drums will begin beating, torches will be lit, and we will resurrect the Heaven and Hell party where you may find yourself surrounded by angels, demons, and other beings from the hereafter; costumes are encouraged but not required. Those wishing to consume alcohol at the Heaven and Hell party must be 21 or over and bring a photo ID. --Clydwyn Gwehydd, WW28 Autocrat

### **Games! Saturday, 9PM. Populace Shade by Armored Combat List Field**

Join Master Crispin to play some (mostly) period games. People ages 11 and under need to have a responsible adult.

### **Gettin' Lucky With The Courtesans At The Games of Chance, Legends of Northshield Party**

Join us this year at WW's Legends of Northshield Saturday night party.

9:00 Games for all ages

9:30 Games of chance with the courtesans

10:00 Heaven and Hell gates open

The courtesans will be hosting an exciting adventure to test your luck. Bring your loot and prepare to have fun! No loot? No problem! We've traveled far & wide to gather treasures to share with you to join in the games.

### **Heaven and Hell Party! Saturday Evening 10PM**

Harken all creatures above and below! Hear our call. We, the Orphanage, extend an invite to one and all to attend a fete where angels and devils shall unite in an evening of magic, mischief, and merriment. Join us in your full splendor of halos or horns and partake of high spirits and celebration. Costumes are encouraged but not required. Those wishing to enjoy alcoholic beverage options will need to be carded and marked by our angels and imps. Anyone wishing to join in the fun of throwing this party can reach out to [Jennifer Bingham-Robinson](#) via FB Messenger. You don't have to be a part of the Orphanage to be a part of the creative fun.

### **Cancelled Classes**

Turban Tying, Version 2

Have Fun Storming The Castle: Historical Architecture

Introduction to Embroidery and Embellishing Garb

Thermos Cooking

Friday, 9-9:50am

Friday, Noon

Saturday, 2-2:50pm

Saturday, 3-3:50pm

Pavilion #2

Pavilion #1

Pavilion #4

Pavilion #1