





Their Majesties  
King Sven Örfhendur & Queen Iseabail Inghean Bhaltair  
and Their Highnesses  
Prince Valentine Martyn & Prince Brocc of Alderden  
Welcome you to Great Western War!

From the Stewards

On behalf of the Staff, we, the Main Stewards, welcome you to the Great Western War. To celebrate our 26th anniversary of GWW, we invite you to join us in writing the Saga of GWW. Share your stories, experiences, and memories of this incredible event. From epic battles to learning new skills, participating in contests, or sharing moments around a bardic circle, GWW has something for everyone.

We have many events planned for your enjoyment, including more than 150 activities in the Arts and Sciences Community Village, Equestrian tournaments and classes, Archery, Thrown Weapons, Rapier, and Armored Combat, Youth Combat and activities in Arts and Sciences, Hound Coursing, Merchants, Food Court, several Vigils and Elevations, and of course enjoying time with our friends and family around the firepit (be sure to share your stories with Master Beorn, who is creating the Saga of Great Western War)!

We encourage you to volunteer for a shift or two. This event would not have been possible without our generous volunteers. Please sign up to volunteer in the Headquarters tent.

Please make sure to take a moment this week to relax and enjoy Great Western War XXVI!

Ceridwen & Rowen

# Table of Contents

From the Royals.....	2	Thrown Weapons.....	31
From the Stewards.....	2	Vigils and Elevations.....	32-33
Table of Contents.....	3	Game Night.....	34
Photo and Art credit.....	3	Torchlight Tourney & Bauble Battle.....	34
Site Rules.....	4	Newcomers Site Tour.....	35
QR Code/Link to GWW Website.....	4	Carpe Luxuriam’s Prize Bardic.....	35
QR Code/Link to Digital Gatebook.....	4	Tournament of Virtues & Sword Sacrifice...36	
Site Rules Minors.....	9	St. George Pas d’ Armes.....	36
Fire Extinguishers.....	10	Harnischfecten Deed of Arms & Demo.....	37
Refund Policy.....	10	Trick or Treat.....	38
Heralds’ Point.....	11	Near East Persona Brunch.....	38
Arts & Sciences.....	12	Handfasting of Griffith and Amabel.....	39
Artisan Showcase.....	12	Magic the Gathering for Youth.....	39
Youth Activities.....	13	Inter-Kingdom Brewer’s Meet & Greet.....	40
Equestrian.....	13-14	Multi-Kingdom Brewing Competition.....	40
Hound Coursing.....	14	The Scholar’s Prize.....	41-42
Earl Marshal Roundtable and Q&A.....	15	Royal Procession.....	42
Site Map.....	16-17	West Kingdom Party for Zippy’s Vigil.....	43
Youth Combat.....	18-20	Taste of Great Western War.....	43
Battlefield Layout.....	21	Corvus Vodka Symposium.....	43
Battlefield Schedule.....	31	Angels Bardic Circle.....	43
Armored Combat .....	22-24	Valkyrie Rose Tournament.....	38
Rapier Combat.....	25-29	Local Resources.....	44-45
Archery.....	30	Staff List.....	46-47

## Photo and Art Credit

**Front Cover:** Megan deBarri layout of Arms from Caid website. GWW and XXVI original artwork.

**Royals Photos:** Suleiman Ibn Rawh

**Marginalia:** Aidan deValle, Fiammetta Cesareo, Gen the Gardener, Megan deBarri

**Back Cover Art:** Shutterstock Free Clipart Images



**Use this quick Online Access Guide for everything at GWW!**

# Site Rules

All participants are expected to follow the rules and guidelines of the SCA and the Kingdom of Caid.

The laws and codes of the US Government, the State of California, Kern County and Buena Vista Aquatic Recreational Area will preside overall and will remain in force at all times. Failure to comply with these laws and regulations will result in the involvement of the relevant modern authorities. We are here to have fun but not at the expense of others. Please be respectful to those around you.

## **Basic Rules:**

No firearms or fireworks are permitted onsite.  
No refunds will be given to people ejected from the event.  
No brewing or selling of alcohol is allowed onsite.  
No rollerblades, skateboards, mopeds, scooters, or motorbikes will be permitted on site.  
Personal ECVs and electric wheelchairs ARE permitted.  
Fire play (juggling, twirling, spitting etc.) is not allowed on site.

## **Emergency Medical Assistance**

Paid EMT's will be onsite during the day according to the following schedule:

10/10 (Thurs) 9AM-5PM  
10/11 (Fri) 9AM-5PM  
10/12 (Sat) 9AM-5PM  
10/13 (Sun) 9AM-5PM

For minor medical issues we have included the locations of local Urgent Care and Hospitals in the area (**In case of a serious emergency, call 911**)

**MERCY SOUTHWEST HOSPITAL** (Emergency Facility) 400 Old River Rd, Bakersfield, CA 93311 (18 mi), 661-663- 6100 [www.mercybakersfield.org](http://www.mercybakersfield.org)

**MERCY MEDI CENTER** (Emergency Facility) 400 Old River Rd, Bakersfield, CA 93311 (13 mi), 661-663-6100

**PRIORITY URGENT CARE** 4821 Panama Ln,

Bakersfield, CA. 93313 (19 mi) 661-556-4777 open 8am to 8pm daily

**STATMD URGENT CARE** 5701 Young St. c201, Bakersfield, CA. 93313 (13 mi) 661-464-5000 open Mon-Fri 8am-8pm, Sat-Sun 8am-6pm

(These are the closest urgent care facilities with the longest hours.)

If you or a friend/family member needs immediate emergency medical help when the EMT's are not onsite please call 9-1-1.

Next notify the event Constables or anyone with an event radio right away. Our event staff will make sure that our gates are open and they will guide the Emergency responders to you or your camp as quickly as possible.

## **Harassment & Bullying**

The SCA prohibits harassment and bullying of all individuals and groups. Participants engaging in this behavior are subject to appropriate sanctions. If you are subjected to harassment, bullying or retaliation, or if you become aware of anyone being harassed or bullied, contact a seneschal, President of the SCA, or your Kingdom's Board Ombudsman.

## **Park and Event property:**

Persons shall not remove, destroy, or mutilate any park or event property. Any person who moves event property without the express permission of the event staff will be subject to immediate ejection from the event. These properties include but are not limited to: road signs and markers, tents, tables and chairs, markers used for activities, restroom or shower facilities, etc.

## **Buckets and Sand**

There will be buckets and shovels left on the "beach" at the lake edge. Campers are welcome to use the buckets and shovels to collect sand and fill any ground squirrel or gopher holes in their camp

or on the interior roads. We ask you not to collect sand from just one spot so that it creates a pit. Please spread out your collection space and remove sand from a larger area.

***Buckets and shovels must be returned to the beach as soon as possible*** so that other campers can use them as well.

### **Communal Water Spigots**

Hoses will be attached to the spigots at the drinking fountains throughout the site to be used for filling your containers. Please be considerate of other campers' water needs and do not block access to the water spigots with tents, vehicles or equipment. Be polite and drought conscious: don't leave the water running to flood the area around the spigots.

Campers are welcome to attach "splitters" and their own hoses, at the spigots and reattach the events short hose to one of the outlets. Event Stewards reserve the right to resolve any disagreements regarding the sites water spigots access.

DO NOT TAKE THE EVENTS SHORT HOSES HOME WITH YOU AT THE END OF THE EVENT. We will need them again next year.

### **Swimming:**

Per Kern County: No swimming or wading is allowed in Lake Evans.

### **Lost or Found items:**

Contact the Constable regarding any Lost or Found items. You may retrieve your lost items at the Event Headquarters tent located near Merchant Village.

### **Approved Parking**

For safety and our ability to provide adequate services, there are areas onsite where we must ask guests not to park. Please use common sense and courtesy when parking.

County emergency vehicles must be able to maneuver through our roads and parking lots and turn on our interior roads.

Any car parked where a No Parking sign is posted will be towed at the vehicle owners' expense.

Anyone seen moving a No Parking sign to allow improper parking may be ejected from the site.

Do not park within 15' of any trash dumpster or the

Equestrian waste pit. Any vehicle blocking access to these will be towed. Remember that the trucks that must pick up and deliver the large dumpsters need a lot of room to safely maneuver.

### **SCA Dress Policy**

All participants must be in SCA dress while on site during this event. SCA dress is at the very least an attempt at medieval clothing (garb).

### **Site Tokens**

Your site token issued at Gate is your receipt to the campgrounds. Be sure to wear your site token at all times. You must show your site token to re-enter the site. Without the site token, you must pay to reenter. If you cannot show your site token on request, you will be escorted to your encampment to retrieve your site token or to the gate for a token purchase. Anyone who cannot produce a site token and who refuses to purchase one will be ejected from the event without refund.

The main Buena Vista Aquatic Park front gate off of S. Enos Lane does not recognize Great Western War site tokens. Only use this gate if you have a reservation with Kern County Parks for full RV camping.

All other guests, be sure to enter by the park using the rear entrance off of Golf Course Road, this is the official entrance for the Great Western War event.

### **Basic Hygiene & Grey Water Disposal**

Clarification: "Grey Water" is dish and bath water. It contains no human or animal waste.

All human waste (diapers, private porta-potties, etc.) must be appropriately disposed of in the restroom facilities. Animal waste should be bagged and put into the trash. Do not allow any human waste to drain onto the ground and do not leave bagged human waste for the trash crew to dispose of.

Grey water should be disposed of in grey water tanks or white man-hole funnels only; please do not put it in the sinks in the stone privy, or into the porta-privies. This can quickly fill or clog the tanks. Please do not dispose of food in gray water or restroom facilities; food scraps should be disposed of with your trash. When using the gray water

tanks, please be extremely careful to avoid spilling – spills can be very difficult to clean up and can be very unsanitary.

There may be no substances intentionally disposed of on the ground. Do not dig a grease pit or dishwasher hole. Pour hot grease into an empty can, let it cool and then dispose of it in the trash containers. Please use the gray water tanks or white man-hole funnels for gray water only. Do not bathe in the sinks in the stone privies.

### **Trash:**

Due to a lack of volunteers for recycling, there will be no site-wide recycling by the event this year. Guests or their camp may collect their own recyclables and remove them from the site at the end of the event if they wish. All human waste (diapers, private porta-privies, etc.) must be appropriately disposed of in the restroom facilities. **DO NOT** leave bagged human waste for the trash crew to collect! Animal waste must be securely bagged and put into the trash. As of this writing, our contracted disposal company does not require the separation of food and compostable waste from other household trash at special events like GWW. Food scraps must be securely bagged and put into the trash. **DO NOT** dispose of hazardous waste (accelerants, toxics, needles, etc.) in any trash bag, bin, or can. You must remove any hazardous waste in your possession from the site when you leave.

The trash crew will circle the site twice a day. Please use this convenient service if at all possible. Have your bags secured and bring them to the road when you hear the trash crew call out. If you will not be in camp during the day, you can leave your bags in a line next to the road in front of your camp for collection. **DO NOT** make piles of trash next to or around the porta-privies, trash bins, roads, or roadway intersections. **THE SMALLER 3-YARD DUMPSTERS IN THE PARKING LOT BEHIND THE FOOD MERCHANTS ARE FOR THEIR USE ONLY.** Guests are welcome to dispose of their bagged and

secured camp trash in any of the other SCA rented dumpsters on the site. **DO NOT** try to toss heavy bags of trash over the 8 foot high sides of the 40 yard bins. Let the trash crews do this job.

**We welcome your help.** Among other fees, GWW pays per ton of trash to have it removed. Please **DO NOT** bring equipment or furniture to the event with the intent to dispose of it here. If you bring it in, please find a way to get it out. Please report any problems concerning trash to the staff at headquarters. Thanks for your courtesy and cooperation in this effort! It helps keep the event enjoyable by all.

### **Trespassing:**

Trespassing is against the law and is a punishable offense. Gate crashing or sneaking onto the site using false or expired tokens is considered trespassing. Anyone caught trespassing or aiding in the act of gate crashing, etc., will be ejected from the site without refund.

### **Golf Carts:**

Golf Carts are private property; they are not for personal use at any time. Any unauthorized persons found operating, moving, or altering the condition of any golf cart may be subject to removal from the site and/or severe civil and or criminal penalties. All persons operating a golf cart must be pre-authorized to do so and must have attended an approved driver safety and maintenance class prior to the war.

### **Alcohol / Illegal Substances**

The legal drinking age in California is 21 years. Underage drinking will not be tolerated. Intoxicated underage adults and Intoxicated minors, along with their parents/guardians, will be removed from the site and the local authorities will be called. If a household or individual is found serving alcohol to underage individuals, that individual or household will be removed from site and the local authorities will be called. If a household is hosting a party, that household is expected to check IDs appropriately before serving alcohol. No refunds will be given to people ejected from the event.

### **No Smoking or Vaping Areas**

Due to extreme fire danger, there is **NO SMOKING** allowed near hay bales. Hay bales will be located in the following areas: battlefields, archery and thrown weapons ranges and equestrian area. Some merchants may display No Smoking signs in their booth space. This includes e-cigarettes. Please be mindful of those around you and move to a clear area to smoke. Please abide by this "No Smoking" policy.

### **Be respectful of the facilities**

Please demonstrate to the park staff the courtesy and responsibility for which the SCA is famous — be mindful of any instructions given to you by the rangers and leave the park grounds clean and undamaged.

No modifications may be made to any park property. Do not intentionally break the cement pads, do not remove tree branches, do not attach anything to a tree with nails or spikes, do not dig a trench or pit of any kind in the lawn areas. We are expected to leave the site as we found it. If you find or cause any damage, please report it to the event staff right away. Hazardous conditions will be addressed and must be reported.

### **Trees:**

Avoid setting up your tent over tree roots whenever possible and ensure you are not driving tent stakes into tree roots. This causes irreparable damage. Do not hang things from tree branches. Do not set up fire anything under a tree. Do not pour waste water under the trees.

### **Fire Regulations**

No ground fires are allowed. Braziers, Briquette/charcoal barbeques and propane camp stoves must be at least 12" above the ground. Each brazier, barbeque, and camp stove must have a chemical fire extinguisher or a bucket of sand or water and a spade in plain view and immediately available at all times. Camp or cooking fires, torches and candles may not be left unattended at any time. Constables are authorized to enter empty camps and extinguish open or unattended fires. Tiki torches must be staked in a firm and stable

fashion and must not be placed in hay bales. Do not use Coleman Fuel (white gas) in Tiki torches. Liquid fuels should be stored and transported in their original container or other state-approved container.

### **Vehicles on the lawn/turf:**

Guests may drive onto the lawn/turf to load and unload their vehicles. Once loaded/unloaded, vehicles must be moved to a designated parking area as soon as possible.

The park staff has made an exception to their normal rules and have allowed us to park certain vehicles on the lawn with the following restrictions. Please do your part to respect their rules and let us continue to enjoy this privilege.

Certain pre-approved small RV's (what we're calling Shepherd Wagons) are allowed to camp on the lawn/turf during the event, with restrictions.

- Owners must have made an attempt to give their Shepherd Wagon a period appearance.
- Shepherd Wagons over 15' long (not including the tongue) may not park on the lawn/turf. These RV's must park in the event designated Dry RV locations only.
- Special parking passes will be provided at Gate to those whose Shepherd Wagons have been pre-approved, and data has been logged by the Event Stewards. Contact [stewards@gww.sca-caid.org](mailto:stewards@gww.sca-caid.org) for approval.
- Shepherd Wagons must be parked at least 20 ft. away from the base of any tree.
- Please avoid causing damage to any tree or park fixtures on site. Be mindful of low hanging branches and do not break or remove them. If you do cause damage, report it to event staff right away so that dangerous situations can be addressed ASAP and the damage can be noted.
- Nothing may be allowed to drain or leak from the Shepherd Wagon.
- Please be mindful of sprinklers and ground vaults and do not park your Shepherd Wagon wheels on them, or within a few feet of them.
- Shepherd Wagons may not block access to any ground vault, access gate, valve, restroom building, communal water spigot, Porta Potty or other fixture. Park and event staff, other campers and

vendors must be able to use and maintain these features freely.

- Buena Vista park and event staff reserve the right to revoke the privilege of any camper to park their Shepherd Wagon on the lawn/turf if deemed necessary to protect our agreement with the county.

GWW can only offer "dry" camping space for Shepherd Wagons and RVs.

Completely modern RV's and larger units (over 15' long, not including tongue) are required to park in the designated Dry RV lots.

Campers who require full utility hook ups will be directed to the modern campground at the other end of Buena Vista Park. Prior reservations through the county are usually required and GWW is not responsible for those reservations.

### **Be courteous to your neighbors**

Remember that we are all here to accomplish the same task: Having an enjoyable and successful war. There are a variety of ways in which we all do this. We ask that you be mindful of others in pursuit of your own fun. Please be courteous to your neighbors, particularly in regard to noise. Don't forget to ask permission before entering or walking through someone else's camp. Often, a

little forethought will not only keep your neighbors happy, but it might even give you some assistance in your efforts!

### **Pets at the war**

Per our county contract, the only animals allowed on site are dogs, cats, and horses. We must have special permission to have any other types of animals on site. Contact the Main event Stewards for more information if needed.

See the articles for Hound coursing and Equestrian activities for detailed information about those activities and helpful advice.

### **Please help the war effort**

The Constables of Caid invite you to join us on patrols if you have the desire. We spend our evenings strolling from camp to camp, meeting new friends and helping people in need of assistance. Any help in our service of the Dream and the war will be greatly appreciated. And if you find the duties of a Constable suit you, please make sure to volunteer! The constable shift lead can provide on-the-job training.

### **Quiet hours**

Quiet hours will be enforced from midnight to 7 AM throughout the entire site.



## Volunteer!

### **GWW NEEDS YOU!**

Many hands make light work, and our Society relies upon volunteers, like YOU, to keep it running. Without YOU, wars and events don't happen.

**IT'S NOT TOO LATE TO SIGN UP!** Head over to Headquarters to sign up for a shift.

Note: Once on-site, online sign up is no longer open.



# Minor Rules

## **Minors may not attend GWW alone.**

A responsible adult must accompany all minors (under the age of eighteen (18) years in Calif.), who are not legally emancipated, to the war site. This must be a parent, a court-appointed guardian or the adult designated on the appropriate waivers signed by the parent or legal guardian. All minors must be in the care of a responsible adult who should be aware of the minor's location and activities at all times. In Caid, minor youth less than twelve (12) years old and younger should be within eyesight/earshot of the parent, designated adult or a responsible teenager (as determined by the parent). This "sight and sound" policy does not include the use of electronic means of communication, i.e., cell phones, walkie-talkies or FRS radios. Parents are responsible for knowing where their youth are at all times. Neither Constables nor the merchants are responsible for unsupervised youth, although a Constable may return unattended youth to their parent's camp. There will be no babysitting or daycare services provided. Youth ten (10) years old and younger must wear the bracelet issued at the gate at all times. A&S (adult) classes held in a merchant booth or private camp: the minor may attend if he/she brings a parent/parent substitute.

The forms mentioned below can be found at: <https://www.sca.org/resources/document-library/>  
Scroll down to the Minor Waivers/Medical Forms section.

### **Minors attending WITH a parent or legal guardian.**

If the minors name does not appear on the parents Blue SCA Membership Card, or they do not have their own card, A parent or legal guardian must sign and submit either of the forms below:

(If only one child is involved) Single child version, with only one line for one child's name.

MINORS' CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

(If more than one child is involved) The Family Version, with lines for multiple children's names.

MINORS' CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

### **Minors attending WITHOUT a parent or legal guardian**

In Caid, two forms are used for parents who allow their minor youth to attend an event without them:

(If only one child is involved) Single child version, with only one line for one child's name.

MINORS' CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

(If more than one child is involved) The Family Version, with lines for multiple children's names.

MINORS' CONSENT TO PARTICIPATE AND HOLD HARMLESS AGREEMENT

Also include the: Medical Authorization for Minors (pdf) form. Used to designate temporary guardianship; it allows medical treatment to be provided in the event of an emergency.

### **BOTH FORMS MUST BE SIGNED BY THE PARENT AND NOTARIZED.**

Please bring 2 copies of these forms; one to leave at the gate, and one to keep with you at all times.

Individuals attempting to circumvent these requirements will be considered trespassing and appropriate action will be taken. This could include expulsion from the event site of all parties involved in the attempt. If you have any questions regarding these requirements, please contact a Seneschal in Caid, or ask your Kingdom liaison to contact the Stewards for information. These forms must accompany the minor and show the age of the minor at the time of the event.

# Fire Extinguishers

Well Met! I look forward to Great Western War just like everybody else every year. As such, part of the annual requirements are fire extinguishers that need to be located in camp.

As a Fire Prevention Technician and Fire Extinguisher Service provider, I recommend that this be a 5lb ABC multi-purpose fire extinguisher. This is a medium sized household fire extinguisher for personal use that can be bought at just about any Home Depot, Lowe's, or any other large store chain like Walmart. The reason is because of the fire ratings that come with these extinguishers. Initially, this may not mean much, but to someone in the know these letters and numbers mean something specific.

A 5lb ABC fire extinguisher has a "3-A, 40BC" rating. What this means is that when properly applied, it will extinguish 3 cubic yards of flaming "Ordinary Combustible" material aka Class A fire. It can also be used to extinguish up to 40 square feet of flammable/combustible liquid fire aka Class B. It's also a non-conductive extinguishing agent which makes it suitable for Class C fires which is any fire that involves energized equipment.

In addition, and most importantly, it also means the average person will be able to handle a sizable incipient stage fire should one start in camp and rules are being followed about minding actively burning fires/open flames.

Simply remember to employ the PASS method for usage. That is Pull, Aim, Squeeze, and Sweep. Pull the pin. Aim the nozzle at the base of the fire. Squeeze the handle, and apply the agent in a side to side Sweeping motion aimed at the base of the fire. I hope this helps, and I hope you all have a safe and wonderful war.

# Refund Policy

All GWW 2024 Refund Requests must be emailed to the GWW Exchequer at [exchequer.steward@gww.sca-caid.org](mailto:exchequer.steward@gww.sca-caid.org).

**Refunds will not be made at Gate. No refunds will be issued for any reason after October 15, 2024.**

If your request for refund is approved:

Refunds will only be made to the person whose name is on the credit card transaction or the check used to pay for the registration fee.

Fees will be refunded minus a \$5 processing fee.

Refunds will only be made via a paper check. Electronic refunds are not allowed.

Please provide the modern name that was used on your original registration form and a valid mailing address with your request.

Refund requests received may not be processed until after the event.



# Heralds Point and Consultations



Come to Heralds' Point to get help with your SCA name and armory! Our heralds will work with you to choose a name that fits your persona's culture, geographical location, and time period. Or if you have something in mind we can try and help to find documentation for you. You can submit that name for registration, which will ensure that it is uniquely yours and cannot be used by another. If you wish to register armory, (device or badge) you need to submit a name for the armory to be associated with.

Heraldic devices or badges represent you visually. They serve as your own logo or trademark and can be used on your shield, your armor, your clothing, your tent, your belongings and more. Our heralds and artists are ready to help you create your own unique personal design and submit it for registration, thereby reserving it for your use.

Armory submissions can be drawn and colored by our art staff. Caid charges \$8 for each action, (name or armory) but if you submit a name and armory together the cost is \$15 for both. This year we will be accepting PayPal payments for Caid submissions if u provide a Visa, MC, Am X, Discover card. This is our first time using PayPal so please be patient. We of course also accept cash, check or money order. We are allowed to accept Kingdom of Atenveldt and West submissions. We will take your paperwork, payment in cash, check or money order and send everything to your home Kingdom. For other Kingdoms we will prepare the paperwork for you, then you can mail it to your Kingdom Submissions Herald along with the proper fees.

**IMPORTANT** - If you need help with branch submissions, branch awards, multiple submissions, complicated submissions, or culturally specific submissions, please come to Heralds' Point as early as you can to make an appointment. This gives us time to be sure there is a Senior Herald with specific experience to assist you. You can also contact us at [dolphin@sca-caid.org](mailto:dolphin@sca-caid.org) for more information or to schedule a time for more complex submissions.



## Consulting Hours this year

Friday, October 11th: 11 AM – 5 PM

Saturday, October 12th: 11 AM - 5 PM

Sunday, October 13th: By appointment only

Eridana

Gold Starre Herald

# Arts and Sciences

## Arts & Sciences Community Village Information

Greetings and salutations from the Great Western War Arts & Sciences Staff. This year we are happy to present an array of classes and displays that showcase the talents of our Society, as well as community activities during our extended hours. Classes will be primarily offered between 9 am and 5 pm. Detailed class and activity schedules and descriptions are available online and at Arts & Sciences.

### Hours

Tuesday, October 8th: 12 PM (noon) – 8 PM

Wednesday, October 9th to Saturday October 12th: 7 AM to 11 PM

Sunday, October 13th: 7 AM to 12 PM (noon)

Monday, October 14th: CLOSED



Please stop by the Arts, Sciences & Community information booth with any questions. Everyone is invited to partake in the knowledge of our Society's artisans and enjoy the community activities!



In Service to the Dream,

HLJerusha a'Laon, Steward

HL Avicia de Na Baiona, Deputy Steward

Lady Aine of Phoenix Glade, Deputy Steward

For access to Arts & Sciences classes and class descriptions, use the QR codes below.

	<b>A&amp;S Activity Schedule</b> <a href="https://bit.ly/GWW24AandSSchedule">https://bit.ly/GWW24AandSSchedule</a>		<b>A&amp;S Activity Descriptions</b> <a href="https://bit.ly/GWW24ClassDesc">https://bit.ly/GWW24ClassDesc</a>
---	---	--	---

# Artisan Showcase

We will once again celebrate GWW's artisans with an Artisan Showcase. The showcase time when artisans will be present with their displays will be held on Saturday between 2 PM and 4 PM in the A&S area. Artisan setup time is 11 AM and the displays will be available from 12 PM to 5 PM.

This is an opportunity for the populace to see your art and ask you questions about your treasured items. This is not a competition so no prizes will be awarded. Everyone is encouraged to make and bring personal tokens to recognize the art you especially enjoy!



# Youth Activities

There are a host of Youth Activities scheduled in the Arts and Sciences Community this year, including classes taught by youth for their peers. Please refer to the Arts and Sciences schedule and class descriptions for more information (QR codes are on page 12). For Trick or Treat fun, be on the lookout for burlap pumpkin flags in Merchants Row and participating camps on Friday afternoon from 4 PM – 6 PM. All children less than 12 years of age should be accompanied by a designated adult or a responsible teenager (as determined by the parent).

## Equestrian Schedule

---

### Wednesday

- Free ride all day, may setup and use equipment. Authorizations available by appointment.

### Thursday

- Authorizations available by appointment.
- 9:00 AM: “Sans Weapons” Mounted Combat Tourney, hosted by Conall mac Seaghain  
Come join a mounted combat tourney without the need for weapons or armor. How can that be, you ask? We will start with practice and desensitization on maneuvering your horse around another horse, positioning for an advantageous position, and discussing safety and control. Depending on participants, we will move onto an actual tourney. A pair of riders will face each other and attempt to move into a position of advantage over a set period of time. A jury of your peers (fellow rider and members of the populace) will vote for the victor of each round. The rider with the most victories at the end of the tourney will be deemed victorious. General riding authorization required. Anyone who would like to be part of the jury, please contact Conall.
- 3:00 PM: Medieval Types of Horses, taught by Lancer Guene Annwyll
- 5:00 PM: Site Ride/Drive - Site authorizations will be required.

### Friday

- Authorizations available by appointment
- 9:00 AM: Fully Conallized Mounted Weapon Challenge, hosted by Conall mac Seaghain  
A speed course through a variety of weapon targets to include – quintains, heads, reeds, rings, and birja. You will need a quintain lance, ring lance (could be same as quintain lance), and a sword. A birja stick will be provided.
- 4:00 PM: Celtic Challenge  
A quest type course, held in memory of Rhiannon o Hafan Gath. Extra points may be earned by riding bareback.

## Saturday

- 8:30 AM: Consort's Equestrian Championship  
All are welcome to ride for the glory of competition, the champion shall be chosen from Caidan competitors.
- 1:00 PM: The Animals' Turn - What is it, and how can it apply to arts, sciences, and research in the SCA. Taught by Landgravin Else Hunrvogt
- 2:00 PM: Horses in the Americas prior to 1601. Taught by Landgravin Else Hunrvogt
- 4:00 PM: Storytime with Angel and Oberon in the Arts and Sciences Community Village

# Hound Coursing

What is hound coursing? In the Middle Ages, sighthounds were a category of dog bred to "sight" and chase down prey. Probably the best-known sighthound is the greyhound. Sighthounds also include Irish wolfhounds, borzoi, whippets, and Scottish deerhounds. However, in the Current Middle Ages, we do not use live prey, but rather a lure (usually a shopping bag!)

Simply put, we set up a circle of pulleys in a gently sloping circle and with the aid of an engine-driven coursing machine, run a rope (aka line) with the attached plastic bag around the circle. The hound chases the bag, and what a fantastic spectacle to watch a dog run for the sheer joy of it! Schedule Hound coursing will be Saturday Oct. 12, from 4:00PM – 5:00PM and Sunday Oct. 13 from 4:00PM to 5:00PM. Times are subject to change depending on weather. Keep an ear out for heralds' cries for more info.

Location: It will be on the green and shady island to the East of the battlefield between the parking lot and the road. That is section 22-23 on the map in the Gate Book. There will be signs and happy barking Hounds. Anyone wishing to help is welcome. Participants: Bring your hound of any kind to chase the "hare."



## Volunteer!

### **GWV NEEDS YOU!**



Many hands make light work, and our Society relies upon volunteers, like YOU, to keep it running. Without YOU, wars and events don't happen. IT'S NOT TOO LATE TO SIGN UP! Head over to Headquarters to sign up for a shift. Sign up online is no longer open. There are many positions to choose from! Sign up with a friend! Make new friends!

# Earl Marshal Round Table and Q&A

Sir Davin Kinnard MacAilean will be discussing a verity of topics along with answering your questions. The Society Armored Combat Marshal and Deputy for Harnischfechten, or Full Plate Armor Fighting will also be in attendance.

Where: GWW Arts and Sciences Village

When: 7:00PM, Thursday, October 10th



## Topics to be discussed:

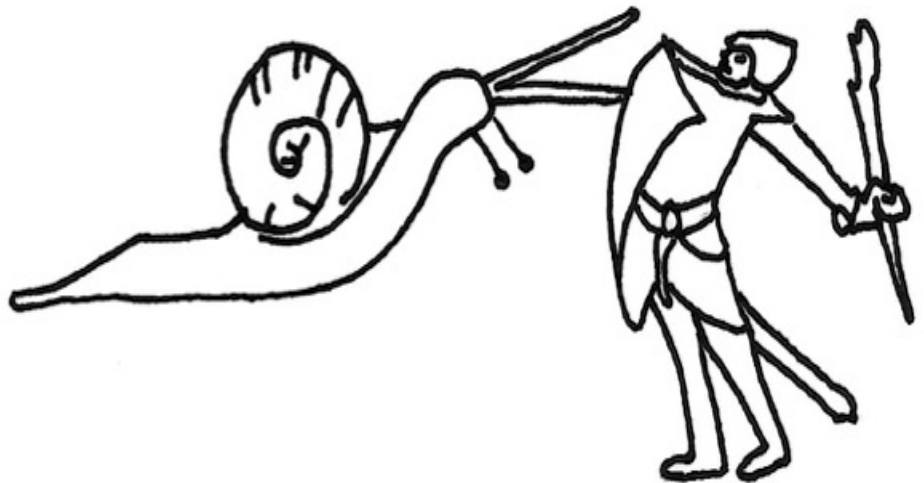
### GWW Heat Policy and ongoing studies of heat stress prevention

- Introduction
- Heat Index vs Wet Bulb Glob Temperature (WBGT)
- Heat Flag conditions
- GWW 2024 Policy
- Next steps

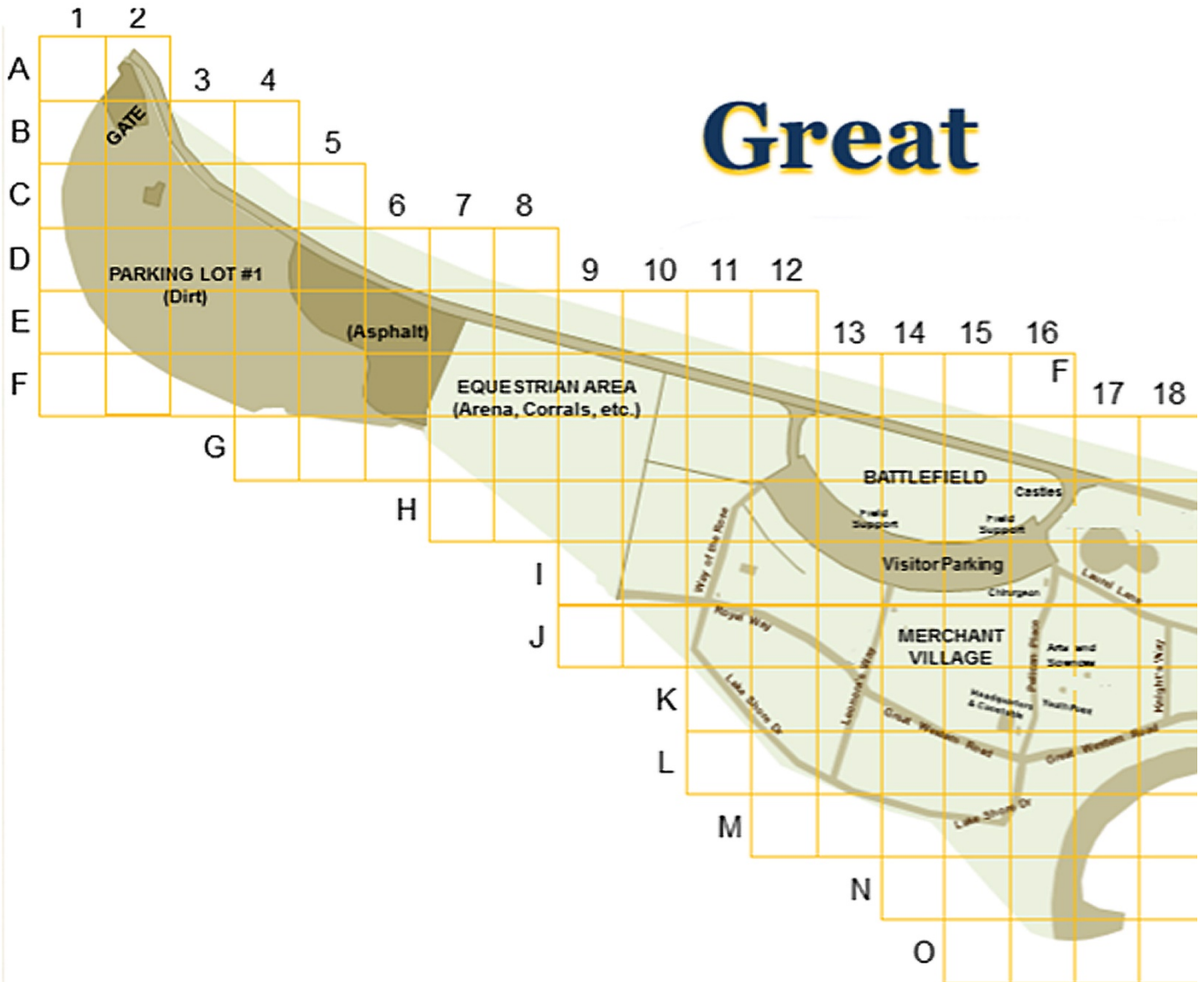
### Harnischfechten fighting experiment

- Introduction
- Experiment requirements
- GWW 2024 Demo
- Next Steps

### General Q&A

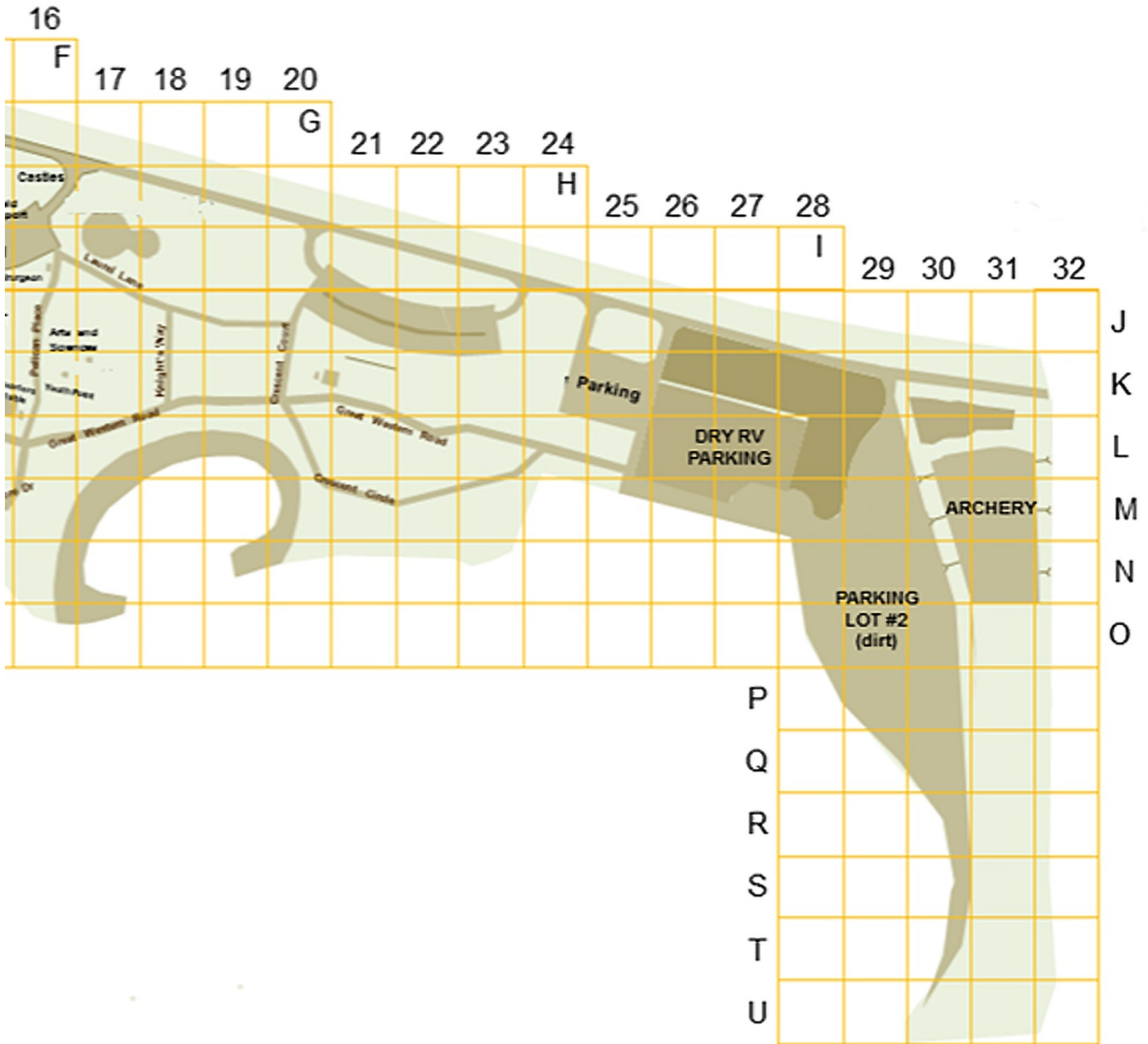


# Great





# Western War



# Youth Combat - Great Western War XXVI

Join us at the Battle Field for Youth combat.  
Youth combat is open to all youth fighters ages 6-17.



Day	Youth Armored Combat	Youth Rapier Combat
Friday	1pm @ Castle Field	3pm @ Broken Field
Saturday	1pm @ Open Field	3pm @ Broken Field
Sunday	12pm @ Castle Field	1pm @ Broken Field

We strive to provide a safe and fun environment where the youth of the SCA can participate in martial activities, mirroring adult Armored Combat, at an age-appropriate level. The goal is to introduce and reinforce the ideals of chivalry, honor, courtesy, service, and heraldic pageantry, both on and off the list field. The program stresses good sportsmanship and parental participation.

**All Youth Combat scenarios will be at Division 1 level.**

**Loaner gear available for Youth Combat on a limited basis  
Check in at Youth Point for more details.**

Youth can also try their hand at Thrown Weapons and Archery during regular hours for each range. Please See Thrown Weapons and Archery for more details.

## Important Information for Parents/Legal Guardians:

**Although we strive for safety at all times injuries may occur, therefore parents/guardians must remain present!**

***Parents and Guardians please understand any form of combat is a contact sport!***



# Youth Combat Rules and Guidelines



- Each participating youth must have their site token to show the appropriate waivers have been completed.
- Only parents or guardians may sign their child in. Children under the age of 13 will be released to their parent/guardian.
- Participants must have closed toe shoes and suitable clothing.
- Per SCA rules- Parents /guardians are requested to remain present while their child is participating in a youth combat activity. Youth combat is not a babysitting service. (Present is defined as within sight and sound)
- Loaner Gear will be limited and used on a rotating schedule. This may result in less time on the field. It is highly encouraged to bring your own gear.
- Skill Activities will be open to all fighters, regardless of age, that can demonstrate the ability to follow the rules.
- Parents/guardians and other observers are expected to act with courtesy and behave in a respectful and responsible manner towards the fighters, marshals and other adults when in the list area.
- Parents/Guardians are encouraged to help. We cannot do this without you! Please sign-up at the Volunteers desk in Headquarters near Merchants Village. Volunteer hours will be given for those helping.

## Youth Armor & Weapons:

- Weapons and armor inspection will take place prior to each youth entering the field for all fighter with loaner gear or their own
- Youth Armored Combat armor and weapons standards are based upon the May 2023 Caid Youth Armored Combat Handbook and its errata: <http://places.sca-caid.org/caid/project/youth-combat-handbook/>
- Youth Rapier armor and weapons standards are based upon the June 2019 Caid Youth Rapier Combat Handbook and its errata: <http://places.sca-caid.org/caid/project/youth-rapier/>
- The MIC has the authority to disallow anything that does not conform to SCA rules or is deemed inappropriate or unsafe.



## Youth Armored and Rapier Combat Scenarios



All Armored scenarios will be run by age group divisions, Division 1 (6-9 years), Division 2 (10-13 years) and Division 3 (14-17 years). Mixed divisions scenarios may be run to allow more time on the field for all.

All Rapier scenarios will be run using Plastic Rapier. This allows all youth equal access to the field and allows everyone to play and have fun.

Due to the amount of youth on the field all scenarios will run at the lowest set of regulations for each form to ensure safety on the field. Parents/guardians of younger children will be asked for their consent to allow their child to remain on the field with the mixed age groups.

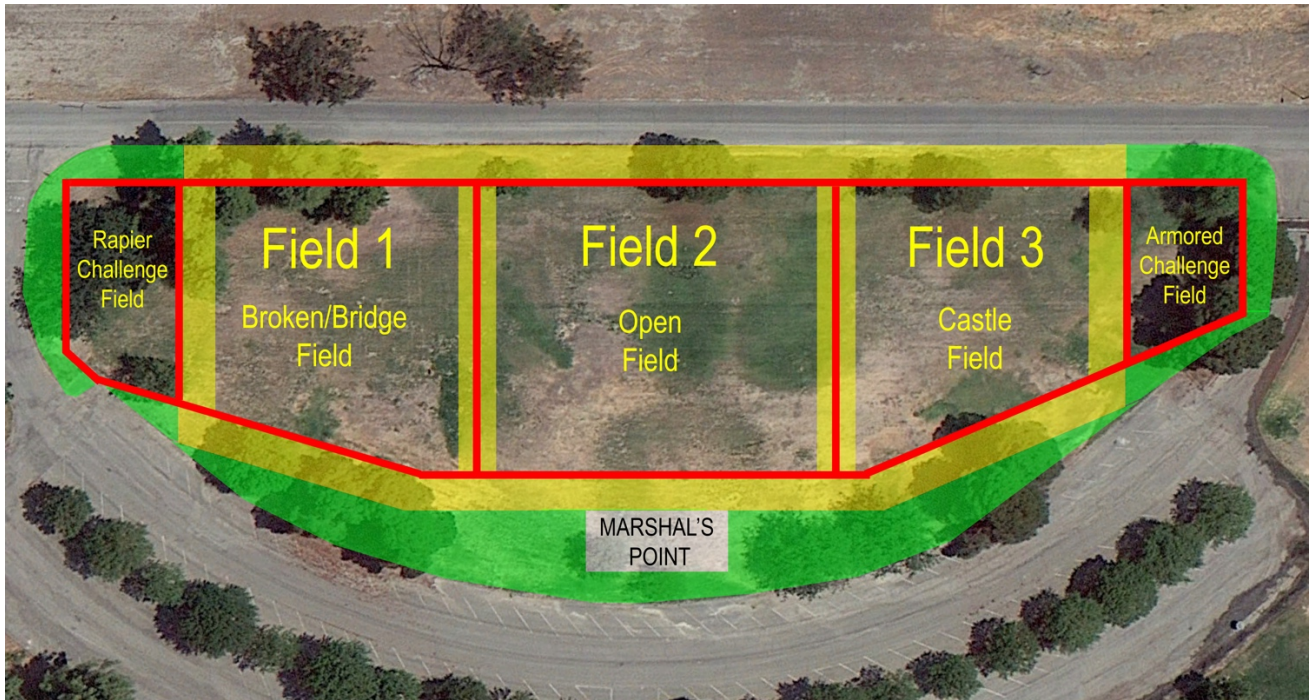
Scenarios may include Castle Battles, Bridge battles, Mad Dog and Resurrection scenarios as well as other games. These will be determined by the Youth Combat Marshals based on the number of combatants, weapon types, and skill levels present.

It is expected that fighters participating in youth combat at GGW have had some youth combat experience. We strongly encourage you to seek out a youth combat practice before coming to war to familiarize your child with the rules. However, we understand not all youths have this opportunity. Unfortunately, we do not have time to give sufficient training to each youth prior to each event.

For more information or any questions about youth combat or on armor and weapons please contact your Youth Marshals for this event:

Youth Combat Marshal THL Melles Erszebet  
Youth Rapier Marshal Master Todde MacDonnell

## GWW XXVI Battlefield Layout



### Combined Armored Combat, Rapier, & C&T Martial War Field Schedule.

Time	Field	Thursday	Friday	Saturday	Sunday
10am-noon	Broken Field	Armored	Rapier		Rapier
10am-noon	Open Field	Rapier	9:30 Bridesmaids Rapier Tourney	Armored	Valkyrie Rose Tourney
10am-noon	Castle Field		Armored	Rapier	Armored
Noon-2pm	Broken Field		Armored	Rapier	Youth Rapier 1pm
Noon-2pm	Open Field	Armored	Rapier	Armored Youth 1pm	Valkyrie Rose Tourney
Noon-2pm	Castle Field	Rapier	Armored Youth 1pm	Armored	Armored Youth Noon
2pm+	Castle Field	Earlybird Bear Pit Tourney		C&T Tourney	
3pm+	Broken Field		Youth Rapier	Youth Rapier	

# GWW XXVI I- Armored Combat

Great Western War XXVI brings fighters and friends from around the Known World together for glorious combat and strengthening the bonds between Kingdoms.

This year's scenarios will be across the whole battlefield with each martial form having time on the Open Field, Broken Field and Castle Field. Follow the schedule below for a look at the scenarios, when each form will be on the field and for details about the fighting.

We are always looking for more help on the field for marshaling and battlefield hospitality. If you have time and want to see the fighting up close, please feel free to help out!

For any questions, please reach out to the Battlemaster or the Marshalate.

## Armored Combat Specific

Time	Field	Thursday	Friday	Saturday	Sunday
10am-noon	Broken Field	Armored			
10am-noon	Open Field			Armored	Valkyrie Rose Tourney
10am-noon	Castle Field		Armored		Armored
Noon-2pm	Broken Field		Armored		
Noon-2pm	Open Field	Armored		Armored Youth 1pm	Valkyrie Rose Tourney
Noon-2pm	Castle Field		Armored Youth 1pm	Armored	Armored Youth Noon
2pm+	Castle Field				

# Armored Combat War Guidelines

- Armor Inspection on Wednesday at 4:00 PM – 6:00 PM (pickup field will be open)
- Marshal's Point will open at from 8:00 AM – 10:00 AM for Armor Inspection (Th-Sun)
- Fighting starts at 10:00 AM and will follow the scenario schedule (Th-Sun)
- The boundaries of each battlefield will be defined by eric ropes, poles and hay bales to assist with spectator areas
- The field sharing schedule has been agreed upon by each martial form. The white blocks are open/unreserved time blocks for those fields
- The yellow highlighted area is the “no-fly” safety zone. An approx. 30’ wide swath that may not be used for spectating or even for combatants to remove their helms. Only fighters with helmets or marshalate may remain in these areas.
- No standing or climbing on/over hay bales and no blind firing over or around hay bales
- All hay bales should be considered What You See Is What You Get
- All munitions must be inspected between scenarios before reuse.
- All siege weapons are welcome to be used in all scenarios
- Thrown weapons and combat archery will be allowed in ALL scenarios. Gleaning arrows can be accomplished in between rounds. No gleaning during combat.
- Marshals will ensure firing lanes and safety areas are established for all scenarios to reduce the likelihood of projectiles endangering the audience.
- Unarmored participants (such as Marshals, photographers, etc.) who are on or near an active battle should wear protective gear (such as eye protection) and exercise caution at all times.
- Battlefield will follow the Heat Policy determined by the Earl Marshal.

## Armored Combat Scenarios

### Thursday, October 10th

8:00 AM - Marshal's Point Opens

10:00 AM – 12:00 PM (Noon) - BROKEN FIELD

- Broken Field - 4 rounds - Last Side Standing
- Twin Bridge - 2 rounds - Last Side Standing
- Twin Bridge - 1 round - 15 min Resurrection (Rez on every 2min)

12 PM (Noon) – 2:00 PM - OPEN FIELD

- Open Field - 4 rounds - Last Side Standing
- Open Field - 1 round - 15 min Resurrection (Rez on every 2min)

## **Friday, October 11th**

8:00 AM: Marshal's Point Opens

10:00 AM – 12:00 PM (Noon): CASTLE FIELD

- Castle Battle - 2 rounds - Last Side Standing
- Castle Battle – 2 rounds - Last Side Standing - No Pikes/9ft Weapons
- Castle Battle – 4 rounds - 10 min Attacker Resurrection - 2 Rounds Each Side

12 PM (Noon) - 2:00 PM: BROKEN FIELD

- Broken Field - 2 rounds - Last Side Standing
- Broken Field - 1 round - 15 min Resurrection (Rez on every 2min)
- Twin Bridge - 2 rounds - Last Side Standing
- Twin Bridge - 1 round - 15 min Resurrection (Rez on every 2min)

## **Saturday, October 12th**

8:00 AM: Marshal's Point Opens

10:00 AM – 12:00 PM (Noon): OPEN FIELD

- Open Field - 4 rounds - Last Side Standing
- Open Field - 1 round - 15 min Resurrection (Rez on every 2min)

12 PM (Noon) – 2:00 PM: CASTLE FIELD

- Castle Battle - 4 rounds - Last Side Standing
- Castle Battle – 2 rounds - Last Side Standing - No Pikes/9ft Weapons
- Castle Battle – 4 rounds - 10 min Attacker Resurrection - 2 Rounds Each Side

## **Sunday, October 13th**

9:00 AM: Marshal's Point Opens

10:00 AM – 2:00 PM: CASTLE FIELD

- Castle Battle - 4 rounds - Last Side Standing
- Castle Battle – 2 rounds - 10 min Attacker Resurrection - 1 Rounds Each Side
- Castle Res Battle – 20 minute Unlimited Resurrection - Each Fighter Switches Sides After Each Death



# GWW XXV I- Rapier Combat

**Marshaling:** Requesting volunteer marshals for tournaments and melee scenarios day-of. If necessary, requesting each fighting unit to provide a marshal.

**Water Bearing:** Accepting volunteers to help with water bearing for fighters each day. The rapier stewards will bring a few flats of water, and each fighting unit is encouraged to bring a flat of water, too. Please be mindful of managing additional trash from pre-packaged items and bottled water as well.

**Armor & Weapon Inspection:** Marshalls will be available each day between Thursday to Sunday before tournaments and scenarios begin.

All weapons, armor, and spears to be inspected before the start of tournaments and scenarios, and to conform to Caid rules. Any fighter found with substandard armor and/or weapons will be asked to correct any issues before re-inspection and participation in tournaments and scenarios.

**Pick Up Fighting:** Space around the field is available for pickup fighting. Once scenarios and tournaments are completed each day, the field is available for any additional fighting as well.

## Rapier Combat Specific

Time	Field	Thursday	Friday	Saturday	Sunday
10am-noon	Broken Field		Rapier		Rapier
10am-noon	Open Field	Rapier	9:30 Bridesmaids Rapier Tourney		Valkyrie Rose Tourney
10am-noon	Castle Field			Rapier	
Noon-2pm	Broken Field			Rapier	Youth Rapier 1pm
Noon-2pm	Open Field		Rapier		Valkyrie Rose Tourney
Noon-2pm	Castle Field	Rapier			
2pm+	Castle Field	Earlybird Bear Pit Tourney		C&T Tourney	
3pm+	Broken Field		Youth Rapier	Youth Rapier	

# Rapier Tournaments

## Thursday, October 10th

- 2:00 PM - Early Bird Bear Pit on the Castle Field
- 7:00 PM - The 20th Annual Torchlight Tournament and Bauble Battle.  
List opens at 5pm, List closes at 6pm, Fighting starts: 7 PM.

The Ridotti Den of Iniquity, in the Sable Hart encampment, continues our traditional Torchlight Tournament. The house will be providing baubles, taking bets, and the Ridotti will be awarding prizes for:

- The person who wins the most fights
- The person who wins the most fights against the odds
- The person who wins the most baubles by gambling

There will be two fields available for the tournament. 1-pass pools to single elimination finals. Doubles are blood to the field and a win for the house. As always, there is no fighting from the ground during this tournament and no falling down in the dark. No salutes or delays.

Please join us in celebrating Master Todde's birthday this year. He has requested silly hats and will be awarding his favorite.

Pickles' Public House will be dishing up wood fired pizzas to fighters and gamblers alike while supplies last.

## Friday, October 11th

- 9:30 AM - Bridesmaid Tournament on the Open Field  
Never won a tournament? Always finding yourself as the runner up? Then this tournament is for you! Come out, cross swords, and warm up your war. Tournament will take place on the Melee field.

Fighters who have not won a Kingdom, Principality, or Baronial Championship (or equivalent), or have not won a previous Bridesmaid Tourney may enter.

## Saturday, October 12th

- 2:00 PM - C&T Tournament on the Open Field.  
Join us on the Rapier Field Saturday after melee scenarios for an Armor-as-Worn Cut and Thrust tournament in honor of The Honorable Lady Meala Caimbeul. Don your period armor, and cover

up to 50% of your body: Plate is considered proof; chain or heavy leather protects against cuts. Members of the Populace are encouraged to attend and watch the fights in honor of our friend!

All Fighters entering the lists must be Cut and Thrust authorized, and armored to Cut and Thrust standards. Combatants are not required to wear any additional armor, but are welcome and encouraged to! The list will be limited rounds dependent on the number of entrants, and fought with weapons of choice. We hope to see fighters from many Kingdoms in attendance. Armor to your home Kingdom's standards, blow calling shall be to the standard Caid Rapier Cut & Thrust ruleset.

Armor standards, all Fighters shall wear their Kingdom minimums for cut and thrust rapier, and are encouraged and permitted (but not required) to wear additional pieces of armor. Armor shall be simulated as it is openly worn and shall count for no more than 50% of the body.

"50%"

Torso = 40%

Arms = 20%

Head = 10%

Legs = 20%

Plate is proof

Leather/chain protects vs cuts

Chain maille must be of period construction to count as armor, ringmesh used as minimum armor requirements does not count as armor as worn.

Armor must be made of period construction/appear to be made of period construction.

Ex. Plastic armor with a period covering over it, plastic breastplate or vambraces with suede or leather stretched over it will pass as Period like construction.

Aluminum metallic armor that is made to resemble period construction.

Rigidly hardened leather will be proof against cuts and thrusts.

## **Sunday, October 13th**

- 9:00 AM - Valkyrie Rose

Presentation of Roses and fighters will start promptly at 9:30am, with fighting starting at 10:00am. Fighters in this tournament are sponsored by a Lady/Lord of the Rose. If you don't have a sponsor and would like to fight, please check in with the tournament steward to see if any spots are available. This tournament displays the heraldry, pageantry, and chivalry of our society. Sponsored fighters will participate in a procession and speed tourney, fighting for the honor of the Lady/Lord of the Rose they are sponsored by. Prizes are given for the winner of the tournament and most chivalrous fighter. Tournament will take place on the Melee field.

# Rapier Scenarios

Join us for melee scenarios at 12 PM Friday, and 10 AM Saturday and Sunday. Sides to be split evenly between Caid vs the West and its allies. Fighting units may be asked to join the opposite side to alleviate any disparity between sides. Each scenario runs multiple times with additional adjustments to the rules as necessary.

## Friday, October 11th, 12 PM (Noon) – Open Field

- Gentle Melee Warm-up: Single Sword only. First blood counts as a kill as no wounds are to be enacted.  
**Scenario ends** when 10 minutes have elapsed.
- Hidden VIP: Each side will designate a number of people worth a point when defeated by the opposing side, and each VIP will report to a marshal on rez.  
**Scenario ends** after 10 minutes and points are tallied.
- Collect the Loot: Each side fights over returning a cache of items from the town center to their respective rez points.  
**Scenario ends** once all loot has been captured, and then the tally begins for scoring per each item collected.

## Saturday, October 12th, 10 AM - Castle Field

- Warlord: No teams. On death, side with the person who killed you.  
**Scenario ends** when only one side exists, or a stalemate between remaining sides
- Capture the Fort: Defending side must maintain occupation of the fort.  
**Scenario ends** when time limit is reached, the attacking side occupies the fort, or the defending side has exhausted rezes.
- Tactical Retreat: Defenders must survive on the field until a marshal opens a safe exit, and points are counted for each defender to safely escape.  
**Scenario ends** when no defenders remain on field.

## Sunday, October 13th, 10 AM – Broken Field

- Gentle Melee Warm-up: Single Sword only. First blood counts as a kill as no wounds are to be enacted.  
**Scenario ends** when 10 minutes have elapsed.
- Calafia Strike: Defending side protects multiple sites. Attacking side must deliver an explosive to the site, and maintain the site for 30 seconds once planted. **Scenario ends** when all of one side dies, the attacking side maintains the site after planting the explosive, or the defending side successfully removes the planted explosive from the site.



# Come join us for Target Archery!



## Tuesday Oct 8th

2pm - 5pm: Open Practice

## Wednesday Oct 9th

9am - Noon: Open Practice

Noon - 2pm: *Lunch Break\**

2pm - 3pm: Beginner Class

3pm - 4pm: Reverse Blackjack

4pm - 5pm: Open Practice

## Thursday Oct 10th

9am - 10am: Open Practice

10am - 11am: Harold's Heraldry

11am - Noon: Open Practice

Noon - 2pm: *Lunch Break\**

2pm - 3pm: Tell A Tale

3pm - 4pm: Balloon Pop

4pm - 5pm: Beginner Class

5pm - 6pm: Roving Range

## Friday Oct 11th

9am - 10am: Open Practice

10am - 11am: War Championship\*

11am - Noon: Tell A Tale

Noon - 2pm: *Lunch, A&S Class\**

2pm - 3pm: Beginner Class

3pm - 4pm: War Championship\*

4pm - 5pm: Open Practice

5pm - 6pm: Roving Range

7pm - 9pm: Night Shoot\*

## Saturday Oct 12th

9am - 5pm: Caidian Open

11am - 2pm: THL Michael of  
Boulton Memorial Shoot

2am - 5pm: Novelties\*

## Sunday Oct 13th

9am - Noon: Caidian Open

Noon - 2pm: *Lunch Break\**

2pm - 3pm: Beginner Class

3pm - 4pm: Siege the Castle

4pm - 5pm: Populace's Choice

**NOTE:** The Royal Round Range shall operate independently of the novelty range and shall run Open Practice, Royal Rounds, or 100 yard clouts according to the will of the populace in attendance at each hour, except during the Caidian Open.

**\*Lunch:** There may be Open Practice or 100 yard clouts during lunch as long as there is a Warranted Range Marshall present.

**\*War Championship:** Scoring shall be taken 10am or 3pm for your convenience.

**\*Saturday Novelties:** This time is available for Warranted Marshals from outside of Caid who would like to sponsor competitions. Please come to the range for updates.

**\*Night Shoot:** Setup starts at 6:30pm, Begins at 7pm-ish. No Beginner Archers.

See Cedron Grea for details.

All events are subject to change or closure with or without notice.



# Thrown Weapons



## **Tuesday, October 8th**

12 PM – 2 PM: MIT Class/training for those who want to or are interested in becoming a TW Marshal  
2 PM – 4 PM: Range is open for throwing/practice

## **Wednesday, October 9th**

10 AM – 12 PM: Range is open for throwing/practice  
12 PM – 2 PM: Interkingdom qualifications Royal Rounds  
2 PM – 4 PM: Continuous Axe Throw

## **Thursday, October 10th**

10 AM – 12 PM: Range is open for throwing/practice  
12 PM – 2 PM: Interkingdom qualifying  
2 PM – 4 PM: Heckling Tournament: Come out and heckle the throwers as they throw  
Prizes for winner and best heckler.

## **Friday, October 11th**

10 AM – 12 PM: Open Range Interkingdom qualifying  
12 PM – 2 PM: Toothpicks and Testosterone Men only spear competition  
2 PM – 4 PM: Axes and Estrogen Ladies only axe competition

## **Saturday, October 12th**

10 AM – 12 PM: Youth class and throw  
12 PM – 4 PM: Interkingdom Championship finals

## **Sunday, October 13th**

10 AM – 12 PM: Caid Open

# Vigils & Elevations

## **Ástriðr Elínudóttir**

### **Vigil Thursday & Elevation Friday**

Astridr Elunisdottir will be having a fighting vigil on the battlefield from 12 PM on, starting on Thursday, October 10th. She invites all to come give her your advice while challenging her in a fight. Then the party will move to an evening vigil in the Meadwulf encampment. Her elevation will happen Friday night, October 11th on the battlefield 8:30pm-ish (at the Crown's leisure). IDs will be checked for alcohol access (at party vigil).

## **Ursul Vladislavl' pravnuK, OC**

### **Elevation Friday**

Ursul Vladislavl' pravnuK will be elevated to the Order of the Pelican at The Right Noble Griffin Freehold encampment on Friday at 5 PM (at the Crown's leisure). The camp is across from the south west corner of merchants at Leonora Way and Royalty Road (with the painted walls.)

## **Colette de Montpellier, OL**

### **Elevation Friday**

Colette de Montpellier will be elevated to the Order of the Pelican at The Right Noble Griffin Freehold encampment on Friday 5 PM (at the Crown's leisure). The camp is across from the south west corner of merchants at Leonora Way and Royalty Road (with the painted walls).

## **Valeria Cabrielli**

### **Vigil Friday**

Vigil for THL Valeria Cabrielli for her elevation to the Order of the Laurel will be held on Friday night, October 11th, at the Sable Hart Encampment. Invocation at 7:00pm.

## **Rekon of Saaremaa**

### **Vigil Friday & Elevation Saturday**

Vigil for the elevation of THL Recon of Saaremaa to the Order of the Laurel will take place at the Barony of Dreiburgen encampment on Friday night, October 11th, from 7:30pm until 11:00pm. Invocation at 7:30 PM. Come and give your best advice as she sits vigil before joining the Order of the Laurel. Rekon's elevation will be held on Saturday, October 12th, in the Arts and Sciences Village around 8 PM (following Grand Court).

## **Sir Zhigmun' Broghammer (Zippy)**

### **Vigil Friday & Elevation Saturday**

Vigil for the elevation of Zippy to the Order of the Laurel will in the West Kingdom Encampment on Friday night, October 11<sup>th</sup>. Invocation around 8 PM (At Their Majesties of the West leisure). All are welcome to come celebrate this momentous occasion with the West. Zippy's elevation will be held during Grand Court on Saturday, October 12<sup>th</sup> (Court starts at 6:30pm on the Battlefield).

## **Panda**

### **Elevation Saturday**

Alesone Gray of Cranlegh (aka Panda) will be elevated to the Order of Defense at 2:00pm on Saturday afternoon, October 12th on the Open Battlefield.

## **Jarijch van Den Helder**

### **Vigil Saturday**

Invocation to Vigil for Jarijch van Den Helder's elevation to the Order of Defense will be at 3:00pm on Saturday, October 12<sup>th</sup> on the Open Field (center section of the battlefield). A sitting vigil will continue in Beggar's Inn until ~midnight (12am).

## **Eichling von Amrum**

### **Vigil Saturday**

Invocation To Vigil for Lady Eichling von Amrum's elevation to the Order of the Chivalry will take place during Grand Court on Saturday, October 12th (Court starts at 6:30 on the battlefield). A sitting Vigil will follow Grand Court in the Lanterns Keep & the Unusual Suspects Encampment.



# **Volunteer!**

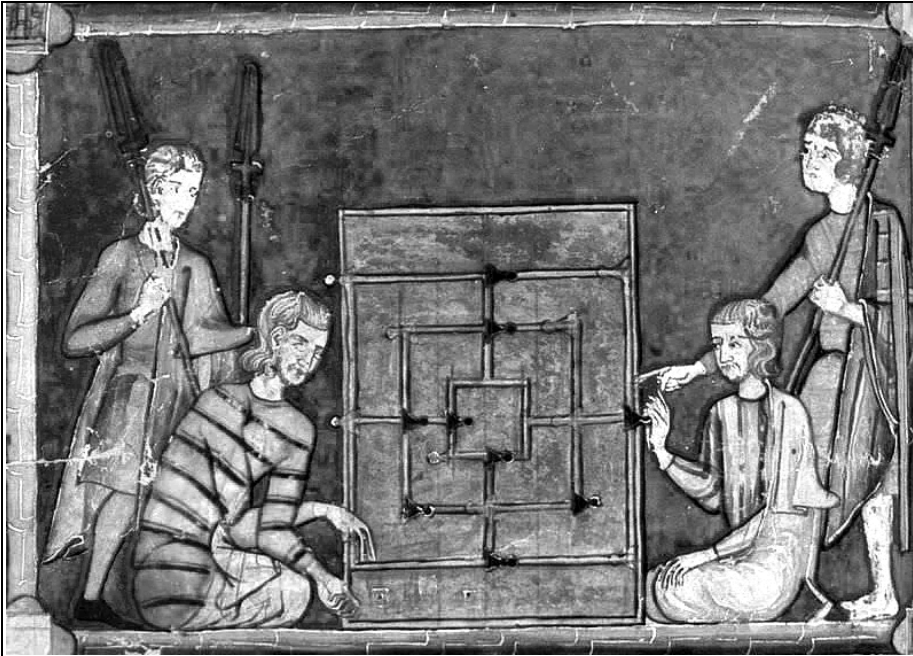
## **GWV NEEDS YOU!**



Many hands make light work, and our Society relies upon volunteers, like YOU, to keep it running. Without YOU, wars and events don't happen. IT'S NOT TOO LATE TO SIGN UP! Head over to Headquarters to sign up for a shift. Sign up online is no longer open. There are many positions to choose from! Sign up with a friend! Make new friends!



# Special Events



The Barony of Dun Or cordially invites Great Western War to join us for an evening of mirth and merriment at a

## **GAME NIGHT**

on Thursday evening, October 10! The fun and festivities will begin at 7 PM in the Dining Pavilion in the Merchant's Area - and will feature games for those of all ages! Board Games, Kubb, and "One Shot" D & D games are on the "menu" for the evening - if you have a favorite game, please feel free to bring it along and share!

Light snacks and non-alcoholic beverages will be provided.

Guests are encouraged to add to the fun by bringing along some tasty snacks to share!

## **20TH ANNUAL TORCHLIGHT TOURNAMENT AND BAUBLE BATTLE**

Thursday, October 10 at the Sable Hart Encampment

List opens at 5pm. Lists close at 6pm. Fighting starts at 7pm.

The Ridotti Den of Iniquity continues our traditional Torchlight Tournament. The house will be providing baubles and taking bets. The Ridotti will be awarding prizes for:

- The person who wins the most fights
- The person who wins the most fights against the odds
- The person who wins the most baubles by gambling

There will be two fields available for the tournament. 1-pass pools to single elimination finals. Doubles are blood to the field and a win for the house. As always, there is no fighting from the ground during this tournament and no falling down in the dark. No salutes or delays.

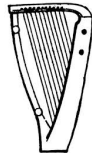
Please join us in celebrating Master Todde's birthday this year. He has requested silly hats and will be awarding his favorite.

Pickles' Public House will be dishing up wood fired pizzas to fighters and gamblers alike while supplies last.

# Newcomer's Site Tour

## Friday and Saturday

Designed to help Newcomers learn more about GWW and our War site, this tour by golf cart will head out from the Headquarters tent near Merchants at 8 AM and 1 PM sharp and travel through the site. Learn Camp etiquette and manners. Hear our 'language of War'. Learn what the person in the blue baldric does. An overview of how to address Peers & Royals will be provided. Witness the battlefield. This is an open forum for questions and answers as we travel through the site.



## Carpe Luxuriam's Prize Bardic

Thursday, October 10th  
Carpe Luxuriam Encampment  
Lists open at 6:30 PM. Competition begins at 7 PM.

Are you a singer, storyteller, poet, or musician? Come share your performance around our fire and compete for the chance to win exciting prizes! Prizes vary each year but often include camp furniture, furs, jewelry, and alcohol (for those of age). New performers who've never competed and/or have been performing at SCA events for less than a year get a small prize just for showing up!

**Please bring a chair, cup and legal ID if you plan to imbibe.**

Competition is limited to 20 entrants; audience size is unlimited.

Bardic is neither specifically bawdy nor specifically child-friendly.  
Bring children at your own risk.

# Tournament of Virtues & Sword Sacrifice

Thursday, October 10th at 2:00pm

Great Western War is one of our favorite events of the year, and a great time to fight with friends we don't get to see often, and we love to have the Tournament of Virtues at GWW, which is getting to be one of our traditions.

The tournament will take place within the Company of St. George encampment, and is open to all who wish to attend.

Fighters should start arriving and gearing up at 2pm.

We will begin circling up, speaking on the Virtues and presenting challenges at 3pm.

-Later in the evening at we will be having our traditional sword sacrifice. We will be headed to the Barony of Altavia to the encampment, starting at 7pm, and doing the sword sacrifices in their encampment.

Bring an old sword that is worn out to sacrifice to the fire with stories of its valor.

Come join us as and tell stories. If you do not have a worn-out sword to burn, we will have extras.

\*Remove all strapping and duct tape from rattan before burning! \*

The removal process takes a while. It is recommended to do so in advance.



## *St. George Pas d' Armes*

*Friday, Oct. 11<sup>th</sup>, 12:00pm - 3:00pm*

*Company of St. George Encampment*



"St. George was a knight and born in Cappadocia. On a time he came to Silene in Lybia. And by this city was a pond like a sea, wherein was a dragon which envenomed all the country."

- The Golden Legend, or the Lives of the Saints.

The members of the Company of St. George invite all combatants to enjoin in a passage of arms that celebrates the Mystery of St. George. All fighters are welcome to take part; all spectators are welcome to watch from the comfort of the gallery overlooking the list field and the lake. Combatants are encouraged to array themselves in arms and habiliments (heraldry, tabards, helm crests, etc.) worthy of the theme - honoring the Company's patron St. George. A variety of melees and single combat challenges will play upon the theme of the day, including combat at the barrier and a grand melee in a search for honor and renown. Spectators are encouraged to bring a supply of tokens (buttons, cookies, ribbons, etc.) to recognize fighters, valets, attendants, or anyone who displays the high ideals of chivalry and honor throughout the day. Participation and interaction with the lords and ladies of the gallery is an important part of the day's enjoyment!

Light refreshments and cool drinks will be provided for all - please remember to bring your goblet.

# HARNISCHFECHTEN COMES TO GREAT WESTERN WAR!



HARNISCHFECHTEN DEED OF ARMS AND DEMO  
FRIDAY, OCTOBER 11, 2024  
3:00PM - 5:00PM  
COMPANY OF ST. GEORGE ENCAMPMENT

As Caid's Deputy kingdom marshal for Harnischfecten, I invite all interested parties to a Deed of Arms and demonstration. Combat will be performed in alignment with the Dekoven Concord as amended by the SCA Harnischfecten experiment guidelines (QR code and link below).

All are welcome to learn and attempt "armor-as-worn" and "weapons-as-used" combat conventions (Rebated live steel will be used). SCA membership is not required to participate.

Registration and authorizations will be performed onsite.

A detailed description of the experiment may be found here (<https://www.sca.org/resources/document-library/#marshal> under the "Updates from the Society Marshal > Experimental Programs" section).



[https://chivalricfighting.wordpress.com/wp-content/uploads/2019/07/dekoven-concord-revision-2.pdf?fbclid=IwY2xiaW\\_E\\_KCVleHRuA2FlbQlxMAABHYBs7Q\\_XCMsBsYTLCH0hOrh0vDjRH7-W6mukpkVQbSxtfgzA\\_pl7gW8BQ\\_aem\\_1PKupKmCmGfDplmTijikQ](https://chivalricfighting.wordpress.com/wp-content/uploads/2019/07/dekoven-concord-revision-2.pdf?fbclid=IwY2xiaW_E_KCVleHRuA2FlbQlxMAABHYBs7Q_XCMsBsYTLCH0hOrh0vDjRH7-W6mukpkVQbSxtfgzA_pl7gW8BQ_aem_1PKupKmCmGfDplmTijikQ)



## **Trick or Treat**



Friday afternoon 4-6 PM for littles and teens

Walk around site looking for the burlap pumpkin flags at participating merchants and camps to play games and get some treats.

All children less than 12 years of age should be accompanied by a designated adult or a responsible teenager (as determined by the parent)

Want to participate? Pick up your pumpkin flag at Headquarters!

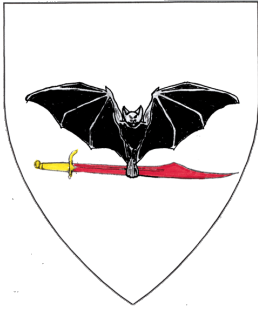
### ***Near East Persona Brunch***

*Friday, October 11<sup>th</sup>, 10 AM - 12 PM  
in the Arts and Sciences Community Village*

*THL Rayhana bint Estafanos al-Ábbas invites you to join a Near East Persona Brunch—an event for those with Near East personas or an interest in the region's garb, culture, and cuisine. Are you portraying a Near Eastern persona, or have an interest in the rich cultures of the region? Whether you're Persian, Ottoman, Armenian, or more, come connect with others who share your passion! Let's gather, enjoy delicious food, and discuss our knowledge, experiences, and love for Near East history.*

*All are welcome! Please bring a dish to share (historical or modern).*

*Looking forward to meeting you!*

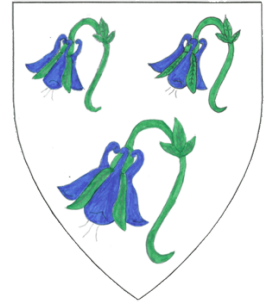


# *Congratulations*

*Baron Griffith Von Bremen*

*and*

*Baroness Amabel Radleigh*



*on their handfasting in the Altavia Baronial Encampment on Friday,  
followed by a roving revel. We wish you many happy returns!*



## **MAGIC THE GATHERING FOR YOUTH**

Friday 3PM – 5 PM

Youth Point in the Arts and Sciences  
Community Village

Voltar Kroll and Baron Ramvoldus of Dreiburgen invite the younger members of the populace to come play Magic the Gathering. We will be hosting a DeckBuilding Make & Take workshop for those who may be new to the game and those who have never played before. Come join us Friday afternoon from 3pm-5pm in the shade by Youth Point in the Arts and Sciences Community Village.

There is NO FEE for this activity. We will have everything on hand for you to learn how to play the game, build a deck, and then play some games. Come to trade, build and play. This is a FREE family friendly activity. Cards you play with are yours to keep.

Yours in Glorious Service, Baron Ramvoldus Kröll



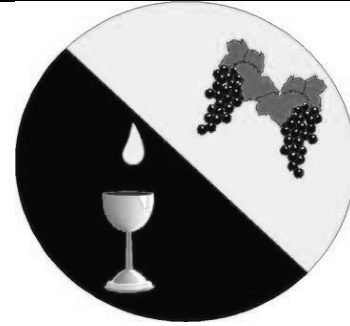
# Calling all Brewers!

**Inter- Kingdom Brewer's Meet  
and Greet  
Will be held Friday afternoon,  
October 11,  
from 1:00-3:00<sub>pm</sub>  
in the Arts and Sciences Area.**

**All Brewers are invited to join us  
as we talk brewing and taste  
brewing!!!**

**Bring a tasting cup and bring  
whatever it is that you have been  
brewing.**

**All are welcome to attend,  
California Law requires that you  
be 21 years old or older  
(valid photo ID required) to drink  
alcohol.**



## Come For The War, Stay For The Brewing Competition!

**17<sup>th</sup> Annual Multi-Kingdom Brewing  
Competition  
Great Western War – Saturday, October 12th**

We will be accepting entries Saturday Morning, Oct. 12,  
Between the Hours of 7:00 and 9:30 AM in the A&S area.

You may enter Up to 6 bottles (no more than two in any  
division)

Entry Fee Is \$3.00 Per Entry

Winners Will Be Announced and Bottles and Scores can  
be picked up at

Taste of Great Western

Saturday Night at 9:00 -11:00<sub>PM</sub> in the Dining Pavilion.

Complete Rules, Entry Forms and Bottle Forms can be  
found at our website:

<http://brewers.sca-caid.org/gww-contest>

### **BEST VOLUNTEER JOB EVER!**

**The Brewing Competition Needs Volunteers**

Please come to A & S on Saturday Morning  
Between 8:00 AM and 9:30 AM (judging will take several  
hours). We need Tabulators, Runners, and People to help with  
check in

You do not need to be a judge or a brewer

You just need to be 21 or over

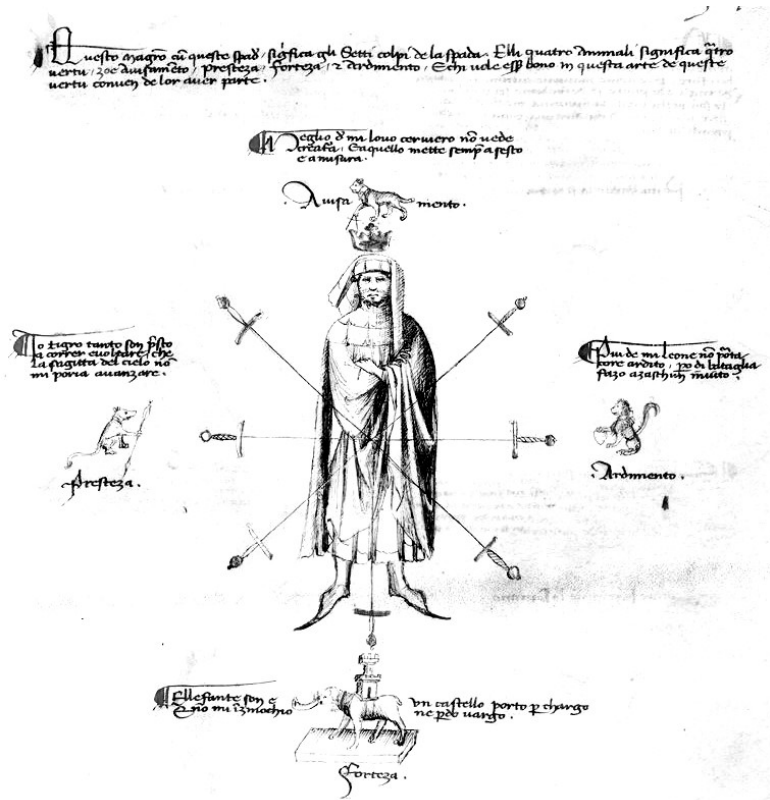
A great place to learn about brewing, judging and an  
opportunity to try some tasty drinks!

# The Scholar's

## Prize

Thursday – Friday – Saturday

Multiple Locations



This year the Vineyard of Swords will once again be running the Scholar's Prize and the Master's Challenge at Great Western War. Participants will demonstrate their abilities through 3 challenges which include cutting, technique, and combat. This is an opportunity to showcase technique, knowledge, and martial prowess in an environment that is not limited by a tournament field.

The Scholar's Prize is open to everyone, except over all winners from previous years. Anyone participating in the Scholar's Prize can elect to compete in the Master's category, however the overall winners from previous years, will be automatically moved up. Participants will be judged by Instructors of the Vineyard.

In the Master's Challenge, participants will only be allowed to use historical forms, and can expect a greater examination of execution. The judges for the Master's Challenge are Combat Laurels & Masters' of Defense who additionally study/teach HEMA/WMA outside of the SCA.

Technique\*- participants will be scored on how well they move with sword (not sharp) in a pattern of their choosing. This challenge is similar to Kata, or a flow drill. This can be from a historic manual, or something that is created by the participant based upon historic techniques. Technique will run throughout the day on Thursday & by appointment.

Cutting\*- participants will be scored on the delivery of downward and upward cuts with a sharp sword against water bottles. Cutting will take place on Friday. We will be offering instruction on proper cutting throughout the day for people to learn.



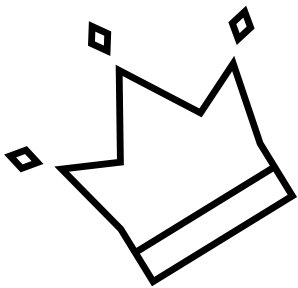
Combat\*\* -The final challenge is the Armor as Worn C&T Memorial Tournament. This year the tournament will be held on Saturday after melees.

Participants do not need to compete in all three challenges. There will be a prize awarded for each of the individual challenges. An overall Scholars' Prize will be awarded to the participant with the best scores and performance from all three challenges. This is an 18+ activity.

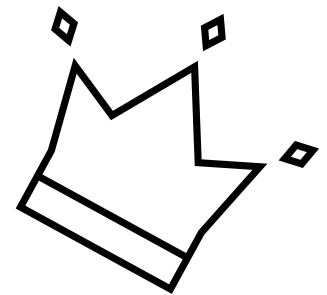
\* You do not need to be C&T authorized to participate in the cutting or technique prizes. These are Martial A&S activities, and there are no opponents (other than water bottles) or combat of any kind.

\*\* The Memorial Tournament is an actual tournament. You DO need to be C&T authorized in order to participate in this prize. We can substitute Equestrian & Harness activities for the combat component.

Scholar's Prize event by Panda, Master Lot Ramierez, and Master Rhydderch Derwen



## Royal Procession



*All are invited to gather on the Battlefield on Saturday, October 12<sup>th</sup> at 9:30 AM for the procession of all attending Royals*



## Taste of Great Western War

Saturday, October 12th, starting at 9 PM in the Dining Pavilion in Merchant's Row.

The Annual Taste of Great Western War is a chance for brewers and non-brewers, vintners, mead-makers, cordeliers, vinaigriers, soda-creators, drink-mixers and drink-drinkers to gather in one place and share their creations. All are welcome. It's a fine time to meet many talented brewers from across the Known World, swap brewing stories and techniques, as well as tasting some of the finest handcrafted brews.

The winners of the interkingdom brew contest will be announced at the event, contestants will be able to pick up their entries and scores.

Everyone sampling alcoholic beverages must be 21 years of age or older. We will card everyone at the door. Bring a valid photo ID.

## ANGELS BARDIC CIRCLE

Saturday will be a historic day at this Great Western War, for it will be exactly 50 years since the first Prince of Caid, Christian of Orange, led Caid's first Army across the Colorado River to fight the Kingdom of Atenveldt for the rights to London Bridge.

Robear du Bois was part of that Army, and to celebrate, he will lead a Bardic Circle focused on the Wars fought by the Principality of Caid, and other bardic offerings will also be shared and encouraged.

To hear these songs, poems, and stories, please come by the Barony of Angels encampment Saturday evening, at 8 PM.



## Valkyrie Rose Tournament



The Valkyrie Rose Tournament is sponsored by the Caidan Order of the Rose in honor of Duchess Sir Kolfinna kottr. The tournament is designed to inspire the best in honor, chivalry and prowess among the competitors. Roses are also invited to bring their chairs and their banners to create a brilliant gallery for viewing the chivalry and prowess upon the battlefield. The tournament will take place Sunday with Presentation of Roses and Fighters starting promptly at 9am on the open battlefield. Fighting will start promptly at 10am or immediately after presentation is completed.

The Presentation of Roses and their Warriors will be starting ON TIME and not necessarily in Precedence Order to speed up the process. Roses are asked to have written their full titles/names, as well as that of their fighters (cards/pens can be picked up in advance at headquarters). Get in line, get announced, and let your fighters get armed up!

Roses can sponsor up to 2 Armored fighters, one can be a Knight, and up to 2 Rapier Fighters, one can be a Master of Defense. Fighting will be Speed Tourney style, a round of Armored, then a round of Rapier, alternating. Double elimination. Once one form is finished fighting their round, they clear the field and the other form begins their round.

Roses are asked to be on the field to inspire and encourage their fighters, and to seek out the finest display of Chivalry among the contenders. We ask that you remain after your fighters are finished and continue to do so in order to determine the most chivalrous fighters. When the final rounds have been fought, the Armored and Rapier Martial Champions (2), as well as the Armored and Rapier Most Chivalrous Fighters (2) are announced and awarded their prizes.

Volunteers are needed for Armored Combat and Rapier Marshals, and Fighter Support, please sign up at the Volunteers table in Headquarters by the Merchants Village.

Fighters seeking sponsorship, and Roses seeking fighters to sponsor, can gather at 8:30 AM Sunday on the field, to be matched to a Rose Team. This event is being run by Her Grace, Duchess Bridget, with assistance from Her Grace, Duchess Staeina.

# Local Resources

*Service listing provided as a convenience only.*

*No endorsement or recommendation is implied or should be inferred.*

*All mileages are approximate.*

## **HOSPITALS & EMERGENCY ROOMS**

**(In case of a serious emergency, call 911)**

### **MERCY SOUTHWEST**

#### **HOSPITAL (Emergency Facility)**

400 Old River Rd, Bakersfield, CA 93311 (18 mi), 661-663-6100 [www.mercybakersfield.org](http://www.mercybakersfield.org)

#### **MERCY MEDI CENTER (Emergency Facility)**

400 Old River Rd, Bakersfield, CA 93311 (13 mi), 661-663-6100

### **PRIORITY URGENT CARE**

4821 Panama Ln, Bakersfield, CA. 93313 (19 mi) 661-556-4777  
open 8am to 8pm daily

### **STATMD URGENT CARE**

5701 Young St. c201, Bakersfield, CA. 93313 (13 mi) 661-464-5000  
open Mon-Fri 8am-8pm, Sat-Sun 8am-6pm

(These are the closest urgent care facilities with the longest hours.)

## **RESTAURANTS**

### **CLOSEST TO GWW**

#### **PIZZA HUT EXPRESS**

9741 South Enos Road,  
Bakersfield, CA (4 mi) no phone#

#### **TACO BELL**

9741 South Enos Road,  
Bakersfield, CA (4 mi), 661-763-2425

#### **SUBWAY**

9741 South Enos Road,  
Bakersfield, CA (4 mi), 661-763-1616

#### **JACK IN THE BOX**

205 Trask St, Bakersfield, CA (8 mi), 661-764-6104

#### **IHOP RESTAURANT**

29541 Stockdale Hwy,  
Buttonwillow, CA (8 mi), 661-764-6907

#### **GOLDEN BULL**

22460 Rosedale Hwy, Bakersfield, CA (10 mi), 661-587-0727

#### **ORIGINAL HACIENDA GRILL**

1015 4th St, Taft, CA (10 mi), 661-763-1655

#### **TAFT CRUDE COFFEE HOUSE**

1010 6th St, Taft, CA (10 mi), 661-763-5156

#### **LA SALSA TEX MEX**

101 E Kern St, Taft, CA (10 mi), 661-765-7321

#### **STARBUCKS**

20673 Tracy Ave, Buttonwillow, CA (17 mi), 661-764-6774

#### **OT COOKHOUSE & SALOON**

205 N 10th St, Taft CA (13 mi), 661-763-1819

#### **ROBERTO'S MEXICAN RESTAURANT & SEA FOOD**

230 Kern St Taft, CA (13 mi), 661-765-4904

#### **MOO CREAMERY**

885 Truxtun Ave Ste B,  
Bakersfield, CA (23 mi), 661-861-1130

## **GROCERY STORES**

### **RBI FOOD MARKET & DELI**

22520 Sidding Rd, Bakersfield, CA (10 mi), 661-589-1721

### **SAVE-A-LOT**

521 Finley Dr, Taft, CA (10 mi), 661-763-3559

### **ALBERTSONS**

1044 Kern St, Taft, CA (11 mi), 661-765-4944

### **CARNICERIA RANCHO GRANDE**

1107 Kern St, Taft, CA (11 mi), 661-765-5184

### **LUCKY FOOD CENTER**

501 10th St, Taft, CA (11 mi), 661-765-2719

## **GENERAL MERCHANDISE & HARDWARE**

### **KMART**

301 Gardner Field Rd, Taft, CA (10 mi), 661-763-5949

### **SAM'S CLUB**

5625 Gosford Rd, Bakersfield, CA (12 mi), 661-654-8565

### **COSTCO**

4900 Panama Ln, Bakersfield, CA (14 mi), 661-396-1227

**TARGET**

9100 Rosedale Hwy, Bakersfield,  
CA (15 mi), 661-589-0554

**WAL-MART**

8400 Rosedale Hwy, Bakersfield,  
CA (15 mi), 661-588-2097

**TRUE VALUE HOME CENTER**

407 9th St, Taft, CA (11 mi), 661-  
765-7531

**HOME DEPOT**

4700 Gosford Rd, Bakersfield, CA  
(13 mi), 661-835-1133

**ACE HARDWARE**

10511 Rosedale Hwy, Bakersfield,  
CA (14 mi), 661-589-2020

**GAS STATIONS &  
CONVENIENCE STORES****SHELL**

9741 S Enos Ln, Bakersfield, CA (4  
mi), 661-763-1616

**J R FOOD MART**

9741 S Enos Ln, Bakersfield, CA (4  
mi), 661-763-1616

**7-ELEVEN**

1124 6th St, Taft, CA (11 mi), 661-  
765-7030

**WESTSIDE CHEVRON**

100 Kern St, Taft, CA (11 mi), 661-  
765-6755

**OASIS I-5**

27736 Highway 58, Buttonwillow,  
CA (11 mi), 661-764-6226

**STOCKDALE MOBIL**

13001 Stockdale Hwy, Bakersfield,  
CA (12 mi), 661-588-2861

**BANKS****CHASE BANK**

329 Kern St, Taft, CA (11 mi), 661-  
765-2169

**WESTAMERICA BANK**

811 Center St, Taft, CA (11 mi),  
661-765-7115

**BANK OF AMERICA**

1044 Kern St, Taft, CA (11 mi)

**UNITED SECURITY BANK**

523 Cascade Pl, Taft, CA (11 mi),  
661-763-5151

**WELLS FARGO BANK**

8000 White Ln #A, Bakersfield, CA  
(13 mi), 661-396-2240

**UNION BANK OF CALIFORNIA INC**

9200 Ming Ave, Bakersfield, CA  
(13 mi), 661-654-8538

**ANIMAL CARE &  
SUPPLIES****KERN ANIMAL EMERGENCY  
CLINIC**

4300 Easton Dr #1, Bakersfield, CA  
(17 mi), 661-322-6019

**TAFT VETERINARY HOSPITAL**

627 Harrison St, Taft, CA (10 mi),  
661-763-1581

**PANAMA EQUINE HOSPITAL**

5429 Taft Hwy, Bakersfield, CA (14  
mi), 661-834-9566

**PETCO**

5151 Gosford Rd, Bakersfield, CA  
(13 mi), 661-664-6874

**PETSMART**

4100 Ming Ave, Bakersfield, CA  
(16 mi), 661-834-1044

**PET & FEED**

2829 Edison Hwy, Bakersfield, CA  
(22 mi), 661-633-1786

**ABC FEED & SUPPLY**

3490 Weedpatch Hwy,  
Bakersfield, CA (23 mi), 661-363-  
0723

**HOTELS & MOTELS****BEST WESTERN HERITAGE INN**

253 Trask St, Bakersfield, CA (8  
mi), 661-764-6268

**AMERICA'S BEST INNS & SUITES**

200 Trask St, Bakersfield, CA (8  
mi), 661-764-5221

**HOMELAND INN**

20688 Tracy Ave, Buttonwillow,  
CA (12 mi), 661-764-5207

**SUPER 8 MOTEL**

20681 Tracy Ave, Buttonwillow,  
CA (12 mi), 661-764-5117

**WILLOW INN & SUITES**

20645 Tracy Ave, Buttonwillow,  
CA (12 mi), 661-764-5121

**HOLLAND INN**

531 Warren St, Taft, CA (12 mi),  
661-763-5211

**CAPRICE MOTEL**

222 Kern St, Taft, CA (13 mi), 661-  
765-2161

# GWW XXVI Staff

Position	SCA Name	Position	SCA Name
Main co-Steward	Baroness Ceridwen Killian	Youth Activities	Lady Sorcha ingen Flaínd
Main co-Steward	Baron Rowen Killian	Youth Combat Steward	Lady Melles Ersebet
Archery co-Steward	Lord Cedron Grea of the Fading Lands	Youth Rapier Steward	Master Todde mac Donnell
Archery co-Steward	THLord Paganus Grimlove	Gatebook Deputy	Baroness Ceridwen Killian
Arts and Sciences Steward	THLady Jerusha a'Laon	Hospitality Steward	Baroness Tezar Aioli
Arts and Sciences Deputy	THLady Avicia de Na Baiona	Facilities Steward	THLord Reynold Colling
Arts and Sciences Deputy	Lady Aine' of Phoenix Glade	Facilities Assistant	Magister Rycharde the Bowemon
Bale Master Steward	Sir Padriac Fraochdha	Herald Liaison	Mistress Mary Dedwydd verch Gwallter
Bale Master - on site	Baroness Brianna Je Nell Aislynn of Blue Shadows	Herald, Court	THNoble Hemneter Pennefer
Battlemaster Armored	Sir Tiberius Finn	Herald, Consulting	Lady Alienor de Clare
Battlemaster Armored	Sir Padriac Fraochdha	Herald, Morning Cry	Magister Rycharde the Bowemon
Battlemaster Rapier	THLady Emil Grecian	Hound Coursing	Lady Ormhildr Loptsdottir (Hildi)
Battlemaster Rapier	THLord Diago de las Casas	HQ co-Steward	Lady Catylyn verch Morgant ap Llewellyn
Constable	Sir Guy Rand	HQ co-Steward	Dame Catherine Ainsdale of Lancashire
DWP Steward	Sir Gavin Mac Dhomhnuill	Liaison West Kingdom	Hrefna í Stranda
Kingdom Earl Marshal	Sir Davin Kinnaird MacAilean	Land Steward	Sir Andrew Baird
Equestrian Steward	THLady Courtney of the White Meadow	Land Deputy	Baron Fadi ibn 'Abd al-'Aziz al-Qahiri
Exchequer	Mistress Cara Michele du Valier	Land Deputy	Sir Bjorn Zenthffeer
Exchequer Deputy	Mistress Collette de Montpellier	Marshal in Charge	Baroness Brianna Je Nell Aislynn of Blue Shadows
Gate Steward	Padrona Morgana Ferrari di Velletri	Merchant Steward	Baroness Amicia Sennet' de Bruges
Gate Deputy	Countess Leonora Morgana	Motor Pool Steward	Baron Logan Blackrune
Registration Main	THLady Sakan bint al-Kimiya'i	Shuttles - Volunteer/Handicap	Baroness Tyna MacPhersone

Registration Deputy	Baroness Brianna Je Nell Aislynn of Blue Shadows	Production Steward	Lord Nathí mac Lachtnain
Roads	Sir Wilhelm of Thunderhall	Production Deputy	Sir Ursul Vladislavl' pravnuK
Royal Liaison	Duchess Faizeh Al-Zarqa	Production Deputy	Tyner Lamont
Site Liason	Mistress Finella Harper	Publicity Steward	Lady Sherlin Goldhammer (Shego)
Special Events	Lady Elle Atuxos	Publicity Deputy	THLord Suleiman ibn Rawh
Trash Steward	Master Christian de Guerre	Publicity Team	Baroness Kirivi Romani Aioli
Thrown Weapons	Baroness Cecilia Medici	Registration Main	THLady Sakan bint al-Kimiya'i
Volunteers Steward	Baroness Fabia Varia	Gatebook Deputy	Baroness Ceridwen Killian
Volunteers Deputy	THLady Panchali Manadeviyar	Hospitality Steward	Baroness Tezar Aioli
Volunteer Gift Coordinator	Baroness Issya Ell'eva	Facilities Steward	THLord Reynold Colling
War Cartographer	Kára in Storma	Facilities Assistant	Magister Rycharde the Bowemon
Webwright	Baron Liam Mor Macgregor	Herald Liaison	Mistress Mary Dedwydd verch Gwallter
Webstaff	Baron Rowen Killian	Herald, Court	THNoble Hemneter Pennefer

# !!!Volunteer!!!

It's easy! It's fun! Meet new people! Learn new things! See a part of the war you never even imagined! Excitement! Adventure! Sign up with your friends!

Many hands make light work, and our Society relies upon volunteers, like YOU, to keep it running. Without YOU, wars and events don't happen.

**IT'S NOT TOO LATE TO SIGN UP!**

Head over to Headquarters to sign up for a shift.

There are many volunteer areas to choose from!

