

# Gulf Wars XXXIII



## War Points



# War Point Scenario Descriptions

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## Battle Descriptions Cheat Sheet

### Overview

The purpose of this document is to prepare the text for the Gulf Wars site book and provide a clear set of guidelines for the battles at Gulf Wars. Thanks to Sir Marcus of Calontir for the following cheat sheet (I think he got it from a Sir Griffin). Here's the cheats:

N	Only Limited Numbers will Play
T	Time Is a Factor
R	Resurrection
L	Last Man
J	Thrown Weapons (Javelins) Allowed
C	Combat Archery Allowed
S	Siege Weapons Allowed
FM	Flags Mobile
FS	Flags Stationary
F	Fizzbin (Funky Rules)

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## Champions (Armored and Rapier)

Sunday, March 9, 2025 3:00-5:00 PM – Champions Field



### Champions Battle (Tournament)

Prepare for a spectacular display of medieval martial prowess as the Kingdoms of Trimaris and Ansteorra meet on Champion's Field in a fierce and honorable contest! This grand tournament will feature two divisions: Armored Combat and Rapier Combat, each highlighting the skill and valor of the most elite fighters in the Known World.

#### Tournament Format

- Armored Combat Division: 15 valiant armored fighters representing the Kingdom of Trimaris will face off against 15 mighty armored champions fighting for the Kingdom of Ansteorra.
- Rapier Combat Division: 15 dexterous and skillful rapier duelists from Trimaris will duel against 15 graceful and cunning blades from Ansteorra.

These brave combatants hail from many kingdoms across the realm, yet for this day, they fight under the banners of Trimaris and Ansteorra, battling for the glory and honor of their chosen side.

#### The Stakes

Victory in each division will be determined by the number of individual champions who emerge triumphant. The Kingdom that secures the

most victories in Armored Combat and Rapier Combat will earn the prestigious War Point for that division.

#### Join Us in Celebration

Witness the clash of steel, the elegance of blade work, and the unyielding spirit of chivalry. This tournament promises to be a breathtaking spectacle that celebrates the traditions of honor, skill, and camaraderie among the kingdoms.

Who will prevail in this epic battle? Trimaris or Ansteorra? The answer lies in the hands of these valiant champions!

### Physical Layout

This field is typically between the castle and the kingdom pavilions. Usually there is not a formal list field setup, but an area with the crowd for barriers. Principal kingdoms will ensure attending Crowns have a good location to view the field.

#### High Level Description:

The Gulf Wars Champions battle is a series of 15 individual bouts between selected champions from each of the principal kingdoms and their allies. The fights will be run sequentially with single bouts (1 victory only) until all 15 bouts are completed.

### Scenario Description

#### Champion Selection Rules

The kingdoms of Trimaris and Ansteorra will be given 15 champions to select in armored, and 15 champions to select in rapier. From each 15, the crowns of Ansteorra and Trimaris may select no more than 3 members from their kingdom of the peerage fighting order for that style of combat, and no more than a total of 6 persons from their kingdom total. The other nine positions will be filled from the allied kingdoms with only sitting royalty and heirs to be excluded from selection. The 15 armored champion bouts will happen first, and then the 15 rapier champion bouts will occur.

#### Combat Description

The very first Armored bout will be between the King's Champions of Ansteorra and Trimaris. The very first rapier bout will be between the Queen's Champions of Ansteorra and Trimaris. All following fights will have been communicated to the person running the list and heralds prior to procession. With the announcement of each bout, the following two combatants will be told to make ready.

### Victory Conditions

Whichever side has more points than the other at the end of the 15 bouts shall be declared to have won that warpoint for that style.

#### Notes for the Crowns:

- It is of paramount importance that this proceeds quickly and smoothly. As such, the Crowns of Ansteorra and Trimaris will meet Sunday morning prior to the procession and plan out the combat. All 30 matches will be decided in advance the morning of the battle.
- The Crowns of Ansteorra and Trimaris will communicate to their kingdom and allies the names of the persons actually fighting prior to the beginning of the procession.
- The Crowns will make sure that all the combatants for the next fight will be announced and asked to 'Make Ready' when the fighting pair is called.

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About the Cover: (center) Original digital artwork by Lady Magdalena De Paz, Barony of Bordermarch in the Stellar Kingdom of Ansteorra; (left) original acrylic painting by Dægmar à Briel, Barony of Dragonspine, Kingdom of the Outlands. Design and layout by Òengus mac Gilla Dubain, Barony of Bryn Madoc in the Laurel Kingdom of Meridies.

## Armored - Open Field

Monday, March 10, 2025 10:00-11:30 AM – Hastings Field



**Shorthand Description:** L J C S

### About the Battle

#### *Battle of the Sloping Field!*

Upon these grounds where valor meets strategy, a contest of arms is set to unfold. The field, a narrow expanse stretching from the eastern highlands to the western lowlands, vast in breadth. Dappled with ancient stands of trees, it promises both peril and sanctuary to those who tread its soil. Here, the honor of soldiers and Kingdoms shall be tested in a series of five clashes.

At the outset, the victors of the Champions' Battle claim the eastern highlands, leaving the western lowlands to their foes. With each successive engagement, the armies pivot upon the field like the turning of a great wheel, their positions rotating to lend no advantage too long to any force.

Archery, thrown weapons, and the might of siege engines are all called upon in this martial dance, and yet, no respite shall be granted for the inspection of munitions between bouts. Five battles shall rage, each a crucible of courage, ending only when one side stands alone upon this ground.

Victory is measured not by fleeting triumph but by sustained dominion. The side that claims at least three of these contests shall hold the coveted War Point and etch their name in the annals of this grand melee. For honor, for glory, and for the roar of the crowd, let the Battle of the Sloping Field commence!

### Physical Layout

Runs long ways east to west, with the east end of the field being substantially higher than the west end. The field is approximately 400 feet long and 200 feet wide. There are several stands of trees that are usually fought around. Archery should only be aimed inwards, and is not supposed to be directed towards the spectators.

### Scenario Play

This battle is run 5 times. The first battle will start with the armies lining up on the west and east ends of the field. The side who won the Champions Battle will get the west end (downhill) of the field. For all subsequent battles the armies will rotate clockwise 90 degrees. Archery, thrown weapons, and siege is allowed in all battles. There will not be ammo inspection between battles. Regardless of points, all 5 battles will be fought.

### Victory Conditions

Each battle is to the last fighter standing, and is worth 1 point. Whichever side gets at least three points wins the War Point.

## Armored - Bridge

Monday, March 10, 2025 12:00-2:00 PM –Hastings Field



**Shorthand Description:** T L J C S FS

### About the Battle

#### *The Battle of Three Bridges*

Upon a field divided by the semblance of turbulent waters, three great bridges stand as the theater for a trial of might and cunning. The central bridge, a bastion of conflict, spans most greatly in width, flanked on either side by narrower crossings. These low-wall bridges, marked by hay bales or ropes, are separated by treacherous no-man's-land. At their heart lies the painted "glory zone," a sanctified space where warriors' fates shall be decided.

The battle is waged in five rounds, each lasting ten minutes. Upon the bridges, the clang of steel, the hum of arrows, and the thunder of siege engines will echo. Combatants may clash boldly atop the walls, yet should any limb or weapon fall into the waters below, their journey ends, and they are struck from the fight.

Victory demands mastery of the glory zones. At the stroke of ten minutes, a bridge fully controlled by one side yields its point. Should warriors from both sides persist within the glory zone, a grim duel ensues, purging all others until a single side stands triumphant.

With no respite for the inspection of ammunition, each clash unfolds unbroken, relentless in its pace. The bridges themselves hold sway over the War Point, their control translating into precious tokens of triumph. A total of 15 points is at stake, but it is the side that first amasses eight that shall be hailed as victors.

Here, amidst the crossings of fate, where warriors tread the line between strategy and savagery, the Battle of the Three Bridges shall etch new legends into the pages of history.

### Physical Layout

There will be three bridges. The bridges will have parallel edges, and the center bridge will be 27 feet wide, while the side bridges will be 18 feet wide. The bridges are representative of a low wall bridge and will be delineated by a line of hay bales one bale high or tug ropes. There will be 18 feet between the bridges. The center point of the three bridges will be marked with spray paint on the hay bales and on the ground. A line will also be marked on either side of the center line at a distance of nine (9) feet. The area between the two 9 foot lines will be referred to as the glory zone. A start line will be marked 18 feet back from the ends of the bridges.

### Scenario Play

This battle will be run 5 times. For each battle, both sides will start behind their respective start line. Thrown weapons, combat archery, and siege will be allowed in all battles, and can shoot in any direction, down bridges, across bridges and across the water. Combatants can fight on the wall however they like, but if they put a weight bearing limb or weapon into the water area, they are dead. Each battle will be 10 minutes long, with the clock being stopped for injury holds. At the end of 10 minutes, the side that controls the entire glory zone of each bridge will be declared the victor of that bridge. If the bridge is contested (defined as both sides having combatants within the glory zone), all combatants outside of the glory zone will be removed from play, and the combatants inside the glory zone will fight till the last man standing. No ammo will be inspected in between battles. Combatants can fight on the wall however they like, but if they put a weight bearing limb or weapon into the water area, they are dead.

### Victory Conditions

Each bridge controlled will equal one (1) point, for a possible total of fifteen (15) points. The first side to score eight (8) points wins the War Point.

## Rapier - Open Field

Monday, March 10, 2025 2:30-4:00 PM – Rapier Field



Shorthand Description: L J C S

### About the Battle

Upon a field of valor, stretching from the rising sun to its descent, where the eastern heights command a vantage over the western vale, a battle of honor and arms shall unfold. Here, amidst scattered stands of ancient trees—natural bastions and stratagems alike—the warriors of opposing banners prepare to clash.

From the eastern summit, the victorious champions of prior contests survey their advantage. Yet, the west, though lowly in stature, shall not falter, for its defenders wield cunning and resolve. The Gulf Wars' decrees hold sway, permitting death from behind—a dagger's whisper to the unguarded—and the might of spears, sparingly granted, whose tips may turn the tide of war.

Trials of arms shall play out in sequence, and the banners shall rotate with each bout, altering the fortunes of vantage and the paths of strategy. Each engagement, fierce and final, ends only when the last warrior stands, for the fallen who cross the field's sacred bounds—by blade's push or their own retreat—are counted among the dead.

Victory lies not in a single skirmish but in the dominion of two. The honor of the War Point shall crown the side that claims supremacy in the trilogy of combat, etching their deeds into the annals of this hallowed fray. Courage shall meet cunning, and strength shall clash

with stratagem, as the warriors gather upon the field where fate's hand awaits to decree the victor.

### Physical Layout

Runs long ways east to west, with the east end of the field being substantially higher than the west end. The field is approximately 400 feet long and 200 feet wide. There are several stands of trees that are usually fought around.

### Scenario Description

#### Conventions in effect

Death from Behind: Allowed in accordance with the Gulf Wars Conventions

Spears: Allowed, 1 of every 10 combatants may carry a spear

#### Scenario Details

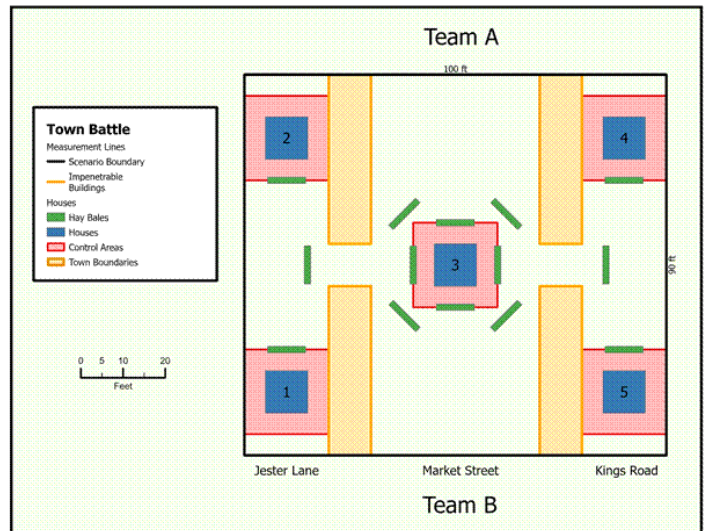
This battle is run 3 times. The first battle will start with the armies lining up on the west and east ends of the field. The side who won the Champions Battle will get the west end (downhill) of the field. For all subsequent battles the armies will rotate clockwise 180 degrees. Regardless of points, all 3 battles will be fought. Any fencer stepping out of bounds will be considered dead. Causing an enemy to retreat out of bounds is considered a valid tactic.

### Victory Conditions

Each battle is to the last fighter standing, and is worth 1 point. Whichever side gets at least two points wins the War Point.

## Armored and Rapier Town Battle

Tuesday, March 11, 2025 10:00-12:00 PM – Hastings Field  
2:30-12:00 PM – Rapier Field



Shorthand Description: T R J C S F S F

### About the Battle

#### Struggle for Market Square!

In the heart of a bustling medieval town, two opposing forces prepare to clash over control of its vital lanes and strongholds. The battlefield is divided into three distinct paths, each offering unique challenges and opportunities for those brave enough to traverse them. Five key capture points, marked by flags raised within buildings, hold the promise of victory for the team that can seize and defend them.

Jester Lane, the leftmost path, invites the agile and resourceful. This route forbids archery and missile weapons, making it a haven for close combat and flanking maneuvers. Those unburdened by martial titles find their place here, weaving through alleys to outwit their

opponents. At the center lies Market Street, the main thoroughfare and the most direct route to the heart of the conflict. Archers take advantage of the open space, as warriors from both sides converge in chaotic skirmishes for control of the central flag, the symbolic “Town Square.” To the right, Kings Road stands as a proving ground for the most distinguished warriors. Reserved for martial peers, this lane disallows missile weapons and becomes a crucible of melee combat.

Strategic resurrection points allow fallen warriors to return to the fray, provided their team maintains control of the area. The flags, representing each team's dominance, must be raised and defended to keep resurrection points active. Every barrier, from the hay bales blocking direct paths to the boundaries of the map itself, adds to the complexity of the struggle. Combatants must respect the limits of the battlefield, lest they forfeit their position and require resurrection.

Victory hinges on the ability to control the field. The team that captures and holds all five flags uncontested achieves ultimate triumph. If the flags remain divided, victory is determined by the discipline and resilience of each side, as measured by their resourcefulness in battle. With honor, courage, and cunning, warriors will determine who claims the glory of Market Square.

### Physical Layout

There are FIVE capture points resurrection areas indicated by squares around metal buildings indicated on the map in blue squares. The black lines on the map are considered edge of the world and are defined by rope. If someone goes outside of this they would have to resurrect. The hay bales indicated on the map can be fought over but must be traversed by going around - no jumping over. The edge of the world at your team's side may be crossed to resurrect.

The map features three distinct lanes with interconnected paths:

#### **Jester Lane** (Left Lane):

NO ARCHERY OR MISSILE WEAPONS. This lane offers a less direct route, allowing for flanking attacks. Any person who is not a martial peer may enter this lane. It contains two flags (one closer to each team's side) and can access Market Street through a central alley.

#### **Market Street** (Middle Lane):

ARCHERY ALLOWED FOR ARMORED SCENARIO. This is the most direct route through the town. It contains the central flag, “Town Square”, which may be the most contested due to its strategic position. Battles in this lane will likely be the most intense and chaotic. Both Jester Lane and Kings Road have access points to Market Street.

#### **Kings Road** (Right Lane):

NO ARCHERY OR MISSILE WEAPONS. Only martial peers wearing insignia of their rank may enter this lane. It also holds two resurrection Points (one nearer each side) and has access to Market Street through a central alley.

Rapier Considerations: Spear at 1 of every 10 combatants is allowed, DFB is allowed

### Scenario Description

#### *Overview*

This scenario is a one hour resurrection battle. This battle takes place in a town-like setting, featuring a three-lane map. The lanes are named Market Street, Kings Road, and Jester Lane. The map includes three main lanes that converge toward the center of the town, with resurrection.

#### *Resurrections*

Each side has unlimited resurrections and begins with one home resurrection point indicated as “Team A” and “Team B” on the picture.

Combatants should consider themselves “engaged” if they are inside one of the buildings. Outside of the buildings regular line

engagement rules apply. There is no death from behind in this scenario.

To capture a point, you must raise the flag with the color assigned to your team.

For the capture point to be an active resurrection, there must be no enemies within the area of control for 30 seconds. Even a single enemy breaching the area of control, will deactivate the resurrection ability of that capture point. The resurrections must happen at the flag.

### Victory Conditions

#### *Primary Victory*

One side must capture all five flags and hold them uncontested for 30 seconds. Once all points are controlled by one team, that team wins immediately. Control of a flag is defined by at least one member of a team with a hand on the flag while no one from the opposing team are inside the building.

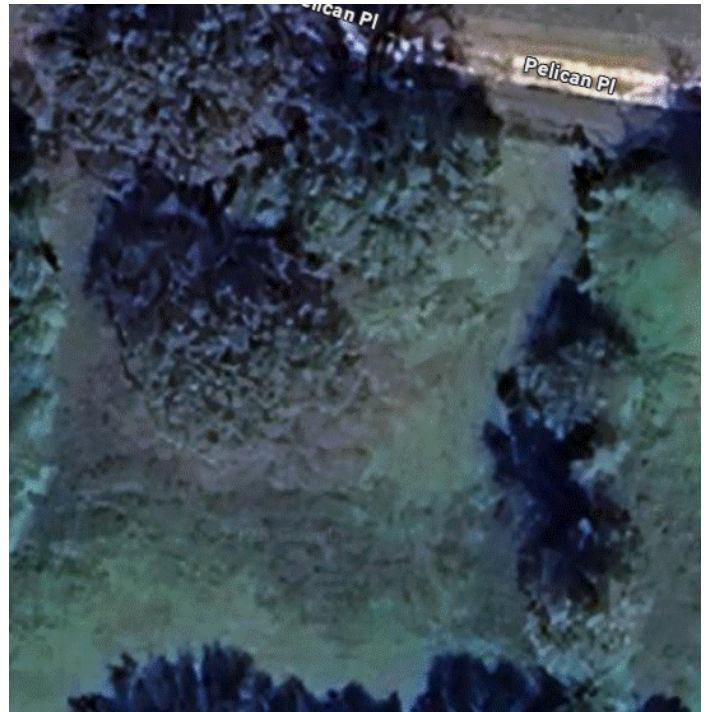
#### *Secondary Victory*

If not all flags are captured within one hour the buildings will have a time of possession clock on each building. The side that holds the building the most based upon the time-of-possession counters will be determined to have won that building. The team that is determined to have won the most buildings will be awarded the war point.

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## Foam Joust (Equestrian)

Tuesday, March 11, 2025 12:00-3:00 PM– Equestrian Field



Please join us for the annual Gulf Wars Foam Lance Jousting Tournament. This tournament is modeled after the jousting tournaments of the 14th, 15th and 16th centuries.

### Physical Layout

There will be a standard jousting lane set up in the equestrian competition area.

#### *High Level Description*

This tournament will be a head-to-head double elimination tournament (unless there are low participant numbers, where it might

be converted to a round robin tournament). Whoever wins the tournament gets the war point granted to their allied side.

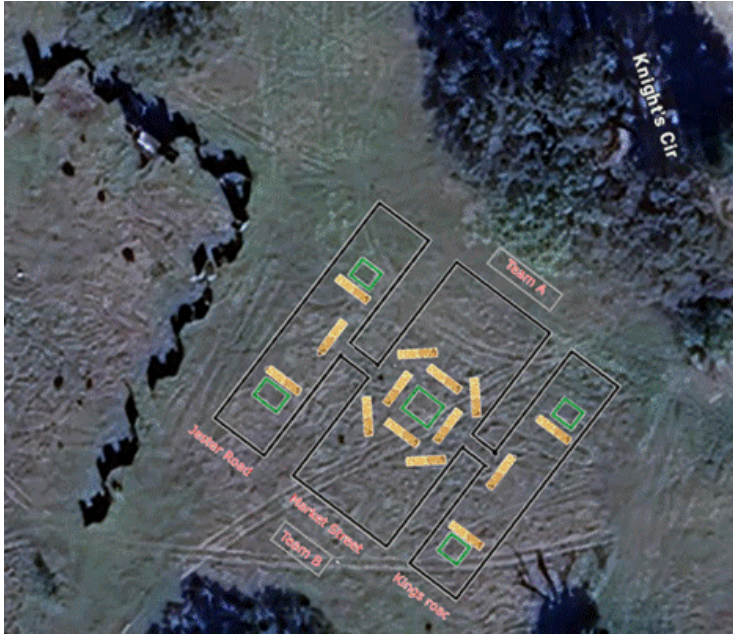
Scoring is as follows: 3 points for a break on the shield, 2 points on the body between the neck and waist, 1 point for a touch on a target area. Hits on the rider outside of the target area are just off target. ANY hit to a horse is an immediate disqualification.

### Victory Conditions

The winner of the tournament will secure that war point for their allied side.

## Armored - Missile Battle

Tuesday, March 11, 2025 1:00-2:00 PM – Hastings Field



**Shorthand Description: T R J C S F**

### About the Battle

*The Siege of Twin Keeps*

Prepare thy armor and nock thy arrows, for the legendary Siege of Twin Keeps is upon us! This year's armored missile battle unfolds amidst a bustling medieval township, with teams vying for glory and dominance in a fierce clash of strategy and skill. Two valiant armies shall take their places on opposing ends of the battlefield, each sworn to defend their keep while laying siege to the enemy's.

At the heart of this contest stand the great target boards, one adorned with 6-inch plates, each worth two points, and the other with 12-inch plates, each valued at one. These coveted marks are guarded by the "No Play" zone—a sacred ground where no warrior may tread.

For 10 minutes, brave combatants will engage in a resurrection battle, clashing thrice in total for the ultimate war point. Armed with missile weapons, siege engines, and sturdy shields, each side must deploy cunning strategies, fortify their positions with pavises, and strike with precision. The pavises, once placed, form unyielding bastions of defense but beware—siege engines can shatter them into ruin!

With the call of Lay On, warriors shall surge forth, their arrows seeking enemy hearts and unguarded targets. The battlefield teems with life, as shield carriers defend their comrades, pavises provide fleeting sanctuary, and siege engines rain destruction upon the bold. Resurrection points hum with activity, with fallen fighters returning to the fray every 30 seconds to renew their assault.

Victory Awaits the Bold!

Each round concludes when one side lays waste to all enemy targets or when time expires, leaving the side with the highest score triumphant. The spoils of war belong to the team that claims two out of three rounds, their valor etched into the annals of history.

Raise thy banner high, muster thy courage, and let the battle commence!

### Physical Layout

This year's armored missile battle will be using the town layout. The target boards will be set up at the resurrection points labeled "Team A" and "Team B" on the map. A 10 foot semi-circle "No play" zone will be marked out on the ground in front of each target board. No combatant may enter the No Play zone. There will be 2 sets of targets. One is on board 6" holes with plates. Each target is worth 2 points. One is a board with 12" holes with plates. Each target is worth 1 point.

### Scenario Description

- ❖ Play time length: 10 minute resurrection battle.
- ❖ Repetitions: 3 times. There will be an absolute minimum break between repetitions to reset the field.
- ❖ Two teams start on opposite ends of the field
- ❖ All missile and siege weapons can be used in this battle. Any standard carryable shield can be used.
- ❖ Each side may not have more shield carriers than missile combatants.
- ❖ Prior to lay-on, teams can place pavises or other allowable defensive items on their half of the playing field.
  - No items may be placed in the no-play zones in front of targets
  - Items placed on the field are locked in place for that round and cannot be moved nor collapsed.
  - Pavises must be placed far enough apart to allow participants to walk between.
  - Siege engines can destroy pavises.
- ❖ At lay-on teams can move throughout the playing field attacking the opposing side, including shield carriers, using available obstacles and pavises (if any) for defense and attempt to shoot the target on the opposite side of their starting area while also defending the goal on their side from being shot by the opposing team. If a side shoots out all target points, the round is over.
- ❖ No participants closer than 10 feet of the goal (to prevent burying the target)
- ❖ Resurrection points will be at the corners of the playing field (outside of the field) on their team's side and resurrections will occur every 30 seconds during the round and will be indicated by a short whistle burst from the timekeeper.
  - They may re-enter anywhere along on their team's half of the field

### Victory Conditions

The war point will go to whichever side wins 2 out of the 3 rounds. The winner of each round will be decided by the side that shoots out the most targets on their battle board according to the point descriptions above. If a side shoots out all of the targets on their board, the round ends immediately with that side as the victor.



## Armored - Ravine Battle

Thursday, March 13, 2025 10:00-12:00 PM – Ravine



**Shorthand Description:** T R J C F S

### About the Battle

The ravine shall soon become a crucible of valor and fate, where the stalwart forces of Ansteorra and the resolute warriors of Trimaris shall meet in fierce contest. This narrow battlefield, stretching long from west to east, is bound by steep slopes to the north and south, with a treacherous gully carving its heart. Ancient trees stand sentinel over the field, their boughs offering scant shelter, while heaps of debris and shattered earth promise peril to those who venture within. The air shall hum with the twang of bowstrings, though no arrow may stray beyond the bounds of honor, sparing the gathered throng who watch this fateful clash.

Each host shall take their place —Ansteorra guarding the western reaches, and Trimaris holding fast to the east. At the rear of each army's encampment, resurrection banners shall flutter, their sacred charge to restore the fallen and return them to the fray. Three banners of contention shall lie between the hosts, their possession the measure of triumph. The central standard shall stand in the ravine's hollow, while the others shall be set within fortified houses at the field's distant flanks. Marshalls, impartial stewards of fate, shall watch over these standards, their timepieces ready to record the ebb and flow of dominion.

For one full hour, the ravine shall thunder with the clash of steel and the cries of warriors, as each side presses forward with might and cunning. The banners shall be won and lost, the tides of battle ever shifting as valor and strategy dictate. Each heartbeat of control shall be counted by the marshals, their devices tallying the moments of supremacy. When the sun marks the hour's end, the side that hath claimed the banners the longest shall be declared victorious, and the war point shall be awarded unto them. Thus, the ravine shall bear witness to a struggle worthy of the annals of legend, where glory and honor shall be hard-won in the crucible of war.

### Physical Layout

Generally the ravine has a long axis west to east (around 500 feet) and a very short axis (around 100 feet) north and south. A gully runs along the long axis with slopes to higher ground on the north and south sides. There are several stands of trees that are usually fought around, and often piles of debris down in the gully. Archery can only be aimed inwards, and is not supposed to be directed towards the spectators.

### Scenario Play

Initially, each side occupies one portion of the ravine, with Ansteorra occupying the west portion of the ravine, and Trimaris occupying the

east portion of the ravine. At the very back of each zone is a resurrection flag. There are three flags along a line perpendicular to a line between the resurrection flags. The middle flag will be placed in the bottom of the ravine, with the remaining two flags equidistant between the middle flag and the edge of the playing field. Each flag will be in the middle of one of the pipe houses. The battle will be one hour long. For each flag, there is a marshal who has two time-pieces; one for Ansteorra and one for Trimaris. When the marshal determines that a side has control of his flag, they start their time-piece, and it begins counting up the time. If control is lost, they stop that time-piece. If the other side then takes control of the flag, the marshal starts the other side's time-piece.

### Victory Conditions

At the end of 1 hour, each marshal in charge of a flag will compare the times on their time-pieces. The side that has held the flag longest, will be awarded 1 point for holding that flag. Whichever side has the most points, will win the War Point for this battle.

## Rapier - Ravine Battle

Thursday, March 13, 2025 1:00-3:00 PM – Ravine



### Physical Layout

The field will be divided long ways, with fighting perpendicular to King's Highway ( 'along the V', not 'down the sides' ).

Three flag poles will be placed along the centerline of the field. Resurrection points will be placed equidistant from the center line.

### About the Battle

Upon a field of contest, divided lengthwise and stretching across a ravine, the forces of Ansteorra and Trimaris gather to test their mettle. The field, marked by three flagpoles aligned along its centerline, will bear witness to the shifting tides of battle. Each side lays claim to their portion of the ravine, with their resurrection points set at the far reaches of their zones.

Conventions of safety guide this conflict: rapier spears, death from behind, knee walking, running, and two-handed swords are disallowed. The engagement begins with each army holding their ground, yet the true prize lies along the centerline, where three flags stand as the beacons of dominance. The central flag marks the heart of the ravine, flanked by the other two equidistant from the center and the field's boundaries.

Here, strategy intertwines with endurance. A fighter must always keep their army's flag aloft, held firmly by hand, for no artifice of ties or counterweights may secure it. At intervals, the flags raised in glory are recorded, marking the ebb and flow of supremacy. Each side may dispatch a swift runner to observe their standing, yet the battle's outcome rests on the accumulation of these tallies.

For the duration of the struggle, victory is not won in a single moment but through steadfast resolve and control of the banners. The side with the greatest count of tallies etched upon the ledger shall claim the laurels of triumph, their deeds immortalized in the chronicles of this storied field.

### Scenario Description

#### *Conventions in Effect*

Rapier spears, DFB, knee walking, running, and two-handed swords are not permitted for safety reasons

### Scenario Details

This scenario consists of a single 45 minute res battle. Initially, each side occupies one portion of the ravine, with Ansteorra occupying the west portion of the ravine, and Trimaris occupying the east portion of the ravine. At the very back of each zone is a resurrection flag. There are three flags along a line perpendicular to a line between the resurrection flags. The middle flag will be placed in the bottom of the ravine, with the remaining two flags equidistant between the middle flag and the edge of the playing field.

The flagpoles will have flags on a rope representing the two armies. While controlling a flag, an army must detail a fighter to keep their flag raised. Flags may not be tied, counterweighted, or otherwise secured in place and must be held by hand.

### Victory Conditions

Every 5 minutes throughout the battle, the raised flags will be documented by a tally sheet. Sides may send a runner to check that chart any time they wish. The winner of the battle will be the side with the most tallies.

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## Mounted Combat (Equestrian)

Friday, March 14, 2025 10:00-11:00 AM – Equestrian Field



Please join us for the annual Gulf Wars Mounted Combat Tournament. Mounted Combatants will gather from all over the Knowne World for the chance of being sole victor, earning their Allied side the War Point.

### Physical Layout

In Arena 2 combatants will form lines on either side of the field. The center of the field is the tourney "ring". As they are heralded in, each combatant will face one another in hand-to-hand mounted combat.

#### *High Level Description*

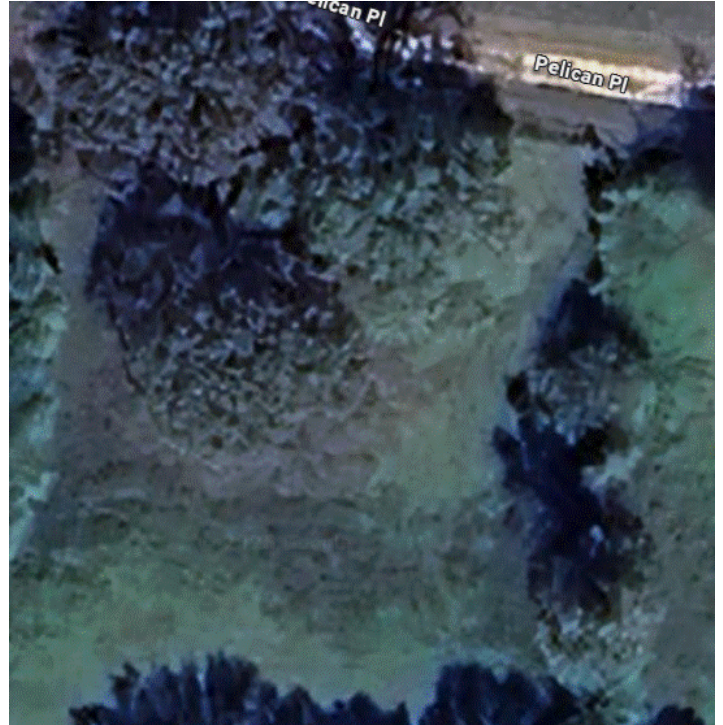
The tournament will be a double elimination (may change due to number of combatants). Combatants will fight hand-to-hand single combat with batons designed for mounted combat.

### Victory Conditions

The winner of the tournament will secure that war point for their allied side.

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## Mounted Games (Equestrian)



The Midrealm Riders have thrown down the gauntlet and have challenged the Gulf Wars Equestrians to an Equitation Skill at Arms Challenge!

Please attend, bear witness, and rise to meet the Middle Kingdom's challenge!

### Physical Layout

There will be a variety of standard SCA equestrian games and equitation skill challenges to be completed in the equestrian competition area.

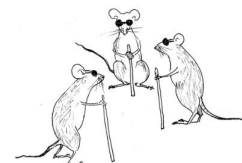
#### *High Level Description*

All riders are welcome to participate, complete all obstacles while displaying movements of comportment and finesse to complete their score.

### Victory Conditions

All riders' scores will be assigned to their allied sides, and then summed. The Allied side with the highest point total will be awarded the war point.

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# Armored - Fort

Friday, March 14, 2025 11:00-1:00 PM – Hastings Field



**Shorthand Description: T L J CA S FS**

## About the Battle

To His Esteemed Peers, Fellow Nobles, and Keepers of the Realm,

From the hand of Sir Roderic of House Valenwyne, penned amidst the grim tumult of siege within the bastion of our newly constructed stronghold, I relay the dire circumstances and tumultuous play of events that now unfold beneath the heavens. May these words find you in good stead and inform you of our struggle to withstand the onslaught.

Our fortifications, though stout in intention, remain incomplete in their entirety. The masons' progress hath rotated the orientation of our new walls, and there stand three entrances to the keep, each varying in strength and vulnerability. The main gate, anchored upon the eastern façade, boasts a resolute block construction and serves as our primary barrier against the invader's malice. Upon the southern flank lies Alexandria's Breach, a precarious opening hastily devised of hay bales, which leaves us with but a six-foot span of weakness. To the north lies Darius' Breach, a wider chasm, eight feet in breadth, similarly formed of hay bales, which doth compromise our line. These flaws, borne of haste and necessity, bespeak our vulnerability, though mayhap in time the stonemasons might redeem these breaches with mortar and stone.

The trial is to be waged twice, each side tasting the bitter draught of defender and assailant alike. Ours is a contest of resilience and guile, a limited resurrection battle wherein each defender rises anew but four times, at the sanctified ground within the keep's heart. For the attackers, resurrection is granted every third minute at their forward encampments. The combatants are arrayed thusly: the attackers no closer than fifty feet to the walls, the defenders cloistered within. As the skirmish begins, the gates and breaches remain sealed, though time conspires against us. At intervals, the ramparts yield to decay. Five minutes into the fray, the Main Gate falters. By the tenth minute, Alexandria's Breach crumbles, and at the fifteenth minute, Darius' Breach succumbs. After twenty minutes, the hay bales of Alexandria's Breach may be scaled, and by the twenty-fifth minute, the hay bales of Darius' Breach may likewise be traversed. Thus, the bastion is laid bare to the ingenuity of our adversaries, who may storm the keep through any aperture or ascend the hay-baled walls.

Victory, cruel mistress that she is, grants her favor to those swiftest to claim the castle and extinguish the defenders' light. To seize the keep, the attackers must eliminate all defenders and assail the resurrection point, halting the rebirth of our brethren. If neither side prevails ere the forty-fifth minute, the trial ends in stalemate, with honor shared in

halves. An additional stratagem lies within: marks within the castle may be struck by siege engines, hastening the attackers' success by lessening the time required to breach our defenses.

Thus, with ink and lament, I chronicle our plight. The winds howl with the war cries of our foes, and the banners of hope hang tattered. Pray, let your hearts dwell upon our endurance, and may these words guide those who would assay such trials in years to come.

In the Grace of the Realm,  
Sir Roderic of House Valenwyne  
Defender of the Keep

## Physical Layout

The layout this year may vary from description based on construction of new fort progress. Below are estimations based on current information. An item to note is that the orientation of the new fort walls has rotated. There will be 3 entries to the castle. The main gate is on the East face, an opening surrounded by block walls made of block. On the South face is Alexandria's breach, which has a single opening, created from temporary hay bales with an opening that is 6 feet wide. On the north side will be the breach of Darius created from hay bales, measuring 8 feet wide.

## Scenario Play

This scenario will be run twice, with each side playing both the role of the attackers or the defenders. This year it will be a limited resurrection battle. Each defender will have

4 resurrections (5 lives), and can resurrect at will in the center of the castle (shown on Map in red). The attackers can resurrect every 3 minutes, provided that they are at one of the two resurrection points (shown in red on the map) at each 3 minute mark (total of 19 resurrections-20 lives). At the start of each run, the attackers will be arrayed outside the castle, with all attackers no closer to the walls than 50 feet away. All defenders must start in the inside of the castle.

At the lay on, the attackers and defenders may commence with the siege. The main gate and side breaches will be considered closed at the start of the battle. To simulate the effects of siege, at 5 minute intervals the castle will become weaker.

The weaknesses will follow this order:

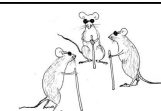
1. @ 5 minutes after start -> Main Gate Open
2. @ 10 minutes after start -> Alexandria's Breach opens
3. @ 15 minutes after start -> Breach of Darius opens
4. @ 20 minutes after start -> Attackers can climb over Alexandria's Breach hay bales
5. @ 25 minutes after start -> Attackers can climb over hay bale sides of Breach of Darius

Attackers may now attempt to enter through any of the three entry ways (Main, Alexandria Breach, Breach of Darius, and over hay bales)

## Victory Conditions

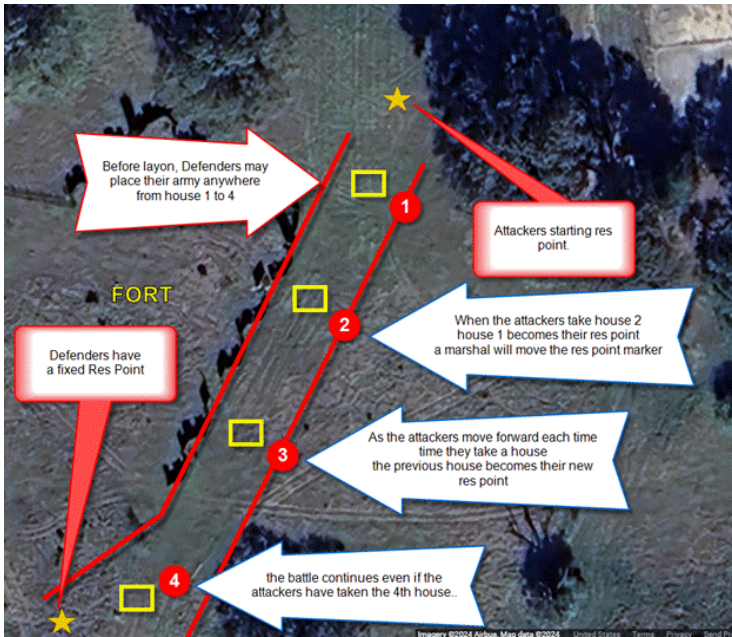
Victory in the castle battle will be accorded thusly:

- Whichever side takes the castle the fastest will be awarded the point. Taking the castle will consist of killing all defenders and reaching the defender resurrection point. Defender resurrection point can be overrun ending defender resurrections.
- If by some remote chance neither side takes the castle in 45 minutes, the battle will be declared a tie, and the points will be split in half.
- There will be targets marked inside of the castle for which each successful striking of the target with siege engine ammunition will reduce a fixed amount of time from the attacking sides time.



# Rapier - The Trench Battle

Friday, March 14, 2025 2:00-4:00 PM – Rapier Field



## Physical Layout

- The Trench is a corridor running along the eastern edge of the fort.
- A resurrection point will be identified at each end of the trench.
- One end will be the attackers and the other the defenders.
- 4 houses will be placed at progressively wider distances starting at the attackers end of the trench. (see the diagram)

## A Missive from the Trench!

To the noble stewards of chivalry and champions of valor,

Hark! A tale unfolds upon the field, a stage "where people may play their parts," and none shall escape the measure of destiny. Four houses, stout and steadfast, stand as the prize in this grand contest—a trial of both wit and war, where "once more unto the breach" shall be the rallying cry of the valiant.

In this noble endeavor, the armies are sundered into two opposing forces: the Defenders, sworn to hold their ground, and the Attackers, bold in their quest to claim dominion. The Defenders may array their strength as they see fit, from the threshold of the first house to the heart of the fourth. Meanwhile, the Attackers gather in the shadow of their resurrection point, a place where the "sleep of death" is but a fleeting rest before renewed struggle.

At the signal of "Lay on," the Attackers advance, seeking to wrest the houses from their keepers. A house, by the decree of the marshalate, is considered "owned" by the force with greater numbers within or standing unopposed along the path between their furthest-held house and their place of renewal. Should the tide favor the invaders, the captured house becomes their new bastion, their resurrection point marked anew with precision befitting the law of arms.

Each round, a shifting of roles and sides ensues, for "the wheel is come full circle," and fairness demands that each army taste the rigors of both attack and defense.

In this contest of might and cunning, the prize is not mere possession but points tallied across four rounds. The victor shall be the side whose banners claim the most houses and whose warriors stand tallest upon the battlefield's final reckoning.

Let it be known that this test of strength and strategy is no mere sport but a proving ground for the mettle of men and women, where the

brave shall rise and the "slings and arrows of outrageous fortune" shall be borne with steadfast hearts.

Thus, with honor and resolve, take to the field, where the clash of arms and the cries of triumph shall echo through the ages. In this crucible of glory, let not the fleeting shadow of doubt darken thy purpose, for "all the world's a stage," and this, thy moment, is writ in the annals of eternity.

## Scenario Description

### Conventions in Effect

DFB: Allowed IAW the Gulf Wars Conventions

Spears: Allowed, 1 of every 10 combatants may carry a spear

### Overview

Armies will be divided into "Defenders" and "Attackers" for each of 4 rounds. The goal is to either take or keep as many houses as possible. See the diagram above.

### Starting Positions

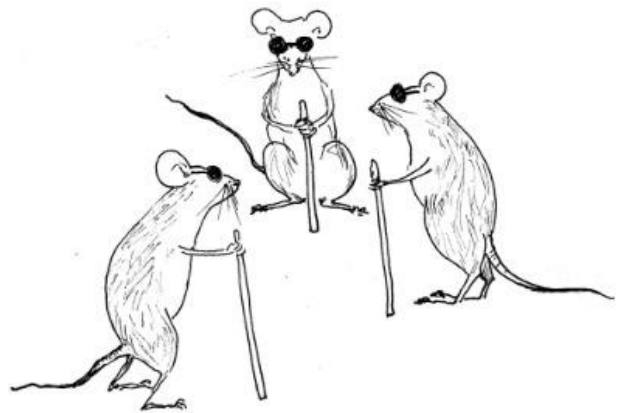
- Before lay-on defenders may position their army anywhere from the first house to the 4th.
- Attackers must start behind the initial resurrection point.
- Starting sides will be decided by the commanding generals. Sides will switch ends of the field after each round.

### Scenario Details

- After lay-on the attackers will attempt to take all four houses from the defenders.
- A team is considered to "own" a house if they have more members of their team in the house than the opposing team or if the house is uncontested and in between the furthest house they positively occupy and their resurrection point. The marshalate will have the final say on this.
- As the attackers take a house the previous house becomes their new resurrection point. A marshal will move a marker to designate the new res point.

## Victory Conditions

Victory in the trench battle will be awarded to the team that has the most "points" when the 4 scenarios are over. Points will be awarded for each house held at the end of each round. If an army has all four houses at the end of the round a bonus point will be awarded to that team



**Archery Champions Tourney (War Point)**  
 Wednesday, March 12, 2025 3:00-4:00 PM – Sherwood



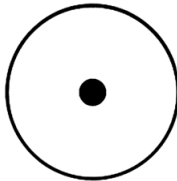
Who will prevail in this epic battle? Trimaris or Ansteorra? The answer lies in the hands of these valiant champions!

**Physical Layout**

There will be 1 of the following target type:

- Clout target at some long distance

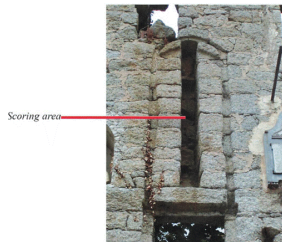
*Clout Shoot*



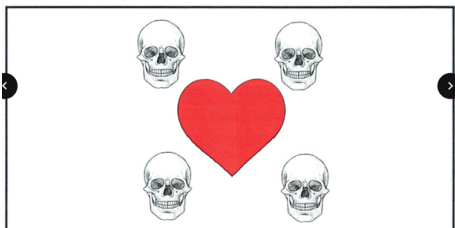
There will be 2 of each of the following target types:

- Arrow Slits

*Arrow Slit wand shoot*



- Hearts and Skulls



There will be 3 each of the following target types:

- Celtic Crosses



This will be setup at the Gulf Wars archery range.

*High Level Description*

Each side will select 15 champions from their kingdom and their allies, and send them to the line to see which side can amass the most points.

**Scenario Play**

*Champion Selection Rules*

The kingdoms of Trimaris and Ansteorra will be given 15 champions to select in armored, and 15 champions to select in rapier. From each 15, the crowns of Ansteorra and Trimaris may select no more than 3 members from their kingdom of the peerage fighting order for that style of combat, and no more than a total of 6 persons from their kingdom total. The other nine positions will be filled from the allied kingdoms with only sitting royalty and heirs to be excluded from selection. The 15 armored champion bouts will happen first, and then the 15 rapier champion bouts will occur.

*Target Progression*

All archers will start at the window slit. They will have 45 seconds to get off as many arrows as possible. They will score 3 points for every arrow that hits between the stone barriers in that 45 seconds.

Then the archers will move to the Hearts and Skulls. Archers have 45 seconds to get off as many arrows as possible. The heart is the scoring area with each successful hit worth 4 points. The skulls are restricted targets and are -4 points for each arrow that strikes a skull. NOTE : IT IS POSSIBLE TO GET A NEGATIVE SCORE ON THIS.

Then the archers move to the The Head to Head: Crown Calls the Shots portion. Two Archers at a time: Three targets set at random distances. Archers have 6 arrows, the Crown randomly calls the target (left, right, center) and the first archer to hit the scoring target gets the points (5 points). If only one archer hits it, that archer gets 5 points. If neither of them hit it, then no points are awarded. This is a fast paced 45 second timed round.

Finally, the archers will move to the clout shoot. Archers have 6 arrows to shoot at long range. Scoring is 5 points per hit in the white area and 10 points for each hit in the black center circle. Target size is approximately 30 inches across white a 4" black center. Target is set on the ground with a 45 degree angle.

**Victory Conditions**

All archers scores will be tallied and added together for their side. Whichever side has more points than the other at the end of the shoot have won that warpoint for that style.

*Notes for the Crowns*

- It is of paramount importance that this proceeds quickly and smoothly. As such, the Crowns of Ansteorra and Trimaris will meet Tuesday (or earlier) and notify the archers in advance

## Week Long Target Archery



Come to the Range during any scheduled time to add points to your side! This will be tallied the same way as previous years.

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## Thrown Weapons Tournament



Gather all and witness this spectacular thrown weapons tournament! The royalty often boast about the skills of their scouts and warriors each claiming to have the best. To settle this they have decided to open their coffers and spend a large amount of gold coins. This is no ordinary tournament as hurlers will be tested in their accuracy with knives, distance with axes, stealthiness and their ability to subdue a charging army with spears. Do you have what it takes to win the hoard of gold coins?

### Physical Layout

Running parallel to the Prince's Highway will be a long 140-foot throwing line with seven targets. Throwers will work their way down the line facing obstacles along the way, testing their skills as a hurler of the highest caliber.

The first target will be a narrow 3.5-inch wide target that will test the thrower's aim and control with three knives at 12 feet distance or more. The bullseye is worth 3 gold coins, the next color 2 gold coins, the third color being worth 1 gold coin for each knife stuck.

The second target will be a spinning target that will test the thrower's ability to stay cool under pressure using three knives at 10 feet distance or more. Target has 3 rings: center is 3-inch wide for 3 gold coins, middle is 8-inch wide for 2 gold coins, and outer is 14-inch wide for 1 gold coin.

The third target will test the thrower's basic skills by throwing three axes one at a time at targets 10 feet away or more. Target has 3 rings: center is 3-inch wide for 3 gold coins, middle is 8-inch wide for 2 gold coins, and outer is 14-inch wide for 1 gold coin.

The fourth target will test the thrower's strength by throwing three axes one at a time at a target 20 feet away. Target has 3 rings: center is 3-inch wide for 3 gold coins, middle is 8-inch wide for 2 gold coins, and outer is 14-inch wide for 1 gold coin.

The fifth target will test your mastery by throwing one axe then one knife from their left hand and one axe then one knife from their right hand. Target will be at 10 feet away and have 3 rings: center is 3-inch wide for 3 gold coins, middle is 8-inch wide for 2 gold coins, and outer is 14-inch wide for 1 gold coin.

The sixth target will test the thrower's ability to stalk your enemy by throwing three spears at a ground target that is moving away. The ground ring target will travel starting at 15 feet from the thrower and moving to 30 feet from the thrower. A spear stuck into the ground and inside the ring will stop the target from moving further. Once the ring reaches the 30-foot mark, no throws may be made. 3 gold coins per spear stuck in the ground inside the ring.

The seventh target will test the thrower's fierceness by throwing three spears at a charging force. A ground ring will advance at you from 30 feet to 15 feet. A spear inside the ring will stop the target from moving further. Once the ring reaches the 15-foot mark, no throws may be made. 3 gold coins per spear stuck in the ground inside the ring.

Each present Royalty will be given 3 special gold coins to give out as they see fit for acts that impress them. Use your charm, skill, sportspersonship, role playing skills and kingdom pride to earn their favor.

### Scenario Description

The kingdoms of Trimaris and Ansteorra will be given 15 champions to select. From each 15, the crowns of Ansteorra and Trimaris are preferred to select no more than a total of 6 persons from their kingdom. The other nine positions are suggested to be filled from the allied kingdoms.

### Victory Conditions

Coins will be totaled up after all throwers have completed all of the targets. The person with the most coins wins. The war point will be awarded to the Kingdom they throw on behalf of.

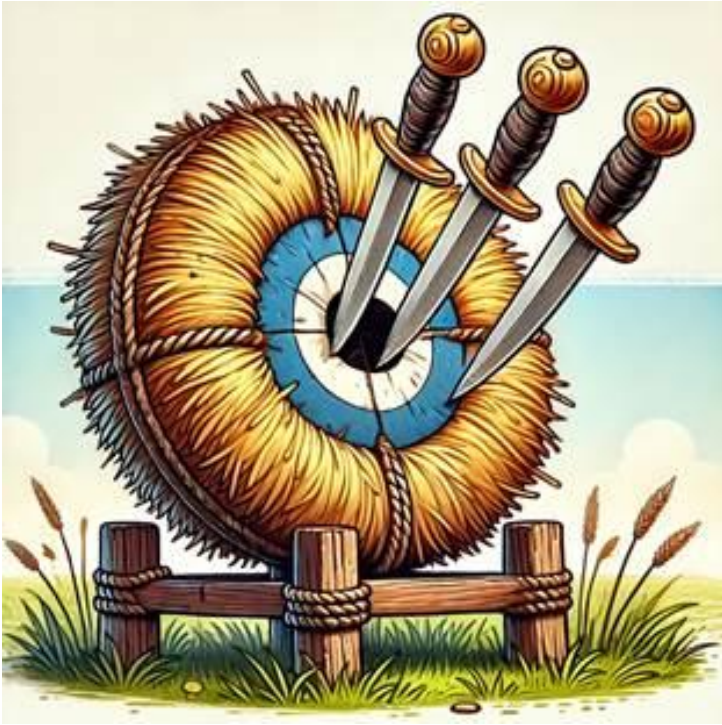
In the event of a tie for first place, three trick-shot rounds will be held. Throwers must impress the Royals by calling out trick shots and completing them.

A subset of coins will be scored for the spear targets, and a similar situation will be followed if there is a tie. Whoever scores the most points with spears will win the Spear war point for their kingdom.

### Rules

- Follow all thrown weapons rules.
  - Closed-toe shoes are required.
  - No trading or gifting of coins unless noted above.
  - Youth ages 10 to 18 welcomed with legal guardian present.
  - Tournament will be canceled if it rains or muddy ground conditions.
  - Have fun and enable others to have fun.
  - Gold coins have no mundane monetary value.
- 

## Thrown Weapons Tournament



At the end of the Prince's Highway is the live weapons range. Throw axes, knives, and spears at targets to bolster your kingdom and their alliance. Thrown weapons war points can be thrown at any time the range is open during the week. Designed to be accessible for beginner throwers and challenging for even the most experienced thrower.

### Physical Layout

A target with three rings will be located 10 feet from the throwing line. Throwers choose to throw three knives or axes at the target scoring points for each weapon remaining stuck in the target during the retrieval phase.

The next target will also have three rings but it will be located 20 feet away from the throwing line. Throwers choose to throw three knives or axes at the target scoring points for each weapon remaining stuck in the target during the retrieval phase. Alternatively the thrower could instead throw with three spears at a bale of hay 20 feet from the thrower.

Targets have 3 rings: center is 3-inch wide worth 5 points, middle is 8-inch wide for 3 points, and outer is 14-inch wide for 1 point for each weapon remaining stuck during the retrieval phase.

Hay bale spear target is worth 3 points for each weapon remaining stuck during the retrieval phase.

### Scenario Description

Throughout the week, missileers will come out to the range, and throw at each target in succession. Their points will be totalled and added to total of their allied kingdoms.

### Victory Conditions

The Kingdom's Alliance with the most points earned over the week will be awarded the war point.

### Rules

- Follow all thrown weapons rules.
  - Closed-toe shoes are required.
  - Youth ages 10 to 18 welcomed with legal guardian present.
  - Range closes due to rain or muddy footing
  - Have fun and enable others to have fun.
- 

## Youth War Points (Armored, Rapier, Archery)



Please support the youth of the Known World as they bring their skills to bear to win this war point for their side.

### Physical Layout

There will be a standard tournament area setup for the Youth Combatants.

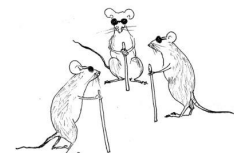
### High Level Description

There will be a tournament for each of three following areas : Youth Armored, Youth Rapier, and Youth archery.

### Victory Conditions

The winner of each tournament will secure that war point for their allied side.

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## Instructor War Point



The Instructor war point is a way to make sure more of the attendees at Gulf Wars are able to participate in the war effort. This is for the number of instructors, not the number of classes.

### Scenario Play

Each instructor for a scheduled class will note which kingdom they are from.

### Combat Description

Any instructor who cancels their class is not eligible to be included, but a class that is held with no attendees can still be included. We would only like to have officially scheduled classes be a part of the war point, so any impromptu class held privately or unannounced would not count for the war point.

### Victory Conditions

The kingdom and its allies with the most number of instructors will win the war point.

---

## Volunteer Hours

SUPPORT THE WAR!!! SUPPORT YOUR KINGDOM!!!

### Physical Layout

All of Gulf Wars.

### High Level Description

Whichever kingdom's populace performs and records the most volunteer hours will secure a war point for their kingdom.

### Victory Conditions

The winner of each tournament will secure that war point for their allied side.

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## Youth Arts & Sciences



Please support the youth of the Known World as they bring their skills to bear to win the war point for their side.

### Physical Layout

Gulf Wars A&S Classes

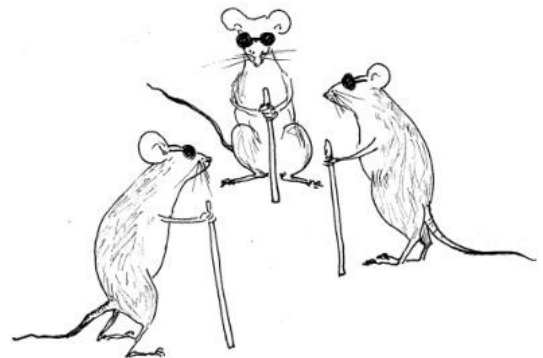
### High Level Description

Each youth wishing to contribute will be issued a passport to record their attendance at classes. At the end of the war they will need to stop by a scorers table to submit their passport for counting.

### Victory Conditions

All passports recorded will be attributed to their allied side. The side with the most number of passports recorded will be given the war point.

---



## Youth Scavenger Hunt



Please support the youth of the Known World as they bring their skills to bear to win this war point for their side.

### Physical Layout

All of Gulf Wars!

### High Level Description

A scavenger hunt will be set up and run across the Gulf Wars site.

### Victory Conditions

The first person to find all of the items in the scavenger hunt will secure that war point for their allied side.

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## Gulf Wars Art/Sci Champions Battle

### Overview

#### Kingdom Roles

The roles for each kingdom will be determined by being a principal war kingdom or non-principal kingdom. The 4 principal kingdoms on the treaty have all agreed to continue with this style of competition.

Each treaty Kingdom will send 5 art/sci entries and up to 2 alternate entries. We ask for at least ten judges from each principal kingdom.

Each Kingdom's entries will be placed in a numbered group.

- Principal Kingdoms
  - Entries (5 per principal kingdom)
  - Judges (10 from each kingdom)
- Non-Principal Kingdoms
  - Entries (1 entry per kingdom)
  - Judges (if possible)

#### Groups

Each numbered group will be comprised of entries from one of the principal kingdoms or the combined single entries of all non-principal kingdoms.

- Group 1: Ansteorra
- Group 2: Gleann Abhann
- Group 3: Meridies
- Group 4: Trimaris
- Group 5: Known World (all non-principal Kingdoms)

### Announcement of Entries

Prior to the war, preferably at least 30 days prior, each KMoAS will share the titles and categories of their entries with the other principal KMoAS officers from the treaty kingdoms. These entry titles and categories will be used to help entice and draft judges who may have an interest in a particular field. Sending to KMoAS of other Kingdoms

- Social Media announcements
- Simple spreadsheet for easy cut and paste

### Judging

#### Judge Pre-Registration

We will allow Laurels and other individuals specifically sponsored by Laurels to pre-register as judges for specific entries. Each entry will have 2-3 judges, all from outside of their kingdom. No entry will be reviewed by a judge from the entrant's home kingdom. This allows for entirely new and external commentary and judging by reviewers who are less likely to know the entrant.

- Spreadsheet: record each entry and pre-registered judge name, SCA name, contact info and kingdom
- Judging Slots: 2-3 per entry

#### Judging Meeting

At the beginning of the Gulf Wars Arts and Sciences Champions Battle, all judges will assemble in the hall for instruction, collection of forms and to fill remaining judging slots.

- Assigning remaining judging slots
- Reminders of Behavior for Judges
- Reminders of Judging Guidelines

### Tabulation and Champion Selection

#### Scoring

● Tabulation of scores will be an average of all scores awarded to an entry by judges. This may be an average of two, three or, occasionally, four scores.

● Outlier scores or scores that have more than 4 full points of disagreement between judges will automatically be reviewed by judges. If a particular judge is scoring too harshly, they will be spoken with. In the case that the KMoAS staff running the Champions Battles disputes a particular judging sheet by at least 50%, it will be removed from consideration and another judge will be found for review.

#### Champions

- Group Champions and Selection

○ The entry with the highest average score per group will be named group Champion and will be advanced to the final selection round.

- Grand Champion and Selection

○ The 5 Group Champion entries will each be assigned a host to explain the piece or answer questions during the final round. Every attempt will be made to find someone who judged the piece or who is thoroughly versed in the displayed art to make this presentation.

○ The Royals of the Known World will select the Grand Champion from the five Group Champions. Each voting royal and their vote will be recorded in case any royalty or entrant or war staff has later questions about the final Grand Champion selection. This list may be discarded after the end of the war.

○ Group Champions will be provided with a basket/bag and prizes. Every kingdom provides five similar items for the five kingdom baskets.

○ The Grand Champion will be provided with a prize basket. Every kingdom will provide one nicer item for the grand champion basket/bag.

○ Changes to the prizes awarded and which kingdom is responsible for each portion of prizes can be easily changed by

agreement of the majority of the principal kingdoms. This is meant to be a fluid process so accommodations and changes may be easily made from year to year based on any important factors.

### **Prizes for Champions and Judges Brunch**

#### *Prizes*

- Entrants
  - All entrants will be provided with a thank you note, and Champions token coin dated with the year of their entry.
- Group Champions
  - Group Champions will be provided with a basket/bag and prizes. Every kingdom provides five similar items for the five kingdom baskets.
- Grand Champion
  - The Grand Champion will be provided with a prize basket. Every kingdom will provide one nicer item for the grand champion basket/bag.
- Changes to Prizes
  - Changes to the prizes awarded and which kingdom is responsible for each portion of prizes can be easily changed by agreement of the majority of the principal kingdoms. This is meant to be a fluid process so accommodations and changes may be easily made from year to year based on any important factors.

#### *War Point*

- As the 4 principal kingdoms each contribute an equal number of artisans and resources to the Art/Sci Champions Battle, the 1 Art/Sci war points will be split with one-half point awarded to each "side". This ensures that no matter which combination of kingdoms forms an alliance, smaller kingdoms will not be held at a disadvantage based on a smaller pool of artisans and entrants.
- 

## **Bardic War Point**

### **General Guidelines**

- All entries must be under 5 minutes long
- All entries must have an SCA or medieval theme or be period pieces
- Performing Arts staff will oversee and facilitate the war points, track scores, and acquire judges if needed.
- All points will allow group entries - a participant may participate solo or in a group, but not both
- While this is not a youth activity, youth participants are allowed

### **Guiding Principles**

Our goal is to allow as many performers in the community to participate as possible, as every fighter is allowed to contribute to a battle

Our goal is to find opportunities for participants' entries to meaningfully contribute to the ultimate decision of the war point - avoiding a single winner

Our goal is to allow the broader definition of bardic and support our thriving performing arts community of singers, poets, storytellers, fools, instrumentalists, actors, and more

### **Rules**

- Each alliance has a team of bards
  - Team size must be the same, but no limit
  - Each team comes up with a list of themes to "challenge" the other bards to
  - The teams will go back and forth until one team cannot meet the theme of the challenge with a unique piece
  - If the challenged team cannot meet the challenge, the challenging team must perform one more piece on theme to earn the point
  - At the end of 4 challenges, the team with the most points win
-