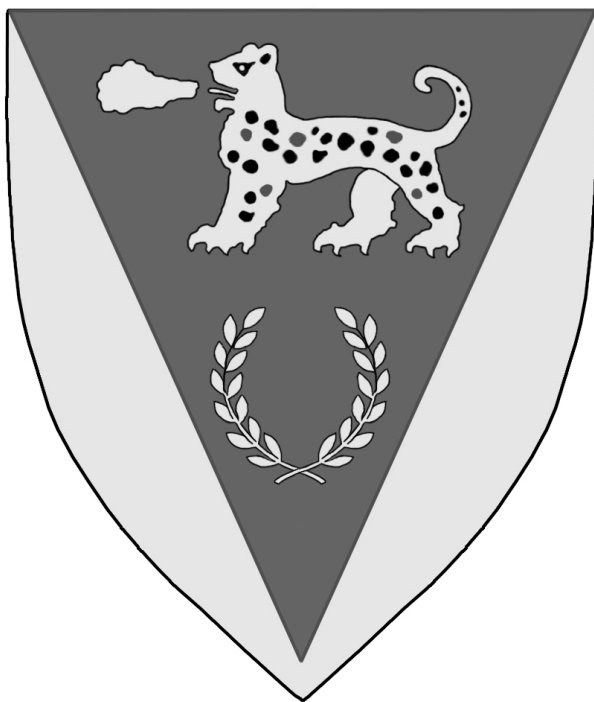


# PANTERIA XXIV



SPONSORED BY

THE SHIRE OF PANTHER VALE

LADY LAURA FLINTBROOK  
SENECHAL

SIGNORA AURELIA COLLEONI A'BUCCAFURNO  
EVENT STEWARD

CAMP FARNSWORTH  
THETFORD, VERMONT

MAY 24 - 27 AS LIV (2019)

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# WELCOME, NEWCOMERS!

Greetings newcomers, and welcome to Panteria XXIV!

Be on the lookout for people wearing the **Newcomer Ambassador Badge**. It’s a green ribbon with a gold key on it. If you see someone wearing this badge, that means they’re particularly happy to have you approach them with questions.

Panteria offers Gold Key, which is **loaner garb**, for those who do not have garb to wear. This is available to you throughout the weekend. If you use Gold Key, please return worn garb to the Gold Key ‘hamper’ by 9am Monday morning.

Panteria is a **Royal Progress event**. This means that their Majesties, the King and Queen of the East Kingdom, will be joining us and hosting court. Learn more at the Newcomer’s Guide to SCA Court, Saturday at 11 am in Joiner.

The shaded space between Joiner and the Bathhouse is our **Youth and Family Point!** Should you want to set up a superyard (aka Baby Thunderdome) for shared baby and toddler play space, this would be the place to do it. Bring your own camp chairs, make yourselves at home with access to youth classes, bathrooms, and the swings. Please leave room for classes in the area closest to the street.

Many of our classes and events are **tailored to newcomers**. Our class list indicates which classes are ideal for newcomers and children. Combat events include:

- **Archery:** Loaner equipment is available! Anytime the range is open, stop by and speak with an archery marshal and ask if you can try it.
- **Combat Archery:** Targets will be set up for you to try shooting a crossbow or a handbow, or bring your own handbow (30 pound at 28" draw). Saturday, 1 – 2 pm beside the battlefield.
- **Thrown Weapons:** Loaner equipment is available! Anytime the range is open, stop by and speak with the marshal and ask to try it out.
- **Fencing:** Stop by the fencing field and ask to speak to the marshal in charge. He will have loaner gear Saturday and Sunday, 9 – 10 am.
- **Heavy List (armored combat) and Equestrian:** While we would love to be able to have you try these, it is rather difficult at events. But please feel free to stop by and ask questions! If you like, we can help you find instructors who live near you.

# SITE RULES

**Alcohol:** The legal drinking age in the state of Vermont is 21. We have a zero tolerance policy for underage drinking. Really. If you choose to drink, you are still responsible for your actions, and actions that pose a danger, or are hurtful to yourself or to others, will not be tolerated and could result in expulsion from the event without refund. We don't want to lose the right to use Camp Farnsworth.

**Children:** Camp Farnsworth is a 100+ acre partially wooded site located in a remote rural area with a large body of water and a major highway at its edge. For the safety of the children, we require that those under 5 be with a parent or guardian, and that children between the ages of 5 and 12 be within sight/sound of a parent or guardian at all times. Parents/guardians are responsible for the behavior of their children. Chronic non-compliance with this policy may result in the parties involved being asked to leave the site without a refund. Also, minors attending with an adult other than their parent/legal guardian are *required* to present a notarized medical consent form *and* a minor's release form signed by their parent or legal guardian.

**Dining:** The Dining Plan provides breakfast, lunch and a simple feast on both Saturday and Sunday. Guests choosing to be a part of the meal plan will be expected to help set up, or cook, or clean up for one meal. This

allows everyone a part in the shared experience and not trap anyone in the kitchen for the whole weekend. Coffee, tea & hot water are available to all in the Dining Hall.

**Fire:** Fires must be contained in a raised brazier or existing fire pit. There is limited firewood on site, but it can also be obtained from the village store in Thetford Center, at the bottom of the hill to the right as you exit camp. Do not transport firewood across state lines.

**Parking and Off-loading:** After unloading your vehicle, please move it to one of the parking areas designated on the site map.

**Pets:** Unfortunately, the policy of the Girl Scout Council of the Green and White Mountains does not allow pets except for service animals and animals integral to the re-enactment. Thus horses for the equestrian competitions are allowed, but other pets are not unless they meet the criteria above. The Girl Scouts Camp Ranger makes this determination, not the event steward. So if you want to make the case that your pet is integral to your persona and your re-enactment, we will forward the request to the Ranger.

**Quiet Hours:** With consideration for the families that will be camping at Pantheria, quiet hours will begin at eleven p.m. (23:00). Please continue

to enjoy your friends but be considerate of those around you.

**Recycling:** Recycle at the zero-sort dumpster near the Dining Hall.

**Showers:** Two shower houses with hot running water are available. Please be considerate of time and hot water when it is your turn.

**Smoking:** Smoking and use of e-cigarettes is allowed outside and in private campsites only. Out of respect for the Girl Scouts who allow us to use their camp, please be sure to clean up all butts!

**Site Tokens:** Site tokens need to be worn so they are visible at all times.

**Swimming:** Panther Vale’s policy is that the site ends at the water’s edge. We do not provide lifeguards and our

insurance will not cover swimmers. Therefore, swimming is at your own risk. The pool is closed.

**Trash Removal:** Please leave your campsite as clean as you found it. Containers for your bagged trash will be found around the camp. Please use the zero-sort recycling dumpster near the Dining Hall.

**Water:** Potable water spigots are located in several locations around the site, and will be indicated on the site map in your program.

**Weather:** Springtime in Vermont often has extremes in temperature. It has been known to be 90° F during the day some years. It has, also, been known to be 30° F overnight. Please, for your own comfort, pack with both extremes in mind. We want everyone to have a good time.

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# MEALTIMES

## SATURDAY

- Breakfast 7 – 8:30 am
- Lunch 12 – 1:30 pm
- Feast – After Court

## SUNDAY

- Breakfast 7 – 8:30 am
- Lunch 12 – 1:30 pm
- Dinner 6 – 7:30 pm

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# FRIDAY SCHEDULE

Site opens at 4 pm.

- 4 – 8 pm. Archery Inspections, Royal Rounds, IKACs, Open Shoot.
- 8:30 pm – 12 am. Bardic Circle. Program Building.

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# MONDAY SCHEDULE

Site closes at 12 pm.

# MERCHANTS

**Antony's of Sheffield:** Feast gear, clothing, draw shave, wooden box, etc.

**Auntie Arwen's Spices:** Unique, home-made spice blends with the freshest ingredients.

**Bloodstone Dragon Jewelry:** Handmade jewelry.

**Brandr Forge:** Functional and decorative iron work as well as bladesmithing.

**Cabachons:** Silver, glass and semi-precious jewels, stockings and hand-painted silks, ceramic figurines, votifs and cookie stamps, Tchipakkan's cookbooks, portraits, more.

**Cloak & Dagger Creations:** Trim, cloak clasps, circlets, and ready-made garb.

**Diabolis Bazaar:** Saris, feast gear, jewelry, maybe spices, and certainly Turkish coffee.

**Firebird's Treasures:** Ironwork, pearl and semi-precious stone jewelry, hats, pilgrim bags, pouches, and more.

**Green Mountain Leathercraft:** Leather goods, beads, jewelry, socks, etc.

**Jen Hagan Acupuncture:** Ear acupuncture to reduce anxiety and stress and increase calmness and focus. NADA certified.

**Lenneth's Trading Post:** Lenneth trades anachronistic textiles, desirable objects, and handmade things.

**Mhisty's Coven Tree:** Stones, herbs, jewelry, cloaks, wall hangings, basic beginners tunics, belts, pouches, and daggers!

**Mountain Greenery Designs:** Jewelry, woven belts, paternosters, bead embellished bags.

**The Plunder Sisters:** Everything from feast gear to jewelry.

**Rampant Wolf Forge:** Forged camp goods, kitchen goods, cloak pins and custom work.

**Rockmaple Forge:** Handcrafted knives and ironwork.

**Sigrid and Magnus Leather Emporium:** Handmade quivers, belts, pouches, haversacks, hats, and other various handmade items.

**T.F. Woodcraft:** Handmade tools for fiber arts including lucets, naalbinding needles, drop spindles, embroidery frames and stands. Their pieces are silky to the touch and will not catch even the finest silks.

**Thor's Hammer:** Cookwares and housewares, furniture, bow rests, portable holes), archery supplies, cordage, jewelry, spice boxes, knives.

**Transmaille:** TransMaille is a beautiful translation of metal into wearable kinetic art, honoring both traditional and modern chainmaille design, creating pieces that armor and adorn.

**VeriStorium:** Viking hoods, drinking horns, pouches and garb.

**Victoria Greenia Biofield Tuning:** Different schools of thought believe that our bodies have an energetic imprint that can indicate good or poor health in a body. With tuning forks, Victoria helps guide misplaced energy back to the body.

**Waddon Woods:** coffee, chai, books, gear, garb, and bad jokes!

SATURDAY, MAY 25

	ARCHERY	BATTLEFIELD (PAVILIONS)	BATTLEFIELD (COMBAT ARCHERY)	BATTLEFIELD (HEAVY LIST)		BATTLEFIELD (YOUTH HEAVY LIST)	BUNK HOUSE	DINING HALL	EQUESTRIAN (BARN)	EQUESTRIAN (ARENA)
7:00 AM										
7:30 AM									Trail Ride (meet in Stables)	
8:00 AM										
8:30 AM										
9:00 AM	General Shooting Royal Rounds, IKACs		Introduction to Combat Archery			Youth Combat				Authorizations
9:30 AM										
10:00 AM				Inspections/ Authorizations		Big German Headwear			Kids Can Help in the Feast Kitchen!	Hunt Challenge Course (large arena)
10:30 AM										
11:00 AM			Authorizations & Ammo Inspections	Panteria Novice Tourney	Open Field					
11:30 AM										
12:00 PM										
12:30 PM										
1:00 PM	General Shooting Royal Rounds, IKACs		Give Combat Archery a Try!			Making Leather Gloves			Youth Meet & Greet	
1:30 PM							Making Cloth Buttons	Chop & Chat		
2:00 PM		Courtesan Persona Roundtable (Salon Pavilion)		Warlord Tourney						Mounted Archery Practice/ Authorizations (upper arena)
2:30 PM								Sausage Making for Youth		
3:00 PM			Combat Archer's Challenge				Period Felting	Arachne's Web Lace Guild		
3:30 PM				Armored Woods Battle: The Hunt (meets at Woods Battle Area)						
4:00 PM										
4:30 PM								Laurel Hunt		
5:00 PM	General Shooting, Royal Rounds					Youth Tourney				
5:30 PM		Court								
6:00 PM										
6:30 PM										
7:00 PM										
7:30 PM									Feast (after court)	
8:00 PM										
8:30 PM										
9:00 PM									Moonlight Ball (after feast)	
9:30 PM										
10:00 PM										
10:30 PM										
11:00 PM										
11:30 PM										

Fencing	Joiner (Back)	Youth Events (Front of Joiner)	Metal- Workers Pavilion	Mud Hut	Thrown Weapons	Tovarich		Tree- House	Program Building	
										7:00 AM
										7:30 AM
										8:00 AM
										8:30 AM
Authorizations		Youth Garb Swap			Open Throwing				Site Walk for Newcomers	9:00 AM
								9:30 AM		
Pickup & Fencing Games	SCA for Beginners	Hnefetafl		Ad Hoc Choir		Demo: Beer Brewing Over an Open Fire				10:00 AM
									10:30 AM	
	Newcomers Guide to SCA Court	Kubb	English Gothic Period Bladed Arms						11:00 AM	
									11:30 AM	
								12:00 PM		
		Lunch Break							12:30 PM	
Melee Practice (1:30-2:45)	Carving Kitchen Tools	Tracking	Cloisonné Enameling	Round and Round We Go!	Open Throwing	Coracle Launch		Ottar Explains the Landscape	1:00 PM	
				Medieval Weeds and Why They Grow					2:00 PM	
Tavern Brawl (2:45-4:00)									2:30 PM	
	The Trondheim Horse	Storytelling Scrolls		The Traveler & The Overnight					3:00 PM	
								Scribal Meet-Up	3:30 PM	
							East Kingdom Brewers Guild	Secret Jews of the Iberian Peninsula	4:00 PM	
		Teen Super Seekrit Meeting							4:30 PM	
										5:00 PM
										5:30 PM
										6:00 PM
										6:30 PM
										7:00 PM
										7:30 PM
										8:00 PM
								Bardic Circle (starts after feast)	8:30 PM	
									9:00 PM	
									9:30 PM	
									10:00 PM	
									10:30 PM	
									11:00 PM	
								11:30 PM		

SUNDAY, MAY 26

	ARCHERY	BATTLEFIELD (COMBAT ARCHERY)	BATTLEFIELD (HEAVY LIST)	BATTLEFIELD (YOUTH HEAVY LIST)	BUNK HOUSE	DINING HALL	EQUESTRIAN (BARN)	EQUESTRIAN (ARENA)	FENCING																																
7:00 AM							Trail Ride (meet in Stables)																																		
7:30 AM																																									
8:00 AM																																									
8:30 AM																																									
9:00 AM		Ammo and Repair	Inspections & Authorizations		Intro to Nalbinding	Mimosas with Their Majesties			Authorizations																																
9:30 AM				Youth Combat						Intro to Nalbinding	Mimosas with Their Majesties		Jousting and/or Double Quintain	Rapier Wood Battle (meet in woods battle area)																											
10:00 AM	General Shooting, Royal Rounds, IKACs	Take the Gates!																																							
10:30 AM																																									
11:00 AM	Children's Intro to Archery																																								
11:30 AM																																									
12:00 PM																																									
12:30 PM																																									
1:00 PM	General Shooting, Royal Rounds, IKACs									The 30' Spear			Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing	Singles Tourney																							
1:30 PM																						Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing	Singles Tourney														
2:00 PM																															Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing	Singles Tourney					
2:30 PM													Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing																				Singles Tourney				
3:00 PM					Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing										Singles Tourney																						
3:30 PM																							Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)		Youth Fencing	Singles Tourney												
4:00 PM													Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing													Singles Tourney											
4:30 PM				Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing	Singles Tourney																																
5:00 PM																						Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing	Singles Tourney														
5:30 PM													Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing											Singles Tourney													
6:00 PM				Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing																							Singles Tourney										
6:30 PM																					Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing	Singles Tourney															
7:00 PM													Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing												Singles Tourney												
7:30 PM				Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing																						Singles Tourney											
8:00 PM																				Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing	Singles Tourney																
8:30 PM													Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing										Singles Tourney														
9:00 PM				Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing																				Singles Tourney													
9:30 PM																				Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing							Singles Tourney										
10:00 PM													Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing									Singles Tourney															
10:30 PM				Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing																					Singles Tourney												
11:00 PM																				Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing						Singles Tourney											
11:30 PM													Chop and Chat		The Medieval Warhorse	Period Helmet Cover Class (in the barn)	Youth Fencing								Singles Tourney																



JOINER (BACK)	YOUTH EVENTS (FRONT OF JOINER)	METAL- WORKERS PAVILION	MUD HUT	THROWN WEAPONS	TOVARICH		TREE- HOUSE	PROGRAM BUILDING		
										7:00 AM
										7:30 AM
										8:00 AM
										8:30 AM
	Making Tokens and Stuffing the Toy Box	Combat Archery: Making/ Repairing Ammo								9:00 AM
										9:30 AM
	Medieval Music and Dance for Young Children									10:00 AM
								Conducting a Recon. Patrol		10:30 AM
	Firestarting	Bronze Casting Demo			Intro to Middle Eastern Dancing	Firestarting with Flint and Steel				11:00 AM
										11:30 AM
	THE PANTERIA DRAGON HUNT!									12:00 PM
										12:30 PM
			Primitive Cooking in a Firepit	Open Range						1:00 PM
										1:30 PM
Making Spiral Finger Rings				Royal Rounds				Northern Region Arts & Sciences Competition	Youth Arts/ Sciences Display (1- 4pm)	2:00 PM
										2:30 PM
			Traditional Western Herbalism						Glima: Viking Wrestling	3:00 PM
										3:30 PM
	Kubb Tourney			Open Throwing			Brewer's Social			4:00 PM
										4:30 PM
										5:00 PM
										5:30 PM
										6:00 PM
										6:30 PM
										7:00 PM
										7:30 PM
					Middle Eastern Hafra					8:00 PM
										8:30 PM
										9:00 PM
										9:30 PM
								Coffee House		10:00 PM
										10:30 PM
										11:00 PM
										11:30 PM

# YOUTH CLASSES & EVENTS

Youth and Family classes are NOT drop-off. Parents and guardians are responsible for their children at all times.

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## SATURDAY

### 9 – 11 am. Youth Combat

**Div 1 (ages 6-9)** must have a parent/guardian at the list at all times. **Div 2 (ages 10-13)** must have a parent/guardian sign them in and stay on site. **Div 3 (ages 14-17)** must be signed in by a parent/guardian who do not need to stay on site, but should be reachable by phone in case of emergency. Forms may be signed by parents/guardians in advance for Div 3 fighters attending without a parent/guardian, but who have proper forms filed with Gate. Some loaner gear available. Youth Combat List.

### 9 – 10 am. Youth Garb Swap

Swamped with clothes that don't fit your kid, and don't have nearly enough that do? Is your kid sick to death of their garb and wants to try something new? Come swap with other parents (older kids welcome, too!) and hopefully leave with garb that fits. You don't need to donate to pick some out. Any youth garb still left at 1PM will be donated to the Panther Vale Gold Key to outfit our newcomers. Front of Joiner.

### 10 – 11 am. Hnefetafl

With Lady Embla. Come learn this strategic board game played in Nordic and Celtic lands from the 4th to 12th centuries. It's a great game, easy to learn, and quiet enough to play during Court. Front of Joiner.

### 10 – 11 am. Kids Can Help In The Feast Hall

With Master Aethehawk. If you have ever wanted to help in the kitchen, or with serving feast, this class will give you a tour of the kitchens, and specific details about what kids of all ages can do to help feed the populace. Dining Hall.

### 11 am – 12 pm. Kubb

With Brenden. This Viking age lawn game, sometimes considered a cross between bowling and horseshoes, is easy to learn, and good for all ages. Don't be surprised if you see it played all weekend long! Outside Joiner.

### 1 – 1:30 pm. Equestrian Meet & Greet

Lady Laura Flintbrook and Viscountess Gwenllian Rhiannon of Dragonkeep. Come talk to the riders and say hello to the horses! Ask questions about equestrian activities in the SCA. Barn.

### 1 – 2 pm. Tracking

Black Finn, a member of the East Kingdom Foresters Guild, will teach kids the basics of tracking animals by their footprints and other signs of their passage. Joiner.

### 1 – 2 pm. Give Combat Archery A Try!

Combat archery is family friendly, and kids of all ages are welcome to come give it a go! Children will need a parent or guardian to help them load their bolts. Combat Archery Field.

### **1 – 2 pm. Sausage Making for Youth**

With Master Aethelhawk. Ready to get your hands really, really clean, and then really, really dirty? Join Taz as you make some of the sausages that will be served later on! Dining Hall.

### **2 – 3 pm. Storytelling Scrolls**

With Augusta Rose Diamond. Come listen to an experienced storyteller weave her tale, then create a story scroll as you prepare a storytelling performance of your own! Front of Joiner.

### **4:30 – 6 pm. Youth Combat Tourney**

Combatants should have participated in the morning session so armor and skills can be assessed before the tourney. Other children are welcome to come cheer for all contenders! Please see rules as listed for Saturday morning session. Youth Combat List.

### **4:30 – 6 pm. Teen Super Seekrit Shenanigan Planning Meeting.**

Teenagers are *absolutely* welcome to continue to enjoy the Dragon Hunt as participants, but any who want to get in behind the scenes of making the Dragon Hunt happen are encouraged to help plan Sunday's schtick. Front of Joiner.

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## **SUNDAY**

### **9 – 10 am. Making Tokens and Stuffing the Toy Box.**

Craft workshop for kids and parents. Kids can work on making personal tokens to give to those who inspire them, be they A&S entrants, fighters on the field, or anyone else who they want to commend. Adults can work on making toys to donate to the toy box. BYO or follow predetermined projects. Front of Joiner.

### **9:30 – 11 am. Youth Combat**

Some loaner gear available. Please see rules as listed for Saturday morning session. Youth Combat List.

### **10 – 11 am. Medieval Music and Dance for Young Children.**

Dance bransles with your babies! Play tambourines with your toddlers! Specifically planned for very young Scadians (up to age 6 or so). Will be outside if the weather is fine, and inside (and more about music than movement) otherwise. This is not a drop-off class. Front of Joiner.

### **11 am – 12 pm. Youth Firestarting**

Learn fire safety and how to light a fire with flint and steel from Clovis, a member of the East Kingdom Foresters Guild. Max. ten kids, ages 10 and up. Younger kids can watch with a parent if it is safe. All participants must wear closed-toe shoes. Meets at Joiner, using the Mud Hut hearth.

### **11 am – 12 pm. Youth Intro to Archery**

Come get some very patient instruction, and have a wonderful start to a summer on the range. Children may attend by themselves if they can string, unstring, and draw their own bows. Archery Field.

### **12 – 1 pm. THE PANTERIA DRAGON HUNT!**

The children of the North have a reputation for bravery, tenacity, and teamwork! Beasts both vicious and mysterious from all over the Known World and beyond have come to Panteria to test the mettle of East Kingdom youth season after season, and nary a one has escaped its rightful destiny to date! This year, though, Fortune has truly smiled upon us, as mystical forces have

decreed that the youth of the kingdom are to be rewarded for their many years of exemplary service! Vivant! Just one teeny, tiny, little quest before they can all reap their rewards. Starts at Joiner, ends at Program Building.

### **1 – 2 pm. Youth Fencing**

With Lady Frenya Thorsteinndottir. Ages 6-17, parent/guardian must be in attendance throughout. Fencing List.

### **1 – 4 pm. Youth Arts & Sciences Display**

Pantheria is hosting the Northern Region A&S Competition this year, and while youth are not permitted to enter the Championship (whomever wins is expected to run it next year), artisans and scholars of all ages are welcome to display their work! Youth entrants are encouraged to bring simple documentation, but basic, age-appropriate prompts will be available to help kids write beginning documentation at the display. Youth entrants are particularly encouraged to sit with their work so they can answer questions and receive feedback between 2-3 PM. Program Building.

### **1:30 – 2:30 pm. The Medieval Warhorse**

With Mistress Eleanor fitzPatrick. Learn all about the anatomy, equipment and weapons of a modern horse in the SCA. Lower Barn.

**2 – 3 pm. Youth Guide to A&S Displays and Competitions.** How do A&S displays and competitions work? What do I need to know to attend one? How should I talk to the entrants? If I decide to enter, how do I do basic documentation? What can I expect? This class starts as discussion, then we'll visit the Northern Region A&S Cham-

pionship together, and hopefully see some young entrants sitting with their work! Meets at Joiner, ends at Gate.

### **3 – 4:30 pm. Youth Woods Battle**

Just like the adult version, youth fighters will be fighting melee scenarios in their very own woods battle! Combatants should have attended at least one of the two morning sessions of youth combat so their equipment and skills can be adequately assessed before the battle. Please see Rules as listed for Saturday morning session. Starts at the youth combat list.

### **4 – 6 pm. Kubb Tourney**

With Brenden. Learn to play the game Saturday morning, practice all weekend, and show off your skills Sunday afternoon! If there are enough entrants the group will be divided up into divisions by age, so please *sign up at Joiner by 3 PM Sunday* if you want to compete! Outside Joiner.

### **7:30 – 10:30 pm. Coffee House**

Performers of all ages are welcome to attend and perform in this annual event. Children usually go early in the evening, as the event can run late. Those choosing to perform should prepare something between two and five minutes long, and pay attention to the person organizing the order of performance so they are ready when called. Youth are welcome to stay and listen to other performances, but should not talk when others are performing. Program Building.

# GENERAL EVENTS

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## ARCHERY

Location: Archery Field.

### FRIDAY

**4 – 8 pm. Inspections, Royal Rounds, IKACs (Inter-Kingdom Archery Competition), Open Shoot.** Ends at dusk. Open if a marshal is available.

### SATURDAY

**9 am – 12 pm and 1 – 4 pm. General Shooting, Royal Rounds, IKACs**

### SUNDAY

**10 – 11 am and 1 – 4 pm. General Shooting, Royal Rounds, IKACs**

**Evening Tentative Shoot** (if a marshal is available)

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## ARTS & SCIENCES COMPETITION

**Sunday 1 – 4 pm.** The Northern Region Arts & Sciences competition will use the kingdom A&S rubric to assess entries. The regional champion encourages the Arts & Science in the region and will coordinate next year's Northern Region competition. You are welcome to share your entries for the

panel even if you don't live in the region. The champion will be chosen from the Northern region. If your work includes a performing art entry, please let Alienor Hathaway know in advance so we can coordinate the entry. Plan on meeting with the judge(s) for about 15 minutes on Sunday between 1pm and 4pm. Please let Alienor know about any time constraints. Plan to pick up your work at the end of Sunday. Program Building.

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## BARDIC/DANCE

### FRIDAY

**8:30 pm – 12 am. Informal Bardic Circle.** Program Building.

### SATURDAY

**After Feast: Informal Bardic Circle.** Saturday night will begin with a bardic challenge. Please share a piece following the Panteria theme of the hunt: period, traditional or one you composed yourself. This is not a competition. You win by sharing, and our bardic coordinator will have a small token of appreciation for entering. Followed by a traditional Bardic circle. Program Building.

**After Feast: Moonlight Ball.** Dining Hall.

### SUNDAY

**After Dinner: Coffee House.** Children are welcome to participate and often steal the show. Program Building.

**7:30 – 9:30 pm. Middle Eastern Hafila.** This dance party is for all! Come to dance, play music, sing along, and just have a good time. Family friendly, all bodies welcome. We will have modern magic available for playing music, if you'd like to dance to something specific. Tovarich Barn.

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## COMBAT ARCHERY

Location: Battlefield, unless noted.

### SATURDAY

**9 – 10 am. Intro to Combat Archery**

Learn about the rules and conventions of Combat Archery.

**10:30 am – 12 pm. Authorizations & Ammo Inspection** assuming the long, narrow bit below the basketball courts is free. Rattan marshal plus 1 fighter needed.

**1 – 2 pm. Give Combat Archery a Try!**

Parents/guardians must accompany minors to shoot and/or load crossbows. All others 16+ must be able to span or draw bows under their own power.

**2:30 – 4 pm. Skills Competition**

Static target, active target and dueling. You must be armored to SCA Heavy List standards.

### SUNDAY

**9 – 10 am. Ammo and Repair**

Metalworking Shed.

**10:30 am – 12:30 pm. Take the Gates!**

Enemies have been found poaching in the verdant forest! Loyal Northerners must dislodge the enemies from their fortifications. Combatants will be di-

vided into two teams. The defending team has three resurrections. The attacking team may resurrect an unlimited number of times. There will be a keep wall with gate. The attackers are timed on how long it takes them to overcome the defenders, then they switch and the previous defenders attack the keep gates.

**1 – 2:30 pm. The 30' Spear: Integration of Combat Archery into Melee.**

Small unit commanders are invited to bring their triads, teams, and combat archers to work on individual and unit skills in a small, limited field, melee environment. Fundamentals of integration, movement, and opportunity targets will be addressed. Practice and practical application of lessons will be based on the number of participants and skills.

**3 – 4:30 pm. This Is Our Land! Open Field Battle.**

This traditional battle is fought best 2 of 3 iterations among two teams. Combat archery subject to field and safety restrictions. Projectiles will not be gleaned between iterations.

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## EQUESTRIAN

Schedule may change due to weather conditions.

### SATURDAY

**7 – 9 am. Trail Ride.** Stables.

**9 – 10 am. Authorizations**

For riding, weapons and ground crew. Please contact Lady Laura Flintbrook or Mistress Ellen du Grandchamp ASAP if planning to authorize. Arena.

**10 am – 12 pm. Hunt Challenge Course**  
Spectators and ground crew encouraged to attend! Large Arena.

**2 – 4 pm. Mounted Archery Practice & Authorizations.** Upper Arena.

## SUNDAY

**7 – 9 am. Trail Ride.** Stables.

**9:30 – 11 am. Jousting and/or Double Quintain.** Ground crew training, spectators welcome! Arena.

**3 – 4:30 pm. Lane Games Practice.** Arena.

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## FENCING

Location: Fencing grounds, unless otherwise noted.

## SATURDAY

**9 – 10 am. Authorizations**

Want to fight that arch-nemesis in dagger but you aren't allowed to? Let us get you there. All the stabbings, twice the fun. Expand your game and impress the ladies and lords with your fencing prowess.

**10 – 11:30 am. Pickups & Fencing Games**

The list will be open to pickup bouts and we will be having a roman melee and warlord skirmish if we have sufficient numbers of participants.

**1:30 – 2:45 pm. Melee Practice**

Lord Matthias Grunwald will be on site for scenarios in anticipation of this year's Pennsic melee rapier championships. Lord Frostulfr the Swordsman has also offered to teach a beginners melee class for those who wish to learn more about rapier melee combat.

**2:45 – 4 pm. Tavern Brawl**

(1 Resurrection battle 3 lives, 1 non resurrection battle) Who's got the best hard cider in town? Why, it's the Panteria Tavern. This will be a little different. There will actually be bottles of Lord Lorencio's hard cider up for grabs, and the winners get to share the booty. There will be two runs so both teams will have a chance to win the booty, and for those underage or those who do not partake of alcohol there will be other drinks in the booty chests.

## SUNDAY

**9 – 10 am. Authorizations**

**10 – 11:30 am. Rapier Wood Battle**

(Resurrection Battle) Capture the Flag with a twist. Two teams will battle for a flag out in the woods. The first team that brings home the flag wins. The flag needs to be returned to its starting point when the flag bearer is killed. As an added bonus find the elusive Panteria Chupacabra and return it to your base for extra points. Meet at Woods Battle Area.

**1:30 – 4 pm. Singles Tourney**

The 2nd annual Panteria Fencing Tourney. Can anyone unseat the current champion, Lord Morty? He defends his title against all comers.

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## HEAVY LIST

Location: Battlefield.

## SATURDAY

**9:30 – 10:30 am. Inspections & Authorizations**

### **10:30 – 11:30 am. Panteria Novice Tourney**

This tournament is open to fighters with less than three years of experience who have not yet fought at Pennsic War. It is usually a round-robin format tourney, but that may change depending on the number of combatants. A prize is offered to the winner.

### **10:30 am – 12 pm. Open Field**

Sparring, bouts. triad training.

### **1 – 2:30 pm. Warlord Tourney**

Single combatants start. The Warlord Tourney prepares individuals and units for the rigors of GNEW and Pennsic. All fighters start on their own, as a single warrior, but will end the day as part of the victorious army. If fighters are defeated, they are subsumed or absorbed into the victorious team.

### **3 – 4:30 pm. Armored Woods Battle:**

**The Hunt.** This is a resurrection battle. Combatants divide into two teams. There are two flags, each placed at each team's resurrection spot. The battle ends when a team returns the opposite team's banner to their own resurrection spot. There will be three iterations of the battle (time allowing).

## **SUNDAY**

### **9:30 – 10:30 am. Inspections & Authorizations**

### **10:30 am – 12:30 pm. Take the Gates!**

Enemies have been found poaching in the verdant forest! Loyal Northerners must dislodge the enemies from their fortifications. Combatants will be divided into two teams. The defending team has three resurrections. The attacking team may resurrect an unlimited number of times. There will be a

keep wall, with gate. The attackers are timed on how long it takes them to overcome the defenders, then the sides switch and the previous defenders attack the keep gates.

### **1 – 2:30 pm. The 30' Spear: Integration of Combat Archery into Melee.**

Small unit commanders are invited to bring their triads, teams, and combat archers to work on individual and unit skills in a small, limited field, melee environment. Fundamentals of integration, movement, and opportunity targets will be addressed. Practice and practical application of lessons based on the number of participants and their skills.

### **3 – 4:30 pm. This Is Our Land!**

This traditional, open field battle is fought best 2 of 3 iterations among two teams. Combat archery allowed, subject to field and safety restrictions. Projectiles will not be gleaned between iterations.

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## **THROWN WEAPONS**

Closed-toe shoes are required to participate at the range.

## **SATURDAY**

### **9 am – 12 pm. Open Throwing**

**1:30 – 8 pm. Open Throwing** until dusk.

## **SUNDAY**

### **1:30 – 2 pm. Open Range**

### **2 – 4 pm. Royal Rounds**

**4 – 8 pm. Open Throwing** until dusk.



# GENERAL CLASSES

Unless otherwise noted, classes run for 50 minutes. Classes specifically for youths are listed on page 8-9.

(Y) means suitable for youth

(N) means suitable for newcomers

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## SATURDAY

### **9 am. Site Walk for Newcomers**

Duchess Marieke. Let's get oriented! We'll stroll around the main loop and see where the major activities will take place, as well as pathways to other parts of the site. We'll also happily answer any questions you might have about the weekend's activities, or anything else. Porch of the Program Building (where you checked in). (N)(Y)

### **9 am. Intro to Combat Archery**

Lord Regnulf of Crakehole. Learn the general rules and requirements to participate in combat archery in the East Kingdom. Battlefield. (N)

### **10 am. SCA for Beginners**

Lady Morwenna. New to the SCA? You have already noticed that we use strange words, do unusual things, and wear extraordinary garments. Now's your chance to indulge your curiosity and find out how you can fit in and find your place in history. Don't be shy... we're mostly harmless! Back of Joiner. (N)(Y)

### **10 – 11:30 am. Big German Headwear**

Mistress Agatha Wanderer. Learn about the layers involved in German/Austrian headwear of the 15th and 16th centuries. You will learn how to make a wulsthaube, the layer that gives the headwear its classic “mushroom” shape. If you wish to start the wulst, bring 1/2 yard white linen. Class fee \$1 for the handout. Bunk House. (N)

### **10 am – 12 pm. Ad Hoc Choir**

Lady Solveig Bjarnardottir. Join us as the newest East Kingdom traveling choir, learning and rehearsing music that will be rehearsed at other events with hope of performance. Recording is optional with consent of the group. \$2 materials fee, or if you're already on the EKChoir Facebook page, you can print your own music from there. Mud Hut.

### **10 am – 3 pm. Demonstration of Beer Brewing over an Open Fire.**

Baron William, an experienced brewer who uses period vessels and techniques, will brew a batch of beer and answer questions. Stop by any time, and discuss the art of historical brewing with this knowledgeable and friendly man. Tovarich Firepit. (N)

### **11 am. Newcomer's Guide to SCA Court**

Lady Bess Brechin. You're new to the SCA and you see court is on the schedule and you wonder, “What is SCA court?” I will cover what to expect at court to help you understand what may happen. We will discuss the role of the Royals in the East Kingdom and actions they may take in court. Back of Joiner. (N)

**11 am. English Gothic Period Bladed Arms.** Bishop Slate. Join us for a demonstration of Gothic period weapons, specifically swords and daggers, and their uses/laws in 15th-century England. Metalworker's Pavilion. (N)(Y)

**11:30 am – 4:30 pm. Making Leather Gloves.** Lady Geloria. In this day-long class, you'll learn how to make yourself a pair of leather gloves. 5 hours. Max 6 students plus 6 observers. Materials fee \$15. Bunk House.

**1 pm. Chop and Chat**

Help prepare our feast ingredients while chatting with Panteria's cooks on culinary topics like seasonal cooking, using leftovers, and how to cook for large numbers. No experience necessary, and your help is greatly appreciated! Dining Hall. (N)

**1 pm. Making Cloth Buttons**

Baroness Cellach Dhonn. Learn techniques to make 16th-century buttons of woven cloth. This is a hands-on class. Max: 10 people. Bunk House. (N)

**1 pm. The Carving of Kitchen Tools and Table Ware.** Lord Karl the Oblique. This class will cover the creation of a variety of carved wooden items useful in the camp kitchen or on the dining table at SCA events. Discussion and demonstrations include tools and the safe use thereof, carving techniques, suitable wood varieties, and functional finishes. Materials will be provided for five participants, printed handouts (with patterns) for 12. PDF handouts upon request. Back of Joiner. (N)

**1 pm. Ottar Explains the Landscape**

Ottar the Forester. Moss doesn't just grow on the north side of trees. Plants have favorite places to grow and thrive. Finding certain kinds of plants in various locations can tell you about things that used to be there like farms or homes. The type of soil and the amount of water affect what types of plants will grow in a location. Some plants come crowding in when the soil is disturbed; others come later. One type of tree, the beech, can form an entire forest although it's actually just one plant. Plants have friends that also prefer the same sort of environment. When hunting for cranberries, look for sphagnum moss. Meet Ottar on the porch of the Program Building, prepared to walk a bit. (N)(Y)

**1 pm. Round and Round We Go!**

Lady Solveig. Learn to sing some medieval and Renaissance rounds. No skill necessary. This is fun! Fee \$5 if you keep the printout. Mud Hut. (N)

**1 – 4 pm. Cloisonné Enameling**

Lady Ruadhnaid. Enameling is the art of fusing powdered glass to a metal backing. You will create a pattern of wires to outline your design and then fill the spaces with color, creating an enameled pendant. No experience needed. Tools and materials will be provided, but extra jewelry pliers are always a welcome addition. Please, wear natural fiber clothing with no hanging sleeves or veils. Children are welcome. A parent should speak to me before class to discuss what is involved and any accommodations they will need to participate. \$5. Limited to 15. Metalworker's Pavilion. (N)(Y)

### **2 pm. Courtesan Persona Roundtable**

Baroness Bianca Anguissola. Are you a courtesan persona? Do you want to be? We'll discuss the joys and pitfalls of the vocation related to our SCA life. Due to the nature of some of the topics, only 18+ allowed. Salon Pavilion on the Battlefield, near the Royal Pavilion.

### **2 pm. Medieval Weeds and Why they Grow.**

Baroness Ellice de Valles. This class will discuss four commonly found weeds in the Northern Region of the East Kingdom (though many are found elsewhere in North America and the world). We will go over their history, medieval and modern uses (medicinal, food, dye, etc), why they grow, what it means for your soil, and how to get rid of them. Mud Hut. (N)

### **2 pm. Coracle Launch**

Lord William of Wyndhaven. Watch an authentic, handmade one-person vesel float and maneuver in the lake. You might even be able to try it out yourself! Children are welcome to watch. *Disclaimer: The event site ends where the lake begins. Activities occurring on or in the lake are not part of the event.* Lakeside, near Tovarich (walk in the direction of the Treehouses and it's on your left). (N)

### **2 – 4:30 pm. Period Felting**

Baroness Cellach Dhonn. We will cover felting techniques during the SCA period. Discussion about extant pieces. What is felting? What is fulling? Best wool for felting and availability. Three techniques will be shown. Max 6 people, cost: \$5. Bunk House. (N)

### **3 pm. The Traveler & The Overnight: Sore Feet and Hospitality.**

Lady Else von Oberfranken. Learn what Western Europeans could expect throughout their days and weeks-long travel, with a focus on the expected hospitality of private homeowners along their routes. Houses (or barns, at worst) were open to virtually any traveler to sleep and eat, unannounced. Even the roughest lot were provided some rustic shelter and bread, but those of means shared in kind with those of the same class. After all, anyone might have to travel for religious, political, legal and other reasons, so a system of hospitality was developed for the universal benefit of all. Mud Hut (N)

### **3 pm. The Trondheim Horse: A Wood Carving Exercise.**

Lord Karl the Oblique. What kept Norse children out from under foot during the long winters? We can catch glimpses of an answer by studying material culture in the form of wooden figures that survive to this modern age. Class participants will choose and transfer a paper pattern to wood, saw the rough figure free from the board, and begin to carve details into the piece. As carving requires a deal of time it is extremely rare to produce a finished piece in an hour. Please set your expectations accordingly. Materials will be available for five participants. Handouts (including patterns) will be available for a dozen. PDF handouts upon request. Back of Joiner. (N)

### **3 pm. Scribal Meet-Up**

If you're already working for the Tyger Clerk, or want to know what's involved in illuminating or calligraphing our Kingdom's award documents, this is your chance to meet your fellow artists. Back of the Program Building.

### **3 pm. Arachne's Web Lacemaker's Guild**

Meeting for Guild members, or stop by if you're interested in lacemaking. Dining Hall.

### **3:30 pm. East Kingdom Brewers Guild**

Paneling session. If you have a beverage you would like scored with the EKBG rubric for advancement in the Guild, bring it here for judging! (This is a working session. The Brewer's Social is on Sunday). Tree House Pavilion.

### **4 pm. Laurel Hunt**

Spend some time talking to Laurels of the East Kingdom. Depending on the number of Laurels and participants, you will have time to ask questions about your A&S, what it means to be a peer, etc. Dining Hall.

### **4 pm. Secret Jews of the Iberian Peninsula.**

Lady Alienor Hathaway. Jews were officially expelled from Spain in 1492. Any who lived in Portugal were forced to convert in 1497. The Jews who didn't leave converted to Christianity and took religion underground. This class will give a brief survey of customs and vocabulary of the Crypto-Jews of Portugal and Spain. This class will discuss religious beliefs for educational purposes. Back of the Program Building. (N)

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## **SUNDAY**

### **9 am. Combat Archery: Making and Repairing Ammo.**

Lord Regnulf of Crakehale. We'll cover basic ammo making and repair techniques to get you, and keep you, on the field. Class is limited to 10 participants, plus 10 observers. Metalworker's Pavilion. (N)

### **9 am. Intro to Nalbinding**

Lady Bess Brechin. Nalbinding is a fabric creation technique that predates knitting and crocheting. In this class, I'll teach you how to get started with the aim of being able to continue to nalbind at home. I'll cover at least one basic stitch, talk about garment construction, and have a pdf instructional handout I can email so you have instructions to continue at home. If you have any, please bring 100% wool worsted weight (or thicker) yarn and tapestry or nalbinding needle. They will be provided to borrow, so it is not necessary to bring your own. Maximum 6 participants. Bunk House. (N)

### **10 am. Athena's Thimble Meeting and Panelling.**

Baroness Cellach Dhonn and others. Dining Hall.

### **10 – 11:30 am. Conducting a Reconnaissance Patrol.**

Lord Black Finn. This class draws on a late 10th-century military treatise and modern US Army patrolling doctrine. Attendees will act as a group of medieval scouts or royal foresters on a scouting mission. Please do not wear armor or carry weapons. Program Building porch. (N)

**11 am. Intro to Middle Eastern Dancing**  
Lady Rudth of Ruthin. Learn some moves and feel the music! Beginners and more experienced dancers welcome. Tovarich Barn. (N)

**11 am. Bronze Casting Demo**  
Lady Ruadhnaith. Watch the process of making a cast bronze piece with molten bronze. This session can only be held if the ambient temp is over 50° F. Metalworker's Pavilion. (N)

**11 am. Firestarting with Flint and Steel**  
Lord Garrath of Arden. Learn how to perform this most basic of skills and experience the joy of turning that spark into a useful flame for warmth or cooking. Tovarich firepit. (N) (Y)

**1 pm. Making Medieval Helmet Covers**  
Learn how to make a period helmet cover for your persona, with Mistress Ellen du Grandchamp. Upper Barn.

**1 pm. Chop and Chat**  
Help prepare our feast ingredients while chatting with Panteria's cooks on culinary topics like seasonal cooking, using leftovers, and how to cook for large numbers. No experience necessary, and your help is greatly appreciated! Dining Hall. (N)

**1 – 2:30 pm. Primitive Cooking in a Firepit.** Join 1st c. Celt Corotica merch Senebelenae (Clovis) to learn methods of cooking food in a firepit using primitive implements. Techniques and recipes stem from archeological data between the Paleolithic and the late Iron Age, but can apply to any SCA time period. This will be a hands-on class, where we will cook meat, eggs, bread (and possibly more) and enjoy lunch together. Clovis will be available after

class to answer questions about the East Kingdom Foresters Guild. Bring feast gear, a seat, and something to drink. Cost is \$10 for materials. Class is limited to 12 people. We regret we will not be able to accommodate dietary restrictions. Meat, nuts, eggs, wheat and possibly dairy and honey will be heavily present in this class. Mud Hut and adjacent firepit.

**2 pm. Making Spiral Finger-Rings**  
Baroness Sile Dhubh. This is a hands-on class. You will learn how to make two copper spiral period-style wire rings (Viking, Anglo-Saxon) to keep. Class limited to 8 participants. Back of Joiner. (N)

**2 pm. Getting to know Chaucer's General Prologue.** Viscondesa Jimena Montoya. Learn why this description of folks on their way to Canterbury is both cutting social satire and pretty darn funny. We'll discuss cultural contexts and vocational stereotypes of Chaucer's era as a way of getting into the humor and the substance of this opening portion of Chaucer's poem. I'll have copies of the general prologue available, but students should ideally have read it before class. It is available in interlinear translation at [tiny.cc/p2019chaucer](http://tiny.cc/p2019chaucer). Bunk House. (N)

**3 pm. Intro to Traditional Western Herbalism and Herb Walk.** Ollamh herbalist Mactíre Fionn will briefly introduce the history and constitutional system of western European traditional medicine, and afterward lead an herb walk. Traditional Western Herbalism was the primary medical system used in Europe up through the Enlightenment, and is still in use today

by folk healers and herbalists throughout the world. Much of its theory and practice was developed and perfected in the medieval period, and in this class we will touch on just a few of its basic concepts. We will then take a walk in the fields and forests around camp and talk about the local medicinal plants and their uses, many of which were used by medieval Europeans in the same ways that we use them today. Mud Hut. (N)

**3 pm. Shakespeare's As You Like It: The Messy Pastoral.** Viscondesa Jimena Montoya. In this class we'll discuss Shakespeare's comedy "As You Like It" and how it uses pastoral imagery to criticize contemporary social conditions. Ah, the forest of Arden, where Shakespeare's characters can escape the nasty politics of the court and instead enjoy a blissful countryside full of foul weather, wild animal attacks, and cruel landlords. I'll talk about how the play uses pastoral images and tropes to highlight threats to rural life caused by the advent of enclosure and the rise of the commercial wool trade. We'll look at specific scenes and discuss the play's relationship to real life contexts in the late sixteenth/early seventeenth centuries. There will be time for general discussion. Students do not need to have read the play in advance, but are encouraged to do so. A free version is available at [folgerdigitaltexts.org](http://folgerdigitaltexts.org). Bunk House. (N)

### **3 pm. Glima: Viking Wrestling**

Lord Garrath of Arden. Glima is the Norse word for wrestling. Wrestling has been the choice of warrior training for thousands of years. In this class, you will be taught a few ways to take an opponent down. From there, first to their feet wins. Simple. Participants are asked to trim finger nails. Clothing may get stained or ripped, so don't wear good garb. In a pinch sweats and tees are ok. No buckles or jewelry. Participants must be 18 or older. Program Building porch. (N)

### **4 pm. Brewer's Social**

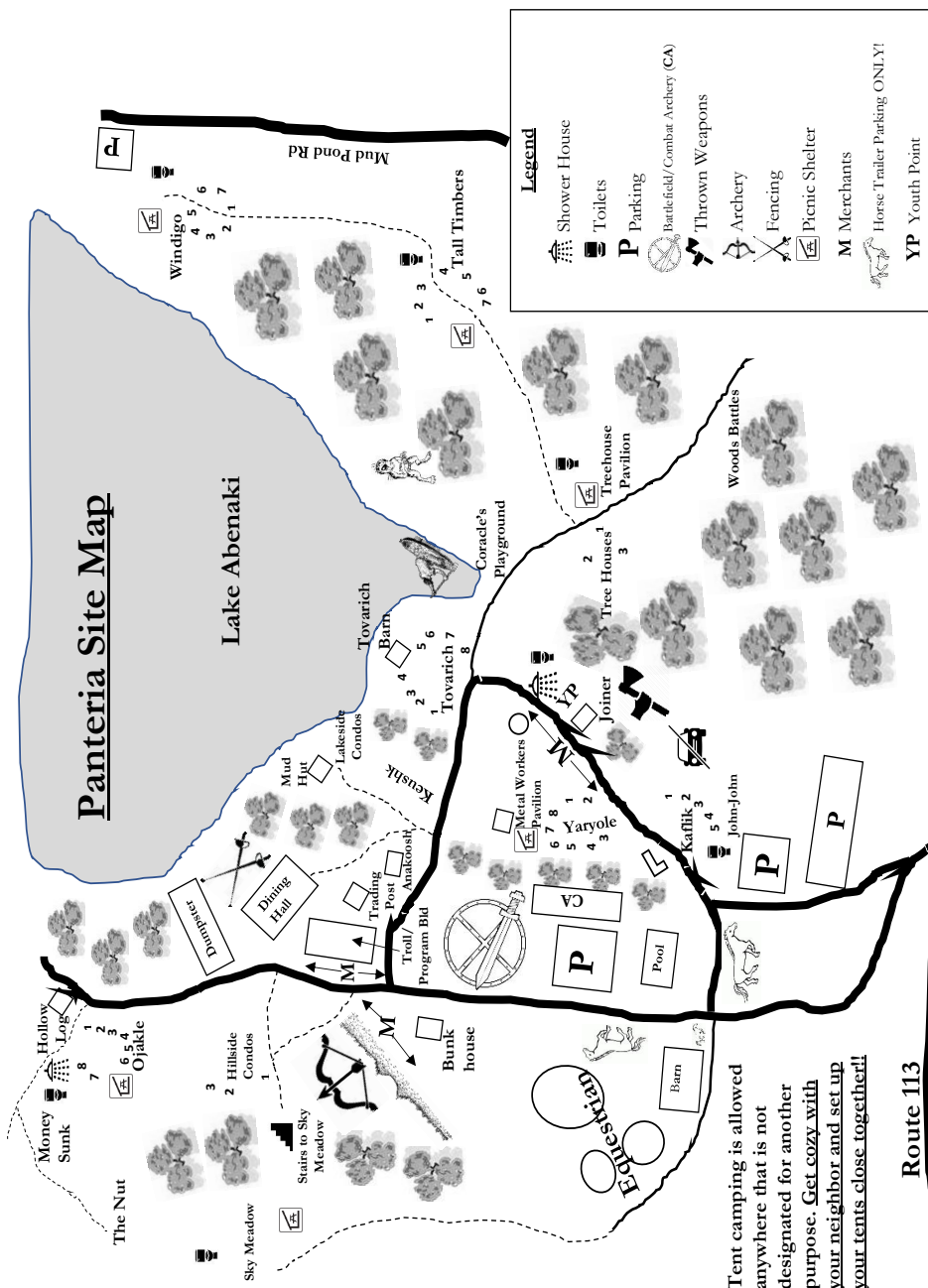
Pan Kythe. Bring a beverage you have made, and share it with other brewers for friendly critique or just plain enjoyment. Kythe and other Guild members can also answer questions about the East Kingdom Brewer's Guild. Remember to bring your drinking vessel. Tree House Pavilion.

# STAFF

Event Steward	Signora Aurelia Colleoni a'Buccafurno
Co-Event Steward	Lady Rosaline Wright
Deputy Steward	Lord Vopiscus Rufius Donatus
Deputy Steward	Margaret of Windsor
Feast Steward	Master Aethelhafoc Keyfinder
Reservations	Mistress Siubhan Wallace
Troll	Margaret of Windsor
Archery Marshal	Lord Ragnar MacHardy
Thrown Weapons Marshal	Zachary of Panthervale
Fencing Marshal	Lord Lorenzo Espinosa
Fencing Youth Marshal	Lady Frenya Thorsteinndottir
Heavy List	Lord Gavin von Abendroth
Heavy List Marshal	Master Tiberius Iulius Rufus Primus
Youth Marshal	Yfir Donalsson
Youth Marshal	Viscondesa Jimena Montoya
Combat Archery	Lord Regnulf of Crakehale
Equestrian Marshal	Mistress Ellen du Grandchamp
Deputy Equestrian Marshal	Lady Laura Flintbrook
Arts and Sciences Class Organizer	Duchess Marieke van de Dal
Arts and Sciences Co-Organizer	Magister Dafydd o Llyn Cwellyn
Children's Activities	Lady Albreda Aylese
Bardic Circle	Lady Alienor Hathaway
Coffee House	Lady Alienor Hathaway
Dancing/Ball	Mistress Mikel Von Salm
Merchants Liaison	Lady Bess Brechin
Gold Key	Lady Bess Brechin
Clean Up Coordinator	Lord Thomas Cosgrove
Parking Coordinator	Lord Weehafoc
Site Security Coordinator	Lord Weehafoc
Royal Liaison	Lady Rosaline Wright
Royal Liaison	Master Tiberius Iulius Rufus Primus

*Program design by Panther Vale webminister Brita Pendane*

# Pantheria Site Map



Tent camping is allowed anywhere that is not designated for another purpose. **Get cozy with your neighbor and set up your tents close together!**

Route 113