LILIES THE HOLY ROMAN EMPIRE STRIKES BACK
**Lilies Staff**

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**Disclaimer**

This is the Lilies XXXI Site Book, the official site book of the Lilies War, a special event hosted by the Kingdom of Calontir, a branch of the Society for Creative Anachronism, Inc. The site book is published as a special service to the attendees of the war. As of the date of publication this was the most current information available. Activities and scheduling are subject to change. Please visit the Gate or RUSH class area for updated information. This booklet is not a corporate publication of the SCA, Inc. and does not delineate SCA Inc policies.

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**Lilies Committee**

**Chair:** Mistress Rebecca Beaumont  
**Treasurer:** Baroness Catherine Ann Jourdayn  
**Fireworks Liaison:** Mistress Rhianwen Ferch Bran ap Gruffydd  
**Park Liaison:** Sir Malachi von Uri  
**Quartermaster:** Hersir Snorri Riddari

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**From Their Royal Majesties**

Welcome to Lilies War XXXI! This has always been our favorite war! In fact one of Us remembers some of the first Lilies Wars as a small child. Her Highness and the rest of Our household (Rex the dog included) can't wait to see what each year brings, and this year is no exception.

We are excited to join you on the battlefields, the archery range, the merchant row, the artisans row, in the lake and everywhere in between. Calontir is legendary for its hospitality and song, therefore We hope you will join Us at the parties as well.

We appreciate all the work that has gone into the war preparations, and wish to thank everyone for their efforts. Don’t forget there are always volunteer opportunities available, check with the department heads if you are interested.

With all that said, We hope you enjoy the war!

---

**From Their Royal Highnesses**

Welcome all travelers from near and far, greetings from Qan Ashir and Qan Ashland,

We hope your sojourn to the fields of Lilies War was safe and uneventful. We look forward to spending the week among a great assembly of family and friends. The event staff has worked very hard to prepare for this week and we would like to thank them for all that they have done in support of Lilies War 31.

It is our deepest hope that, whether this is your first or 31st Lilies, you get your fill of merriment, fighting, teaching and learning.

Thank you for coming, please enjoy the hospitality of Calontir; make new friends, revive old friendships and be welcome at Our Lilies War.

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**Ashir and Ashland**

Welcome to Lilies War XXXI! This has always been Our favorite war! In fact one of Us remembers some of the first Lilies Wars as a small child. Her Highness and the rest of Our household (Rex the dog included) can’t wait to see what each year brings, and this year is no exception.

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With all that said, We hope you enjoy the war!

---

**Damien and Issabell**

Crown Prince and Princess
Meet Your Event Stewards

Welcome to Lilies War, Episode XXXI: The Holy Roman Empire Strikes Back.

The Landsknechts were a force to be reckoned with during the later part of our period. But more importantly, they were all about showing off. From heroic acts of bravery, to impressively over the top clothing, Landsknechts were the rock stars and superheroes of the 15th and 16th century.

To that end, we have put together a week of fun and opportunities for you to let your inner Landsknecht shine. Whether it is charging forth onto the armored combat field, splitting an arrow with that perfect shot at the butts, geeking out while learning a new skill in the A&S tents, or shaking your booty at the Lilies ball; we have something for everyone.

Thank you to all of the people who have worked so hard to make this war happen. Without your help, we could have never pulled this off. So, we ask everyone in attendance to do us a favor. When you see someone working for the war, please tell them thank you. You’d be amazed at what a handshake and a thank you can do to help brighten someone’s day.

In order to provide all this, we need a lot of volunteers. You may occasionally hear calls for extra help during the week. If you have an hour or two to spare, please consider giving your time of your own free will. By sharing the work, we can ensure that everyone has some fun and our hard workers get the break they deserve.

Please take a moment to review the site rules, parking regulations, and the fire and safety procedures. This is Federal property, and as such, we have to be very careful about following the rules they have laid out for us. A word of warning, since this is Federal property, tickets issued by the park are considered Federal tickets, and they are being sticklers this year. If you get one, they need an athletic cup, and girls will need protective padded skirt. We will loaner gear. All you will need is clothes that have long sleeves and pants so there is (no exposed skin) and a pair of gloves if you have them. Parents will need to be present and sign waivers for the kids. Boys will need an athletic cup, and girls will need protective padded skirt. We will do what we can to find and or share some gear to get you able to at least do what we can to find and or share some gear to get you able to at least try it out! If you have any more questions on the requirements look up SCA.org “youth combat armor” for the society level rules.

See you all out there! HRH Damien MacGavin

We hope you enjoy yourselves.

Meisterin Katherine
Maighstir Murdoch

Youth Combat Marshal

Youth combat fighters! Are you ready to fight until you drop!? Youth combat will be happening after lunch this year from noon to at least 2pm during the weekends as well as Monday, Wednesday and Friday at the battlefield. For rules and regulations questions, please reference the society level rules on sca.org. If you have any additional questions, please stop by and see us any time we are under the shade fly and we would be happy to help get your kiddo ages 6 and up on the field.

In addition to the normal fighting this year, there will be a few other special events happening this year where the youth fighters get to go fight with and against the Chivalry! ALL youth fighters are invited to come to the Chivalry Social happening the first Sunday on the battlefield (see the schedule for details) and get some lessons from some of the best fighters in the kingdom! Youth fighters will train right along with the big kids (parent attendance is mandatory) where you will get the chance to learn a few new moves and skills. If you have an extra sword, please bring it with you as we will only have a few here for the knights and it will save a bit of time. Can’t wait to see you all there! In addition, there will be Chivalry vs Calontir youth melee unlimited res battle (15 minutes) at the fort, Friday at noon. Get your self out there and show the knights what you are made of, and how you can outlast them all!

For everyone looking to try out youth combat, please stop by the tent during those hours and we would be happy to set you up with some combat gear. You all will need is clothes that have long sleeves and pants so there is (no exposed skin) and a pair of gloves if you have them. Parents will need to be present and sign waivers for the kids. Boys will need an athletic cup, and girls will need protective padded skirt. We will do what we can to find and or share some gear to get you able to at least try it out! If you have any more questions on the requirements look up SCA.org “youth combat armor” for the society level rules.

See you all out there! HRH Damien MacGavin

Waterbearer

Waterbearer. It is an honor and a privilege to witness the thousands of people who come to Lilies War each year. The atmosphere is electric, and I am humbled to be a part of it.

For me, Lilies means lots and lots of waterbearing fun. My hope is that everyone participating in martial events will remain hydrated enough to stay healthy and keep playing. From archery and thrown weapons to rattle and cut & thrust, we will have provisions for you and assistance if you require. If you have any desire at all to help out, please come find me at the battlefield and we can put you to work—lots of tasks, lots of fun. Many hands make light work, so whether it is a few minutes, an hour, or a whole day I hope to see you.

Friendly reminder: Those waterbearing on the field must wear closed-toed shoes for safety.

Lady Cristina l’Ambelar

Rattan Marshal in Charge

Greetings to all of you from Semjak, Marshal in Charge of Lilies War XXXI.

Thank you for coming to have fun, be safe, learn, make new friends, and fight lots! Yea! My opinion on the field is that I am responsible for my opponent’s fun as he is for mine. Talk to each other, Smile, wave, communicate, whatever works. Water...it is important! Drink more than you think you will need. Should you have questions on anything please come and find me on the field. After the fighting is done at noon I will be much less occupied. If you are from lands other than Calontir please inform us of this when you are inspected. We will want to see your authorization card when you are inspected. Once you have been inspected for the war, you need do it again. Once more, we are all here to have fun. Besting your opponent cleanly, in the spirit of Joi de Combat is the goal. We are not winning anything out on the field except our own renown. Laughing, dying well, and meeting new friends is my goal for all of you.

MeC of Rattan

Hrabe’ Vaclav Semjaka, Rytir

Arts & Sciences Coordinator

Greetings and welcome to Lilies! War is a great time to try new projects, learn skills, and meet up with other people who have similar interests. We’ve got a wide variety of classes, arts & sciences activities, and competitions scheduled for you. The Lilies Ball is a wonderful event during the cool of the evening to experience that “medieval moment” under the stars. We’ll have the Calontir Artisan Roadshow on Friday, plus there’s always the Great Machine, the pottery tent, and the glass tent to visit during the week! Several guilds have scheduled meetings as well.

Remember to stay hydrated and enjoy your time at Lilies!

AGS and Rush Coordinator
Herrin Brigida von München
Greetings unto the populace of Calontir and our noble guests,
This year’s Lilies War will provide ample opportunity for you to take the C&T field. In addition to time for pick-ups, historic martial arts classes, C&T melees, and a total of 17 tournaments are planned.

I intend to open the C&T field for pick-ups, authorizations daily from 3-5pm Sat-Fri. A number of classes are also scheduled in the afternoon to provide you with plenty of opportunities to learn more about how to use a sword and put those lessons into practice.

On most days of the war, the field will open with a quick single-elimination tournament to get us warmed up. Other tournaments will include a longsword tournament sponsored by His Excellency Donald Andrew MacDonald, a reprise of last year’s dagger tournament sponsored by Lord Brian Robert MacDoogall, a MS L33 tournament sponsored by Galen MacColmain, a Butcher’s tournament sponsored by Maria Arosa de Santa-Olalla, a saber tournament sponsored by William Douglass, a novice tournament, a children’s tournament, a sword and dagger tournament, a scored double round robin tournament, and a tournament sponsored by the Ladies of the Rose. We will also hold a tournament to choose the first Serjeant of the Stilefyrd.

Ladies of the Rose. We will also hold a tournament to choose the first Serjeant of the Stilefyrd.

One note about Children’s Archery – Children wishing to shoot must be accompanied by a parent or legal guardian. We also ask that, if possible, children bring their own equipment. There will be limited loaner equipment.

The range will open at 8:30am for inspections and practice. I ask any warranted marshals or marshals-in-training to assist in the inspection process.

Safety Notices:
• No shooting or throwing can occur without the presence of an archery marshal on the range being used.
• There must be an authorized archery marshal or archery marshal-in-training attending the line when the range is in use.
• All equipment to be used on the ranges must be inspected by an archery marshal or archery marshal-in-training.
• Closed toed shoes or boots must be worn while on the Thrown Weapons Range whether you are actively throwing or just spectating.
• When passing the Thrown Weapons Range, be sure to stay on the road-side of the safety line. Do not walk across the safety barriers on the Thrown Weapons Range.

Greetings from the Archery Marshal in Charge! On behalf of my Deputy, Lord Michael the Wanderer, and I welcome to Lilies War Archery and Thrown Weapons. We invite you to participate in the wide variety of activities we made available through the gracious efforts of many Calontiri Archers. I wish to thank Mistress Lyndsey Davvegan for organizing the 100 Arrow Shoot. Please note that the Finals occur on Friday morning, not on Saturday as has been the custom. I also wish to thank Mistress Marie of Cologne and HL Alan Berylson for organizing Children’s Archery and Thrown Weapons, respectively. Also note that we have a number of excellent archery and thrown weapons classes.

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• All equipment to be used on the ranges must be inspected by an archery marshal or archery marshal-in-training.
• Closed toed shoes or boots must be worn while on the Thrown Weapons Range whether you are actively throwing or just spectating.
• When passing the Thrown Weapons Range, be sure to stay on the road-side of the safety line. Do not walk across the safety barriers on the Thrown Weapons Range.

Greetings all, and welcome to Lilies War!

I am your nice, neighborhood parking deputy. I know that in the past this was a thankless job, but please remember to be courteous to others fun when at war. PLEASE park your cars in the parking lot as soon as possible, and not leave them in your camp for prolonged times. What is a prolonged time you ask? Well, think on this. Once you have your camp set up and are ready to go, you only need your car in your camp to drop off supplies from town runs. A good tip is to NOT turn your car off, so that it encourages you to get it back up to the parking lot as soon as possible. There really is no need for a vehicle to sit in camp, with the exception of certified health issues (if you have special medical needs please make arrangements with me about it. These needs would be prompted by a medical professional recommending them to you) and with careful planning, you can take care of things in the morning to prevent a long walk back from the parking lot.

The Park has given us permission to TOW CARS or a federal parking ticket could be issued for those who are refusing to move vehicles once asked to do so.

I will walk site at 8 AM, Noon, and 4 PM or close to these times. If you are asked to move your vehicle and it is still there on my next round, you will be asked again to move it. If it has not been moved after your have been asked Twice you will be at risk of having a ticket or a tow bill. PLEASE do not make me be the bad guy and ask you to move your vehicle. Once asked to do so.

In Service, Hersir Snorri Riddari

Greetings from your Recycling Coordinator!

Recycling at Lilies has changed!

Except for glass, the waste at Lilies is now served by a single-stream program. This means that you do not need to separate recyclable materials from trash. Recyclable materials will be sorted out at the waste facility.

• Glass bottles and jars may be recycled. (Other glass, such as window panes or vehicle glass, may not be recycled.)
• Please do not mix glass with any other materials.
• Please remove bottle tops. Labels are okay.
• Please place glass in the barrels marked “Glass Only.”
• If there is no “Glass Only” barrel near your campsite, you may collect glass in a box or bag. Place the bag beside, but not in, the trash barrel.

Thanks to your efforts, the Lilies Recycling Program has been very successful. Let’s make this another great year!

Rhiannon,
Solid Waste OAF
**Will First Aid Services be available at Lilies?**

The short answer is yes.

There will be First Aid Services provided by an independent group of First Aid and CPR trained individuals not affiliated with, sponsored by, nor funded by The SCA, Inc., The Kingdom of Calontir, nor The War of the Lilies.

This will be self funding and rely on the generosity of individuals.

Should you need it, there will be a Recharging Station and First Aid Services Station tent in its usual place at the corner of The High Road and King's Highway. Recharging Services will be available 24 hours a day from Friday, June 10th, at 2 PM until Saturday, June 11th, at 10:00 PM. First Aid Services will be available 24 hours a day from Friday, June 10th, until Sunday June 12th, at noon. Lilies Staff will be able to contact a First Aid and CPR trained individual by radio. A First Aid and CPR trained individual will be present at the armored combat battles.

The First Aid Services tent is staffed by a First Aid Services Team member from 9:00 AM to 10:00 PM daily. There are on call First Aid Services Team members camping just west of the tent that will respond to requests for help during the overnight hours. Please use the intercom in the tent to wake us. Please, please, if you need help during the night, do not hesitate to wake us, that is why we are there.

There will be stand-alone First Aid boxes scattered throughout the Lilies Site. But, because of the self supporting nature of our funding there will not be as many of these boxes as in the past. Their locations are at Troll, The Herald’s Tent, and on the Battle Field.

At the First Aid Tent we will also have directions to area hospitals and urgent care facilities, and a phone book for looking up local pharmacies.

Most of us lead indoor, sedentary lives, and now we are out of doors living very active lives.

Here are some things to be aware of to have a safe and enjoyable war:

**Burns**

There is sun out at the site. The liberal use of sunscreen, especially on and for children, is highly recommended. Any burn more serious than a mild sunburn needs to be evaluated to see if advanced medical help is needed.

**Dehydration:** Remember to drink plenty of water. If you feel sick to your stomach after drinking water, then you may be low on electrolytes and need an electrolyte or sports drink. Alcohol and caffeine are diuretics which can lead to dehydration. If you partake of either of these, then please drink water to help counteract and caffeine are diuretics which can lead to dehydration. If you feel unwell, then please seek medical attention immediately.

Both Black Widow and Brown Recluse spiders have been reported at the Lilies Site. If you know that you were bitten by one of these two spiders or have a spider bite that just looks nasty, then please seek medical attention immediately. Please use insect / bug repellent for these hours and for mosquitoes. Read and follow the instructions on the container.

The Lilies Committee is very generously supplying the Recharging Station. Priorities are for medical devices (batteries for CPAP machines, power for nebulizers, scooters). Only electricity is supplied, you need to bring your own chargers and batteries.

There will be water cooler with ice water and shade available for rest stops to and from the parking lot.

It is the First Aid Services Team’s fondest wish that you have a fun and safe war. In service,

**HJ Vilhelm Lich**

First Aid Services Coordinator

For The War of the Lilies

**Bugs:** There are ticks and have been tick borne diseases at the Lilies site. Tick borne diseases that have been reported in the past are: Ehrlichiosis, Lyme Disease, and Rocky Mountain Spotted Fever. If you have a tick bite and develop a rash around the bite area or just feel unwell, then please seek medical attention immediately.

There will not be as many of these boxes as in the past. They will be filled in with dirt and the coals had ignited the dry grass above it. Had I not found it when I did it would have started an even larger fire.

Thanks for you help and have a safe Lilies!

I'd like to thank everyone who has made an effort to follow the new rules, get their fire pits inspected and for bringing their fire extinguishers to the war. Remember to keep the fire extinguisher near the fire pit and don't put it away until your fire is out.

If you are going to use “sky lanterns” please check with me before launching. We had one get caught in some trees last year near other people’s encampments.

BE SURE TO COMPLETELY DROWN ALL FIRE PITS WITH SEVERAL GALLONS OF WATER WHEN YOU ARE DONE WITH THEM. Last year I found one pit that had only been flooded in with dirt and the coals had ignited the dry grass above it. Had I not found it when I did it would have started an even larger fire.

**Fire Safety Coordinator**

Master Magnus

**Fires:**

A. All fire pits must be inspected by the Lilies Fire Safety Coordinator before they are used.

B. All fire pits must be a minimum of 10 feet from all tents or shade flies.

C. Do not dig fire pits in roadways, walkways or the safety zones around the gas pipelines.

D. Do not dig fire pits. You may not use firepits without prior approval, in writing, from the Lilies Committee.

E. Do not dig fire pits in roadways, walkways or the safety zones around the gas pipelines.

F. Do not dig fire pits. You may not use firepits without prior approval, in writing, from the Lilies Committee.

G. NO FIRE SHOWS WITHOUT PRIOR APPROVAL, IN WRITING, FROM THE LILIES COMMITTEE.

H. You must fill in your fire pits prior to leaving the war. COMPLETELY SOAK THE FIRE PIT WITH SEVERAL GALLONS OF WATER and then stamp down the ashes and replace the soil. Don't use your fire pit to bury your trash.

I. Be careful with all open flames.

J. Fires in grills, barbecues, and the like are permitted if ash and coals are disposed of in a responsible manner.

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**Roads around court will be closed a half hour before, during, and a half hour after court.**

**Fire Draca: The Viking Longboat**

Our 32’ viking ship, the Fyrdraca, will be docked near the swimming beach and naming as many voyages as weather & crew allow. All are welcome, please remember these guidelines when boarding the ship:

A ship is not a democracy, the captain is the boss.

Priority boarding applies to the first eight crew to row.

Those under the age of 16 must wear a PFD at all times.

If you bring anything on the ship, please take it back off with you. NO GLASS CONTAINERS, AT ALL, EVER.

There will be classes covering the basic lingo and operation of the Fyrdraca on Tuesday, Wednesday, and Thursday mornings. Come on down and learn more about crewing the ship.

Two long blasts from the horn indicate an upcoming excursion, and a signal flag will be mounted near the ship: Green-Gathering crew, Blue-Ship is out, Red-Unfair weather for excursions. We hope that many of you will join us on the water this year.

**Jarlwardh**

**The SCA is not responsible for any "enemies" within The War of the Lilies.**

**Bastards**

Will First Aid Services be available at Lilies? | Fire Safety Coordinator
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**Fire Safety Coordinator**

Master Magnus

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Site Rules

The main front gate (to Camp Branch Road) will open at 8:00a.m. on the first Friday morning of Lilies. Unless you have been pre-approved for early entry you will not be allowed any where on site before this time.

1. Law and Policy: This is an official event of the Kingdom of Calontir, and the laws and policies of the Society for Creative Anachronism, Inc., and the Kingdom of Calontir apply at all times. The Autocrat reserves the right to remove anyone from the War of the Lilies for failure to comply with these rules or for creating an unacceptable disturbance.

In cases of violation of modified local, state, or park rules, the local civil authorities may be summoned. Such violations will be considered grounds for removal from the site with forfeiture of fees.

2. Minors: All minors must have a parent or legal guardian on site at all times, or must be accompanied by a responsible adult, at least 21 years of age. Any minor attending without a parent or legal guardian must have at least 2 copies of NOTARIZED “Informed Consent to Participate” waivers and “Minor’s Medical Authorization” forms properly filled out for each minor before arriving on site (the local hospital requires all medical authorizations to be notarized). Parent or legal guardians bringing their own minor children do not need notarized medical authorizations, although they are strongly recommended since minors cannot remain on site unless a parent, legal guardian, or adult responsible for the child [and named in a notarized medical authorization] is also present on site. If a minor has a Society-issued membership card denoting a waiver is on file (currently printed on blue card stock) they do not need to have "informed consent to participate" waivers.

Minors too young to be able to identify themselves and their parents must be marked with this information in an acceptable manner. Medical armbands and pendant tags will be available at the Troll Booth.

Forms required for this area are available on the Senechal Page on the Calontir Website, in the Forms for Event Stewards zip file, they are also linked individually where mentioned above.

3. Alcohol: The legal age for alcohol consumption in the State of Missouri is 21 years of age.

4. Parking: is allowed only in specifically designated parking areas (the roped off lanes in the parking lots, in other words). Vehicles may not be parked in any areas unless immediately loading or unloading, and must be moved to appropriate parking areas as quickly as possible. Vehicles being loaded or unloaded should not be placed in a position that blocks a road. The areas near the dumpsters, the solar showers, either permanent shelter, and across from the food merchants are not parking lots and no parking in these areas will be tolerated. Failure to comply may result in ticketing by Park Rangers, or towing and removal of property may result in expulsions from site.

5. Camp Space: Camp space is on a "first come-first camp" basis. The Autocrat staff will NOT make any land allocations for campsites. (Merchant areas, however, are assigned and reserved.)

Anyone wishing to reserve space for others should use courtesy, common sense, and diplomacy - and realize that there is a great deal of space available throughout the park. Marking off an area does not give title to that area; it only indicates that you wish to reserve it and asks for cooperation and consideration.

Camping is prohibited within 10 feet of any paved or gravel road. This is a park rule and will be enforced by the Park Rangers.

7. Public Roadways: All roads and paths must be kept clear. Anyone setting up camp on paths or roadways, directly around the main fire pit, below the archery range, on the battlefield, or in any other restricted area will be required to move the camp. Please do not allow tent ropes, signs, camp items, etc. to encroach on paths or on your neighbor’s spaces.

8. Trees and Bushes: The only modification you make to the site is to mow the grass. Trees, tree limbs, saplings, and shrubs may not be cut under any circumstances. The park authorities will handle any violations.

9. Fires: All fire pits must be inspected by the Lilies Fire Safety Coordinator before they are used.

Do not dig fire pits in roadways, walkways or the safety zones around the gas pipelines.

No open bowl type torches and no ground torches that are not secured in place. (For example, tiki torches should be put securely into the ground or a portable hole so that they cannot be easily knocked over.)

You may gather deadfall material from the woods to use as firewood. If a camp has a fire pit of any sort, a fire extinguisher (Class AB minimum) needs to be present also.

NO FIRE SHOWS WITHOUT PRIOR APPROVAL, IN WRITING, FROM THE LILIES COMMITTEE. Fire shows include, but are not limited to, fire walking, fire breathing, pyrotechnics and fire poi.

You must fill in your fire pits prior to leaving the war. Please stamp down the ashes and replace the soil. Don’t use your fire pit to bury your trash.

Please be careful with all open flames.

Fires in grills, hibachis, and the like are permitted if ash and coals are disposed of in a responsible manner.

10. Garbage: All camps are to be left free of garbage before we leave. Place all garbage in an appropriate park or event supplied receptacle. By request of the Parks Department, this specifically includes cigarette butts. Anyone who fails to comply with this rule may be banned from next year’s war.

11. Water Spigots: Potable water from a public water supply is available at several locations around the site. All spigots must be left accessible to the public at all times. Hoses or the like may not be attached in such a way as to block easy access. Under no circumstances may anyone wash dishes, clothing or their person(s) at a public water spigot. Please use common sense and courtesy to aid us all in maintaining sanitary public water access.

12. Electricity: There are no public outlets available on site. The existing electrical outlets may be used only with specific permission from the Autocrat. Under no circumstances may anyone alter or modify any electrical outlet.

13. Swimming: Swimming is permitted anywhere in the lake, unless otherwise posted. No lifeguards are provided, however, so swimming is at your own risk.

14. Noise: The Park Department requests that campers be courteous to others using the Lake Campgrounds after 10:30 PM. This does not mean that we cannot sing, drum, and revel. However, if any complaints of excessive noise should be received from the park staff, the Autocrat will ask those creating the disturbance to move or lower the volume as appropriate.

15. Pets: Pets are allowed at the War of the Lilies; however, there are a few rules that must be followed. Violation of these rules may result in the removal of the animal and/or the owner from site.

Pets must be kept on a leash no longer than 6 feet while walking around site. A longer leash may be used while in camp as long as it keeps the pet within the boundaries of the owner’s camp. Otherwise the pet must be caged. “On a leash” means the nonpet end of is attached to either a person or a stationary object.

Excessive nuisances such as noise or barking or howling will not be tolerated.

Owners are responsible for cleaning up after their pets. Please do not allow your pet to relieve themselves in any public area.

Pets are specifically forbidden to enter the battlefield, archery range, or any additional public areas that are marked as such.

If your pet should bite another individual, you will be asked to remove the pet from site immediately. THERE IS NO EXCEPTION TO THIS RULE. If you do not comply, the owner will be asked to leave as well.

No pets will be allowed in the Food Court area, including the food merchant tents.

One main attraction to Lilies War is the fireworks. If you pet is bothered by loud noises, please arrange to not leave you pet alone in camp during the fireworks.

16. Horses: Horses are not allowed at the War of the Lilies.

17. Smoking: Smoking is not permitted in any public buildings/areas or event-provided tents. Smoking is also not permitted in any merchant or food tents. Also, there is no smoking permitted at any advertised party unless there is a designated smoking area. The site owner requests that cigarette butts be placed in an appropriate trash container. Please help us keep our site safe and clean; do not throw your cigarette butts on the ground.

18. Prohibited Items: Firearms, fireworks, weapons of any kind (other than those acceptable for reenactment purposes - like swords, knives, bows, etc.), hazardous chemicals, or any similar items are expressly forbidden.

19. Generators: There will be no generators allowed on site.
Battle Scenarios

Saturday, June 9
Melee with the War Council
10am-1pm
Building on the skills practiced at War College and previous lessons from the curriculum.

Sunday, June 10
Battle of Marignano
Open Field Battle
Swiss Confederacy: Attacking in three units vigorously
Swiss start battle at top of hill
French, Landsknechts, Venetians: Defending and not well formed up
They are surprised. Fight in three main units with cavalry harrying the Swiss Landsknechts start edge of Great Woods
Victory Conditions: To the last man standing. May be repeated for fun
Black Knight Battle
No weapon restrictions.
Two sides. Designate a Knight on each side to be the “Black Knight” for the duration of the battle. Each side will have resurrections until their designated “Black Knight” has died three times, from that point forward everyone on that side has one life left
Victory Conditions: Last fighter standing.

Monday, June 11
Battle of Bicocca
Broken Field battle with “terrain”
French & Swiss: Attacking
Commander: Albert von Stain
2 main units
1 supporting unit
Cavalry on one side, left or right, attack as a unit.
Imperial-Spanish & Papal Army/Landsknechts: Defending
Commander: Prosper Colonna
2 or 3 blocks of infantry
1 cavalry unit behind the blocks
1 cavalry unit to be committed later
Victory Conditions: Killing the opposite commander. If both commanders die at the same time, it goes to the last man standing. May be repeated for fun.
Battlefield setup: Timbers and large ropes on the ground will make the terrain. Terrain not to be fought over.

Battle of La Motta
Open Field Battle with Terrain
Venetian Army: Attacking from the corner by permanent position
Holy Roman Army/Landsknechts: Defending in prepared position on the lake side of battle field
Victory Conditions: Venetian Army pushing the Landsknechts off their positions or to the last man. May be repeated for fun
Battlefield setup: Timbers on the ground will make the prepared positions for Landsknechts to start again the battle. Timbers may not be fought over.

Field Battle with Terrain
French/Swiss: Attacking
Cavalry attack breach in line
4 infantry units at edge of field
Imperial-Spanish/Landsknechts Army: Defending
Cavalry
3 infantry units, each at right and left edge of field, in 1 center with combat archers
Once a cavalry force has broken through the breach each side’s remaining forces may enter battle from starting positions.
French/Swiss may make one additional breach once a cavalry force has broken through the line
Victory conditions: To the last man standing. May be repeated for fun.
Battlefield setup: Park wall will be Ropes and Timbers on the ground. The starting breach will be open. The park wall may not be fought over. The secondary breach will be marked timbers. Timbers will be moved and the breach is open.

Tuesday, June 13
Battle of Warlords
Open Field Battle -Warlord Melee Tournament-
No weapon restrictions.
Fighters pair off and fight to the death. The winner of the first fight becomes the Captain. The loser of the first fight joins their Captain’s team as 2nd in command. The winner will pair off the newly made teams of two and these teams will fight to the death. The team that loses maintains their structure, the team that loses joins the ranks of their former foes.
Victory Conditions: Lead your team through excellent communication. Crush your enemies.

Fort Battle
No weapon restrictions.
The attackers get three resurrections per person. The defenders get none. Fight to the death.
Switch sides.Fortress walls may not be fought over. Outside boundaries of Fort will be marked.
Victory Conditions: Fastest time taking the fort OR defending off the invaders FOR-EVR!! Will be repeated for fun.

Wednesday, June 14
Battle of the Sheep Herders
Open Field Battle -Single Sword-
Single Sword and Smiles. No resurrection.
Split into two teams. Each team has a sheep to protect. Each team wants to add more to their flock. None of the fighters can pick up the sheep or move the sheep. The fighters cannot form more than a half circle around the sheep.
Be mindful of your flock! Sheep get scared and run away! (The marksmen will move your sheep at least once every two minutes) Luckily, they are very lazy sheep and they only get up once every 10 minutes.
Victory Conditions for the “Sheep Herding” – maintain control of your sheep and gain control of the other team’s sheep. To gain control of the other team’s sheep, you and another team member must stay on the sheep at the same time! If everyone dies, the sheep runs and they become sheep with teeth. May be repeated for fun.

Thursday, June 15
Tourneament Day
A Day Filled With Tournaments No scheduled melees planned
Zombie Battle -Sword & Shield only-
Resurrection for 45 minutes.
Hunt 7 minute break every 15 minutes OR when a team meets the victory condition.
Victory Conditions: Last fighter standing. May be repeated for fun.

Friday, June 16
Battle of ZOMBIES
Zombie Battle -Sword & Shield only-
Resurrection for 45 minutes.
Hunt 7 minute break every 15 minutes OR when a team meets the victory condition.
Victory Conditions: Last fighter standing. May be repeated for fun.

Battle Scenarios

Saturday, June 17
No Scheduled Melees

Battle of the Fort

Fort Battle
No weapon restrictions.
The attackers get three resurrections per person. The defenders get none. Fight to the death.
Switch sides. Fortress walls may not be fought over. Outside boundaries of Fort will be marked.
Victory Conditions: Fastest time taking the fort OR defending off the invaders FOR-EVR!! Will be repeated for fun.

Battle of Juenterrabia
Fort Battle
Open Field Battle
Duo 20 minutes
French/Spanish/Landsknecht Army: Attacking
Command: Albert von Stein
Cavalry on one side, left or right, attack as a unit.
2 main units
Commander: Duke John Slenk
2 units: 1 left, 1 on road, 1 right.
Defending
3 units: 1 left, 1 on road, 1 right.
Dithmarsians on road and on either side. Defending
Danish/Landsknechts get 3 resurrections
Commander: Duke John Slenk
Victory Conditions: Banner in Fortress must be brought out to the Landsknecht starting point. May be repeated for fun.

Battle of Hemingstedt
Fort Battle
Open Field Battle
Limited Front Battle with resurrections
Duo 20 minutes
French-Navarrese/Landsknecht Army: Attacking
Commander: Prosper Colonna
Cavalry behind the blocks
2 or 3 blocks of infantry
Commander: Duke John Slen Ladies of the Rose

Ladies of the Rose

Youth Combat Tournament
Duchess Aislinn Morcroft
This Youth Combat Tournament is sponsored by the Order of the Ladies of the Rose. Each Lady of the Rose will be able to sponsor a Youth Fighter in this tournament.

Armedor Tournament
This Armedor Tournament is sponsored by the Order of the Ladies of the Rose. Each Lady of the Rose will be able to sponsor 2 fighters in this tournament. 1 Felted and 1 Unbanded. The tournament will be a standard double elimination tournament, open weapon system. We suggest you sign up early for the tournament list so that the List Table has time to prepare the tree.

Cut & Thrust Tournament
Participants in this tournament must be sponsored by one of the Ladies of the Rose. The tournament format will consist of a double round-robin such that each Rose’s champion has the opportunity to hold the field against the other combatants. The Rose whose fighters win the most pairs will be deemed the winner. Additional prizes will be given for the with the best kit, most chivalrous fighter, and the overall winner of the tournament.

Please Note: The Ladies of the Rose request that fighters bring as accurate a kit as possible, avoiding visible plastic, blatantly modern shoes, and other mundane items.

Archery Tournament
Counts Green a Brooke and HL Galen McColmain
Each Lady of the Rose may select up to two archers to represent her as her champion in the list. In the event that a Lady of the Rose has two champions, one may be ranked, and one must be unranked. A ranked archer, for the purposes of this tournament, is one who has received an Award of Arms level archery award or higher in their given kingdom. Each archer wishing to compete must supply an example of 1 thing they have done to make their overall appearance, or kit, more period.

There will be knock down targets set up at an unspecified distance from the line. Each archer will start with one arrow/bolt knocked on the string. The command will be given “Ready, Aim, Fire”. On “Fire” each archer will fire their arrow/bolt at the designated target, and will continue firing until one target is knocked down. In the event that there is a tie, the bow will be shot again. If there is no clear winner after three bows consecutively the closest arrow/bolt to the center of the target on the third bow will signify the winner. The tree will be double elimination.

Armored Tournament
This Armedor Tournament is sponsored by the Order of the Ladies of the Rose. Each Lady of the Rose will be able to sponsor 2 fighters in this tournament. 1 Felted and 1 Unbanded. The tournament will be a standard double elimination tournament, open weapon system. We suggest you sign up early for the tournament list so that the List Table has time to prepare the tree.

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**Events & Gatherings**

**Lilies Middle Eastern Daifa and Social:**
On the first Sunday of Lilies War 2017, the Falcon Wing Dancers will be hosting our second Annual night of Middle Eastern dancing and music on the swimming beach! We are looking for musicians and dancers to come out and enjoy a beautiful evening under the stars! We would like to intersperse performances with free dance, as well as a few short lessons.

For more information: [https://www.facebook.com/events/1726601497654094/](https://www.facebook.com/events/1726601497654094/)

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**Monday, June 12 at 3 PM**
**Tuesday, June 13 at 3 PM**
**Wednesday, June 14 at 3 PM**

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**20 Years of Knighthood: Fighting and Philosophy**
Location: The Shade of the Goat Woods next to the Battlefield

To all Nobles, Gentles and Students does Herzog Hirsch Ross Eichmann send greetings and welcoming words.

I invite all those wishing to cross blades, perform some small deed, discuss sword play, or share philosophy gained through the pursuit of the Virtues to join me in celebrating the 20th anniversary of my knighting. We will meet at Nones (3 pm) on the shore of the Lake of the Smiths, in the shade west of the Great Wood, on Monday, Tuesday and Wednesday. All are welcome, for learning and teaching do not require armor. Any one seeking passes with Gromtsword or Sword and Buckler shall not leave disappointed.

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**Monday, June 12 at 6 PM**
**Wednesday, June 14 at 2pm**

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**Helga Ball!**

**WHAT IS HELGA BALL? THINK RUGBY, SOCCER, TAG FOOTBALL AND WRESTLING: ALL ROLLED INTO ONE, PLAYED BY 2 GROUPS OF LADIES 5-6 PER TEAM WITH CABBAGES SERVING AS THE BALL. BOYS 2 PER TEAM MAY ONLY SERVE AS GOAL POSTS (OTHERWISE THEY MIGHT GET HURT).**

You must wear closed toe shoes that you can run in. Steel toe boots are not allowed. Soft knee pads and elbow pads are suggested but not required. You can either wear an apron dress, or pants with a baggy tunic. You may not touch the cabbage with your hands so you will require a garment you can catch the cabbage and carry it with. Head scarves are allowed. No tucking, but hugs are allowed. Breathing of the goal posts is allowed to influence scoring in favor your team, but be wary because they can be counter bribed as well. You can come and watch, or come and play.

**Requirements are you must be at least 18 years of age and female.**

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**Wednesday, June 14 at 2pm**
**Kids Rootbeer float party and WATER FIGHT!**
Location: Youth Combat Area of the Battlefield

Kids Rootbeer float and Water fight, sponsored by the Order of the Queens Chalice. The Order of the Queens Chalice invites all children on site to come up to the Youth combat area of the battlefield Wednesday at 5pm for the annual rootbeer float party.

Immediately following the pre-dinner sugar rush consumption of the rootbeer floats, there will be an epic water battle. Dress appropriately.

---

**Monday, June 12 at 6 – 9 PM**
**Blue Feather Social**
Location: The Broken Harp

Clan Blue Feather is an inter-kingdom social organization comprised of LGBTQ+ individuals and their allies. One of the goals of Clan Blue Feather is to support and encourage the study and research of LGBTQ+ topics during the middle ages and Renaissance eras. Please join us for an evening of socializing to start your war off right! All are welcome and encouraged to attend!

---

**Tuesday, June 13 at 6 PM**
**Helga Ball!**

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**Wednesday, June 14 at 3pm**
**Pilgrimage for Our Lady Calentir**
Location: Food Court

Calling all pilgrims! We will meet at the Food Court on Wednesday, June 14, at 3 pm. We will walk the pilgrimage path to the Broken Harp. We will sing Cantiga 149 (Miracle of the Dancing Pork Chop); music will be provided. (Optional practice classes are offered on Monday and Tuesday please consult the RUSH schedule.) All singers, musicians, and pilgrims are welcome to join the pilgrimage. Children must be accompanied by parents.

---

**Thursday, June 15 at Noon**
**Barony of Vatavia Luncheon**
Location Archery Field

Unto all Archers, Fighters, Artisans, Shoppers, one and all!!! The Barony of Vatavia cordially invites you to join us for respite and refreshment during the noon hour on Thursday. We will conveniently setup and meet along the King’s Highway on the Archery field.

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**Thursday June 15, around dark**
**Mag Mor Pirate Party**

We are planning a casual party to be held at the Great Machine at Master Gerald’s invitation. The theme will be a Pirate Party Open House.

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**Thursday June 15, 8 PM – 2 AM**
**Lilies Calentir Party with Mongolian Wrestling**

Their Royal Majesties Ashir and Ashland invite all to join them Thurs-day night of Lilies for the Calentir party. There will be food, drinks, and the ever popular Mongolian Wrestling. HL Snow inghean Seamus will be preparing meat, meat and some more meat for everybody’s dining pleasure. The entertainment for the evening is open to all challenger’s as Count Caius Rector Xerxis defends his title as Lion of the nation.

The party will directly follow the Ladies of the Rose Tournament so come for an entire evening of fun!!

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**See you there!**
**Ashir and Ashland**

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**Friday, June 16 at 9 AM – 12 PM**
**Calentir Artisan Readshow**

Calling all Artisans attending Lilies War!

On Friday morning of War Join us on Noble’s Row for the Calentir Artisan Readshow! We are hoping that all will come out and display our finest crafts. Laurels, Lilies, Hammers or any who have a specific craft they can display along the road, come out chat with aspiring artisans young and old. Make contact with people who can carry on the craftsmanship you have made your passion!

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**Roads around court will be closed a half hour before, during, and a half hour after court.**

14th Century Deed of Arms
This is the third year of the Deed’s making it’s appearance at Lilies. The Deed is a 14th Century honorable combat where participants must wear armor of the time period. The point of the Deed is to capture your opponents and then “ransom” them. Ransoms should reflect the ranking of the fighter taking part in the Deed. The battle is a counted blow style battle and follows the armor as worn conventions. This years Deed captains are Seamus Yang for the French and John Bowyer for the English. To obtain a copy of the rules please contact either of the two captains.

---

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## My Schedule

<table>
<thead>
<tr>
<th>DAY</th>
<th>EVENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>SATURDAY</td>
<td>...</td>
</tr>
<tr>
<td>SUNDAY</td>
<td>...</td>
</tr>
<tr>
<td>MONDAY</td>
<td>...</td>
</tr>
</tbody>
</table>

## Lilies Master Schedule

### FRIDAY, JUNE 9, 2017

<table>
<thead>
<tr>
<th>Start Time</th>
<th>End Time</th>
<th>Category</th>
<th>Activity</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>3:00 p.m.</td>
<td></td>
<td>Event</td>
<td>Site Opens!</td>
<td>Kelsey Youth Camp</td>
</tr>
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</table>

### SATURDAY, JUNE 10, 2017

<table>
<thead>
<tr>
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<th>End Time</th>
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<tbody>
<tr>
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<td></td>
<td>Event</td>
<td>Site Opens!</td>
<td>Kelsey Youth Camp</td>
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</tbody>
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### TUESDAY

<table>
<thead>
<tr>
<th>Start Time</th>
<th>End Time</th>
<th>Category</th>
<th>Activity</th>
<th>Location</th>
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</thead>
<tbody>
<tr>
<td>8:00 AM</td>
<td>9:00 AM</td>
<td>Archery</td>
<td>Arise and Shine Calonitr</td>
<td>Archery Range</td>
</tr>
<tr>
<td>8:00 AM</td>
<td>9:00 AM</td>
<td>Thrown Weapons</td>
<td>Open Practice</td>
<td>Thrown Weapons Range</td>
</tr>
<tr>
<td>8:30 AM</td>
<td></td>
<td>Archery</td>
<td>Range Opens - Practice/Inspections</td>
<td>Archery Range</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>11:00 AM</td>
<td>Archery</td>
<td>Bee Shoot</td>
<td>Archery Range</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>11:00 AM</td>
<td>Thrown Weapons</td>
<td>Black Leg's Poker Throw</td>
<td>Thrown Weapons Range</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Class</td>
<td>Tablet Weaving Demonstrations</td>
<td>Fiber Arts Tent</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Bead Release and Mandrel Making</td>
<td>Glassworkers Tent</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Youth Activities</td>
<td>Visit the Great Machine</td>
<td>Great Machine</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Rattan</td>
<td>Call to Arms/Inspections/Authorizations</td>
<td>Battlefield</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>12:00 PM</td>
<td>Rattan</td>
<td>Melee with the War Council</td>
<td>Battlefield</td>
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<tr>
<td>10:00 AM</td>
<td>11:00 AM</td>
<td>Youth Activities</td>
<td>Introduction to Beading Youth Tent</td>
<td>Youth Tent</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Stained Glass Cutting and Shaping</td>
<td>Great Machine</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Serial Killers of the Middle Ages</td>
<td>Brumbar</td>
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<tr>
<td>11:00 AM</td>
<td>12:00 PM</td>
<td>Rehearsal</td>
<td>Musician Rehearsal for Lilies Ball</td>
<td>Bardic Pavilion</td>
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<tr>
<td>11:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>Glass 100: Beginner Basic</td>
<td>Glassworkers Tent</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>Safety Around Dogs and Machines</td>
<td>Great Machine</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>Vampires, Revenants, and the Walking Dead</td>
<td>Chepe</td>
</tr>
<tr>
<td>12:00 PM</td>
<td>2:00 PM</td>
<td>Youth Combat</td>
<td>Youth Combat</td>
<td>Battlefield</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>Archery Linen Shoot</td>
<td>Archery Range</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>Thrown Weapons Beginner and Advanced</td>
<td>Thrown Weapons Range</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>Glass 100: Beginner Basic</td>
<td>Glassworkers Tent</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>4:00 PM</td>
<td>Class</td>
<td>Period Time Pieces</td>
<td>Brumbar</td>
</tr>
<tr>
<td>1:30 PM</td>
<td>2:30 PM</td>
<td>Youth Activities</td>
<td>Leather Stamping</td>
<td>Youth Tent</td>
</tr>
<tr>
<td>1:30 PM</td>
<td>2:30 PM</td>
<td>Meeting</td>
<td>Order of the Calon Cross</td>
<td>Royal Pavilion</td>
</tr>
<tr>
<td>2:00 PM</td>
<td>4:00 PM</td>
<td>Class</td>
<td>Grecian Kebab Grills with Gwenn a'Brooke</td>
<td>Pottery Tent - Slab</td>
</tr>
<tr>
<td>2:00 PM</td>
<td>4:00 PM</td>
<td>Class</td>
<td>Performance Magic in the Middle Ages: Discussion and Demonstration</td>
<td>Ternon</td>
</tr>
<tr>
<td>2:30 PM</td>
<td>4:00 PM</td>
<td>Meeting</td>
<td>Order of the Pelican</td>
<td>Royal Pavilion</td>
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<tr>
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<td>4:00 PM</td>
<td>Class</td>
<td>Performance Magic in the Middle Ages: History</td>
<td>Ternon</td>
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<td>Order of the Stile Hus</td>
<td>Royal Pavilion</td>
</tr>
<tr>
<td>4:00 PM</td>
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<td>Class</td>
<td>Building a Lilies Wheel - Alan of Darkdale</td>
<td>Pottery Tent - Wheel</td>
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<td>4:00 PM</td>
<td>5:00 PM</td>
<td>Class</td>
<td>Album Project: Simple Period Songs</td>
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<td>4:00 PM</td>
<td>5:00 PM</td>
<td>Class</td>
<td>Japanese Sewing Techniques</td>
<td>Tailors Tent</td>
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<td>4:00 PM</td>
<td>5:00 PM</td>
<td>Thrown Weapons</td>
<td>Practice Must line up a marshal and plan in advance</td>
<td>Thrown Weapons Range</td>
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<td>Class</td>
<td>Glass: Pre-Court Open Touch</td>
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**SUNDAY, JUNE 11, 2017**

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**MONDAY, JUNE 12, 2017**

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<td>Thrown Weapons</td>
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<td>Class</td>
<td>Range Open - Practice/Inspections</td>
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**SUNDAY Schedule Continued**

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**MONDAY Schedule Continued**

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**CONTINUED NEXT PAGE**
TUESDAY, JUNE 13, 2017

Start Time   End Time   Category     Activity                              Location

8:00 AM  9:00 AM  Class     Morning Yoga                              Beach
8:00 AM  9:00 AM  Class     Thrown Weapons Open Practice                Thrown Weapons Range
8:30 AM  9:00 AM  Archery Range Opens - Practice/Inscriptions         Thrown Weapons Range
9:00 AM  12:00 PM  Archery    Ladies of the Rose Tournament            Thrown Weapons Range
9:00 AM  12:00 PM  Archery    100 Arrow Range Open                      Thrown Weapons Range
9:00 AM  11:00 AM  Archery    Thrown Weapons Range                      Thrown Weapons Range
9:00 AM  10:00 AM  Archery    Thrown Weapons Demonstration            Thrown Weapons Range
9:00 AM  11:00 AM  Class     Glass 100: Beginner Basic                  Glassworkers Tent
9:00 AM  10:00 AM  Class     Self Stuffing Cloth Buttons              Glassworkers Tent
9:00 AM  10:00 AM  Youth Activities Open Fire Cooking Safety Demo        Youth Tent
9:00 AM  10:00 AM  Rattan     Call to Arms/Inscriptions/Authorizations  Battlefield
10:00 AM 12:00 PM  Rattan     Warlord Battle                              Battlefield

MONDAY Schedule Continued

12:00 PM  3:00 PM  Class     Enkle Darby Time with Nessica                  Fiber Arts Tent
12:00 PM  1:00 PM  Class     Astrology in Everyday Life in the Middle Ages     Brumbar
12:00 PM  1:00 PM  Class     Pilgrimage Practice                           Chepe
12:00 PM  1:00 PM  Games      Open Play                                   Games Area
12:00 PM  2:00 PM  Class     Youth Combat                                 Battlefield
1:00 PM  3:00 PM  Archery    Fun Shoot - Moving Target                      Archery Range
1:00 PM  3:00 PM  Class     Thrown Weapons Tournament Style Competition Throw  Thrown Weapons Range
1:00 PM  5:00 PM  Archery    100 Arrow Range Open                      Thrown Weapons Range
1:00 PM  3:00 PM  Class     Making Period Cook Pots with Tosten              Pottery Tent - Wheel
1:00 PM  2:00 PM  Class     Class - Lucet for Beginners                  Chepe
1:00 PM  2:00 PM  Archery    Carb for Cut & Thrust                      Cut & Thrust Field
1:00 PM  5:00 PM  Class     Lost Wax Casting                             Great Machine
1:30 PM  2:30 PM  Class     Youth Activities Class - Lucet for Beginners     Youth Tent
2:00 PM  3:00 PM  Class     How to Use a Medieval Calendar in a Book of Hours     Brumbar
2:00 PM  3:00 PM  Class     Making Period Brass Veil Pins                  Chepe
2:00 PM  3:00 PM  Class     Baltic Patterns for Tablet Weaving             Terton
2:00 PM  3:00 PM  Class     Intro to MS 1.33                                  Terton
3:00 PM  4:00 PM  Class     Youth Activities Bardic Story Hour              Terton
3:00 PM  5:00 PM  Cut & Thrust M. S. 1.33 Bear Pit                        Cut & Thrust Field
3:00 PM  5:00 PM  Archery    Unranked Archer Tournament                     Archery Range
3:00 PM  5:00 PM  Rattan     20 Years a Knight - Eichmann!!              The Goat Woods
4:00 PM  5:00 PM  Cut & Thrust Pick-ups                                  Cut & Thrust Field
4:00 PM  5:00 PM  Class     Thrown Weapons Practice - Must line up a marshal in advance Thrown Weapons Range
5:00 PM  7:00 PM  Class     Glass 100: Beginner Basic                  Glassworkers Tent
6:00 PM  9:00 PM  Party      Blue Feather Social                          Broken Harp
6:00 PM  8:00 PM  Rattan Tourney Monday Night Violence                    Battlefield
6:00 PM  9:00 PM  Cut & Thrust Monday Night Violence - Blood of Heros Melee, Double Dagger Tournament & Potluck  Cut & Thrust Field
7:00 PM  9:00 PM  Class     Open Torch                                 Tailors Tent
9:00 PM  9:00 PM  Play        Champagne Players Adult Show                       Champagne Players Encampment

TUESDAY Schedule Continued

10:00 AM 11:00 AM  Rattan     Fort Battle                                 Battlefield
10:00 AM 1:00 PM  Class     Period Woodworking                          Bronze Casting Workshop
10:00 AM 1:00 PM  Class     European Dance: Teaching the Ball              Dance Area
10:00 AM 11:00 AM  Class     Tablet Weaving with Gyda                           Fiber Arts Tent
10:00 AM 11:00 AM  Class     Brocaded Tablet Weaving                        Brumbar
10:00 AM 11:00 AM  Class     Leather Tooling                              Cut & Thrust Field
10:00 AM 11:00 AM  Class     Beginners Guide to Early Music Notation              Terton
10:00 AM 12:00 PM  Class     Basic Wheel Throwing                         Potter Tent - Slab
10:00 AM 11:00 AM  Class     Children’s Archery Class - Fun Shoot                      Archery Range
10:00 AM 12:00 PM  Youth Activities Camp Cooking                        Youth Tent
10:00 AM 10:30 AM  Cut & Thrust Warm-up Tourney                          Cut & Thrust Field
10:00 AM 12:00 PM  Class     Cut & Thrust “Butcher’s Tourney”                      Cut & Thrust Field
11:00 AM 12:00 PM  Class     Rehearsal Musical Rehearsal for Lillies Ball                   Bardic Pavilion
11:00 AM 11:00 AM  Class     Basic Naibinding                            Fiber Arts Tent
11:00 AM 12:00 PM  Class     Nine Mens Morris and Mancaida Class and Play             Games Tent
11:00 AM 1:00 PM  Class     Glass 200: Stringer Control                          Glassworkers Tent
11:00 AM 12:00 PM  Class     Beginners Guide to Early Music Theory                      Bardic Pavilion
11:00 AM 12:00 PM  Class     Trinkets, the Evil Eye & You                              Terton
11:00 AM 1:00 PM  Class     Introduction to Archery                              Archery Range
12:00 PM 1:00 PM  Class     Glass 200: Core-Formed Vessels                          Glassworkers Tent
12:00 PM 1:00 PM  Games      Open Play                                 Games Tent
12:00 PM 4:00 PM  Class     Learn to Warp a Table Weaving Loom for a Threaded-in-Pattern   Fiber Arts Tent
12:00 PM 1:00 PM  Class     A Simple Shoe for Non-Cobblers and Non-Leather Workers     Brumbar
12:00 PM 1:00 PM  Class     Pilgrimage Practice                          Chepe
12:00 PM 1:00 PM  Youth Activities Lunch                                   Youth Tent
1:00 PM  2:00 PM  Youth Activities Clean up                               Youth Tent
1:00 PM  2:00 PM  Youth Activities Glass 200: Beginner Basic              Glassworkers Tent
1:00 PM  2:00 PM  Youth Activities Persian Miniature Poses                 Dance Area
1:00 PM  2:00 PM  Class     Glass 200: Core-Formed Vessels                          Glassworkers Tent
1:00 PM  3:00 PM  Archery    Fun Shoot - Ski Ball                             Archery Range
1:00 PM  3:00 PM  Class     Throw Weapons Inspections, Safety, and Throw Weapons Range     Thrown Weapons Range
1:00 PM  3:00 PM  Class     Handles and Surface Decoration with Marie Pottery Tent - Wheel
1:00 PM  2:00 PM  Class     Vests & How to Wear Them                                Brumbar
1:00 PM  2:00 PM  Class     Intaglio Printing Discussion and Demo                  Chepe
1:00 PM  6:00 PM  Class     Beginning Blacksmithing                          Great Machine
1:00 PM  5:00 PM  Archery    100 Arrow Range Open                        100 Arrow Archery Range
1:00 PM  3:00 PM  Rattan Tourney Rattan - Fields Of Elysium Team Tournament Battlefield
2:00 PM  3:00 PM  Youth Activities Medieval Water Clock                  Youth Tent
2:00 PM  3:00 PM  Class     Introduction to Italian Rapier                           Cut & Thrust Field
2:00 PM  3:00 PM  Class     Roman Dance Experiment                         Dance Area
2:00 PM  4:00 PM  Archery    Introduction to Netting                            Brumbar
2:00 PM  3:00 PM  Class     Eat Thy Neighbor                                Chepe
3:00 PM  4:00 PM  Class     Delivering Better Cuts and Thrusts                        Cut & Thrust Field
3:00 PM  5:00 PM  Archery    Assist the Army                                 Archery Range
3:00 PM  5:00 PM  Rattan     20 Years a Knight - Eichmann!!                  The Goat Woods
3:00 PM  5:00 PM  Cut & Thrust Pick-ups                                  Cut & Thrust Field
4:00 PM  5:00 PM  Thrown Weapons Practice - Must line up a marshal and plan in advance Thrown Weapons Range
4:00 PM  5:00 PM  Class     Plausibly Medieval Machine-Woven Bands          Brumbar
TUESDAY Schedule Continued

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<td>Class</td>
<td>Glass: Open Torch</td>
<td>Glassworkers Tent</td>
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<td>Games</td>
<td>Helga Ball</td>
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<td>Glass 200: Glass with Hannah</td>
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<td>7:00 PM</td>
<td>9:00 PM</td>
<td>Class</td>
<td>Cut &amp; Thrust</td>
<td>Pas d'Arms</td>
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WEDNESDAY, JUNE 14, 2017

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<td>9:00 AM</td>
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<td>Archery</td>
<td>Queen's Yeoman</td>
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<td>9:00 AM</td>
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<td>Class</td>
<td>Tablet Weaving Demonstration</td>
<td>Fiber Arts Tent</td>
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<td>11:00 AM</td>
<td>Class</td>
<td>Glass 100: Beginner Basic</td>
<td>Glassworkers Tent</td>
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<td>1:00 PM</td>
<td>Class</td>
<td>Basketweaving - Trinket basket</td>
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<td>4:00 PM</td>
<td>Class</td>
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<td>Class</td>
<td>Safety around Dogs and Machines</td>
<td>Great Machine</td>
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<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Rattan</td>
<td>Call to Arms/Inspections/Authorizations</td>
<td>Battlefield</td>
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<td>10:00 AM</td>
<td>12:00 PM</td>
<td>Rattan</td>
<td>Sheep Herding Battle</td>
<td>Battlefield</td>
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<td>12:00 PM</td>
<td>Class</td>
<td>Fyrdraca Basics</td>
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<td>Class</td>
<td>Throwing Off the Hump</td>
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<td>Class</td>
<td>European Dance: Teaching the Ball</td>
<td>Dance Area</td>
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<td>Class</td>
<td>Playing with Paper Patterns</td>
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<td>Class</td>
<td>Camping without a Cooler</td>
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<td>Class</td>
<td>Silk Banners 101: Part II</td>
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<td>10:00 AM</td>
<td>3:00 PM</td>
<td>Cut &amp; Thrust</td>
<td>Warm-up Tourney</td>
<td>Cut &amp; Thrust Field</td>
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<tr>
<td>10:30 AM</td>
<td>12:00 PM</td>
<td>Youth Activities</td>
<td>Children's Tourney Favor Making</td>
<td>Youth Tent</td>
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<tr>
<td>10:30 AM</td>
<td>12:30 PM</td>
<td>Rattan Tourney</td>
<td>Novice and Kyd Sergeant Tourneys</td>
<td>Cut &amp; Thrust Field</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>Musical Rehearsal for Lilies Ball</td>
<td>Bardic Pavilion</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>1:00 PM</td>
<td>Class</td>
<td>Bell Casting</td>
<td>Bronze Casting Workshop</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>1:00 PM</td>
<td>Class</td>
<td>Glass 200: Clear Glass Techniques</td>
<td>Glassworkers Tent</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>Safety around Dogs and Machines</td>
<td>Great Machine</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>1:00 PM</td>
<td>Games</td>
<td>Open Gaming</td>
<td>Games Tent</td>
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<tr>
<td>12:00 PM</td>
<td>1:00 PM</td>
<td>Class</td>
<td>Marshalling Class</td>
<td>Archery Range</td>
</tr>
<tr>
<td>12:00 PM</td>
<td>1:00 PM</td>
<td>Class</td>
<td>Italian Dances</td>
<td>Dance Area</td>
</tr>
<tr>
<td>12:00 PM</td>
<td>1:00 PM</td>
<td>Class</td>
<td>Ottoman Turkish Women's Clothing</td>
<td>Brumbar</td>
</tr>
<tr>
<td>12:00 PM</td>
<td>2:00 PM</td>
<td>Class</td>
<td>Album Project: Simple Period Songs</td>
<td>Chepe</td>
</tr>
<tr>
<td>12:00 PM</td>
<td>1:00 PM</td>
<td>Youth Combat</td>
<td>Youth Combat</td>
<td>Battlefield</td>
</tr>
<tr>
<td>12:30 PM</td>
<td>1:30 PM</td>
<td>Discussion</td>
<td>Cut &amp; Thrust Roundtable Discussion</td>
<td>Cut &amp; Thrust Field</td>
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<tr>
<td>1:00 PM</td>
<td>3:00 PM</td>
<td>Rattan Tourney</td>
<td>Children's Sponsor Tournament</td>
<td>Battlefield</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>3:00 PM</td>
<td>Archery</td>
<td>Fun Shoot - SSAC</td>
<td>Archery Range</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>Glass 300: Reclaimed Glass / Bottle Deconstruction</td>
<td>Glassworkers Tent</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>2:00 PM</td>
<td>Class</td>
<td>Throwing Off the Hump</td>
<td>Pottery Tent - Wheel</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>2:00 PM</td>
<td>Class</td>
<td>How to Use a Medieval Calendar in a Book of Hours</td>
<td>Brumbar</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>2:00 PM</td>
<td>Class</td>
<td>Plein Air Drawing</td>
<td>Chepe</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>2:00 PM</td>
<td>Class</td>
<td>Writing the Sestina</td>
<td>Humpk</td>
</tr>
<tr>
<td>2:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>Simple Stitches and the Rad Rectangle</td>
<td>Brumbar</td>
</tr>
<tr>
<td>2:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>Heraldry: Intro to Commentary</td>
<td>Chepe</td>
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</table>

WEDNESDAY Schedule Continued

<table>
<thead>
<tr>
<th>Start Time</th>
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<th>Category</th>
<th>Activity</th>
<th>Location</th>
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<tbody>
<tr>
<td>2:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>So You Want to be a Sonneteer</td>
<td>Humpk</td>
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<tr>
<td>2:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>Introduction to Late 16th Century Europe, 1566-1610</td>
<td>Ternon</td>
</tr>
<tr>
<td>3:00 PM</td>
<td>3:30 PM</td>
<td>Pilgrimage</td>
<td>Pilgrimage for Our Lady of Calonlit</td>
<td>Begin at Food Court</td>
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<tr>
<td>3:00 PM</td>
<td>4:00 PM</td>
<td>Youth Activities</td>
<td>Bardic Story Hour</td>
<td>Youth Tent</td>
</tr>
<tr>
<td>3:00 PM</td>
<td>4:00 PM</td>
<td>Class</td>
<td>Medieval Concepts of Time</td>
<td>Brumbar</td>
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<tr>
<td>3:00 PM</td>
<td>4:00 PM</td>
<td>Class</td>
<td>Writing the Ballad</td>
<td>Humpk</td>
</tr>
<tr>
<td>3:00 PM</td>
<td>4:00 PM</td>
<td>Class</td>
<td>Late 14th - Early 15th Century Aventail Liner</td>
<td>Ternon</td>
</tr>
<tr>
<td>3:00 PM</td>
<td>4:00 PM</td>
<td>Meeting</td>
<td>Order of the Boga Yeoman</td>
<td>Archery Range</td>
</tr>
<tr>
<td>3:00 PM</td>
<td>4:00 PM</td>
<td>Meeting</td>
<td>Order of the Boga Hirth</td>
<td>Archery Range</td>
</tr>
<tr>
<td>3:00 PM</td>
<td>5:00 PM</td>
<td>Meeting</td>
<td>Fiber Guild Meeting</td>
<td>Shade Fly by the Harp</td>
</tr>
<tr>
<td>3:00 PM</td>
<td>5:00 PM</td>
<td>Archery</td>
<td>Chair Shoot</td>
<td>Archery Range</td>
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<tr>
<td>3:00 PM</td>
<td>5:00 PM</td>
<td>Cut &amp; Thrust</td>
<td>Saber Tourney</td>
<td>Cut &amp; Thrust Field</td>
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<tr>
<td>3:00 PM</td>
<td>5:30 PM</td>
<td>Rattan</td>
<td>20 Years a Knight - Eichmann!!</td>
<td>The Goat Woods</td>
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<tr>
<td>5:00 PM</td>
<td>6:30 PM</td>
<td>Class</td>
<td>Royal Court</td>
<td>Royal Pavilion</td>
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<tr>
<td>7:00 PM</td>
<td>9:00 PM</td>
<td>Class</td>
<td>Glass 300: Zen Beading</td>
<td>Glassworkers Tent</td>
</tr>
<tr>
<td>7:00 PM</td>
<td>8:00 PM</td>
<td>Class</td>
<td>Tournament Etiquette for Combatant &amp; Marshals</td>
<td>Lilies Tourney List Field</td>
</tr>
<tr>
<td>7:00 PM</td>
<td>9:00 PM</td>
<td>Party</td>
<td>Coeur d'Ennui Party</td>
<td>Permanent Shelter</td>
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<tr>
<td>7:00 PM</td>
<td>9:00 PM</td>
<td>Event</td>
<td>Archery Potluck</td>
<td>Archery Range</td>
</tr>
<tr>
<td>8:00 PM</td>
<td>12:00 AM</td>
<td>Shopping</td>
<td>Midnight Madness</td>
<td>Merchant Areas</td>
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</table>

THURSDAY, JUNE 15, 2017

<table>
<thead>
<tr>
<th>Start Time</th>
<th>End Time</th>
<th>Category</th>
<th>Activity</th>
<th>Location</th>
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<tbody>
<tr>
<td>8:00 AM</td>
<td>9:00 AM</td>
<td>Class</td>
<td>Morning Yoga</td>
<td>TBA</td>
</tr>
<tr>
<td>8:00 AM</td>
<td>9:00 AM</td>
<td>Class</td>
<td>Thrown Weapons</td>
<td>Open Practice</td>
</tr>
<tr>
<td>8:30 AM</td>
<td></td>
<td>Archery</td>
<td>Range Opens - Practice/Inspections</td>
<td>Archery Range</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>11:00 AM</td>
<td>Archery</td>
<td>IKAC</td>
<td>Archery Range</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>12:00 PM</td>
<td>Archery</td>
<td>100 Arrow Range Open</td>
<td>100 Arrow Archery Range</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Ladies Thrown Weapons: How to Adjust for the Differences and Beat the Guys</td>
<td>Thrown Weapons Range</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Class</td>
<td>Tablet Weaving Demonstration</td>
<td>Fiber Arts Tent</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Class</td>
<td>Dyeing with Stuff from Outdoors</td>
<td>Ternon</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Glass 300: Hollows and Vessels</td>
<td>Glassworkers Tent</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Introduction to Netting</td>
<td>Brumbar</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>11:00 AM</td>
<td>Meeting</td>
<td>Lilies Committee</td>
<td>Permanent Shelter</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>9:00 PM</td>
<td>Rattan</td>
<td>14th Century Deed of Arms</td>
<td>Tournament Field</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Fyrdraca Basics</td>
<td>Beach</td>
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<tr>
<td>10:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>European Dance: Teaching the Ball</td>
<td>Dance Area</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Tablet Weaving with Gyda</td>
<td>Fiber Arts Tent</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Early Period Latin Women's Clothing</td>
<td>Chepe</td>
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<tr>
<td>10:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>Bayeux Tapestry Stitch</td>
<td>Ternon</td>
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<tr>
<td>10:00 AM</td>
<td>11:00 AM</td>
<td>Youth Activities</td>
<td>Bardic Sing-A-Long</td>
<td>Youth Tent</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>12:00 PM</td>
<td>Cut &amp; Thrust</td>
<td>Ladies of the Rose Tournament</td>
<td>Cut &amp; Thrust Field</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>Basic Wheel Throwing</td>
<td>Potter Tent - Slab</td>
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<tr>
<td>10:00 AM</td>
<td>11:00 AM</td>
<td>Children's Archery</td>
<td>Child/Adult Shoot</td>
<td>Archery Range</td>
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<tr>
<td>11:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>Backgammon for Beginners</td>
<td>Games Tent</td>
</tr>
<tr>
<td>11:00 AM</td>
<td>12:00 PM</td>
<td>Class</td>
<td>A Simple Ruffled Veil</td>
<td>Brumbar</td>
</tr>
<tr>
<td>Start Time</td>
<td>End Time</td>
<td>Category</td>
<td>Activity</td>
<td>Location</td>
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<tr>
<td>8:00 AM</td>
<td>9:00 AM</td>
<td>Class</td>
<td>Morning Yoga</td>
<td>Beach</td>
</tr>
<tr>
<td>8:30 AM</td>
<td>9:30 AM</td>
<td>Archery</td>
<td>Range Opens - Practice/Inspections</td>
<td>Archery Range</td>
</tr>
<tr>
<td>8:30 AM</td>
<td>10:00 AM</td>
<td>Archery</td>
<td>100 Arrow Shoot Finals</td>
<td>100 Arrow Range</td>
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<tr>
<td>8:30 AM</td>
<td>9:30 AM</td>
<td>Youth Combat</td>
<td>Ladies of the Rose Youth Combat Tourney</td>
<td>Battlefield</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Arts &amp; Sciences</td>
<td>Calontir Artisan Roadshow</td>
<td>Noble's Row</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>10:30 AM</td>
<td>Youth Activities</td>
<td>Project Hour</td>
<td>Youth Tent</td>
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<tr>
<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Class</td>
<td>Tablet Weaving Demonstration</td>
<td>Fiber Arts Tent</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Class</td>
<td>Serial Killers in the Middel Ages</td>
<td>Brumbar</td>
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<tr>
<td>9:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Glass 100: Beginner Basic</td>
<td>Glassworkers Tent</td>
</tr>
<tr>
<td>9:00 AM</td>
<td>10:00 AM</td>
<td>Rattan</td>
<td>Call to Arms/Inspections/Authorizations</td>
<td>Battlefield</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>10:30 AM</td>
<td>Youth Activities</td>
<td>Beginning Hand Sewing</td>
<td>Fiber Arts Tent</td>
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<tr>
<td>10:00 AM</td>
<td>11:00 AM</td>
<td>Class</td>
<td>Performance Magic in the Middle Ages: History</td>
<td>Ternon</td>
</tr>
<tr>
<td>10:00 AM</td>
<td>10:30 AM</td>
<td>Cut &amp; Thrust</td>
<td>Warm-up Tourney</td>
<td>Cut &amp; Thrust Field</td>
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<tr>
<td>10:30 AM</td>
<td>12:30 PM</td>
<td>Cut &amp; Thrust</td>
<td>Children's Tourney</td>
<td>Cut &amp; Thrust Field</td>
</tr>
<tr>
<td>10:30 AM</td>
<td>11:00 AM</td>
<td>Youth Activities</td>
<td>Roadtrip to the Calontir Roadshow</td>
<td>Youth Tent</td>
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<tr>
<td>11:00 AM</td>
<td>12:00 AM</td>
<td>Class</td>
<td>Glass: Open Torch</td>
<td>Glassworkers Tent</td>
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<tr>
<td>11:00 AM</td>
<td>12:00 AM</td>
<td>Class</td>
<td>Who Me? Yes, You Can Learn Khoomii.</td>
<td>Brumbar</td>
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<tr>
<td>11:00 AM</td>
<td>12:00 AM</td>
<td>Class</td>
<td>Performance Magic in the Middle Ages: Discussion and Demonstration</td>
<td>Ternon</td>
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<tr>
<td>12:00 PM</td>
<td>1:00 PM</td>
<td>Meeting</td>
<td>Glass Guild Meeting</td>
<td>Glass Workers Tent</td>
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<tr>
<td>12:00 PM</td>
<td>12:00 PM</td>
<td>Thrown Weapons</td>
<td>Sweets for the Sweet XII</td>
<td>Brumbar</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>2:00 PM</td>
<td>Competition</td>
<td>Blank Borders Scribal Competition</td>
<td>Brumbar</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>2:00 PM</td>
<td>Class</td>
<td>The Not-So-Frompy Frau</td>
<td>Chepe</td>
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<tr>
<td>1:00 PM</td>
<td>2:00 PM</td>
<td>Thrown Weapons</td>
<td>Intermediate Luct Cord Weaving</td>
<td>Dance Area</td>
</tr>
<tr>
<td>1:00 PM</td>
<td>3:00 PM</td>
<td>Meeting</td>
<td>Order of the Silver Hammer</td>
<td>Royal Pavilion</td>
</tr>
<tr>
<td>2:00 PM</td>
<td>4:00 PM</td>
<td>Meeting</td>
<td>Silent Herald Meet-and-Greet</td>
<td>Fiber Arts Tent</td>
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<tr>
<td>2:00 PM</td>
<td>4:00 PM</td>
<td>Competition</td>
<td>Sweets for the Sweet XII</td>
<td>Brumbar</td>
</tr>
<tr>
<td>2:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>Ruffs and Ruffles of the 16th Century</td>
<td>Chepe</td>
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<tr>
<td>2:00 PM</td>
<td>3:00 PM</td>
<td>Class</td>
<td>Performance Magic in the Middle Ages: History</td>
<td>Ternon</td>
</tr>
<tr>
<td>3:00 PM</td>
<td>5:00 PM</td>
<td>Cut &amp; Thrust</td>
<td>Scord Double Round Robin</td>
<td>Cut &amp; Thrust Field</td>
</tr>
<tr>
<td>3:00 PM</td>
<td>4:00 PM</td>
<td>Youth Activities</td>
<td>Bardic Story Hour</td>
<td>Youth Tent</td>
</tr>
<tr>
<td>5:00 PM</td>
<td>6:30 PM</td>
<td>Court</td>
<td>Royal Court</td>
<td>Royal Pavilion</td>
</tr>
<tr>
<td>8:00 PM</td>
<td>9:30 PM</td>
<td>---</td>
<td>Party</td>
<td>Barony of Three Rivers Party</td>
</tr>
<tr>
<td>8:00 PM</td>
<td>9:30 PM</td>
<td>---</td>
<td>Fireworks - At Dark</td>
<td>Beach</td>
</tr>
</tbody>
</table>
Welcome to Lilies War!
We welcome children of all ages to Lilies War and invite you to join us for a week of fun. We are pleased to offer a wide assortment of classes and activities and hope you will come try something new.

Lady Melodia of Forgotten Seas

Page School
Dates for Page School were not confirmed prior to book going to print. Please check with "the rules," we will go over to the Machine, see how it works, what it does, and learn more about it.

Saturday, Monday, Wednesday, Thursday, Friday

3pm Story Hour
We are pleased to have members of the Barony College host the Barony Story hour in the Children's tent on Saturday, Monday, Wednesday and Friday at 3pm. Join us as they regale us with song and story.

Saturday

9am Great Machine Visit
Location: The Great Machine
Instructor: Gerald Goodwine
Master Gerald has agreed to bring one of his dogs over to the kids’ tent, so that they can meet the dog, and learn the way to behave around “working dogs”. Once they are familiar with “the rules,” we will go over to the Machine, see how it works, what it does, and learn more about it.

9am Great Machine Visit
Location: The Great Machine
Instructor: Gerald Goodwine
Master Gerald has agreed to bring one of his dogs over to the kids’ tent, so that they can meet the dog, and learn the way to behave around “working dogs”. Once they are familiar with “the rules,” we will go over to the Machine, see how it works, what it does, and learn more about it.

Sunday

10am Armor Kit Parade
Location: The Olde Battlefield
Instructor: Adelaide Sarfield
This class will feature fighters on parade followed by a discussion of armor options for youth combat from basic to elaborate.

Monday

11am Reading of The Tempest
Instructor: Logan Munro
"How bewitch’d mankind is! 0 brave new world, that has such people in it!" — William Shakespeare, The Tempest - HL Logan will read a sampling of The Tempest.

3:30pm Lucet for Beginners
Instructor: Arlo Kazai
Learn the basics of lucet cord making. Supplies will be available for participants. If you have a lucet please bring it with you.

5pm Bardic Sing-A-Long
Instructor: Elaisse Oakheart
Come join the fun of our kids’ bardic circle! Bring a song or story to share, or just sing along as we learn some of the songs popular in Calontir.

Tuesday

9am Open Fire Cooking Safety Demo
Instructor: Adelaide Sarfield
Required for the day’s activities. Students will learn fire safety as it relates to open fire cooking, as well as how to identify tools around the fire. Children under 10 must have an adult in attendance to participate.

10am Camp Cooking
Instructor: Adelaide Sarfield
Students will learn to cook various medieval dishes. We will fry, stew, grill, and roast some wonderful dishes for our lunch – parents are invited to come dine with us at noon!

12pm Camp Cooking Lunch
Instructor: Adelaide Sarfield
Youth will serve the food they prepared, and dine with their parents (as available). Please join us!

1pm Clean up time
Instructor: Adelaide Sarfield
Depending on how well we “clean as we go”, this may not be needed… or it may last an hour. All students are expected to stick around and pitch in.

2pm Make a Medieval Water Clock
Instructor: Lorraine Devereaux
Before mechanical clocks people used water-powered clocks to tell time. We’ll make miniature water clocks using plastic cups to learn how these devices worked.

Wednesday

9am Great Machine Visit
Location: The Great Machine
Instructor: Gerald Goodwine
Master Gerald has agreed to bring one of his dogs over to the kids’ tent, so that they can meet the dog and learn the way to behave around “working dogs.” Once they are familiar with “the rules,” we will go over to the Machine, see how it works, what it does, and learn more about it.

Friday

8:30am Ladies of the Rose Youth Combat Tournament
Location: The Olde Battlefield
Calontir youth fighters! On the last Friday of Lilies, at 8:30am, the Ladies of the Rose will be hosting a youth combat Tourney. Like other Ladies of the Rose tournaments, a past or current queen would serve as your “sponsor” and you will fight for their honor and your own. If you would like to compete, please reach out to a queen, countess, or duchess and ask to be sponsored. If you don’t know one, let me know and I will assist in finding you a sponsor.

Hope to see you all there! Dacceva Ilislan

9am Project Hour
Instructor: Adelaide Sarfield
Lady Adelaide invites all children that have projects to work on from classes throughout the week to come work on them, all together. Are you stuck on something? Not sure what to do next? We can help. Are you ready to start something else? We can help with that too. Snacks will be provided.

10:30am Roadtrip to the Calontir Roadshow
Instructor: Melodia of Forgotten Seas
We will gather at the Children’s Tent then travel as a group to view the art on display at the Calontir Roadshow.

1pm Firehawk Reading and Writing
Instructor: Xandre
Learn how to read and write Norse runes
Archery Shoot Descriptions

**Friday**

**10am-11am**
Children's Archery

The children's archery range will be open for shooting. Children must be accompanied by their parent or guardian. On Thursday from 10:00 to 11:00 the annual Children's Archery Tournament will be held.

**Saturday - Thursday**

**9am**
Location: 100 Arrows Range
100 Arrows Shoot Shoot
Mistress Lynette Davejean

Runs every day: 9am – 3pm until Friday with a break for lunch from noon – 1pm. This is one of the seminal archery tournaments held at Lilies each year. In its 22nd year, it is a test of shot placement and endurance as each archer shoots 100 arrows during the course of the week. The shoot consists of 4 rounds of 25 arrows per round. Each round consists of 5 ends with 5 arrows per end. Multiple targets will be set up down range at a pre-determined distance. The archer shoots five arrows per end. Only one arrow per target will be counted per end. The rounds can be shot on different days, or all on the same day, as the archer chooses. Once a round is begun it must be completed. Those with the highest scores in each bow category will move on to the final round. The 100 Arrows Finals will begin at 1 am sharp Friday morning. The list of archers in the final round, as well as the alternates, will be posted Thursday evening. Even if you didn’t shoot your best remember to check the board. Alternates frequently find themselves in the finals due to the early hour.

**Saturday**

Sometime after sunrise: Rise and Shine, Calentir!
Honorable Lady, Alexandra de Piro

Come join me on the archery range for a light breakfast and a hands on discussion of archery form. We will be practicing/discussing various aspects of bow stance, drawing form, and honor on the field.

**9am**
Bee Shoot
The Bee Sisters

Bee prepared to shoot your arrows at flat target rounds, 3D target rounds, and speed clout rounds. If you have concerns concerning whether your equipment will be allowed, please talk with Master life. The Bee Hive and the Crowe have joined forces once again this year to bring you this unique opportunity to do something exciting while raising funds for two worthy causes. The cost is $20 (cash only please). The proceeds are split evenly between the Fyrdraca Preservation Fund and the Lilies Archery Fund. The bee can take 15 archers per raiding party for a maximum of four voyages. Tickets will be sold on a first come, first served, basis. Participants must be 15 years or older, be able to hold, and if towed needed. BRING ALL YOUR ARROWS TO SHOOT AT A NEW TARGET that provides a chance to kill off the defenders to raid the village. Bring arrows you don’t mind potentially getting broken or lost. Scoring is 1 point per hit in the target.

**9am**
Linen Shoot
HL Galen MacColman

We will be shooting 2 rounds of six arrows at 20, 30, and 40 yards. The target will be a period bullseye. Come compete for the chance to win enough linen for one tunic or dress. The unranked winner will receive the basic tunic, or dress, of their choosing from Linen Garb. For the purposes of this shoot, ranked archers will be those who have received an Award of Arms, or higher, level archery award in their given kingdom. Unranked archers are those who have not yet received an Award of Arms level award. This year there will be 2 ranked and 2 unranked winners.

**1pm**
Fun Shoot
Lord Halldor Skaptason

With this shoot I am trying to make the targets of each division challenging to those shooting in that division. Targets: 2 Color (Black and White) The Bullseye will be white and the outer ring will be Black. Outside the black ring will be a white border. Target construction for: Crossbows: The Bullseye will be a Two (2) inch diameter circle. The outer ring will be a Two (2) inch wide band (a 6 inch diameter circle) Bowls with Shelves: The Bullseye will be a Three (3) inch diameter circle. The outer ring will be a Three (3) inch wide band (a 9 inch diameter circle) Bowls without Shelves: The Bullseye will be a Four (4) inch diameter circle. The outer ring will be a Four (4) inch wide band (a 12 inch diameter circle).

**Sunday**

**9am**
Rose Window Shoot
Honorable Lady Bierzta la Cristaliere

Archers will shoot at “stained glass window” targets. This shoot will involve archers' ability to hit specific areas on the targets. Scoring will also involve counting “leftover” arrows in the scoring process.

**1pm**
Zombie Shoot
Lord Golden Mac Rothard

This shoot simulates an approaching army. We will be starting at clown range and slowly decreasing the distance. Scoring will be 5 points for head and neck, 3 points for body and 1 point for the arms. Use your best judgement and have fun!

**3pm**
Fyrdraca Fundraiser Shoot
Location at the pier
Lord Halldor Skaptason

Have you ever wanted to shoot from a Viking longboat? Now you can! The Bee Hive and the Crowe have joined forces once again this year to bring you this unique opportunity to do something exciting while raising funds for two worthy causes. The cost is $20 (cash only please). The proceeds are split evenly between the Fyrdraca Preservation Fund and the Lilies Archery Fund. The boat can take 15 archers per raiding party for a maximum of four voyages. Tickets will be sold on a first come, first served, basis. Participants must be 15 years or older, be able to hold, and if towed needed. BRING ALL YOUR ARROWS TO SHOOT AT A NEW TARGET that provides a chance to kill off the defenders to raid the village. Bring arrows you don’t mind potentially getting broken or lost. Scoring is 1 point per hit in the target.

**Monday**

**9am**
Ferrara Ring Shoot
Honorable Lord Rufus Tenstone

This shoot was inspired by an annual archery competition held during the Middle Ages in the city of Ferrara in Italy to mark the feast day of St. John. The shoot will consist of six rings of various sizes ranging from about 13 inches down to 3 inches in diameter. Three arrows/bolts per end. To advance to the next round, one of your arrows/bolts must strike within the ring.

**1pm**
Fun Shoot
Lord Michael the Wanderer

This shoot will involve Lord Michael’s devious moving target. The latest version of the target was previewed at a Griffels event last fall. It was fun and very challenging!

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**3pm**
Unranked Archer Shoot
HL Edmeline de Moulineuse

This shoot is strictly for unranked archers and is run by the Order of the Bogs Fyrd. It is a fun shoot that provides opportunities for the Bogs Fyrd to meet archers from all different corners of the Kingdom while providing a showcase for unranked archers to demonstrate their prowess in both archery and thrown weapons. All unranked archers are encouraged to participate!

**Tuesday**

**9am**
Ladies of the Rose Tournament

Cowgirls创 a Brooks and HL Galen MacColman

Each Lady of the Rose may select up to two archers to represent her as champions in the event. In the event that a Lady of the Rose has two champions, one may be ranked, and one must be unranked. A ranked archer, for the purposes of this tournament, is one who has received an Award of Arms level archery award or higher in their given kingdom. Each archer wishing to compete must supply an example of 1 thing they have done to make their overall appearance, or kit, more period.

**7pm**
Archery Potluck

Bring some food to share as we gather around to relax and enjoy each others’ company. We will also have an auction for some targets and target bolts!

**Thursday**

**9am**
ICAC

We will be running a standard ICAC. Come see how your skills rank amongst archers from around the Known World. ICAC rules will be posted at the archery range and announced before the shoot.

**10am-11am**
Annual Childrens Archery Tournament

On Thursday from 10:00 to 11:00 the annual Children’s Archery Tournament will be held.

**1pm**
Period Equipment Shoot

Master Left of Crescent Moon

Shoe off your period equipment and experiencia with this period challenge. No fibreglass. Arrows must be self/perrioned knobs. No brass knockring points. If you have a question please talk with Master life. The purpose of this shoot is to have as close as possible a period experience as possible!

**3pm**
Boga Fyrd Captain Challenge
Honorable Lord William Douglas

Tear down the main archery range after the Fyrd Captain Challenge

**8:30am**

100 Arrows Finals

Archery Shoot Descriptions

**3pm**
Chair Shoot
HL Galen MacColman

This will be a relaxed affair…seated in fact…where the winners will walk away with their own period seating. We will be shooting 2 rounds of six arrows at 20 and 30 yards, and a final at a random distance. The target will be a period bullseye. Ranking rules will be chosen by hand from the hat as in previous years. For the purposes of this shoot, ranked archers will be those who have received an Award of Arms, or higher, level archery award in their given kingdom. Unranked archers are those who have not yet received an Award of Arms level award. This year there will be 2 ranked and 2 unranked winners.
Local Area Amenities

**Hospitals**
- **Saint Luke’s Hospital-Smithville**
  601 US-169, Smithville, MO 64089
  (816) 532-3700
- **Saint Luke’s North-Berry Road**
  5830 NW Barry Rd, Kansas City, MO 64154
  (816) 891-6000
- **Liberty Hospital**
  2525 Glenn Hendren Dr
  Liberty, MO 64068
  (816) 781-7200
- **Children’s Hospital**
  Kindred Hospital-Northland
  500 NW 68 St, Kansas City, MO 64118
  (816) 420-6300
- **Veterinary Hospital**
  Blue Pearl Veterinary Partners
  139 NE 91 St, Kansas City, MO 64155
  (816) 759-5016
- **General Stores**
  - **Target**
    9220 NE Barry Rd, Kansas City, MO 64157
    (816) 781-4238
  - **Sears**
    Antioch Crossing, 5415 NE Antioch Rd,
    Kansas City, MO 64119
    (816) 414-2700
  - **Walmart Supercenter**
    8551 N Boardwalk Ave
    Kansas City, MO 64154
    (816) 741-1099
  - **Sam’s Club**
    8130 N Church Rd
    Kansas City, MO 64158
    (816) 439-4006

**Regional Map**

**Groceries**
- **Kelli’s Corner**
  18419 Collins Rd, Smithville, MO 64089
  (816) 532-0442
  kelligeneralstore.com
  (816) 532-0330
- **Price Chopper**
  152 W 169, Smithville, MO 64089
  (816) 532-0081
  pricechopper.com
  (816) 532-3210
- **Casey’s General Store**
  152 W 169, Smithville, MO 64089
  caseys.com
  (816) 532-0330
- **Hy-Vee**
  109 N Blue Jay Dr, Liberty, MO 64089
  (816) 792-3210
  hy-vee.com

**Hardware Stores**
- **Pack’s Hardware**
  116 W Hwy, Smithville, MO 64089
  packshardware.com
  (816) 532-0525
- **Nuts and Bolts True Value**
  200 W 92 Hwy, Kearney, MO 64060
  shopnutsandbolts.com
  (816) 628-0322