

Gulf Wars

XXXIII

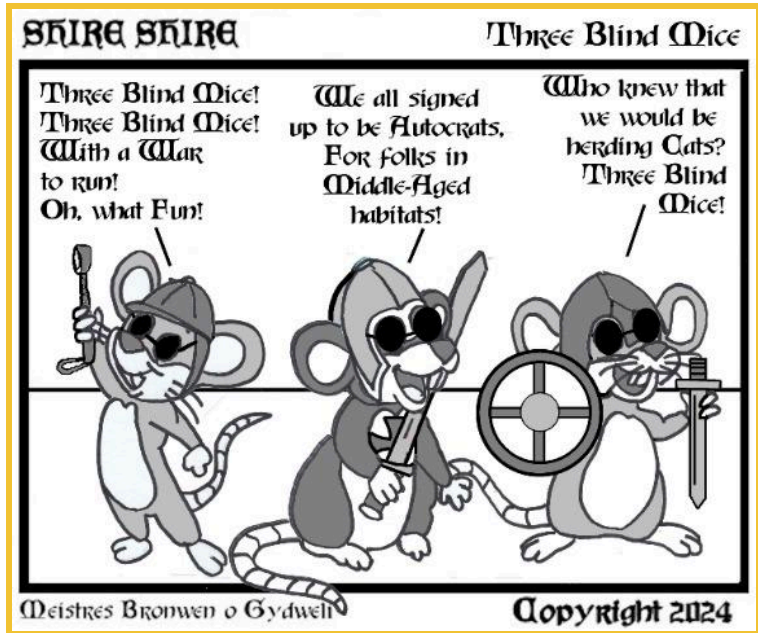
– Contents –

From the Autocrats	1
From the Crowns	2
Site Rules	3
Registration	5
Parking	6
Land & Camping	6
Electrical Access	6
Sanitation	7
Lost and Found	7
On-Site Amenities	7
Showers	7
Transportation Services	7
Emergency Information	8
Diversity, Equity, Inclusion, and Belonging	8
Herald's Point	8
Media Information	9
Newcomer's Point	9
Volunteer Point	10
The Watch	10
Merchants	11
Arts & Sciences	13
Artisan's Row	13
Competitions	13
Early Period Life	14
European Dance	14
Middle Eastern – Al Mahala	14
Performing Arts	15
Renaissance Village	15
Scribes Point	16
Wunderkammer Museum	16
Youth Activities	16
Page School	17
Crow's Nest	17
Youth Scavenger Hunt	18
Youth Combat	18
Youth Rapier	19
Martial Activities	19
Chain of Command and Appeal	19
Heavy Combat	20
Combat Archery	21
Siege Combat	22
Live Weapons	25
Rapier	25
Parking Hang Tags	28
Site Map	29
Transportation Map	30
Merchant Map	31
Event/Class Planner	32
Bulletin Board	33

This is the March 2025, AS LVIII, Gulf Wars XXXIII Site Book. This is not an official publication of the SCA, Inc., nor does it delineate SCA corporate policy. Information submitted for publication was compiled and submitted by the Gulf Wars XXXIII Staff. We in the Publications Department have made every effort to deliver complete and correct information; any errors are unintentional.

About the Cover: The cover, hand painted in acrylic and tears by an Outlands Viking, is inspired by the Gothic illumination style of mid-1400s Belgium, and evokes a springtime Tree of Life. This was a motif chosen by the autocrats, for the tree symbolizes unity through the branching of kingdoms, where at the root lies not only Atenveldt but all of the Known World, the SCA family. It pays homage to the principal kingdoms of Gulf Wars, showing their shared heritage and genealogy. And there, in the border, one can see the autocrats, symbolized as three blind mice, another motif with which they chose to work.

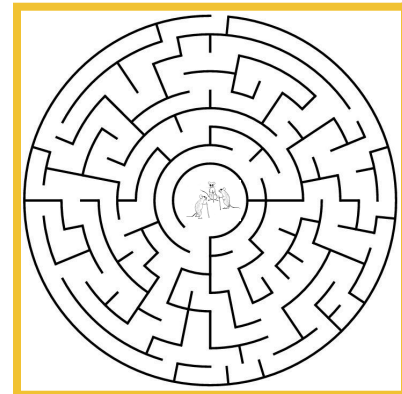
– From the Autocrats –



Greetings to the Crowns and the populace of the Known World. We are delighted to see that all of you could join us in Gleann Abhann and Gulf Wars XXXIII (33). The hardworking staff of Gulf Wars has been diligently working all year to provide you with more classes, battles, tournaments, revels, more youth combat than you can shake a stick at, and much more. This book will assist you in planning your war so you can get the most enjoyment out of Gulf Wars. We ask that you please read through all the rules to help everyone have a safe and fun war. Please, feel free to contact us or any staff member if you have questions or suggestions. Gulf War takes many volunteers and hours to put together and even more to run throughout the week. Our staff has done a magnificent job organizing, planning, and putting it all together, but they cannot do it by themselves. Please take some time out of your schedule and volunteer to help in any of the departments. There are numerous opportunities to step in and help make this war an EPIC event for everyone. We would like to thank our staff and their deputies for all their efforts in making this war a success. Please take a moment and thank the staff members for all their efforts in planning and executing Gulf Wars XXXIII (33).

We want to take a moment and give a heartfelt THANK YOU to Mistress Serafina for her 20-plus years as Merchantcrat. Your dedication and organization have made merchant row one of the main highlights of Gulf Wars every year. Thank you again for everything.

Mistress Doe Flynn, Mistress Catina Marcino, AEoelbeorht of Harduic



Help the Autocrats Escape!

– From the Crowns –



King Barthelemy of Illyria and Queen Oda Austrasia

Welcome to Gulf Wars XXXIII! We are thrilled to join you for this incredible week of camaraderie, competition, and creativity. Whether you're here to fight, craft, perform, or volunteer, Gulf Wars offers something for everyone. Take time to explore, make memories, and let this beautiful experience shine brightly across the Known World. We look forward to seeing you on the fields, in the halls, and around the fires.

Have a fantastic war!

TRM Barthelemy and Oda



King Griffin and Queen Belisencia

Greetings unto the people of the Known World, We are so very pleased that you are here to attend what We know to be the friendliest war around. This week will be one filled with so many activities, and We hope you get a chance to try them all (and if you don't, there is always next year)! Take a class or two, shop at the market, watch a battle, throw a spear, sing a song, stop by Volunteer Point, but most importantly, spend time with your friends and hopefully make a few new ones. As the sun sparkles through banners waving in the sky, illuminating all the colors of the rainbow, We hope that your week is filled with as many magical moments and memories as possible. We want this week to be as inclusive as possible, so that everyone has the most fun that they can, and to continue the wonderful tradition of this War without Enemies.

In Service to the Dream,

Griffin & Belisencia
King & Queen, Glenn Abhann





King Jean Paul de Sens III and Queen Gilyan Alienora of Clonmacnoise III

Greetings to our fellow Gulf Wars enthusiasts!

We are delighted to be at Gulf Wars again, and super ecstatic that we get to be Crown at Gulf Wars again! We have been working diligently with the Crowns of the other Treaty Kingdoms to plan an interesting and exciting war for everyone. The Treaty Kingdom Crowns felt it was time to try some new things, so we added more war points and rearranged the schedule a bit. Every now and then you have to try new things! Thank you so much to all of you for coming to Gulf Wars. It is one of our most favorite events in the SCA.

Enjoy your time with old and new friends!

Jean Paul and Gilyan
King and Queen of Ansteorra



King Drust Thorisson and Queen Kira Dmitrievna

We, Drust and Kira, Crown of Trimaris, are delighted to welcome each and every one of you to this grand event. This coming together of the Knowne World has been one of our most cherished traditions, offering moments of connection, celebration, and joy. Whether this is your first Gulf Wars or your thirty-third, we are confident that you will experience the magic of stepping into the Middle Ages, where history and imagination intertwine. There is so much to experience and enjoy. Fighters demonstrate courage and skill on the battlefield, craftspeople showcase their extraordinary creations, and merchants offer treasures to delight every taste. Across the grounds, equestrians display mastery with their noble steeds, archers hit their marks with precision, and dancers bring communities together with rhythm and joy. Bards enchant us with their songs and stories, while cooks and brewers provide delicious food and refreshing drinks to sustain us throughout the day. Teachers and artisans generously share their knowledge, offering countless opportunities to learn and grow. This event would not be possible without the efforts of the volunteers who have dedicated their time, skills, and energy to making this gathering a success. We extend our heartfelt gratitude to each of you—your contributions, both great and small, are the foundation of this incredible experience. Together, let us celebrate the spirit of camaraderie, creativity, and community that makes Gulf Wars so special. Vivat to all of you! Bring your best! Let's create memories that will last a lifetime! Lay on!

With gratitude and joy,

Drust and Kira, Crown of Trimaris

– Site Rules –

King's Arrow Ranch is a private property. The Autocrats, Autocrat designee or site owner has the right to refuse or deny admission without cause or reason of any kind. Infraction of the established rules may result in curtailment of activities and/or expulsion from the site without refund of fees. The Autocrats are the final arbiter of grievances and issues not specifically covered here.

This is not a comprehensive list of site rules. Many of the rules and standards may be found in the various department SOP's. A "common sense" approach to rules and code of conduct will be applied to areas not specifically addressed in this document.

Registration and attendance are tacit agreement that you will follow site rules.

GENERAL RULES:

- All federal, state, and local laws apply on Site. Breaking mundane law = calling mundane authorities.
- No fighter's card = no combat-related activities.
- No fireworks.
- No firearms.
- No cannons.
- Participants are required to make an attempt at pre-17th-century clothing.
- The speed limit on Site is 5 MPH. Speeding and being a hazard to pedestrians may result in expulsion.
- No smoking in any of the public buildings or public event tents or within 30 feet of the entrance to these venues. Police your butts.
- The legal drinking age in Mississippi is 21. Anyone serving/giving alcohol to a minor will be expelled. Alcohol may not be served to anyone not possessing & showing a government-issued photo ID or other acceptable proof of age.
- The medallion issued at Troll is your receipt for the event and must be visibly worn at all times. Participants must show their medallions to re-enter Site, or you may be required to pay to enter Site. Lost Medallions will not be replaced. Check with Lost and Found at The Watch. Troll has a procedure[MP1] to allow you access to the site and site functions in the event of a lost badge. Bring your Troll receipt.
- Trespassing is against the law and is a punishable offense. Gate crashing or sneaking onto Site is Trespassing. Anyone caught trespassing or aiding in the act of gate crashing will be expelled.
- Golf carts are for exclusive use by staff. "Borrowing" golf carts is unacceptable and will be dealt with appropriately, up to and including expulsion from Site. If you see a golf cart being operated in an unsafe manner, please notify The Watch.
- No gas-powered scooters, private golf carts, or other modern personal conveyances (bikes, skateboards, gas scooters) are allowed. Electric scooters/power chairs used for special needs are allowed and encouraged.
- Per Gleann Abhann Kingdom Law: Children should not be left unattended at events. Children under the age of 12 must be within the sight or voice range of a designated responsible person at least 15-years-old at all times. Failure to do so may result in sanctions ranging from expulsion from Site to notification of mundane authorities, depending on circumstances.
- Service dogs are allowed on Site. Other animals that a person may regard as "service animals" (cats, snakes, goats, etc.) will be considered "pets." Pets are not allowed at Gulf Wars.

- To ensure the safety of all guests at Gulf Wars, drones are not allowed on the property except by commercial media with the written permission of the Gulf Wars Media Coordinator. Commercial media representatives may submit a written request to the Gulf Wars Media Coordinator at (media@gulfwars.org) for review and approval before the beginning of the War.
- The swimming pool is closed for the duration of the war. No swimming on site.
- RULE OF THUMB: If it's dangerous, don't do it!

FIRE SAFETY:

King's Arrow Ranch is in a pine forest. The following rules must be followed carefully:

- No ground fires. Fire pits are allowed with appropriate precautions and due regard for safety.
- No open flames in tents.
- No bowl-type tiki torches are allowed. Only torches with screw-on tops are permitted.
- Tiki torches must be staked in a firm and stable fashion.
- Tiki torches may not be placed in hay bales.
- Do not leave torches, candles, or campfires unattended.
- No flammable liquids may be thrown on fires.
- All camps must have at least two fire suppression methods, such as water, fire extinguishers, buckets of sand, fire flaps, etc. The Department of Emergency Preparedness is authorized to check all camps for fire safety and investigate all infractions.
- There must be 10 feet between fire pits and tents.
- All tents must be spaced 3 feet apart as a fire break.
- Camps must be separated by at least 10 feet.
- In the event of a fire, use extinguishers and immediately contact The Watch.
- Watch patrols are authorized to enter empty camps and extinguish open or unattended flames.
- No fire spinning, spitting fire using chemical agents, nor any other fire-related performances such as fire twirlers, jugglers, swallows, etc. are permitted on site.
- Should site management or Autocrat staff determine that further restrictions are necessary, for any reason, such further restrictions shall be announced and enforced.

VEHICLE REGULATIONS:

- You will be issued a car tag which must be displayed clearly on our dashboard. Without a car tag, you will not be allowed to re-enter Site.
- Display your contact information on your vehicle parking pass.
- There will be a 3-hour limit placed on vehicles for unloading when setting up camp.
- Cars should park in the parking lots in such a way as to not restrict access or endanger other vehicles.
- Do not block access to the handicapped access parking.
- Cars driving in camping areas after dark must drive with their headlights on.
- You must display your handicap plate or hang tag for the state in which you are registered to receive a Gulf Wars handicap parking slip.
- LOCK YOUR VEHICLE! We are not responsible for your goods.
- If your vehicle is blocking traffic or another vehicle, causing a hazard, or parked in blatant disregard of the parking policy, a MARGINAL effort will be made to locate the owner, time permitting. Otherwise, the vehicle will be towed at the owner's expense.

CAMPING RULES:

PLEASE SEE THE LAND PAGE LOCATED HERE FOR INFORMATION ABOUT LAND AND CAMPING: <https://www.gulfwars.org/site-info/land/>

- If you plan to bring your own shower, it MUST operate with a water reservoir system to accommodate the water pressure requirements. If you erect a shower that does not operate with a reservoir system, you will be instructed to take it down. Failure to do so may result in eviction from Site.
- Do not block access to the faucets or electrical outlets.
- Access to electricity is restricted to those who have made prior arrangements with the site owner. Violators will be unplugged. Repeat offenders will be subject to disciplinary action, including expulsion from the site.
- Electrical extension cords must be rated for outdoor use.
- Water hoses and electrical cords must be buried at least an inch under ground cover.
- Failure to comply with using a Y connector or burying them may result in confiscation.
- Dispose of water by pouring away from tents and encampments.
- Trash is the responsibility of each individual attending war. The owners provide large trash dumpsters at 4 locations throughout the site. Trash cannot be piled up in camp, outside of camp, or on the side of the road. There will be aluminum recycling containers near the dumpsters. Propane tanks should be placed neatly on the outside of the dumpsters. Sharps should be disposed of in the sharps container at Watch or Sanitation at 5 Points unless you have your own sharps disposal. Police your site before leaving the war and deposit trash in dumpsters.
- Do not leave hazardous materials of ANY sort behind. This includes propane bottles (full or empty), auto/marine batteries, or similar materials

**– Registration –
Pricing**

Arrival Day	Pre-Reg Member	At the Door Member	Children 17 and under	Pre-Reg Non-Member	At the Door Non-Member
Sat-Sun 3/8-3/9	\$125	\$130	FREE	\$135	\$140
Mon-Tues 3/10-3/11	\$110	\$115	FREE	\$120	\$125
Wed-Thurs 3/12-3/13	\$95	\$100	FREE	\$105	\$110
Fri-Sat 3/14-3/15	\$55	\$60	FREE	\$65	\$70

THERE IS NO SEPARATE PRICING FOR DAYTRIPPERS.

TRANSFERS OF RESERVATIONS ARE NOT ALLOWED.

Reservations will not be processed without payment. To receive member pricing, your membership must be valid through the start of the war.

Proof of Membership is defined as a membership card, mailing label from a Society publication showing membership # and expiration date, payment acknowledgement from the Society registry, or statement showing check payment or charge to Society registry.

Trolling In

New Hours for Troll

Let it be known by all Gulf Wars attendees, the hours that Troll will be open are changing slightly this year for late arrivals.

As in years past, we will open Saturday at 1 p.m. If you pre-registered, you will be able to check-in at the Clubhouse from your car during daylight hours, weather permitting. Please enter the parking lot from the left side of the pool and line up as directed.

Those without a reservation will need to come inside the Clubhouse to pay. Please park at the upper side of the parking lot when coming inside. Everyone please have your IDs and membership cards, for those that have them, in hand when checking in.

We will be staffed at the Clubhouse from 1pm until 10pm. Those who have already paid that arrive after 10pm should proceed directly to the Gate. Someone there will check you in and allow you onsite. Those who have not paid will need to remain in the parking lot at the Clubhouse to check-in on Sunday.

Hours at Troll will be 8 a.m. to 10 p.m. from Sunday to Friday, and 8 a.m. to Noon on Saturday. Entry without check-in is not permitted.

REMINDER: No personal checks are accepted at Troll. Cash or Travelers' Checks only.

Parking Tags

Save time Trolling in and have your parking tag printed and filled out. Troll will stamp it for any specialty parking if needed (e.g., handicap, merchant, etc.). There are hang tags at the back of the site book.

REFUNDS

Requests for refunds must be made IN WRITING via mail or email to the Registration address (Gulf Wars Registrations, 209 S Dogwood Ave., Broken Arrow, OK 74012). They MUST be postmarked or dated ON OR BEFORE February 21, 2025 and MUST INCLUDE A COMPLETED REFUND REQUEST FORM (see below). Refunds for requests emailed or postmarked on or before February 21, 2025 will be made for any reason. Requests for refunds emailed or postmarked after February 21, 2025 will be at the discretion of the Gulf Wars Exchequer and the Gulf Wars Autocrat(s). There will be a processing fee of \$10 (Ten Dollars) per canceled person, on ALL refunds. All refunds will be sent via check. You must include a valid mailing address with your request.

GULF WARS XXXIII
A War with No Enemies | March 8–16, 2025
King's Arrow Ranch | 39 Kings Highway
Lumberton, MS 39455

Autocrats
Mistress Doe Flynn
Mistress Catina Marciano
Baron Al Boisclair of Hardiac
autocrats@gulfwars.org

Event by Biv Lalmucha di Mantua

PREREGISTRATION WILL CLOSE 11:59pm CST FEB 21, 2025

Online registration information, schedules, and information on attending and participating at the event:
www.gulfwars.org

Arrival Day	Pre-Reg Member	At the Door Member	Children 17 and under	Pre-Reg Non-Member	At the door Non-Member
Sat-Sun	\$125	\$130	Free	\$135	\$140
Mon-Tues	\$110	\$115	Free	\$120	\$125
Wed-Thurs	\$95	\$100	Free	\$105	\$110
Fri-Sat	\$55	\$60	Free	\$65	\$70

– Parking –

Policy

Vehicles have 3 hours for unloading and set-up and then must be moved to designated parking areas. Consult the site map for parking areas.

The parking areas close at 6pm/dark. Please do not park after dark. Vehicles in camp, after dark, must drive with their lights on.

King's Highway is **one-way** until 6 p.m. After 6 p.m., it is 2-way.

To receive a handicap parking slip you will be required to display your handicap plate or hang tag for the state in which your vehicle is registered. Remember to **LOCK** your vehicle as we are not responsible for your goods.

Vehicles are to be in the appropriate parking areas. Vehicles should park in a manner that does not restrict access (including ADA spaces), endanger other vehicles, and/or diminish lot capacity. Vehicles improperly parked are subject to removal. Vehicles parked in the wrong parking areas (i.e., non-handicap vehicles in handicap parking) are subject to removal. If you have a trailer, you must park with the trailer.

Vehicle Towing

We will make a reasonable effort and attempt to find the owner/operator of a vehicle prior to towing. However, if a vehicle is parked in such a way as to cause a traffic hazard or disruption or it is not parked in a designated parking lot, it WILL be towed. Be warned!

– Land & Camping –

General Information

Attendees of Gulf Wars often camp together in encampments. These areas are named on the site map and are managed by a Liaison. When registering for GW, you will need to select the area you are camping in. You must coordinate with the liaison of an area in order to camp with that group. If you are not camping with a group, please select Open Camping, Private Lands, or RV (whichever is appropriate for your situation).

The Gulf Wars Landcrat has final authority for the resolution of all land disputes and issuance of permits for vardos and any other wheeled camping constructs allowed or disallowed in encampments at any given war. ALL such permits and agreements are only valid for the duration of the event in which they are issued. The GW Land office holds final jurisdiction over encampments assigned for the event (not for any privately owned adjacent areas or camps). GW Land office also maintains the records of attendance and upkeep of all encampments (only excluding private lands, RV, and equestrian lands) and decides the ongoing status of those encampments for eligibility to build structures, make improvements, or continue as an encampment at future wars. The GW Land office works with the Autocrats and site owners for all legal situations regarding building, improvements, and status of the encampments.

Please be sure you are familiar with the Site Rules. These are located at <https://www.gulfwars.org/policies/site-rules/>

The rules about parking for unloading and set up being only for 3 hours and then you can be towed, tents **MUST** have 3 ft of space between the ropes for a fire break, what you **MUST** have in camp if you have a firepit of any type (water bucket, extinguisher, buckets of sand, etc), and many others are handled at that link. Please be sure you read them. You are responsible for following them.

Existing Lands

Groups with existing encampments at Gulf Wars will be responsible for maintaining the minimum number of campers registered each war in order to keep land. This number is established by the GW Land office and reflects the most efficient use of land/campers ratio. All Camp Liaisons are responsible for relaying rules, regs, and information regarding updates for the war and camps to their camping populace and will need to have current, valid contact information on file with the Landcrat at the start of each war registration period. [Note: As of 2019, children aged 6 years old or older count towards camp numbers, even if they are not required to pay for admission.]

Camp Liaisons and their deputies are the go-between of the encampment populace and the GW Landcrat. These individuals are responsible for knowing the rules of the office AND for the site/war. These individuals are responsible for making sure any campers on the land they represent are aware of and in compliance with these rules and regulations.

New Lands (How to get land)

Keep in mind that spaces for groups to camp in do not come up very often, and that there might not be one available. A waiting list is on file to help keep track of groups waiting to get land. To begin the process, groups of a minimum of 20 can begin to establish a camping history together. A name for the group and a Liaison and Deputy Liaison will need to be chosen first. The Liaison and Deputy will be the people responsible for communicating with the GW Land Office officially for the group. These individuals will need to email and notify the GW Landcrat of their intent to camp as a group by email to landcrat@gulfwars.org NO LATER than January 1 for their numbers to count at the upcoming war. (Notification after January 1 means that year's war won't count but the following year will start eligibility tracking). The Liaison for the new group will need to compile a list of the names of their registered and paid campers (refunded campers don't count for this number) and 1 week after war closes will need to submit that list to the GW Land office to have it verified for attendance. Maintaining a presence as a group of 20 will qualify to be considered viable camping size and makes a group eligible to get land when it comes open (ie, you get added to a waiting list for openings). Waiting groups will need to turn in their list after each war to remain on the waiting list and will need to keep 20 campers minimum during this time on standby. If you wish to camp together while waiting for land to come open – you can utilize the Open Camping area on the map located by the pond (Named the Lilly Pad – Open Camp) OR you can arrange through agreement with another established area to register with them and have an area on their land temporarily. You will still need to have a list of your 20 campers for Land at the end of the war to stay on the waiting list.

Citizens of Ansteorra, Tramaris, and Meridies looking to establish new encampments inside their Kingdom can contact their Kingdom Land Representatives who will administer their land request in house as a portion of their existing kingdom lands.

Any questions should be forwarded to the GW Land office via email to landcrat@gulfwars.org.

– Electrical Access –

Electrical access is available on a limited basis throughout the site and is either provided by Kings Arrow Ranch (KAR) or is privately owned. KAR provides charging stations near Handicapped Camping and Five Points for portable devices. All other KAR power must be paid for on a per-outlet basis. KAR sets prices, but they have ranged from \$60 to \$100 at past wars. Private power must be negotiated with the owner of the power pole, usually the group it is in. Plugging in to power without authorization and payment may result in imposition of payment plus a fine, and may result in ejection from the site if not paid.

– Sanitation –

Sanitation is a very important role in Gulf Wars. It's not the terrible job you may think. You get to ride around in a golf cart, you get to talk to people all over site, and you get to help out the war. Sanitationcrat volunteers get double volunteer points. Help win the war and keep the war running by volunteering!

In the event that you see something wrong, Please grab/contact someone with a staff radio and have it called in. The plague is not fun and the more people that can help keep things healthy, the more fun everyone will have.

For further information, please see the Staff Page for specific contacts or email.

Sanitation Update (Trash and Recycling)

Per the site owners, (Kim and Brian) trash will now be the responsibility of each individual attending war. This can be managed individually or by camp. The owners will be providing large trash dumpsters at 4 locations throughout the site. The locations will be decided and marked on the site map. We will no longer have trash pickups available. Trash can not be piled up in camp, outside of camp, or on the side of the road. There will be aluminum recycling containers near the dumpsters. Please do not use the trash cans around the merchant area to dispose of your camp trash, the merchants are responsible for their trash and it would not be fair for them to deal with our personal trash.

Please do not place propane tanks of any size in the dumpsters. Those can be placed neatly on the outside of the dumpsters.

Sharps are to be disposed of in the sharps container at watch or sanitation, unless you have your own sharps disposal. Both of these are located at 5 points.

When leaving the site, please ensure that your trash is taken to the dumpsters. If you have any opened or unopened food, camping gear or miscellaneous items that are intact, please take those to the main hall to be taken to a local shelter. If you have large items such as a tent that need to be picked up, please reach out to anyone working in the main hall to arrange pick up.

Just like when we leave weekend events, please leave your camping area as clean if not cleaner than it was when you arrived.

– Lost and Found –

During the event Lost and Found will be located at the Watch building. Should you find an item, please turn it in to the Watch.

At the end of the War, all items remaining in Lost and Found will be disposed of at the Autocrats discretion. Items of significant value will be retained (I.e. cell phones, jewelry, keys, wallets with ID's), and may be claimed by contacting the Autocrats with a description of the Lost item. Postage for the return of lost items will be solely the responsibility of the Claimant. The return response will include the amount of shipping (if any) and the address to which to send the money order. **NO PERSONAL CHECKS WILL BE ACCEPTED.** Gulf Wars is not responsible for damage or loss of items at the War.

Items of significant value not claimed by June 1, 2025 will be auctioned for Gulf Wars related funds. To inquire about lost items from GW XXXIII (2025) please email Lost and Found.

– On-Site Amenities –

Supplies

Camp Store and Grill open as posted. Food, water, ice, firewood, and other necessities will be available. Visa/Mastercard Accepted. ATM

available in the Main Hall. Ice sold in store and from the delivery wagon.

Water and Electricity

Faucets are located on the fighting field, behind the cabins, and along several of the roads. Do not block access to the faucets or electrical outlets. Everyone must be able to use these, even if they are in your encampment.

You must provide a "y" connector so that others may use the utilities. Water hoses and electrical cords should be dug in at least 1 inch of ground cover. (Failure to comply with using a "y" connector or burying your hoses and cords may result in confiscation of the said property.)
Water disposal: Pour away from tents and encampments.

– Showers –

If you plan to bring your own shower, it MUST operate with a water reservoir system and proper drainage. Otherwise, We cannot accommodate the water pressure needs. If you erect a shower that does not operate with a reservoir system, you will be instructed to take it down. Failure to do so may result in eviction from the site.

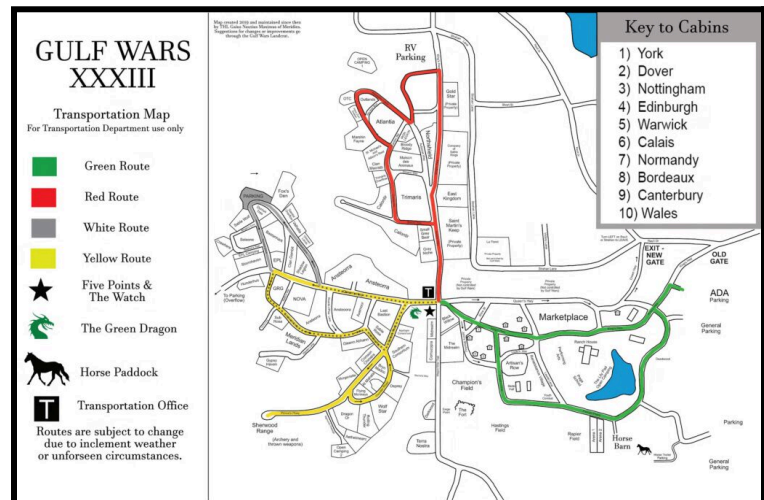
– Transportation Services –

KART, or Transport Services, provides on a first-come, first-served basis, basic transportation of attendees via golf cart around the King's Arrow Ranch site. It is asked that able-bodied individuals with no walking impediments "give way" for those with special needs and/or mobility issues, the elderly, infirmed, or women who are pregnant.

This "bus style" system includes access to a majority of the camping areas, parking lots, archery range, battlefields, merchant's area, Bede Hall, class tents, Early Period Life, Scribes Point and more. The KART will maintain reasonable hours of operations in non-inclement weather but may be adjusted with or without notice as demands necessitate. Efforts to alert the populace to adjustments in hours of operation may include heralds and/or notifications on the Gulf Wars web app. These adjustments may be determined by staffing, availability of carts, population camping density, road integrity, migration of services, special events, weather, and other unforeseeable circumstances.

Only cargo that can be carried in the lap (a basket, bulky items) can be carried on the KART. If it takes up space a person can occupy, it won't be allowed. No items that may stick out and strike people are allowed. Assistance dogs may ride as long as they are under the complete control of their owner and conform to behavioral guidelines set forth on the ADA.gov website.

Full page map located at the back of the site book.



– Emergency Information –

There is no emergency contact information for individuals on site. It is the individual's responsibility to have a method of mundane contact or to make arrangements thereto. If an emergency arises and you need to contact an individual, you may call the hotel number listed on the site and they will try to get a message to the Autocrat staff. You will need the individual's mundane name, SCA name, group with which they are camping, the specific nature of the emergency, and call-back information. A message missing any of these details will NOT be relayed.

ONLY true emergencies will be relayed by the autocrat staff. They will make every effort to locate the individual and deliver the message but in this age of reliable cell phone technology, that should be the preferred method of communication.

– Diversity, Equity, Inclusion and Belonging –

Gulf Wars statement of Diversity and Inclusion
Oluko Omokehindegbegbon Oyo

Gulf Wars is committed to making the event and all its aspects and components as welcoming and open as possible. Diversity and inclusion, being a cornerstone of growth and prosperity within any group, helps prevent stagnation and opens any group to new ideas and concepts.

The Stewards of the war effort strive to be inclusive to make the war an enjoyable experience for as many people as possible. We have adopted the SCA Inc. corporate policy of inclusion and diversity and strive to meet and exceed its goals and expectations.

LGBTQIA camping

The campsite at the intersection of King's Highway/Queen's Highway has agreed to host and welcome members of the LGBTQIA community and help to provide a warm and hospitable environment. Contact information may be obtained through the Land office on the staff page.

Special Needs Camping

A centrally located campsite is available on a first-come, first-served basis for campers with special needs. It is located near convenient power sources and accessible shower/bathroom facilities. Contact information may be obtained through the Land office on the staff page. Space is limited and pre-reservations may be required. One helper will be allowed to camp in or near each camper for assistance needs.

Transgender-friendly shower facilities

Several campsites with private showers have volunteered their private, in-camp shower facilities for the comfort and safety of Transgender members who may feel unsafe or uncomfortable in the community shower trailers. These camps have also offered to provide an accepting, warm, and safe environment to help make their Gulf War experience a pleasant and memorable one. (NOTE: The camps which have offered camp space may have additional camp fees, which they charge to everyone camping with them, to cover communal camp supplies which everyone uses) To arrange for a shower accommodation prior to war, please contact the Diversity and Inclusion Officer found on the staff page at their email address provided. At the event, you may contact the Diversity and Inclusion Officer by their cell phone, which will be located at The Watch.

Bullying and harassment policy

Gulf Wars, its Stewards, and the Staff are committed to providing a safe and secure environment. If you feel that you have been bullied or harassed, please contact the Diversity and Inclusion officer-on-duty or one of the Autocrat staff.

– Herald's Point –

Herald's Point is your one-stop shop for all of your heraldic submission needs. If you have been wanting to register a name, household name, device, or badge, we have some of the most experienced heralds in the Known World to help you make it happen. We are located in Artisan's Row, at John's Shortcut and Knight's Circle, facing the fighting field. Check your map if you need directions.

Volunteer hours can be earned at Herald's Point, regardless of your experience level. You can volunteer to do name or armory consultations, or simply to shadow one of our veteran heralds to learn the process. You can even get volunteer hours from coloring completed device or badge forms, and we have snacks available to all volunteers, courtesy of the Meridies College of Heraldry.

Volunteer Orientation for all heralds wishing to do consultations will be from **10AM–12PM on Monday**. Official working hours are as follows:

Monday	1 PM – 5 PM
Tuesday	12 PM – 5 PM
Wednesday	10 AM – 5 PM
Thursday	12 PM – 5 PM
Friday	10 AM – 3 PM

It is important to note that **we stop taking new consultations at 2PM on Friday**. This gives us time to finish resolving any issues that may have come up with consultations we have already done, and to allow for the different Kingdom heralds to have pick up hours for their Kingdom's submissions.

Multiple Kingdoms will have a herald present to accept payment for, and begin processing, heraldic submissions. There are two windows for pickups: Friday 3 – 5 PM, and Saturday 10 AM – 12 PM. Please consult to see if your Kingdom will be picking up submissions, and in which time window they will be doing so. Gulf Wars Herald's Point does NOT handle any money for submissions. Any payment for submissions MUST go to your designated Kingdom representative. If your Kingdom is not on the list of those picking up submissions, you may pick up your forms at any time during operating hours, and submit them through your local herald.

Tuesday, March 11, 7-10PM – Gathering of the Heraldry and Scribes of the Known World at the Herald's Point Tent. Come and enjoy a Night of Camaraderie and Fellowship!

Thursday, March 13, 10AM-12PM – Meet and Greet at the Ansteorra BFT. Special guests:

- ★ Duchess Eilis O'Boirne OL, OP, from the West Kingdom, who will offer Historical Information on Heraldry from the Beginnings of the Society.
- ★ Lord (in Ansteorra he is THL) Iacobo ibn Daoud Manticore Herald, from the Kingdom of Atlantia, who will talk about Heraldry and the Differences in Kingdoms.

Friday, March 14, 3-5PM – Kingdoms send your representative to Herald's point to pick up your submissions packets!



– Media Information –

The Society for Creative Anachronism, Inc. (SCA) and Gulf Wars XXXIII welcomes members of the press who wish to cover Gulf Wars.

Press tours may be scheduled Monday – Friday of Gulf Wars between 9 am-4 pm. All Media will be properly identified with Press badges and/or sashes at all times while on site.

ABSOLUTELY NO MEDIA TOURS WILL BE GIVEN WITHOUT A SCHEDULED APPOINTMENT.

Appointments may be made by contacting media@gulfwars.org. Members of the media will be escorted through the site by a media liaison. Background information and a press packet will be provided to the media at the front gate when they arrive as part of these tours. To schedule a complimentary tour, contact via e-mail media@gulfwars.org.

NON-PRESS COMMERCIAL PHOTOGRAPHERS, FILMMAKERS AND DOCUMENTARY FILM AND TV CREWS

IF YOU PLAN TO SELL YOUR WORK OR BE COMPENSATED FOR IT, THIS IS YOU!

Commercial/Documentary video and film crews wishing to record activities at events of the Society for Creative Anachronism, Inc. (SCA, Inc.) must obtain the permission of the Event Staff through the Regional Publicity Liaison (Media Officer) before setting up any filming equipment and beginning filming onsite. Crews who setup or film without permission will be asked to leave the site without a refund of any entry fees and permission to use the material filmed at the event will be withdrawn.

Commercial/documentary video/film crews and commercial photographers wishing to record activities at Gulf Wars must:

- Seek permission to film from the Society for Creative Anachronism by submitting a complete proposal AND adhere to the SCA Commercial/Documentary Filming Guidelines.
- Submit a Proposal with your request to film. Proposals must include
 - A description of your project
 - The dates you would like to visit
 - A proposed list of subjects you would like to shoot
 - A description of the end-use of the project (sale of DVD by website, sale of completed piece to a distributor, use in X publication, etc.)
 - A description of your target audience. (Viewers of local cable channel, readers of AARP magazine, etc.)
 - A professional CV listing your credentials or links to your organization's website for verification of professional identity.
 - Contact information

These requirements apply to all professional video/film crews and still photographers taking photographs for resale who wish to work independently and record activities at Gulf War for future commercial use. Crews who arrive at the event without prior permission, and those who set up or film without permission, will be asked to leave, and permission to use the material filmed at the event will be withheld.

For permission to film activities at Gulf War contact the Society Media Relations Officer AND the Gulf Wars Media Relations Officer.

– Newcomer's Point –

Welcome to Newcomers' Point! Located at 5 Points.

We are the place for you to find helpful information, and we would like to welcome you.

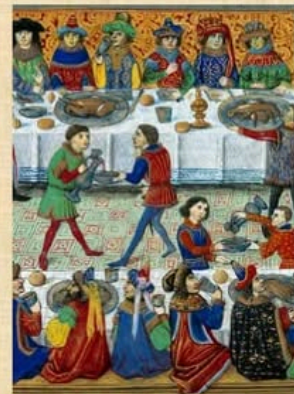
- New to the SCA
- New to Gulf Wars
- A returning player from a long sabbatical
- First event
- First War
- First time camping at an event.

We will have classes – all geared towards New and Returning SCA. We will have weather and event schedule updates daily. We have the giant site map and this year will have printable on demand maps and schedules! We can answer most questions and will find the answers to the ones we don't know.

Stop by our tent on Monday at 3 p.m. and join us for a site walk to learn where the major points of interest are!

We will also be bringing back Gulf Wars Bingo. Stop by every day and get a raffle ticket for the chance to win a feast gear basket. Drawings will be Mon – Fri at 4:30 p.m.

Welcome to Gulf Wars – please come by and say hello and get your special token. Welcome to the Best Week of the SCA Ever!



Gulf Wars Newcomers Social and Feast

**Tuesday, March 11
5:30-7:00 pm
Osprey Camp**

New to the SCA? Join us for a Newcomers Social, featuring:

❖ ***Free Feast:*** meat, vegetarian, and gluten free options will be available (disposable tableware provided, or bring your feast gear)!

❖ ***Tavern Socializing:*** come ask your SCA questions, play games, and chat with other newcomers in our tavern!

Non-newcomers also welcome – come meet new folks and help answer questions!

Osprey Camp is on Thunder Road across from the Al-Mahala class area.

– Volunteer Point –

Hours & Location

Monday, March 10 - Saturday, March 15 – 12PM-6PM
Sunday, March 16 (unmanned) – 8 – 11AM

Located at 5 points across from the Green Dragon.

All volunteers who work for official departments during the war will sign a volunteer roster for their hours worked. The department will turn in the rosters each day and hours will be available once entered into the system.

Rewards



Pewter Feather Tokens – 10 hours

Every 2 hrs earned – Drawing Ticket*

Every 10 hrs earned – Pewter feather token

Every 15 hrs earned – Prize from Above & Beyond Table (stocked daily until prizes are gone)

First 20 hrs earned – Limited edition pewter feather (instead of small pewter feather)

Every 50 hrs worked – Limited Edition Volunteer Point bracelet

Every 100 hrs worked – Volunteer Point Limited gift of the year

*Drawing tickets count for a war point as well as Volunteer Point Drawing on Saturday.

You must collect your 2-part tickets at Volunteer Point. Keep the ticket that says “KEEP” for the drawing. Drop the ticket that says “DROP” in the Volunteer War Point box of your choosing. Boxes are located in Volunteer Point. Boxes are marked with Ansteorra or Trimarism with allies. The box with the most tickets will be awarded a war point.

Double Hours (not valid towards Volunteer Point 50 or 100 hour prizes):

- All Sanitation shifts
- All Parking shifts through Tuesday
- Any Department between 12am-6am
- As determined by Autocrat
- Any front gate or back gate shifts, all war

Deadlines

Friday, 6pm – War Point Voucher Deadline. All votes for Volunteer War Point must be cast by deadline.

Saturday, 2pm – Volunteers Only Drawing at Bede Hall (Receive your drawing tickets at Volunteer Point for every 2 hrs earned!)

Sunday 11am – All rosters are due to receive monies to SCA groups of choice. Place all rosters in the lock box.

– The Watch –

We need volunteers!

The Watch provides safety, security, and lost and found services at Gulf Wars. The Watch is staffed **24 hours a day** from 7:00am opening day until Noon closing day.

- We need at least 6 volunteers during the day and 2-4 after dark, not including management staff.
- Volunteers work a 2-6 hour shift, making it easy to squeeze a little volunteer time into your busy Gulf Wars schedule.
- Positions include: manning front gate to check for site tokens; manning back gate to keep people from coming in the wrong way; helping to direct traffic or help people find their camp; logging in lost and found and relaying radio messages; or patrolling the merchant area (“Where shopping on duty is not only allowed, it’s encouraged!”).
- We will also have walking patrols during the Known World Party on Friday, and possibly Midnight Madness in the merchant area on Wednesday.

Mounted Watch

Authorizations for Mounted Watch will be in the morning on Mon, Wed, Thurs, and Friday. Please see the Equestrian Schedule for times.

Rules and Requirements

- Volunteers may ride the site as part of the Mounted Watch program
- Volunteers for Mounted Watch *must* have a Riding and Games Authorization
- Volunteers must attend a Mounted Watch orientation class (onsite) before being allowed to ride the site.
- Volunteers must pass a horse/rider combined authorization before being allowed to ride the site.
- Volunteers will need to stop by Security Point to pick up a radio and let the staff know you are on patrol.
- Volunteers must patrol at least in pairs. Only one rider needs to carry a radio. Mounted watch must continually be aware of their surroundings and must not obstruct foot or vehicular traffic.
- Before the patrol starts, someone must use the Equestrian radio to call Security Point to let the watch know when a patrol is on their way to Watch to pick up a radio. They will provide the watch with names and who will carry the radio.
- The radio will be checked out to the name given, and someone will bring it out to the patrol when they show up at five points. This keeps horses out of the parking lot and allows the patrol to get on with the patrolling.
- Riders will not enter camps, Merchant Row or the Food Court area even if requested to do so. Call the Watch at Security Point and ask them to come assist.
- Mounted Watch must make arrangements to clean up after their horses. This is best done as you go, by carrying bags as necessary. If needed, after your shift, please contact Sanitation and they will meet you at the barn with one of their carts and take you to clean up after your horse.
- There will be no night patrols for Mounted Watch. Detailed routes will be discussed at the mounted security authorizations.

For any questions about the Mounted Watch, please contact the Equestrian Marshal in Charge at Equestrian.marshall@gulfwars.org.

– Merchants –

Accessories

ArmStreet LLC
ATS Galleries
Barb's Garb
Bee & Elephant
Briar Patch Garb
By My Hand Designs llc
Calontir Trim
Giggling wenches handcrafts
Good Girl Gone Bead
Hobbitronics
It's a Seraphina
Jadi's Silk Road
JMS Woodworking
Kraken Press
Medieval Medallions
Miriams Longship
Neverland Designs
North Star Armoury
Past Tyme Perfumerie & Apothecry
Rabenwald Metalsmything
Reliquary Arcanum
Renaissance Arts & Design
Sacking saxons
swamp sisters cosmic emporium
The Crown and Chalice
The Frisky Filly Bazaar
The Menagerie
The Shadowed Stranger
Thistlewood Manor Soap
Thorthor's Hammer
Twa Corbies Trading
Two Baronesses
Viking Archery Supply
Viking Braids
White Wolf and Phoenix

Amber

ATS Galleries
It's a Seraphina
The Spinning Toad

Archery

Viking Archery Supply

Armor

ArmStreet LLC
By My Hand Designs llc
Calontir Trim
Darkwood Armory
Icefalcon Armory
Munitions Grade Arms
Valkyrie Forge

Art Supplies

Barb's Garb
Bee & Elephant
Bespoke Goat
Dixie Weaver
Ellen of the Scholars
Peacock's Nest
The Spinning Toad

Banners/Hangings

Mediaeval Miscellanea
Two Baronesses

Baskets

Kat's Krafts
Sacking saxons
Tea and Comfort

Beads/Beadwork

ATS Galleries
Bespoke Goat
Consortium Emporium
Good Girl Gone Bead
Peacock's Nest
Sir Almeric's Trading Co
The Spinning Toad
Two Baronesses

Bodyworks/Soap

Blackstone's Bath & Boutique
Past Tyme Perfumerie & Apothecry
Thistlewood Manor Soap

Books/Publications

Aesc & Thorn
Barb's Garb
By My Hand Designs llc
North Star Armoury
Rock Top Bookshop and Bindery
White Wolf and Phoenix

Buttons

By My Hand Designs llc
Good Girl Gone Bead
Thorthor's Hammer
Two Baronesses

Calligraphy

Bee & Elephant
Bespoke Goat
Ellen of the Scholars

Chain Mail

Darkwood Armory
Munitions Grade Arms
The Frisky Filly Bazaar

Cloaks

ArmStreet LLC
Briar Patch Garb
Kat's Krafts
Sacking saxons
T'gerToggs
The Shadowed Stranger
The Spinning Toad

Clothing

ArmStreet LLC
Barb's Garb
Bee & Elephant
Black Mountain
Briar Patch Garb
Consortium Emporium
Giggling wenches handcrafts
Good Girl Gone Bead
Hero's Haven
Hobbitronics
Jadi's Silk Road
Kat's Krafts
Linengarb
Miriams Longship
Neverland Designs
Renaissance Arts & Design
Sacking saxons
swamp sisters cosmic emporium
T'gerToggs
The Frisky Filly Bazaar
The Menagerie
The practical Viking
The Spinning Toad
Twa Corbies Trading

Valkyrie Forge
Voyages Through Time

Crossbows

Viking Archery Supply

Drinking Horns

Black Raven Trading Company
Boots by Bohemond
Du Puy Creations
Miriams Longship
Valkyrie Forge

Fabric

Calontir Trim
Mediaeval Miscellanea
Miriams Longship
T'gerToggs
White Wolf and Phoenix

Feast Gear

Ash and Griffin Pottery
Blue Dragon Glass
By My Hand Designs llc
Consortium Emporium
Fire Horse Pottery
Lobster Rose Pottery
Miriams Longship
Painted Sky Pottery
Palmyra Traders
Rabenwald Metalsmything
The Crown and Chalice
The Menagerie
Tosten's Pots
Voyages Through Time

Fencing Supplies

Darkwood Armory
Munitions Grade Arms
Valkyrie Forge

Fiber Arts

Aesc & Thorn
Bespoke Goat
Consortium Emporium
Dixie Weaver
Du Puy Creations
Good Girl Gone Bead
JMS Woodworking
Mediaeval Miscellanea
Miriams Longship
Tea and Comfort
Viking Braids
White Wolf and Phoenix

Food/Drink

Delights of Cathay
Gode Bakery LLC
Kon-Tiki Freeze
Lady Godiva Coffee and Tea
Odyssey Coffee
Peacock's Nest
Peculiar Preserves
The Ram and Poni

Footwear

ArmStreet LLC
Boots by Bohemond
Jadi's Silk Road
Twa Corbies Trading

Fragrance

Blackstone's Bath & Boutique
Past Tyme Perfumerie & Apothecry

Peacock's Nest
Thistlewood Manor Soap

Furniture

Du Puy Creations
JMS Woodworking

Furs

Black Raven Trading Company
Reliquary Arcanum
Sir Almeric's Trading Co
The Menagerie

Games/Toys

Barb's Garb
Mediaeval Miscellanea
Sir Almeric's Trading Co
Voyages Through Time

Glassware

Blue Dragon Glass
Lobster Rose Pottery

Hair Braiding

Tress and Comb
Viking Braids

Headgear/Hats

ATS Galleries
Bee & Elephant
Bespoke Goat
Black Raven Trading Company
Calontir Trim
Good Girl Gone Bead
It's a Seraphina
Jadi's Silk Road
Linengarb
Neverland Designs
Palmyra Traders
swamp sisters cosmic emporium
The Frisky Filly Bazaar
Thistlewood Manor Soap
Tress and Comb
Twa Corbies Trading
Two Baronesses
Voyages Through Time

Herbs and Spices

Auntie Arwen Spices & Teas
Past Tyme Perfumerie & Apothecry
Tea and Comfort

Illumination Supplies

Bee & Elephant
Bespoke Goat

Jewelry

ArmStreet LLC
ATS Galleries
Badger Bronze Works
Barb's Garb
Bespoke Goat
Black Mountain
Briar Patch Garb
By My Hand Designs llc
Crafty Celts
Good Girl Gone Bead
It's a Seraphina
Jadi's Silk Road
JMS Woodworking
Medieval Medallions
North Star Armoury
Past Tyme Perfumerie & Apothecry
Peacock's Nest

Rabenwald Metalsmything
Reliquary Arcanum
Sacking saxons
Sir Almeric's Trading Co
Strongford Arts
swamp sisters cosmic emporium
The Crown and Chalice
The Frisky Filly Bazaar
The Menagerie
Thorhor's Hammer
TLC Leathercraft
Tomas the Lapidary's Jewelry
Viking Archery Supply
Voyages Through Time

Leather Goods

Black Raven Trading Company
By My Hand Designs llc
Du Puy Creations
Palmyra Traders
Sacking saxons
Sir Almeric's Trading Co
The Shadowed Stranger
TLC Leathercraft
Twa Corbies Trading
Viking Archery Supply

Metal Work

By My Hand Designs llc
Darkwood Armory
Five Raccoons Forge
JMS Woodworking
Rabenwald Metalsmything
Strongford Arts
The Crown and Chalice
Thorhor's Hammer

Middle Eastern

Jadi's Silk Road
Peacock's Nest
swamp sisters cosmic emporium
The Menagerie
Twa Corbies Trading

Miscellaneous

ATS Galleries
Barb's Garb
Blackstone's Bath & Boutique
Blue Dragon Glass
Briar Patch Garb
Cat Man Do Designs
Fire Horse Pottery
Five Raccoons Forge
Giggling wenches handcrafts
Kraken Press
Mediaeval Miscellanea
Medieval Medallions
Past Tyme Perfumerie & Apothecry
Peacock's Nest
Sacking saxons
Sir Almeric's Trading Co
The Frisky Filly Bazaar
The Menagerie
The Shadowed Stranger
Thistlewood Manor Soap
Tress and Comb

Music

Du Puy Creations
Voyages Through Time

Patterns

Mediaeval Miscellanea

Pottery

Ash and Griffin Pottery
Fire Horse Pottery
Hobbitronics
Lobster Rose Pottery
Painted Sky Pottery
Palmyra Traders
The Crown and Chalice
Tosten's Pots

Pouches/Bags

ArmStreet LLC
Bee & Elephant
Boots by Bohemond
By My Hand Designs llc
Du Puy Creations
Kraken Press
Renaissance Arts & Design
Sir Almeric's Trading Co
Tea and Comfort
The Shadowed Stranger
Thistlewood Manor Soap
TLC Leathercraft
Viking Archery Supply
Voyages Through Time

Rattan

Munitions Grade Arms

Religious

Past Tyme Perfumerie & Apothecry

Services

Cryo Cruiser LLC
Tress and Comb
Viking Braids

Stained Glass

Blue Dragon Glass

Stamps

Cat Man Do Designs
Past Tyme Perfumerie & Apothecry
Tress and Comb

Tents

Mediaeval Miscellanea
Rabenwald Metalsmything

Trim

Barb's Garb
Calontir Trim
Dixie Weaver
Jadi's Silk Road
Two Baronesses
White Wolf and Phoenix

T-shirts

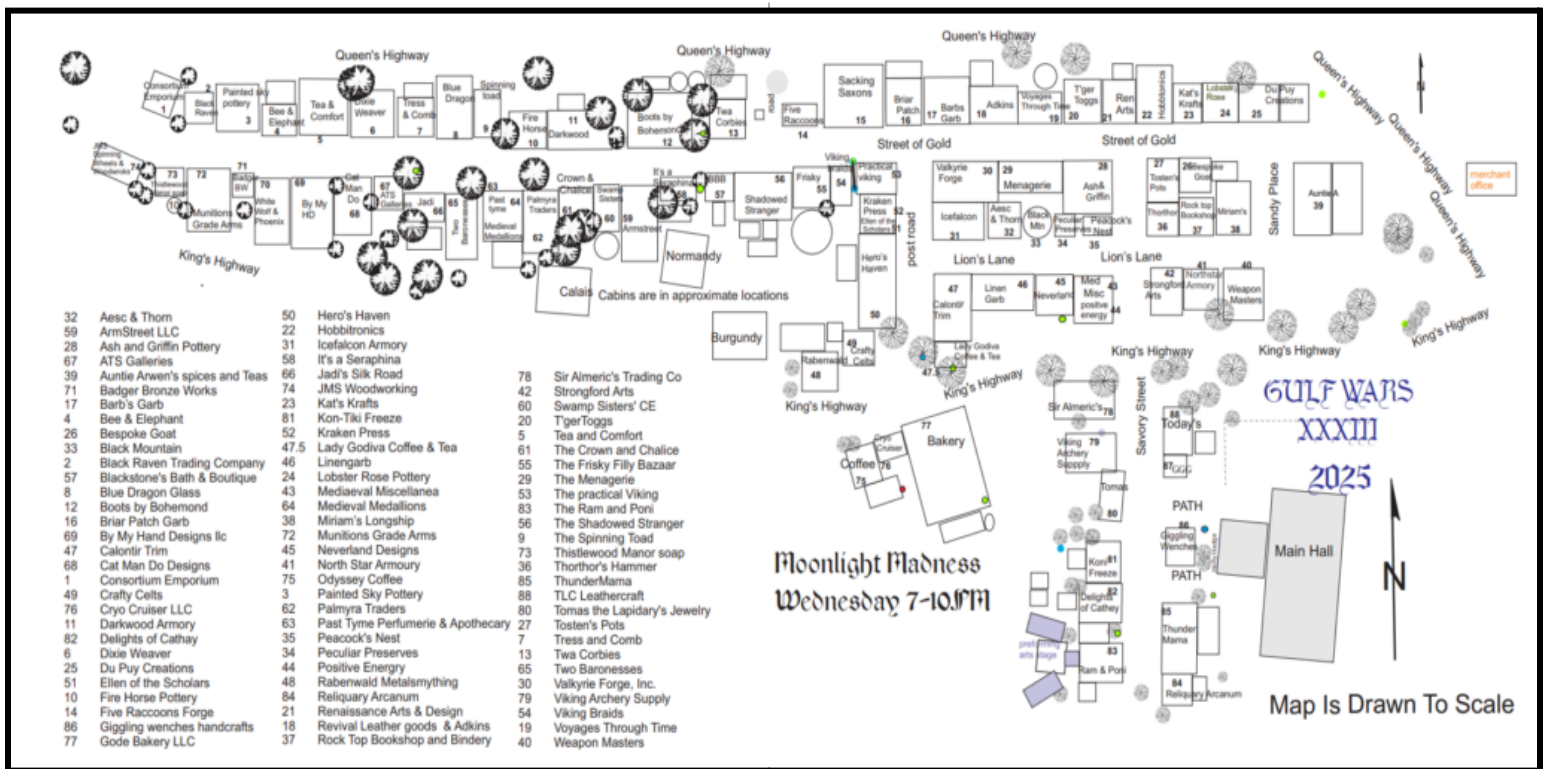
Renaissance Arts & Design

Weaponry

By My Hand Designs llc
Darkwood Armory
Miriams Longship
The Shadowed Stranger
Viking Archery Supply
Weapon Masters

Woodcraft

Cat Man Do Designs
Consortium Emporium
Du Puy Creations
JMS Woodworking
Viking Archery Supply



Full page map located at the back of the site book.

– Arts & Sciences – Artisans Row

Artisans' Row is a collection of workshop areas where artisans & scholars can demonstrate, share, and teach their particular skills & knowledge. We have a "lecture tent" available for traditional 1-hour lecture-type classes requiring electricity and projection; however, most of our instructors offer hands-on workshops or live demonstration classes of any needed length. Artisans' Row also offers multi-step classes, open workshops, and even one-on-one tutoring-type sessions as follow-ups to other classes, or for artisans to share the techniques and projects they are working on with the populace.

We invite everyone to come by and see what's happening any day – visitors, observers, and questions are always welcome!

TYPICAL AREAS WITHIN THE ROW

AR Culinary – Culinary Arts, Brewing, Herbal and Botanical studies.

AR Glass – Lampwork (glass beads and more.)

AR Lecture – General 'lecture' topics, meetings, and other classes.

AR Metals – Metalwork, wirework, enameling, jewelry, repoussé.

AR Natural Sciences – Leatherwork, architecture, geometry, etc.

AR Spin/Weave – Spinning, weaving, knitting, nålebending, textiles construction.

AR Textiles Fine – Needlework, lace, textiles decoration, and clothing construction.

AR Textiles Wet – Dyeing, basket weaving, fleece/fiber preparation, pysanka, and more.

AR Wood – Carving, joining, tools, and more.

Competitions

Gulf Wars A&S War Point Competition

Entries:

Principal Kingdoms

- Entries (5 per principal kingdom)
- Judges (10 from each kingdom)

Non-Principal Kingdoms

- Entries (1 entry per kingdom)
- Judges (if possible)

Scoring:

Each entry will have 2-3 judges, all from outside of their kingdom. 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.

Group Champions:

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

The entry with the highest average score per group will be named Group Champion and advance to the final round. Each group champion receives a prize.

Grand Champion

The 5 Group Champion entries will each be assigned a host to explain the piece or answer questions during the final round. The Royals of the Known World will select the Grand Champion from the five Group Champions. The Grand Champion receives a prize.

Gulf Wars A&S Open Competition

Entering:

- Anyone may enter the Open.
- Both new items and entries that have been previously entered in faires other than the Open are welcome.
- Documentation may be minimal or extensive.
- Static entries are allowed up to three feet of table space.
- There are no categories for entries.

Scoring:

Winners are chosen by bead vote in the following seven categories, with a prize for the winner of each category.

- Laurels of Gleann Abhann
- Laurels of Meridies
- Laurels of Ansteorra
- Laurels of Trimaris
- Order of the Silver Lamp (A&S – Gleann Abhann)
- Order of the Velvet Owl (A&S – Meridies)
- Populace

Any individual or group may also sponsor a prize for the entry of their choice.

Early Period Life

Welcome, we invite you to join us learning and having fun in the Early Period Life village.

We are proud to offer a wide variety of classes for all ages, including the younger war attendees. Young people must bring along a parent or responsible adult per site and society rules. Please check the schedule for classes and age limits.

Early Period Life offers a wide variety of classes focused on Western Europe pre-1066 village life including woodworking, blacksmithing, cooking, fiber arts and much more. Even if you aren't interested in a class, you are welcome to come explore the buildings and see what's going on each day.

Class Areas

The Woodshed

The Boicewright Woodshed broke ground in 2011 and with the help of friends and numerous class attendees constructed a beautiful building using early period construction techniques. The woodshed continues to host woodworking classes all week. Come by anytime to check out the building, learn or just watch the wood chips fly.

Rusty Anvil Smithy

The Rusty Anvil Smithy offers classes for beginning through advanced blacksmiths. The fires will be lit every day at 9 AM.

Raven Kitchen

The Kitchen area features a sheltered bread oven, preparation building and fire pits for cooking.

Fiber Arts Building

Wind and rain won't slow down our fiber enthusiasts. Come in and learn about all the fiber things.

Classroom Shelter A

General classes daily under shelter from the elements. Look for the red and yellow open sided structure.

GRG Class Area

Our newest class area located across the road from the entry of EPL offers a range of cooking classes using Norse and Roman inspired implements.

Additional Activities

Silent Auction

With wonderful donated items, starting on the first Sunday 9AM through 4PM Wednesday, when winners will be announced. Don't miss the last minute bidding for your favorite item.

Open Demonstration Day

With skilled artisans to answer your questions on Wednesday 9AM to 4PM

European Dance

Come join us for an exciting week of period European dance! No experience or partner needed.

Most classes are scheduled between 12-5 pm Monday-Friday in the Dance Tent outside Bede Hall. Detailed class schedule can be found in the class booklet.

Ball Schedule

All balls take place 9pm-midnight in the Main Hall.

Sunday - Early Bird Ball - all requests, all instructors

Monday - Welcome Home Ball - THNoble Rebecca Whieldon Pyke

Tuesday - Newcomers' Ball - Meistres Myfanwy ferch Eifion

Wednesday - Beginners' Ball - Lord Tuathal O'Sheils

Thursday - Caroso Ball - Magister Lorenzo Petrucci

Friday - Grand War Ball - THNoble Rebecca Whieldon Pyke

Saturday - Last Chance to Dance Ball - all requests, all instructors

For Musicians

Note for musicians wishing to participate and play for dancers during the Gulf Wars Balls:

The following criteria will be necessary to participate in the dance musicians pit during the evening Gulf Wars

- You must be able to have some entry level sight reading skill using standard musical notation. This includes percussionists as well.
- You must perform on acoustical instruments (this includes modern acoustical instruments)
- We will be using a standard pitch of A=440
- We will be using the following books for most of the dances:
 - Early Period and Popular Dance Music (4th Edition)(Copies of this book will be available for use and for purchase at the balls)
 - Pennsic Pile (July 2018 Edition)
 - The master list of all dances done at the balls at Gulf Wars may be found here: Master Dance List.

Middle Eastern – Al Mahala

Salaam Aleikum!

Al-Mahala is a great place to learn and teach all kinds of things about different cultures. We offer classes in cuisine, music, dance, garb, arts, and sciences of not only The Levant, the Arabian Peninsula and Persia, but also China, Japan, India, Andalusia; Ottoman, and Silk Road regions as well. From boot-making to dance to poetry, the range of possibilities is vast.

Drum and Dance with Delight

Al Mahala Wednesday night, starts at 8pm Middle eastern rhythms will be the backbone of this gathering. Dancers, singers, and other instruments are welcome to attend. There will be drums available to use respectfully at this event. Who knows when the drums will stop!?

Salon

Al-Mahala is sponsoring a Salon in our class area Monday, the 10th starting at 2pm. We will have refreshments made in our kitchen, cooking demos, a Henna party, entertainment including storytellers, musicians and dancers and others. Enjoy the culture of Al-Andalus, Arabia and India in a relaxed environment, sample various teas and food and enjoy!

Performing Arts

The Performing Arts department hosts classes, rehearsals, and performances for all performing arts, to include bardic, instrumental, choir, theater, improv, and more. We encourage everyone to participate in or watch our performances and competitions. All activities take place at the Performing Arts tent in Renaissance Village, on the corner of Laurel's Lane and Lacy's Way.

Visit <https://bardic.fun> for up-to-date information on classes, rehearsals, performances, and bardic circles. If you are hosting a bardic circle, submit online or visit us at Performing Arts to get it added to the schedule!

Competitions and War Points

Bardic War Point: The Bard-Off

Monday, March 10 at 5 p.m.

The Bard-off is a competition between the two alliances where each alliance of bards "challenges" each other to perform pieces from memory within a given theme. The team that knows the most pieces that match the theme wins the point. Visit <https://bardic.fun> for complete rules and participation information

Youth War Bard Competition

Wednesday, March 12 at 4:30 p.m.

All youth are invited to compete to be the Youth War Bard. All performing arts activities are allowed to enter including, but not limited to, song, story, poem, instrumental, dance, theater, juggling, magic, and more!

The War Bard Competition

Wednesday, March 12 at 6 p.m.

The War Bard Competition is open to all participants in any style of performing arts including, but not limited to, song, story, poem, instrumental, dance, theater, juggling, magic and more! Performances must be under 5 minutes. Sign-ups start Monday at 10 a.m. at the Performing Arts tent and are limited to 20 participants.

Performances

Whose Line Doth It Be?

Wednesday, March 12 at 5 p.m.

Join us for the hilarious show that is all made up and the points don't matter! Auditions to perform in the show start at 3:30 p.m.

Gulf Wars Waites: Instrumental Ensemble

Friday, March 14 at 4 p.m.

Enjoy some fabulous instrumental music played by an ensemble that spent all week rehearsing. Join us Monday to Friday at 1 p.m. to participate in the ensemble. All are welcome, no matter your level. Modern instruments are welcome.

Known World Choir at Gulf Wars

Friday, March 14 at 4:30 p.m.

Listen to the hottest hits from the medieval and renaissance, performed by our choir! Join us Monday to Friday at 10 a.m. to participate in the ensemble. All are welcome, no matter your level. Visit <https://knownworldchoirs.org/gulfwars.phtml> for learning tracks and music.

The Servant Switch: A Commedia dell'Arte Play

Friday, March 14 at 5 p.m.

Witness this year's hilarious improvised comedy featuring arranged marriages, foolish servants, disguised nobles and the most extravagant wedding Italy has ever seen!

Bardic Circles

Hey Nonny Naughty Period Bawdy Bardic

Sunday, March 9 at 9 p.m.

Join us for a fun bardic circle where we see who knows the most bawdy period songs! Once we have run out of period songs to sing, a regular Pick, Pass, or Play circle will commence until at least Midnight.

Visit bardic.fun for full bardic circle information at Gulf Wars.



Renaissance Village

Renaissance Village is a period-presence class and demonstration area focused on late period (1300-1600) life from across Europe and Asia. We have a variety of period tents, dedicated period kitchen area, and an enchanted grounds style Solar for classes and activities. Classes include topics ranging from arts such as cooking and gaming to sciences such as fine metalwork and renaissance medical knowledge. Renaissance Village hosts an immersive A&S experience and is located on Laurel Lane's and Lacy's Way, behind Textiles Wet on Artisan's Row.

The Village offers a variety of classes and demos focused on Renaissance life across Europe, Asia, Africa, and the Americas. In addition to offering classes, we host a dedicated fire cooking area, a period surgeons tent, Interkingdom Bocce Ball Tournament, Verona Street Brawl, Bardic Circles, and an enchanted grounds style solar classroom and social area. There will be bocce ball, cooking, and socializing at the Renaissance Village courtyard daily.

Daily Activities

Fire Cooking

Ongoing cooking demonstrations and classes begin around 9 am from Monday to Friday (with the exception of Thursday, which begins at Noon). Check in each day for the daily dishes and schedule. All are welcome to drop in any time for hands-on learning about fire cooking and renaissance recipes. In addition to daily ongoing fire cooking, specific classes are available on the schedule.

Bocce

The Bocce court is available any day for open play. Hosted open play and lessons are available with our Bocce teacher Monday and Tuesday from 10 AM to 3 PM and Thursday from Noon to 3 PM.

The Interkingdom Bocce tournament is Wednesday from 10 AM to Noon (talk to your local Kingdom royalty to participate). The Open Bocce tournament is Friday from 10 AM to Noon (all are welcome!).

Ca' d'Oro Italian Salon

Monday to Friday 2:00 - 4:00 PM

The Ca' d'Oro Italian Salon is based on the historical salon concept, specifically the 15th-century Italian Salon where artists, poets, musicians, philosophers, nobility, and courtiers would have gathered to pass the time away from the scrutiny of church or state. We emulate those "unsupervised intellectuals" at our living history Salon, and we celebrate all the "Renaissances" of history.

Bring your hand crafts and join us for an afternoon in our enchanted ground style Solar with light refreshments. Leave the mundane world behind and discuss your crafts, the war, the food, or just enjoy the ambiance. Instrumental musicians are welcome to take a turn in our performance space. Chairs and music stands provided. Sign up for a slot ahead of time or drop by and take a turn.

Special Activities

Tuesday Tea Time

A special Salon and tea time on Tuesday from 2:00 - 4:00 at our enchanted ground style Solar features a class on the History of Tea with lots of samples. Bring your mug and enjoy!

Authentic 16th Century Indian Kitchen

Join us Thursday starting at 11:30 AM for a class on how to set up an authentic period Indian kitchen, followed by an all afternoon demonstration of period Indian food cooked with the authentic setup.

Far East Friday

Take a culinary tour of the Far East on Friday, with special classes and demos featuring a range of cuisine from Mongolian to Chinese. View the board on Thursday afternoon or Friday morning for exact times.

Scribes' Point

Once again we will be open for scroll painting and scribal classes. Located in Artisan's Row. Check out the Gulf Wars Map if you need directions.

Volunteer hours can be earned painting Kingdom award scrolls. Supplies will be available, and all skill levels are welcome!

Official working hours are:

Monday 9AM - 6PM

Tuesday 9AM - 6PM

Wednesday 9AM - 6PM

Thursday 9AM - 4PM (Later hours upon request for Royal Court needs)

Friday 9AM - 6PM

Feel free to come by, see the artists at work, and ask questions. Meet scribes from across the Known World, compare notes, and share your portfolios.

At war, you can consult the Gulf Wars App, or check in at Scribe's Point to see what activities are scheduled for that day.

Wunderkammer Museum

View actual, real museum-quality medieval artifacts at the Wunderkammer. The items will be on display on Friday, March 14, from 10 a.m. until 5 p.m. at the Ranch House.

MUSEUM REAL MEDIEVAL ARTIFACTS



FRIDAY 3/14
10AM-5PM "RANCH HOUSE"
A.K.A. "MAIN HALL" NEXT TO A&S DISPLAY
SITE TOKEN & ID REQUIRED

– Youth Activities –

Page School & Teen Activities

Gleann Abhann Law Regarding Children

Gleann Abhann: Section 9.05 Children

(a) Any child under the age of legal consent attending any official function, must be in the company of a parent or legal guardian or have a letter of parental consent which designates an adult in attendance as responsible for the child and consent for the child to be treated in the case of a medical emergency, as well as a signed standard waiver.

(b) All waivers and letters of designation must be collected by the Autocrat or designated representative before a child may be admitted to site.

(c) The adult in charge of a child is responsible for any and all acts of the child.

(d) Children under the age of 12 must be within the sight or voice range of a designated adult, or responsible teenager – age 15 or older, at all times. Failure to do so may result in sanctions ranging from expulsion from site to notification of mundane authorities.

Sight or voice range will be determined by the Gulf Wars Staff. We realize that this is not necessarily the law in other kingdoms, but it is the law here and it will be enforced.

Forms, Waivers, Etc.

For minors accompanied by parent/guardian, with current blue membership card

- No forms are required

For minors accompanied by parent/guardian, without current membership

- Only the Individual Minor Waiver (for your minor) or the Family Waiver (for more than one minor in the family) are required.

For minors accompanied by non-parent/guardian, with current blue membership card

- The Designated Adult form and the Medical Authorization form are required

For minors accompanied by non-parent/guardian, without current membership

- The Individual Minor Waiver (or Family Waiver), Designated Adult form and the Medical Authorization form are all required

Wee Ones Area & Changing Station, Ages Infant-4

The Wee Ones area is available inside the Page School tent for those under the age of 5. Children under 5 should be accompanied by an adult or guardian at all times.

Page School

Page School is NOT a babysitting service. We encourage all parents to volunteer at some point during the week. Even an hour of your time makes the school so much more enjoyable for the children.

Page School Schedule

Sunday, March 9
7 p.m. MoC Meet and Greet

Monday, March 10 Equestrian Day hosted by Calontir
9 a.m. – 12 p.m.

- Make Stick Ponies
- Stick Pony Games
- Field Trip to the Equestrian Grounds

Tuesday, March 11 Renaissance Day hosted by Trimaris
9 a.m. – 12 p.m.

- Explorers, Inventors, Thinkers, & Artists of the Renaissance
 - Michelangelo – Frescoes and sculpture
 - Gutenberg – Moveable type
 - Marco Polo – Kites
 - Galileo – Telescopes

Wed, March 12 Performing Arts Day hosted by Gleann Abhann
9 a.m. – 12 p.m.

- Field Trip to Performing Arts
 - Performing Arts Projects
 - Puppets (Bring a Lonely Right Sock that the Trolls Didn't Steal)
 - Magic Tricks
 - Story telling

Thursday, March 13 Archaeology Day hosted by Ansteorra
9 a.m. – 12 p.m.

- Wunderkammer
- Archaeology Dig and Projects

- Pot Restoration
- Coin Identification
- Jewelry Restoration

Friday, March 14 Early Period Life hosted by Meridies
9 a.m. – 12 p.m.

- Field trip to EPL
 - Early Period Projects
 - Weaving
 - Intro to Herbs

Crow's Nest

The Crow's Nest (new teen department) is hoping to give teens an opportunity to be part of the War through volunteer opportunities. The problem comes from NEEDING volunteer opportunities for teens ages 14-18.

Our hopeful plan is every day the teens sign in, they will receive a "loot" bag of baubles and beads. To earn MORE loot they can request a volunteer/participation card with a list of places they can check into for opportunities to be helpful OR areas they can volunteer.

When their "shift" is done they simply get the department to sign off on the card. When they turn the card in at the end of the day they will receive MORE loot. We will have items they can purchase with their loot for their SCA kit and hopefully (if we get enough donations) there will be a "market" where they can purchase with their loot items that will and have been donated to add to their interests and SCA kit. If we get enough we are hoping to have "dueling" merchants competing for customers!

The Crow's Nest is open for 14-18-year-olds from 10 am to 10 pm March 10-14.



Youth Scavenger Hunt – War Point

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.



The list can be found at the end of the site book. There will also be printed copies at the Crow's Nest. Happy Hunting!

Youth Combat

Youth Combat is NOT a babysitting service!

Rules

- ❖ All eligible youth fighters ages 6-17 are invited to join us on the battlefield at Gulf Wars.
- ❖ Any current kingdom authorizations will be accepted.
- ❖ Note: Any Div. 3 that has crossed over to heavy combat will not be allowed to compete in tournaments, per Society: Section 5 (D).
- ❖ There will be (3) youth combat divisions:
 - Division 1 (ages 6 to 9)
 - Division 2 (ages 10 to 13)
 - Division 3 (ages 14 to 17)
- ❖ Gulf Wars will follow the current society youth combat rules, with these exceptions:
 - Due to the nature of mixed division melees, at the minimum, Division 1 will be required to use Division 2 armor standards.
 - Division 1 fighters will not be thrust, due to the force of the strike and fair play.

- ALL calibrations will be thrown at Division 2 level, which means Division 1 will have to ramp up a bit and Division 3 will need to tone it down.
- Any combatants using excessive force or force sufficient to leave a bruise or injure an opponent will, after ONE warning, be removed from the field of combat. This is NOT flexible.

Authorizations

There will be NO AUTHORIZATIONS AT GULF WARS.

Authorizations will be required. This requires a card or form completed by a local youth marshal. Parents can bring card/paperwork when their child comes for the initial inspection. Youth fighters MUST have access to gear, owned or shared. No loaner gear will be available.

Inspections

Weapons and armor will be checked before each day and throughout the day. Equipment not meeting standards will not be allowed on the field. The marshal is not responsible for fixing gear. Each fighter and parent/guardian will be responsible for any fixes needed. Any weapons made with PVC will not be allowed.

Parents

Parents/Legal Guardians are to understand that this is a contact sport and injuries can occur. Parents/guardians are responsible for the youth's safety, with the youth combat marshal's armoring/safety process.

At least one parent/guardian/responsible adult must be always present for children under 10. Children over 10 do not require an adult while the participant is involved in youth combat. "Present" is defined as within visual or vocal range of the child and attentive to the combat activity.

Youth Combat Schedule

Youth Combat closes 4 PM each day, except Friday

Monday

9-10AM Inspection
 10-11AM Early bird zombie fights
 12-1PM Lunch
 1-3PM Dynamic Duo tourney
 3-4PM Pick ups and inspections

Tuesday

9-10AM Open for pickups
 10-11AM King of the hill – Bear pit
 12-3PM Youth Rose Tournament (sponsored by the Roses of Meridies and Kingdom of Meridies)
 5-6PM WAR POINT. Youth Combat Tournament - Area
 TBD

Wednesday

9-10AM Inspection
 10AM-12PM Fort Battle / Fight with the Adults @ the Fort
 12-1PM Lunch
 1-2:30PM Shadow Legion Youth Tournament – Sponsored by House Shadow Legion @ Legion Field Pavilion
 3-4PM Sable Banner Tournament. 5 on 5 melees – Sponsored by the Sable Banner and Kingdom of Gleann Abhann
 Followed by beer and brats. *Root beer, of course*

Youth Rapier

Youth Rapier is NOT a babysitting service!

Rules

- ❖ All eligible youth rapier fighters ages 6-17 are invited to join us on the battlefield at Gulf Wars.
- ❖ Any current kingdom authorizations will be accepted.
- ❖ Note: Any Div. 3 that has crossed over to adult combat will not be allowed to compete in tournaments, per Society: Section 5 (D).
- ❖ There will be (3) youth combat divisions:
 - Division 1 (ages 6 to 9)
 - Division 2 (ages 10 to 13)
 - Division 3 (ages 14 to 17)
- ❖ Gulf Wars will follow the current society youth rapier rules, with these exceptions:
 - Due to the nature of mixed division melees, at the minimum, Division 1 will be required to use Division 2 armor and weapon standards. Plastic blades and face shields will not be allowed.
 - Any combatants using excessive force or force sufficient to leave a bruise or injure an opponent will, after ONE warning, be removed from the field of combat. This is NOT flexible.

Authorizations

There will be NO AUTHORIZATIONS AT GULF WARS.

Because this is the first year for organized youth rapier at Gulf Wars, authorizations are preferred but will not be required. Any youth rapier fighter who does not have an authorization card but wants to fight must attend the Monday pick-up fights and demonstrate knowledge of the rules and safe conduct on the field to be allowed to participate. Those with an authorization card or form completed by a local youth marshal can bring card/paperwork when their child comes for the initial inspection. Youth fighters MUST have access to gear, owned or shared. No loaner gear will be available.

Inspections

Weapons and armor will be checked before each day and throughout the day. Equipment not meeting standards will not be allowed on the field. The marshal is not responsible for fixing gear. Each fighter and parent/guardian will be responsible for any fixes needed.

Parents

Parents/Legal Guardians are to understand that this is a contact sport and injuries can occur. Parents/guardians are responsible for ensuring the youth's clothes/armor meet with the youth rapier inspection/safety requirements. Please ask an inspecting marshal if you have any questions.

At least one parent/guardian/responsible adult must be always present for children under 10. Children over 10 do not require an adult while the participant is involved in youth rapier. "Present" is defined as within visual or vocal range of the child and attentive to the combat activity.

Youth Rapier Schedule

Sunday
11AM-12PM Youth Rapier Practice – Offhand parries and constraints

Monday
8:30-10AM Midrealm Youth Rapier King of the Lava Hill Tournament

Tuesday
12-1PM Meridian Youth Rose Tournament (2 of 3 round robin or double elim)

Wednesday
9-10:30AM Youth Rapier War Point – Swiss 5
3:30-5PM Youth Rapier Snowball Melee
5-8PM Youth Fighters (Root)Beer and Brats Dinner

Thursday
9-10AM Youth Rapier Practice – Knowing Your Range
10-11:30AM Salle de Storm Weasels Youth Rapier Tavern Brawls

Friday
9-10:30AM Youth Rapier Plague Zombie Apocalypse (melee)

*All youth rapier activities will be at the youth combat pavilion across the road from the privies near the rapier field pavilion.

– Martial Activities –

Chain of Command and Appeal

1. The Board Of Directors
2. The Society Marshal
3. The Society Deputy For The Discipline
4. The Kingdom Earl Marshal*** (For Gw It Is The Ga Kem)
5. The Kingdom Deputy For The Discipline (Ga Kingdom Deputy)
6. The Marshal-In-Charge Of The Event***
7. Marshal's Court Comprised Of The Earl Marshals Of Ansteorra, Gleann Abhann, Meridies, And Trimaris
8. The Marshal-In-Charge Of The Discipline For The Event (E.G. The Rapier Marshal In Charge)
9. The Marshal-In-Charge Of The Activity For The Day Or Scenario (E.G. The Presiding Marshal Of The Battle Or Tournament)
10. A Warranted Marshal On The Field

*** For roles that include multi-discipline responsibility and accountability (e.g. marshal-in-charge of the event, Kingdom Earl Marshal, Society Marshal): (a) If they are not a marshal of that discipline, they should consult a marshal that is. They can support the discipline marshal's recommendation, or, if they disagree with them, document the reason. (b) They should verify and document whether the correct procedures have been followed to manage the issue, that the appropriate discipline marshals were involved and actions are justified, and direct any further appeal (if applicable) to the next person in the chain of command.

A warranted marshal of that discipline is required for decisions on armor, weapons, equipment, and conventions for that discipline, including rules of engagement, use of weapons and equipment, acknowledgement of blows, and expected behavior; and authorizations for that discipline. Marshal's

Courts may be used to review both the decisions of marshals and the actions of martial activity participants to determine if infractions of the Rules of the Lists and the Conventions of Combat have occurred, and to impose sanctions as needed. The Presiding Marshal of a particular martial activity or an affected individual may request that a Marshal's Court be convened to examine the issues and determine what actions (if any) should be taken. The decision of the Marshal's Court supersedes the decision of the lower marshallate authority (if different) according to the "Chain of Command and Appeal" given.

Heavy Combat

General Information

Gulf Wars draws fighters from Kingdoms all over the Known World. A reasonable attempt will be made to meet visiting Kingdoms' concerns, issues, and desire – when in doubt, however, revert to Society conventions or pull out of the combat. Keep cool.

Rules and Regulations

Inspections will be required before participation in any battle, tournament, or other fighting activity at Gulf Wars. You must have your site medallion, your authorization card, and a mundane photo ID. If you don't have these items, you will not be allowed to participate in combat activities.

Only one inspection is required for the war.

Society minimum heavy combat armor is required for all participants.

Fighting Conventions

Weapons

Not Allowed

- Laminated pole arms
- Spears more than 9 feet long
- Pole Weapons Longer than 7 1/2 Feet long.
- Punch daggers, T-grips, shovel handles, offensive shield bosses, kick knives, etc.
- Experimental carbon fiber spears.
- Excessively Flexible Weapons
- Weapons with cutting and/or smashing surface at both

Allowed

- Butt spikes on polearms and two-handed weapons
- Madus and other similar double-ended thrusting weapons.
- Silo-flex or silo-flex-enhanced weapons.
- All Society legal pole arms – except laminated.
- Single-handed mass weapons with “splints” or “clackers” or rattan.
- Hand-thrown weapons (axes, javelins) with minimum half-gauntlet hand protection when throwing the weapon. Troops using these weapons are full contact kill.

Actions

Not Allowed

- Closing one's eyes or turning one's head to avoid engagement.
- Killing someone on the ground – Fallen opponents must be allowed to regain a defensive position.
- Grappling
- Declared Kills from Behind (DFKB).
- Thrusts to the sides, top and back of helm.
- “The helm may be presumed by Kingdom convention to include a very light chain mail drape, permitting vision and resisting cuts by the mere touch of a bladed weapon.
 - Under this standard, an acceptable cutting blow to the face would be lighter than to other portions of the head or body. Areas deemed illegal to strike (the wrists from 1 inch [25.4mm] above the hands, from 1 inch [25.4mm] above the knees and below) shall be considered safe from all attack.
 - The minimum effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body.”

Allowed

- Society standard face thrusts

- Directed Touch Face Thrust.
- “The minimum effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body.”

Melees

All melees will be fought using Society standards. Melee fighters should be trained in their home Kingdom before being allowed on the field. This provides a “generic” base from which to start. Gulf Wars, however, has some particular rules that need enumerating. All marshals involved in combat in which projectiles are used are required to wear goggles or safety glasses.

Melee Engagement

The person you want to hit must know you are there, and they must, through their actions, convey that knowledge to you before you are allowed to hit them unless you are part of a line engaged with a line. You must have one or more of the following to have legal engagement when you approach an opponent on the melee field.

The first and most obvious is to be in your opponent's front 180 degrees. This means that you are in front of their shoulders/hips.

- Eye Contact – Just because you do not have eye contact does not mean that you are not engaged. Having eye contact is the best form of acknowledgment but it is not required.
- Defensive recognition – If you come up on a fighter's flank and say to him, “I am on the other side!” and he adopts a defensive posture towards you, he has acknowledged that you are there and that you are a threat.
- Offensive action – If you come up on a fighter's flank and say to him, “I am on the other side!” and he throws up a shot at you without turning to see you, he has acknowledged that you are there and that you are a threat.
- Verbal acknowledgement – If you come up on a fighter's flank and say to him, “I am on the other side!” and he replies with, “I can't see you, we aren't engaged!”, well he is wrong. This falls into the realm of avoiding eye contact to deny engagement, and is a vile, deceitful abuse of a rule put in place for safety. It is a violation of rule #6 and has no place where men and women of honor choose to fight.
- Line engagement – Part of a wall or organized line of fighters. Any part of an entire line is engaged with the opposing entire line and they are to know that they may be struck by anyone in that line. A line is defined as two or more fighters working in concert AND in close proximity (weapon's range) with one another. A line includes not just a single rank but the entire formation, not just the front line of shields but the glaives and pikes in the second and third ranks as well. If two shield men choose to shoulder up and advance into a group of twenty, then they are at risk from any and everyone who is within weapon's range. In order to break an engagement all you have to do is get out of weapon's range. Weapon's range means the longest point at which either one of the two of you may be struck. If one guy has a spear and the other has a dagger, then the maximum reach of the spear is weapon's range. If both had sword and shield, then the maximum reach of the longer of the two is weapon's range. If you decide to break engagement and turn to run back to you line, he can chase you around the feast hall, through the parking lot up one hill and back down the other side, as long as he is still within that weapon's range. He can still hit you in the back if you turned your back to him and are still in weapon's range. The second you get outside that range; he MUST reestablish engagement. This counts in all cases. When

charging a shield wall, the fighters you go past are free to hit you in the back, if you are close enough to hit. You do not have to have a weapon in a melee to be at risk. Just because you drop your glaive or you get your spear pulled from your hands, it does not mean that they are not allowed to strike you. You are still fair game.

- Archers – Archers are now and have for some time been full contact. We choose to not beat them down and simply give them a light shot out of courtesy, but they are playing the same contact sport as the rest of us. They ARE NOT called dead at close range. Anyone may choose to yield and call themselves “dead.” It is not allowed to strike a combatant who has yielded.

The Fort

Archers and other missile weapons combatants in the towers may only be attacked with siege engines and missile weapons. Marshals during the fort battle must wear eye protection, gorgets (not required, but recommended), and are encouraged to wear groin protection. Some marshals, particularly outside the gate, will be in full armor. A band of yellow tape around their helmets will denote these marshals with the word “marshal” written on it. They are not to be attacked.

Inspections

All armor and weapons – including combat archery gear – must be inspected before participation in any of the battles, tournaments, or any other fighting activities at Gulf Wars. Weapons inspection at Marshal’s Point. In camp inspections for armor only will be allowed for the principal kingdoms. To be conducted by their KEM or designated deputy.

Fighters must bring their site medallion, authorization card, and a form of mundane picture identification to be inspected.

Inspection stickers must be worn prominently on the helmet. AUTHORIZATIONS MAY BE PERFORMED ON A CASE-BY-CASE BASIS and must be done by the participant’s Kingdom Earl marshal. Gulf Wars marshal staff WILL NOT do authorizations.

Each kingdom should supply marshals in proportion to the number of fighters present at Gulf Wars. Inspections will take place at Marshal’s Point adjacent to Hastings Field. The main inspection point will be manned continuously daily from 9 a.m. until 5 p.m.

All four Earl Marshals or their designated representatives must inspect and jointly pass all siege/unusual/experimental weapons.

Combat Archery

Combat archers are expected to know and understand all of the rules for combat archery, heavy weapons, and siege weapons in order to compete on the field. Please review all sections to make sure you are familiar with any rules that may be particular to Gulf Wars. All missile combatants must comply with the Gulf Wars rules:

- We will follow Society standards regarding clear the bow minimum shooting distance.
- Each kingdom shall supply marshals in proportion to the number of archers present at Gulf Wars.
- It is up to each archer to know the rules of their Kingdom and what is within the scope of their Kingdom authorization. No authorizations will be performed at war. If it is discovered that an archer is using equipment not covered by their authorization, then that archer will be sent to Marshal’s Court.
- All participants (fighters, engineers, archers, scouts, etc.) must be armored to the Society minimum standard for full-contact armored combat excepting that archers may

have two archer’s gauntlets as hand protection as per Society rules.

- All bows, crossbows, bolts and arrows shall meet Society standards for construction and only crossbows under 600 inch-pounds will be allowed.
- All armor and weapons must be inspected before participation in any of the battles, tournaments, or any other fighting activities at Gulf Wars.
- Inspection stickers must be worn prominently on the right side of the helmet.
- There is no limit to how many arrows or bolts an archer may carry onto the field (excepting as a specific scenario or battle rule might otherwise apply), but no one may leave the field once fighting has started to obtain more arrows. Spare or extra bolts and arrows must be located on the field.
- All missile ammunition must be labeled with the owner’s name and Kingdom in English on the shaft.
- All missile weapons need to be labeled with the owner’s name in English.
- NOTE: If a group owns arrows or weapons, they may use the group’s name and Kingdom. An email address is not an acceptable alternative to name and Kingdom. If you are borrowing arrows, you must indicate it at inspection point so they are properly recorded. Anyone caught firing unlabeled arrows or bolts will be sent to Marshal’s Court.
- All combatants may be hit by missile fire no matter what their positional orientation to combat archers and siege engines. In other words, combatants are always engaged by missile and siege weapons so archers and siege engineers do not need “eye contact” with their opponents to shoot them, shots in the back are considered good.
- Archery shots to illegal target areas, such as the hands or below the knees, the sides and back of helms are not considered good to any combatant.
- ONLY Silo-flex arrows and bolts may be gleaned from the battlefield and reused. All other ammunition, including Fellwalker bolts, must be inspected prior to reuse. Ammunition approved for reuse will be placed in rows on the field after the battle. Ammunition that failed inspection can be retrieved from Marshals’ Point.
- Arrow and bolt heads must be appropriate to the shaft and one of the following. Any other form of arrow or bolt head must be approved by Society AND the Gulf Wars Combat Archery Marshal:
 - Light Shaft: UHMW, Baldar Blunt (legacy two-piece style or the new CUBB – aka the Fathead)
 - Heavy Shaft: Tennis ball, Omarad/rubber stopper, or Fellwalker Heavy UHMW.
- Everyone on the field during battles involving missile weapons must wear eye protection, such as helms with legal openings, fencing masks, racket sport glasses/goggles, etc. Regular prescription or sunglasses with “Safety Lenses” are not acceptable substitutes for the above.
- Combatants dead or alive, must keep their helms on until completely off the field.
- Marshals or any other noncombatant allowed on the field during fighting must wear suitable eye protection.
- Pavises are permitted in scenarios with Combat Archery. They must be constructed and used according to Society standards. Pavises may be used in the archers’ only battle but must be free standing. They may not be held by a fighter.
- Archers may not shoot from stairs or ramps on the fort.

Calibration Reminder

Since arrow shots are designed for someone in minimum Society Armor, fighters wearing plate armor need to calibrate themselves

for missile weapons. Fighters should be aware that an effective blow from an arrow or bolt will feel lighter the greater the distance from the weapon discharging it (i.e., an arrow striking a fighter from 30 yards away will always have a substantially lighter impact than the same arrow striking from 10 feet away). Arrows or bolts must strike point first and non-glancing on a valid target to be considered good. There is no minimum impact requirement. If the fighter is aware of the shot striking him (even if he does not feel the blow, but only saw or heard the arrow impact on him) it must be accepted. All fighters (including archers) are discouraged from calling arrow shots for others; it is presumed that all those on the field are honorable.

Fiberglass Arrows And Bolts

- Hand bows using fiberglass arrows may only have a 35 lb. maximum draw at 28in.
- Crossbows using fiberglass bolts, including Fellwalker, may only have a 600 inch-pound maximum rating.
- Note: Any bow that is allowed for fiberglass arrows may also use any tubular arrows allowed at the War if permitted by the archer's home kingdom's rules.

Shaft

- All arrows & bolts must meet the Society minimums.
- All fiberglass shafted arrows and bolts must be equipped with anti-penetration devices (APD).
- Only APDs approved on the Society level will be allowed at Gulf Wars.
- Fiberglass shafted arrows and bolts must be wrapped in fiberglass filament or electrical tape.
- Fellwalker bolts must meet the Society minimums for such bolts.

Blunts

- Fiberglass arrows may only have fiberglass Baldar blunts (legacy two piece style or the new CUBB – aka the Fathead- Fathead 2 or STAR) or UHMW heads with a minimum of 1/2 in. padding.
- Fiberglass crossbow bolts may only have fiberglass Baldar blunts (legacy two piece style or the new CUBB – aka the Fathead- Fathead 2 or STAR), UHMW heads with a minimum of 1/2 in. padding or Fellwalker heavy UHMW heads (on Fellwalker bolts).
- Baldar blunts must meet your Kingdom's requirement for taping over the head and onto the shaft of either one or two strips of tape. Legacy two piece style or the new CUBB – aka the Fathead, Fathead 2, STAR or Baldar Blunts are accepted.
- All required padding on blunts must compress at least 1/2 of its thickness, consist of closed cell foam and must completely cover the striking surface of the blunt.
- All UHMW heads must include side-wraps in accordance with Society minimum standard.
- NOTE: Fellwalker bolts are allowed and must be constructed in accordance with Society rules for such bolts.

Silo-Flex Arrows And Bolts

- Hand bows using Silo-flex arrows may only have a 50 lb. maximum draw at 28in.
- Heavy Crossbows are no longer allowed at Gulf Wars.
- All hand bows over 30 lbs. must be marked with a 4-inch wide band of RED tape. This tape must be on the upper limb of the bow. ONLY 100 PSI Silo-flex arrows may be fired from these bows.
- IMPORTANT: Anyone using fiberglass shafted ammunition, including Fellwalker bolts, in these bows or

crossbows will be sent to Marshal's Court and banned from all fighting activities for the rest of the event.

Shaft

- All arrows & bolts must meet the Society minimums.
- Silo-flex arrows and bolts may only be made from 100 PSI Silo-flex tubing.

Blunts

- Siloflex Arrows may NOT use yellow as the color of their combat head nor as striping down the shaft of the arrow.
- Silo-flex arrows and bolts may have Omarad heads, Baldar Blunt heads (classic Baldars), or tennis ball heads. All Omarad style and Baldar Blunt heads must have a minimum of 1/2" of padding that will compress at least 1/2 of its thickness.
- Omarad heads must include side-wraps in accordance with Society minimum standards.

Combat Archery Inspections

All combat archery inspections will take place at Marshal's Point adjacent to Hastings Field or at the satellite inspection point set up near the Ravine on **Thursday**.

Combat Archery Inspections

Sunday	12pm to 3pm	at Hastings Field Marshals Tent
Monday	8a-9:30a; 2p-5p	at Hastings Field Marshals Tent
Tuesday	8a-9:30a; 2p-5p	at Hastings Field Marshals Tent
Wednesday	12p-5p	at Hastings Field Marshals Tent
Thursday	8a-9:30a	at RAVINE Marshals Tent
Friday	9a-10:30a; 2p-5p	at Hastings Field Marshals Tent
Saturday	9a-9:30a	at Hastings Field Marshals Tent
Sunday	12pm to 5pm	at Hastings Field Marshals Tent

There will be limited combat archery inspections done outside of Marshal's Point and the satellite point at the Ravine. Please contact the Gulf Wars CA MiC or your Kingdom CA MiC for more details. There will be a reduction in staff 30 minutes before the beginning of each battle to ensure field marshals are prepped on scenarios and in place. This may lead to longer wait times and early inspection is encouraged.

To speed up inspections please read the following rules and recommendations prior to arriving at Marshal's Point:

- Archers must bring their site medallion, authorization card, and a form of mundane picture identification to be inspected. This is required for both the armor and archery inspections.
- Before going to inspection, please check for:
 - Damaged tape, shafts, heads, nocks, APD's, labels, etc.
 - Special attention should be paid to hardening of Baldar blunts and loss of compressibility of padding on homemade blunts.
 - Any legacy Baldar blunt that has ANY separation it shall fail inspection.
- The "fingernail rule" for APDs shall be used: if a fingernail can penetrate a crack in an APD, it shall fail inspection.

Siege Combat

Siege Inspections

- Siege inspection will be done at Siege Point by the Fort from 9 a.m. to 3 p.m., Monday -Friday.
- All siege equipment must be inspected for use in war.

- Inspection stickers must be clearly displayed on all siege equipment.
- All siege engineers must go through armor inspection as well.

Siege Rules

There are two types of siege devices: the active siege weapon and the passive siege structure. For the purposes of this document, and to avoid confusion, siege engines shall be defined as those designed to deliver missiles larger than the already established small arms ammunition. Siege structures will be defined as devices such as towers or ramps that are used to support personnel but are not fitted with active weaponry.

Siege engines will be broken down into two categories. Type-A engines are designed to deliver large ammunition to a range between 40 and 80 yards. Type-A engines can use all approved ammunition classes. Type-B engines are designed to deliver ammunition larger than small arms ammunition to a range between 40 and 80 yards. Type-B engines may not use anything above small siege ammunition. For the purposes of administration, any device not designed to deliver these types of ammunition will not be considered a siege engine. All engines shall have a maximum range of 80 yards. This is especially important in direct-fire weapons, where range in excess of this often results in safety concerns involving extreme minimum-range impact.

II. General Siege Engine Regulations

- Engines and their projectiles shall be inspected by a warranted Siege Marshal before being used at that event and after any modifications are made to the engine during the course of an event.
- Direct fire engines shall not be discharged against personnel within a range of 30 feet.
- No engine will be discharged while any non-crew person is within 5 feet of the travel path of moving parts (e.g. a trebuchet will not be discharged while a fighter is standing anywhere in the path of the arm, front or back.). Nor the Sling length of a Trebuchet or Onager based on such plus 5'. "Sling Length" is the OVERALL length of the Sling while fully extended not just while both ends are attached."
- Engines must be equipped with a safety device sufficient to prevent accidental firing if they are to be relocated while braced. Any engine without such device shall only be relocated while unbraced.
- Except for man powered trebuchets, all siege engines will be fitted with an appropriate mechanical trigger mechanism that shall be used with every shot.
- Cannons or any replica of cannons are not allowed in SCA combat. Engines may not use compressed or ignited gases or liquids or combustible materials of any kind to power projectiles.
- Builders should attempt to visually and functionally recreate period siege engines. Engines shall be powered in a manner functionally consistent with their period counterparts based on both Safety and general appearance. When period power methods are unsafe, or not feasible, alternative sources of power may be used.
- Any material approved for use in devices on the battlefield may be used in the construction of engines, provided the materials are sufficient to assure the safety of the engine. For safety, the following materials have special requirements:
 - Turnbuckles and eyebolts. When used in or attached to the source of power for an engine, these items shall be rated to withstand 150% of the forces produced (e.g., if the cable attached to a turnbuckle will support 100 pounds of tension, the turnbuckle will be rated at 150 pounds static

load). Hardware store and home center hardware is often of low quality and rating.

- Steel cable. While steel cable is useful for such functions as safe-tying a throwing arm, it will not be used as a bowstring for any type of siege engine.
- All softwoods and non-laminated hardwoods. When used as the throwing arm for a catapult, trebuchet, or the bow arms of a torsion ballista, they shall be secured against breakage with a minimum of glue-soaked sisal or jute cord wrapping (2-inch wraps every 6 inches) over a section of rope glued along the full length of the arm. This will keep the arm from leaving the engine should it break. It is strongly recommended that all arms be wrapped in this manner, regardless of material used.
- Siege Engines shall not have any bolts, or other projections, (which may reasonably be expected to contact a person should they fall on the engine,) extend more than 1/2" (1.3cm) into a legal face grill. Any items such as this must be covered with sufficient rigid material, a Tennis Ball, or a suitable rubber stopper, to prevent them from entering a legal face grill more than 1/2" (1.3cm). {triggers, release hooks, or other firing mechanism components, that would not normally be in a position that could cause injury should someone accidentally fall on the engine, are exempt from this}
- Engines (while they should not be struck with hand weapons) shall be sufficiently strong enough to survive the rigors of combat, and could withstand either being struck with a full force blow, or being run into by a combatant.
- All engines must be free standing and may not use an operator as part of their support structure. Operators will not be included in measuring the footprint of an engine.
- All engines and ammunition will be labeled with the name of owner, group, and kingdom, for the purpose of identification

Type-A engines will:

- Have a minimum footprint of 18 square feet.
- Be able to deliver a large siege missile at least 40 yards.
- Have a mechanical cocking device, such as a winch or windlass. These engines may not be cocked by hand.
- Have a minimum crew of three people. Should crew size fall below minimum, the engine will not be operational.
- Be able to fire one large siege projectile, or up to five small siege projectiles, or from two to twenty small arms projectiles, per shot.

Type-B engines will:

- Have a minimum footprint of 12 square feet.
- Be able to deliver a small siege missile at least 40 yards.
- Have a mechanical cocking device, such as a winch or windlass. These engines may not be cocked by hand.
- Have a minimum crew of two people. Should crew size fall below minimum, the engine will not be operational.
- Be able to fire one small siege projectile, or from two to four small arms projectiles, per shot.

Man powered engines will be considered Type-B engines and must meet the requirements stated, with the exception that they shall not be required to have a mechanical release or cocking device. These engines may fire up to two small siege projectiles, or from two to eight small arms projectiles per shot.

III. Siege Ammunition Standards

- No siege engine ammunition may exceed 1 pound in weight.

- Siege Class Munitions must be colored with yellow tape in the following manners to denote them as Siege Class Munitions. Ballista Bolts must have their shafts and striking surface covered completely with yellow tape, and Rocks (both the 4 tennis ball and the 1 pound foam) must have at least 50% of their surface covered with yellow tape. These munitions may not be fired from small arms or thrown by hand.

IV. Siege Ammunition Specifications

- Large siege ammunition is intended to simulate large, heavy projectiles normally used as anti structure missiles (e.g., 250-pound sandstone rocks used in the largest of engines).
 - One-pound rocks. These will be constructed of fabric spheres filled with light-density foam, taped with filament and duct tape for protection. These shall not exceed 1 pound. They shall be a minimum of 6 1/2 inches in diameter.
- Small siege ammunition is intended to simulate smaller, lighter projectiles used as light anti structure and antipersonnel missiles (e.g., ballista javelins and 10-pound stones as used in Perriers). No small siege ammunition may weigh more than 1 pound.
 - Four-tennis-ball clusters secured with filament tape and duct tape.
 - Ballista Javelins (bolts) must have a shaft made from Siloflex or similar equivalent material. Must have a tip made with at least 3" (7.6cm) of resilient material between the end of the shaft and the striking surface, be at least 2.5" (6.4cm) in diameter, and have at least 1" (2.5 cm) of progressive give without bottoming on the shaft. Additionally the end of the shaft that the tip is secured to, must be capped with a minimum of 1/8" (4mm) thick heavy leather, a 35mm film container, (or similar item) securely fastened with filament tape. The tip shall be secured to the shaft with filament tape that completely covers the foam, then covered with yellow tape. The back end of the javelin (bolt) may have a short (less than 2" (5.1cm) in length) piece of PVC pipe (or other similar non-brittle, non metallic, light weight material), that is securely attached to reinforce this area. They must be stable in flight or have fletching made from flexible material to make it stable in flight. Javelins (bolts) must be at least 48" (122 cm) in length and clearly marked with yellow tape. No part of the Javelin can enter a legal helm more than 1/2 inches.
- Specialty siege ammunition is intended to simulate specialty ammunition (e.g., flaming oil pots or flaming javelins) or effect weapons (e.g., diseased animal corpses or the heads of decapitated messengers). Specialty missiles will have damage determined in the scenario rules. Most effect weapons will have little or no damage potential, and therefore should be used sparingly. Specialty siege ammunition may be used as long as it does not exceed the weight or construction limitations of the approved ammunitions and conforms to the Scenario. Specialty siege ammunition must be approved by the siege marshal in charge.

V. Siege Ammunition Damage

Siege-class ammunition (1-pound rocks, 4-tennis-ball clusters, and 48-inch-long ballista javelins) will be capable of killing upon striking any legal target area and will be capable of killing through shields, provided that the scenario rules permit this. Hand weapons hit by siege-class munitions will be destroyed; anyone intentionally blocking or deflecting siege-class munitions will be considered

killed. Small arms munitions fired from a siege engine will be treated as combat archery projectiles. Siege munitions are considered spent upon striking a target, the ground, or a battlefield structure. Siege class munitions, which strike a tree, will not be considered spent until striking a target, the ground, or a battlefield structure. Small siege ammunition will also be capable (in addition to the above) of damaging or destroying light structures such as other siege engines, pavices, siege towers, etc., provided scenario rules permit this. Large siege ammunition will also be capable (in addition to all of the above) of damaging or destroying any type of structure such as castle walls, towers, redoubts, etc., providing scenario rules permit this.

VI. Siege structures

- Must Be able to support 300 pounds for every 4 square feet of platform area.
- Siege structures that have a platform, must have a base such that it's width and depth are equal to or greater than 80% of the platform height. The platform may not be larger than the base, and may not extend past the base footprint in any direction. Structures that have a platform height of over 9 feet (2.74 meters) from standing surface to ground, may not have a platform that exceeds 75% of the base dimensions. (IE a tower that has a platform height of 10 feet (3.05 meters) must have a base that is no less than 8 feet (2.43 meters) in either direction, additionally the platform dimensions may not exceed 75% of the base dimensions (an 8' X 8' base {2.43M X 2.43M} could only have a 6' X 6' {1.83M X 1.83M} platform). Be equipped with railings or walls at least 36 inches tall and able to support 100 pounds per foot of railing length if the platform is more than 3 feet from the ground. Be structurally stable (e.g., a wheeled siege tower should have a base big enough and wheels large enough to safely carry crew over the terrain of the field).
- Siege Structures may not be made from industrial scaffolding, as it is not designed for the applications in which SCA combat operates.

VII. Miscellaneous Items (Battering Rams)

DEVICE: Battering Ram

- The "Ram" is equivalent to a 300 pound log with rope handles for carrying.
- The Ram should be made of 4 to 7, 3+ inch diameter closed cell foam "Pool Noodles" at least 4 but no more than 8 feet in length as the item is individual color is not important.
- It must be warped at both ends with Duct Tape and every 2 feet down its length.
- Rope handles should be placed at appropriate intervals for carrying and use. These handles should be long enough for easy gripping with armored hands but short enough to reduce the risk of entanglement.

IMPLEMENTATION

- The Ram must be manned by at least 4 soldiers and no more than 8. These soldiers may not carry weapons or Shields but may be accompanied by others to both shield them and fight.
- Should the crew be reduced to less than 4 the Ram may not strike until the necessary substitutions can be made.
- The Ram must be backed off 3 feet between strikes.
- 8 strikes with a 4-foot Ram forces the door. The same with only 4 Strikes for an 8-foot Ram.
- Rams are not damaged by any weapons or missiles.
- Strikes are cumulative and the count continues if the Ram is re-crewed.
- Battering Rams may only be used against approved Siege Structures and may never be used against People for any reason.

Please Read The Following Some Things Have Changed

VIII. Siege Activities

Inspection and Open Practice

Monday	9am – 12pm	Siege Point
Tuesday	noon – 2pm	Siege Point
Wednesday	9am -12pm	Siege Point
Thursday	9am – 12pm	Siege Point
Friday	8 am – 10 am	Siege Point

Other Siege-related activities

Monday	8pm – till – Cocktails and Siege	Siege Point
Wednesday	2pm –? – Siege Target Competition	Siege Point

Indirect fire Engines will have to pass a physical inspection.

- Shoot between 40 and 80 yards.
- The projectile must leave the machine between 40 and 45 degrees.

If the engine is to be left unattended, it must be locked in a safe state. A safe state is defined as the following:

- The engine being in a condition that does not have energy its stored.
- The sling and triggers must be removed and stored away from the engine.

Direct fire Engines will have to pass a physical inspection.

- Shoot between 40 and 80 yards at a 45 degree angle.
- Will have to have a crew member shot at the distance of 30 feet.

If the engine is to be left unattended, it must be locked in a safe state. A safe state is defined as the following:

- The engine being in a condition that does not have energy its stored.
- The string and triggers must be removed and stored away from the engine.

NOTE: This year with the exception of the Ravine battles, any battle that combat archery is allowed, SIEGE is allowed! This means Bridge, Open Field, and Fort battles! The other exception is in the MOAB on Saturday – Siege is allowed in **the first three battles only**.

Live Weapons

Range Safety

All live weapons are dangerous and can injure or kill a person. During the Middle Ages that was the whole point of learning to throw a weapon, but today WE DO NOT WANT ANY INJURIES FROM LIVE WEAPONS! Treat each weapon with the respect that it deserves! The Marshals are very serious about safety and anyone, regardless of rank or title, will be disqualified from the Live Weapon Competition and asked to leave the range, for unsafe behavior.

The Marshal's word is LAW. While Live Weapons are fun to throw, they can be very dangerous! Therefore, for everyone's safety, all of the Marshal's decisions are to be obeyed and failure to do so will result in disqualification from the Live Weapon Competition. The Marshal's rulings about scoring, safety and use of weapons are final.

Warranted Marshals and Marshals-in-Training are always welcome on the range to help out.

Children must be 7 years old to participate in target archery and 9 years old to participate in thrown weapons. By Gleann Abhann Kingdom law, parents or legal guardians of children 17 years old or younger MUST BE PRESENT for their children to take part in these activities. In addition, for children less than 14 years old, the parent

or legal guardian must closely attend and directly supervise their child at the range and on the line.

Thrown Weapons

Axe – Any style of small axe, tomahawk, or hatchet may be used in competition. Double-blade axes may be used, but only one of the blades will be allowed to score. The choice of which blade is up to the competitor and must be marked by the Marshall prior to the competition throw for the score to count. The Marshall may disqualify an axe if it is judged to be unsafe or unreasonably destructive to the target (no huge two-handed axes with a short handle!)

Knife – Any type of knife is allowed. The Marshall may disqualify a knife if it is found to be unsafe.

Spear – Spears must be at least 48" in length. The Marshall may disqualify a spear if it is judged to be unsafe or unreasonably destructive to the target.

All competitors are encouraged to provide his or her own weapon, however, loaner weapons will be available with permission of the Marshal.

Target Archery

The royal round and the standard IKAC are both widespread and familiar to all Kingdoms. The royal round, which consists of six arrows at 20 yards, six at 30 yards, and six at 40 yards with a 30-second speed round at 20 yards. Official IKAC's which consist of two static rounds of six arrows each and two 30 second speed rounds at each of the same three distances will be offered. Targets for both of these activities are the 60 cm concentric circle targets.

Bow and Arrow Requirements Target Archery

Longbows, recurves, and crossbows that meet Society Conventions are allowed. Bows may be of any weight desired, however, those which the marshal feels cause concern for safety or are of a destructive nature will be disallowed.

No sights are allowed on longbows or recurves. Crossbows are allowed single fixed sights.

Rapier

General Conventions

- Fighters are expected to behave in a courteous and chivalric manner to all participants and marshals. Failure to do so will result in removal from the field.
- SCA Society rapier rules are the default regarding marshal issues and anything not defined in these conventions. Tournaments may be fought under different rules at the discretion of the tourney organizer.
- Fighters are required to call thrusts and draw cuts. Blow calling is the sole responsibility of the fighter receiving the blows. Fighters may, at their discretion, call blows good outside of those required (for example push or tip cuts).
- Tournaments may choose to alter this standard.
- C&T fighters are required to call percussive blows.
- Fighters struck below the knee are permitted to knee walk, except in the Ravine or where otherwise noted.
- Fighters may run to engagement if they can do so safely. Fighters within active engagement range may run to maintain engagement (i.e. if your opponent runs in an effort to break engagement, you may pursue), and may throw shots while doing so.
- All fighters are responsible for their own safety and that of others, and may not run nor throw shots while running if it is unsafe to do so.

- Running engagement is not permitted in the ravine. A double-time walk to engagement is permitted.
- All fighters are engaged at lay on.
- Strikes may only be delivered from inside an opponent's front 180 (See DBF Rule Below).
- As a good rule of thumb: if your opponent has no chance of seeing you before you throw a shot, you should reconsider throwing the shot. In some scenarios DFB may be allowed. See the DFB rules below.
- Death from Behind (DFB) is only permitted in war points that allow it as part of the scenario.
- For scenarios that permit DFB the only acceptable way of touching an opponent from outside of their front 180 is by laying your weapon on their shoulder and announcing that you have bested them. This method is in accordance with the Society rules.

Weapons and secondaries

- Spears are only permitted in war points that specifically allow spears as part of the scenario.
- RBGs or other projectile weapons are not permitted in any war point. Any use of RBGs or other projectile weapons must be cleared by the Marshal of the Day, or the RMiC.
- Two-handed weapons are defined as any bladed weapon with a handle length 10 inches or longer, not including rapier spears.
- Two-handed weapons must be wielded with two hands at all times.
- Should a fighter wielding a two-handed weapon lose the use of a hand, they will no longer be permitted to use that weapon, but may trade it in for a single-handed weapon.
- Two-handed weapons are not permitted in the ravine.
- Shields, canes and other defensive secondaries
- NO DEFENSIVE SECONDARY may exceed 48" in any direction from the fighter's hand. This includes soft and rigid parrying devices.
- Offensive secondaries must conform to the Society Standards. This includes swords, daggers and spears.
- Shields : 2 Types of shields will be allowed on the rapier field at Gulf Wars and are described below.
 - Large Shields : The total area of a large shield may not exceed 706.5 square inches, the equivalent of a 30" round.
 - Small Shields : Total area of small shield may not exceed 453 square inches, the equivalent of a 24" round.
 - For Tournaments, unless otherwise stated by the tournament format, only small shields are allowed. The tournament format may further prohibit shields.
 - For Melees, during melees any shield that does not exceed the dimensions of the large shield is allowed.
- All non-standard secondaries or weapons must be approved by the RMiC.
- Equipment shall not be purposefully discarded onto the field during melee. Marshals may collect any intentionally dropped equipment and remove them for the duration of the scenario.

Holds

- All holds are general, unless otherwise announced.
- Holds will be called whenever a fighter or spectator's safety is in imminent danger.
- Situations which immediately resolve themselves do not constitute imminent danger. It is in the best interest of the fighters to allow situations to immediately resolve themselves (for example, allowing a fighter to pick up a dropped weapon or regain their footing).

- During a hold fighters are asked to take a knee if possible, so that marshals can more easily identify the issue.
- During a hold, fighters may introduce themselves or discuss safety concerns. Fighters may not discuss tactics during holds.
- Unless otherwise ordered by the marshals, armor is not to be removed by fighters on the field during holds (masks stay on).
- In timed battles, holds will stop the clock.
- Please be mindful of word choice when giving orders on the field (for example, filling a gap instead of a hole in the line, maintaining a line instead of holding a line, etc). Fighters that can not follow this rule may be asked to leave the field.

Death

- Fighters in any battle may call themselves dead at any time.
- Dead fighters are expected to remove themselves from the field as soon as they can safely do so.
- Dead fighters may not 'die through' the opposing line unless told to do so by a marshal or opposing fighter. In all cases, dead fighters are to make an effort not to interfere with live fighting.
- Fighters who are killed should hold their weapon(s) over their head with the points down, or otherwise make obvious their status.
- Dead fighters may not give orders or information.
- Dead fighters may continue to walk off the field during holds.
- Resurrection lines must be fully crossed. Resurrection points must be touched with a hand or weapon.

Inspections

- All armor and weapons must be inspected prior to participation in any of the battles, tournaments or any other fighting activity at Gulf Wars.
- Fighters must show proof of authorization as well as their medallion during inspection.
- All fighters are required to have read and understood these Gulf Wars conventions prior to inspection. Copies will be available at rapier point.
- Fighters should make an effort to be inspected by a marshal from their home kingdom. If they are unable to, they may be inspected to society standards.
- Inspection stickers must be worn prominently on masks or helmets. Only GW inspection stickers may be used. Kingdom specific inspection stickers are not valid.
- Inspections must be performed by marshals designated by the RMiC only.
- The RMiC may choose to allow Kingdom Rapier Marshals, generals, or their chosen designee to perform inspections in camp.
- Stickers will be issued to each inspected fighter upon successfully being inspected.
- The GW Medallion Number of the inspecting Marshal will be written on the fighter's sticker.
- Those wishing to assist with inspections must be current members of the SCA and an authorized rapier marshal. Marshals may perform inspections only after signing in to the Marshal Log Book by presenting the Marshal of the Day with proof of membership, authorization, and site medallion.

Marshal Concerns

The purpose of reporting is not punitive, but an effort to better collect data and ensure the safety of all participants.

Removal From The Field

The safety and enjoyability of each marshal activity is the primary concern of the marshalate. It is at the discretion of the marshals to remove a fighter from the field who has broken a convention. Fighters may also be removed from the field if they are considered to be engaging in unsafe or dishonorable behavior that may not be covered in these conventions. See the INCIDENTS PROCEDURES SECTION FOR MORE DETAILS.

- In some situations, the marshals may ask fighters to attend a marshal's court for the purpose of gathering additional information and providing a moderated environment for communication.
- If you are asked to attend a marshal's court, you are required to do so.
- KRMs or representatives may be asked to attend the marshal's court as well.
- A marshals and Generals Synchronization meeting will be held the first sunday of war to validate the war scenarios and deconflict any concerns.
- A marshals and commanders huddle will be held 30 minutes prior to each war point to deconflict any scenarios concerns.

Difficult to Distinguish Units

In order to reduce confusion when reporting incidents the RMiC or Marshal of the Day may assign a marshal to observe units who's attire makes it difficult to distinguish individuals. These special marshals may be assigned to units that wear matching armor and/or equipment. This is not punitive but an effort to ensure that entire units are not punished for incidents caused by an individual.

Incident Reporting, Rules Violations and Escalation

- An Incidents Marshal will be present at every war point.
- Fighters are expected to report any adverse events (incidents or injuries) that occur as soon as they can reasonably do so.
- Incidents may include things like equipment failure, attitude problems, blow calling issues or excessive blows.
- An injury may include anything that results in bleeding, and/or requires a fighter to retire from the field, even briefly. This includes heat injuries.
- Fighters may report to any marshal helping to run an activity, the Marshal of the Day, or the RMiC.
- Marshals will pass such reports on to the Incidents Marshal and notify the Marshal of the Day and/or RMiC.
- In some cases, the involved fighters may be asked to fill out a report with the Incidents Marshal at the time of the incident.
- The more information you can provide, the better:
 - For equipment failure, manufacturer and age of the item
 - For injuries, a brief description of the injury, events leading to the injury, and weapons used.
 - For attitude or blow calling / throwing issues, names or descriptions of the fighters and marshals involved. Medallion numbers should be collected if possible.

Incident Definitions

The Rapier Marshal in Charge (RMiC) will consult with the marshal reporting the incident to determine the exact incident that occurred. The RMiC is the final authority for determining what incident occurred.

Stout Not Excessive Strike

Strike witnessed by or reported to a marshal using force considered to be beyond that being necessary but not meeting the definition of Excessive.

Excessive Strike

A strike, witnessed by or reported to a marshal, causing the head to rock backwards, substantial bruise or an injury that requires the fighter receiving the strike to leave the field.

Non Safety Related Rules Violations

Violation of the scenario rules that do not pertain to safety; moving in an area that is off limits, not calling valid strikes, non-chivalrous behavior etc.

Safety Violation that Does Not Result in an Injury

Any safety rules violation witnessed by a marshal or reported to a marshal that did not result in an injury.

Safety Violations Resulting in an Injury

A violation other than strikes (see above), witnessed by or reported to a marshal, that causes an injury on the field; running into another fighter, wrestling blades or other parts of a fighter's gear, purposefully pushing or shoving other fighters, etc.

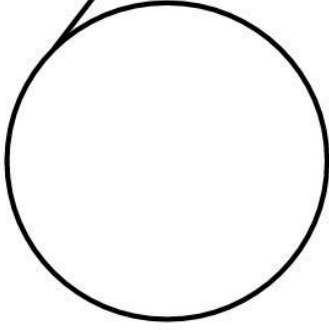
Equipment Failure

Abnormal Failure of any Equipment; tip blown through, mask failures, broken blades.

Incident Escalation

The table below is only a guideline to assist the marshalate in determining what actions to take in the event of an incident or rules violation. Regardless of type or number of occurrences, the RMiC may decide to remove any fighter from the field that is considered unsafe. The Marshal of Day and the RMiC are responsible for handling violations and incidents not covered in this table. All determinations by the RMiC are final and should be appealed to the GW MiC.

Type of Incident	Marshal Action by Number of Occurrences per Day		
	First	Second	Third+
Stout Not Excessive Strike	Warning by Field Marshal	Report to Incident's Marshal	Report to Incident's Marshal; Sit out that iteration; Notify RMiC, MotD, KRM
Excessive Strike	Warning by Field Marshal	Report to Incident's Marshal; Sit out that iteration; Notify RMiC, MotD, KRM	Report to Incident's Marshal; Sit out the remainder of the day; Notify RMiC, MotD, KRM
Non Safety Related Rules Violations	Warning by Field Marshal	Report to Incident's Marshal; Sit out that iteration; Notify RMiC, MotD, KRM	Report to Incident's Marshal; Sit out that iteration; Notify RMiC, MotD, KRM
Safety Related Rules Violation that Does Not Result in an Injury	Warning by Field Marshal	Report to Incident's Marshal	Report to Incident's Marshal; Remove fighter from field for the day; Notify RMiC, MotD, KRM
Safety Violations Resulting in an Injury	Report to Incident's Marshal; Sit out that iteration; Notify RMiC, MotD, KRM	Report to Incident's Marshal; Remove fighter from field for the day; Notify RMiC, MotD, KRM	Report to Incident's Marshal; Remove fighter from field for remainder of War; Notify RMiC, MotD, KRM
Equipment Failure	Report to Incident's Marshal	Report to Incident's Marshal	Report to Incident's Marshal



Gulf Wars 2025 Parking Tag

Legal Name

SCA Name

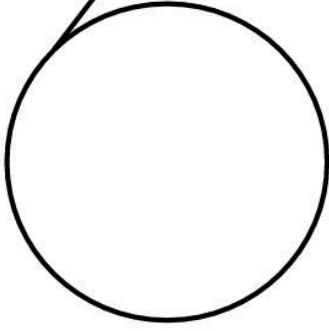
Cell Phone Number

Group Camping With

BOX IS FOR GULF WARS STAFF ONLY

Parking Area _____

Date of Entry _____



Gulf Wars 2025 Parking Tag

Legal Name

SCA Name

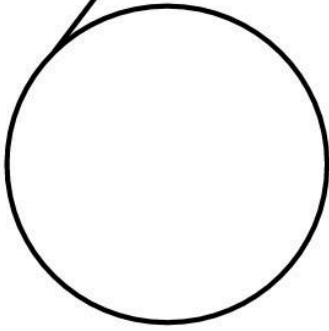
Cell Phone Number

Group Camping With

BOX IS FOR GULF WARS STAFF ONLY

Parking Area _____

Date of Entry _____



Gulf Wars 2025 Parking Tag

Legal Name

SCA Name

Cell Phone Number

Group Camping With

BOX IS FOR GULF WARS STAFF ONLY

Parking Area _____

Date of Entry _____

GULF WARS XXXIII

A War without enemies!

Dumpsters



Showers!

Hot or cold, as the gods will!



Flush Toilets!



Five Points & The Watch



The Green Dragon



Horse Paddock



Volunteer Point



Transportation



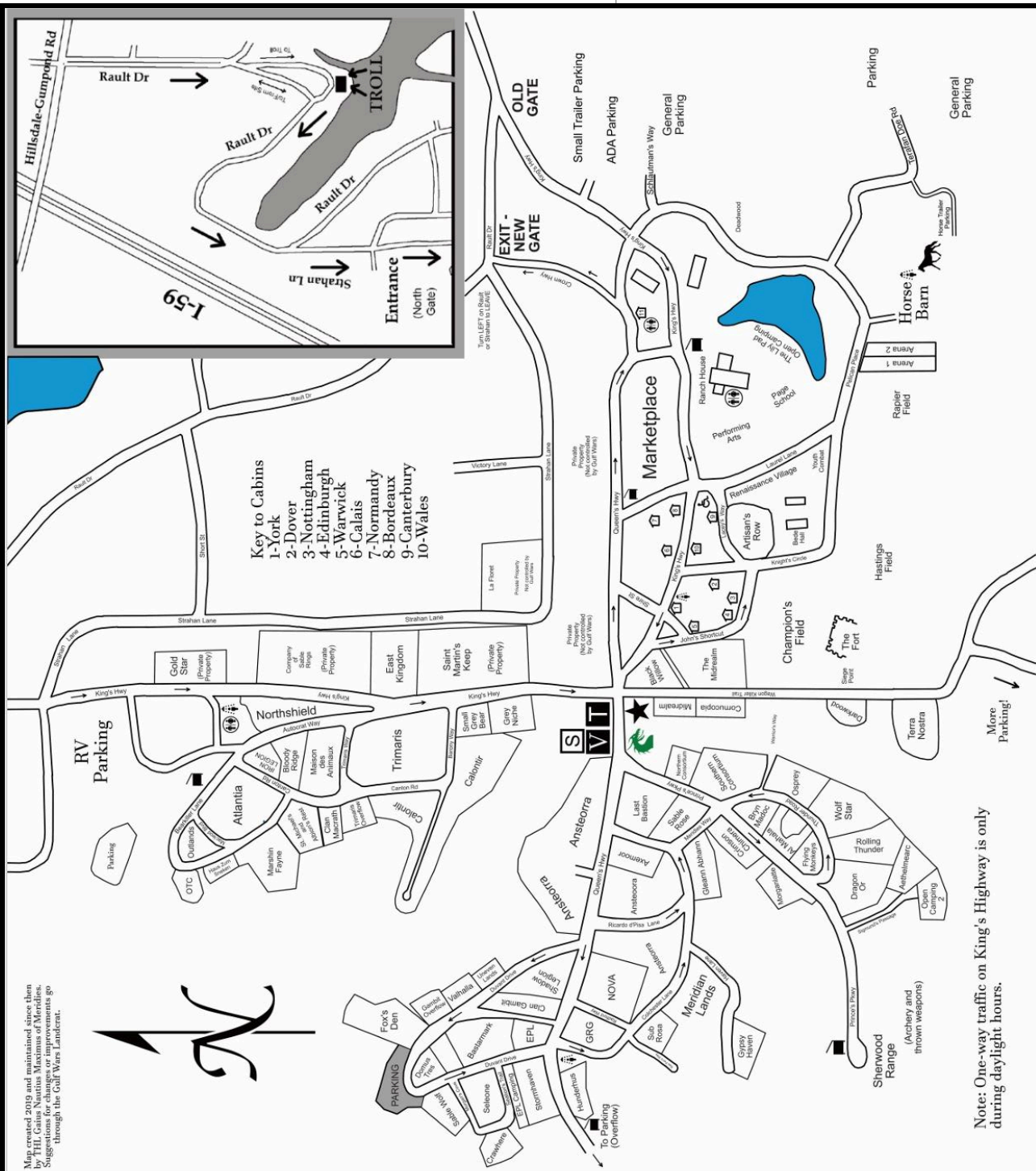
ADA Camping



Sanitation Office



Map created 2019 and maintained since then by THL Gaius Nautilus Maximus of Meridies. Suggestions for improvements are welcome through the Gulf Wars Landmark.



Note: One-way traffic on King's Highway is only during daylight hours.

GULF WARS XXXIII

Transportation Map
For Transportation Department use only

Green Route

Red Route

White Route

Yellow Route

Five Points & The Watch

The Green Dragon

Horse Paddock

Transportation Office

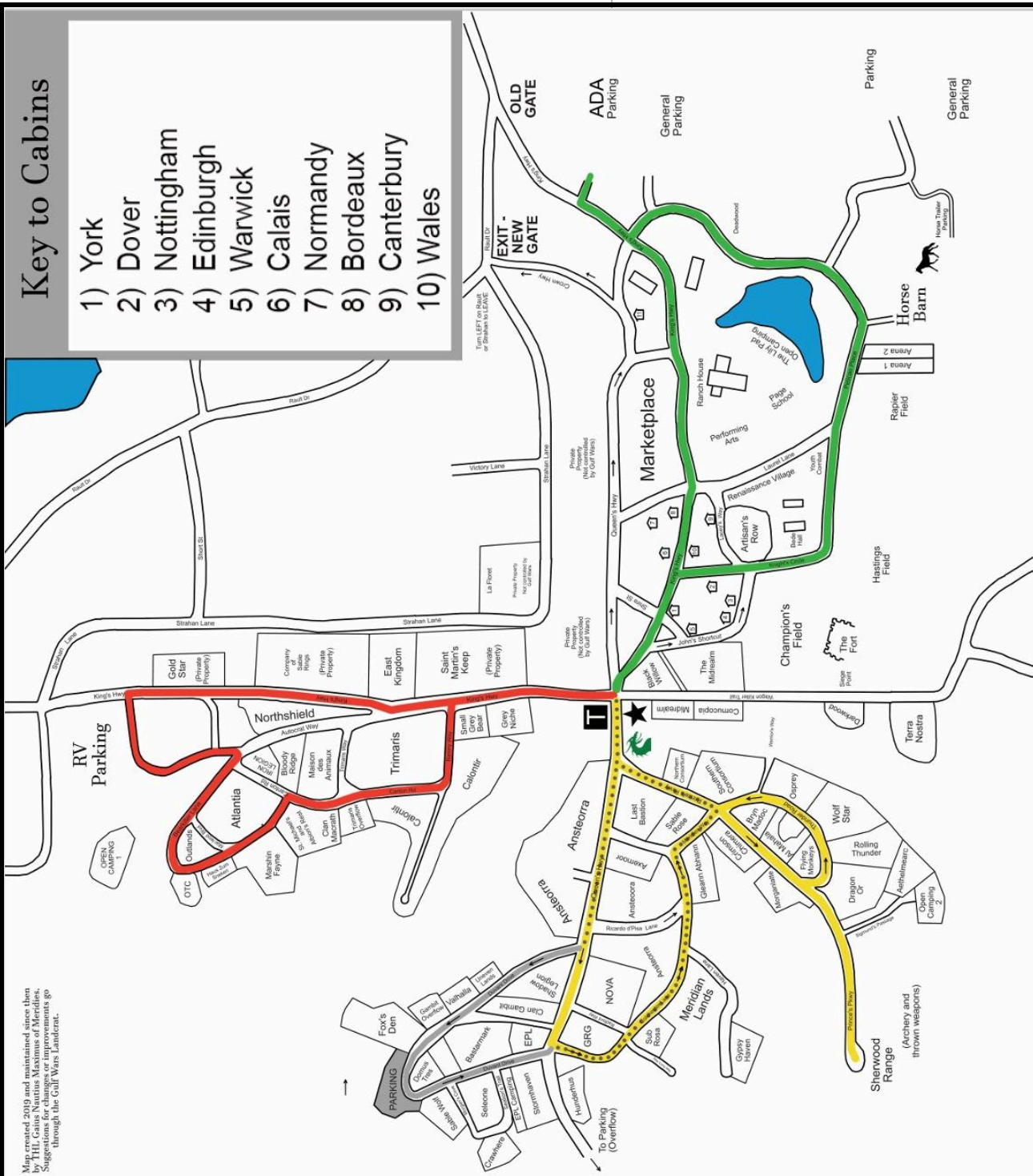
Routes are subject to change due to inclement weather or unforeseen circumstances.

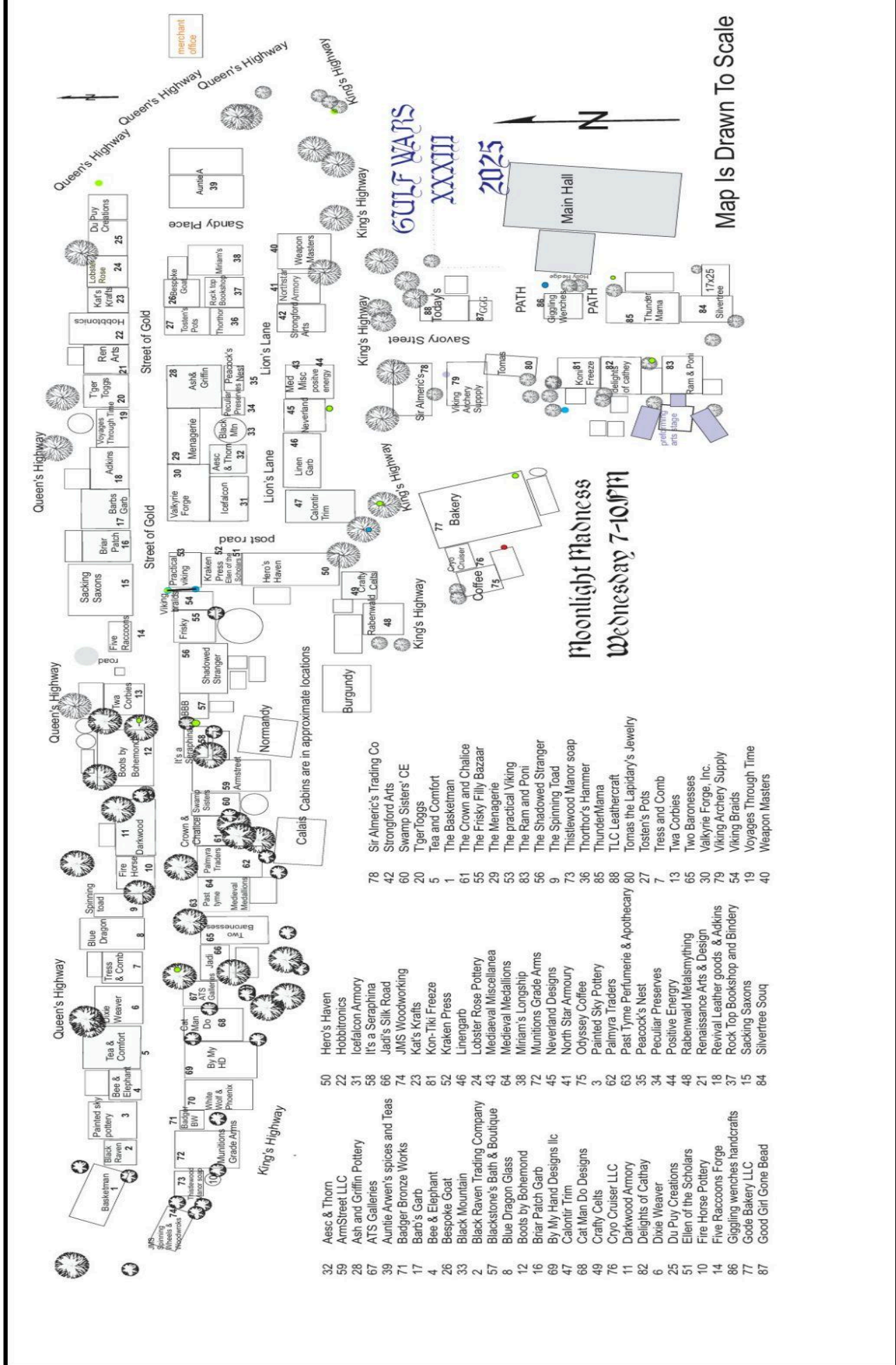


Map created 2019 and maintained since then by The Gulf Wars XXXIII of Meridian. Suggestions for changes can go through the Gulf Wars Landlord.

Key to Cabins

- 1) York
- 2) Dover
- 3) Nottingham
- 4) Edinburgh
- 5) Warwick
- 6) Calais
- 7) Normandy
- 8) Bordeaux
- 9) Canterbury
- 10) Wales





Map Is Drawn To Scale

- Calais Cabins are in approximate locations
- 32 Aesc & Thorn
 - 33 ArmStreet LLC
 - 28 Ash and Griffin Pottery
 - 67 ATS Galleries
 - 39 Auntie Anwen's spices and Teas
 - 71 Badger Bronze Works
 - 17 Barb's Garb
 - 4 Bee & Elephant
 - 26 Bespoke Goat
 - 33 Black Mountain
 - 2 Black Raven Trading Company
 - 57 Blackstone's Bath & Boutique
 - 8 Blue Dragon Glass
 - 12 Boots by Bohemond
 - 16 Briar Patch Garb
 - 69 By My Hand Designs llc
 - 47 Calontir Trim
 - 68 Cat Man Do Designs
 - 49 Crafty Calls
 - 76 Cryo Cruiser LLC
 - 11 Darkwood Armory
 - 82 Delights of Cathay
 - 6 Dixie Weaver
 - 25 Du Puy Creations
 - 51 Ellen of the Scholars
 - 10 Fire Horse Pottery
 - 14 Five Ravens Forge
 - 86 Giggling wench's handcrafts
 - 77 Gode Bakery LLC
 - 87 Good Girl Gone Bead
 - 50 Hero's Haven
 - 22 Hobbtronics
 - 31 Icefalcon Armory
 - 58 It's a Seraphina
 - 66 Jodi's Silk Road
 - 74 JMS Woodworking
 - 23 Kat's Kratts
 - 81 Kon-Tiki Freeze
 - 52 Kraken Press
 - 46 Linengarb
 - 24 Lobster Rose Pottery
 - 43 Medieval Miscellanea
 - 64 Medieval Medallions
 - 38 Miriam's Longship
 - 72 Munitions Grade Arms
 - 45 Neverland Designs
 - 41 North Star Armoury
 - 75 Odyssey Coffee
 - 3 Painted Sky Pottery
 - 62 Palmyra Traders
 - 63 Past Tyme Perfumerie & Apothecary
 - 35 Peacock's Nest
 - 34 Peculiar Preserves
 - 44 Positive Energy
 - 48 Rabenwald Metalsmithing
 - 21 Renaissance Arts & Design
 - 18 Revival Leather goods & Adkins
 - 37 Rock Top Bookshop and Bindery
 - 15 Sacking Saxons
 - 84 Silvertree Souq
 - 78 Sir Almeric's Trading Co
 - 42 Strongford Arts
 - 60 Swamp Sisters' CE
 - 20 T'gerToggs
 - 5 Tea and Comfort
 - 1 The Basketman
 - 61 The Crown and Chalice
 - 55 The Frisky Filly Bazaar
 - 29 The Menagerie
 - 53 The practical Viking
 - 83 The Ram and Poni
 - 9 The Spinning Toad
 - 73 Thistlewood Manor soap
 - 36 Thorthor's Hammer
 - 85 ThunderMama
 - 88 TLC Leathercraft
 - 80 Tomas the Lapidary's Jewelry
 - 27 Tosten's Pils
 - 7 Tress and Comb
 - 13 Twa Corbies
 - 65 Two Baronesses
 - 30 Valkyrie Forge, Inc.
 - 79 Viking Archery Supply
 - 54 Viking Braids
 - 19 Voyages Through Time
 - 40 Weapon Masters

Gulf Wars Event Planner

	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00 AM								
8:00 AM								
9:00 AM								
10:00 AM								
11:00 AM								
12:00 PM								
1:00 PM								
2:00 PM								
3:00 PM								
4:00 PM								
5:00 PM								
6:00 PM								
7:00 PM								
8:00 PM								
9:00 PM								
10:00 PM								
11:00 PM								
12:00 AM								

– Bulletin Board –



Gulf Wars Camp Beautification Challenge

Have the most beautiful campsite with the best adherence to the theme!

<p>How To Register</p> <p>Go to troll and register your camp to get your numbered flag. Take the flag to your camp and display it proudly to the street.</p>	<p>Theme</p> <p>Show us your colors!</p> <p>Judging</p> <p>Judging will be completed on Thursday</p> <p>Winnings</p> <p>A displayable wooden trophy plaque</p> <p>More details will be provided at registration</p>	<p>Categories</p> <p>Best Use of Theme</p> <p>Best Perimeter (Walls/Gates)</p> <p>Best Common Area</p> <p>Best SCA Life Portrayal</p> <p>Camp with the most participants while being judged</p> <p>With an Overall Grand Prize</p>
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**COME ONE! COME ALL!
TRIMARIS & MERIDIES
PARTY**

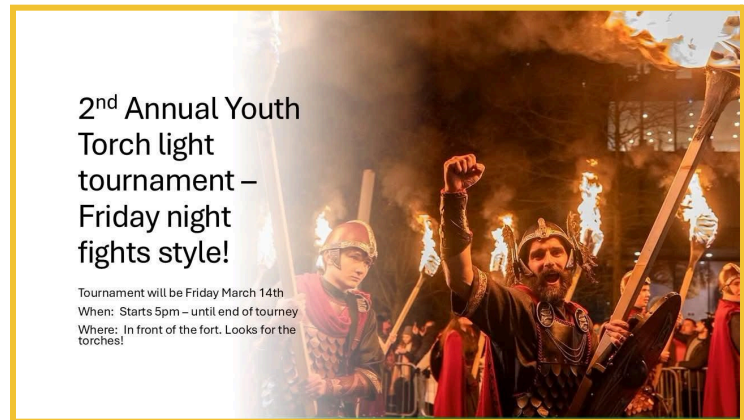
**Gulf War XXXIII
Trimaris Royal
Wednesday
March 12th
9:00 pm**

**MONTY PYTHON'S
SPAMALOT**



The Roses of Meridies are proud to sponsor the 3rd Annual Youth Rose Tournament!

Tournament starts at Noon on March 11th. All Known World Roses are welcome.



2nd Annual Youth Torch light tournament – Friday night fights style!

Tournament will be Friday March 14th
When: Starts 5pm – until end of tourney
Where: In front of the fort. Looks for the torches!



CALLING ALL

*Goblins, Gremlins, Redcaps, Satyrs,
Dryads, Nymphs, Boggles, Pixies, etc.*

to join the

Goblin King's Court

*To Celebrate Mischief and Knavery
at the*

Gulf Wars Known World Party

Friday @ 9PM March 14 2025



HERE YE, HERE YE

CRY HERALDS NEEDED FOR GULF WARS

MORNING AND AFTERNOON SHIFTS AVAILABLE

EMAIL: CRYHERALDS@GULFWARS.ORG

Clan Blue Feather of Vindheim
invites ALL AGES*

*under 15 must be accompanied by an adult caregiver



Pirate Gambling

Gulf Wars XXXIII - 2025

@ Ansteorra BFT - 8pm Wednesday

Bring your booty
(no cash, no trash)
and bet it against other treasures!

Attend in FAFO garb for a prize!

Alcohol may only be gambled at tables with no minors.



Second Annual Cookie Tournament
When: Thursday March 13th, 1:00pm
Where: Champion's Field in front of
the Trimar Kingdom Pavilion

- ▶ Open to ALL Youth Combatants and Heavy Fighters, willing to tag team.
- ▶ Winner gets the COOKIES with the **SPRINKLES!**
- ▶ FOR HONOR, GLORY AND ALL THE COOKIES!!



GULF WARS YOUTH COMBAT FORT BATTLE

When: Wednesday March 12th
At 10:00AM

Where: The Fort

We also would welcome all adult fighters interested in teaching Youth Combatants to join in!

All Adult fighters MUST have a youth grade weapon.



SHADOW LEGION'S ANNUAL 3 V 3 YOUTH TOURNEY

Wednesday March 12th @ 1:00 PM
in front of the Shadow Legion
Pavilion

HEAR YE, HEAR YE

The Goblin Court is hosting a
STALL COMPETITION
Drink Bars
Mischievous Games
Delicious Food
and more!
Gulf Wars
Known World Party!

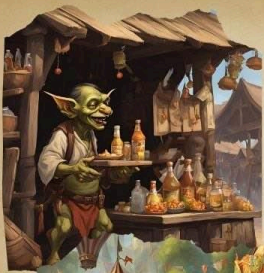
Reach out to knownworldparty@gulfwars.org for sign up

CALLING ALL BARDS!

Have you heard tales of the Goblin King?
Caught a pixie only for it to escape?
Been tricked by a gremlin?
Made a deal with a redcap?
Fallen in love with a dryad?



Tell your tale at the
Gulf Wars
Known World Party!
Sign up at Volunteer Point!



Known World Party

Their Majesties are excited to bring you this year's theme for the Known World Party at Gulf Wars. Prepare to take part in a **goblin carnival!**

You can join in the excitement and support Meridies by hosting a food, drink, or game stall at the party.

Email
knownworldparty@gulfwars.com
to register your stall.



First Ever Youth Combat War Point Tournament!

► When: March 11th at 5PM

► Where: Champion's Field

► This tournament will set each division aside. Youth combatants will compete with other youth combatants from their field. Each winner will score a point. Best 2 of 3 wins the war point. All battles will be best 2 out of 3. Win and you're in. Lose and you're out. Single Elimination.



Fiber and Fellowship

Sunday 8:00pm

Ansteorra BFT

Bring a project, a beverage, and/or a snack. Hang out and meet other fiber artists!

For questions please contact Baroness Emma of the Barony of Namron by texting 405-227-0207.



PCS GATHERING AT ALBION'S REST

Come and join us for our 1st PCS Gathering at Gulf Wars XXXIII

THURSDAY, MARCH 13TH FROM 5:30 TO 6:30ISH

AT THE DRACHENWALD POPULACE CAMP (ALBION'S REST)

TRM Majesties Drachenwald will not be joining us this year. Please bring a chair if you wish to sit & a drinking vessel as Dragon's Rest Punch, Coffee, Tea & Water will be available.

POC Daria von Drachenwald (armypatti@gmail.com)

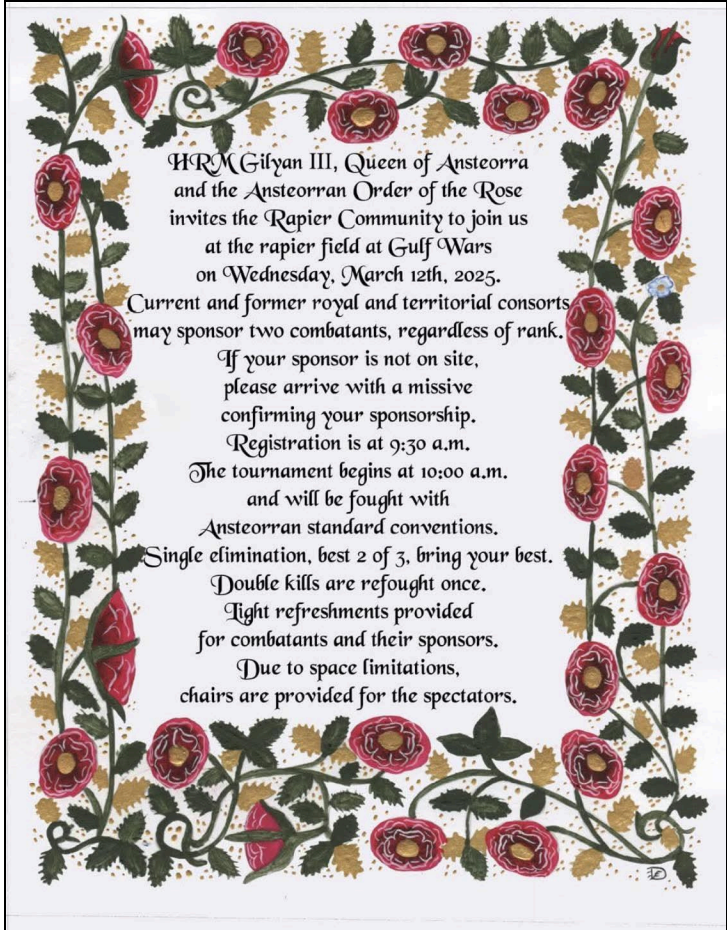
WHEN: Wednesday, 7pm

WHERE: Ansteorra BFT



For Ansteorra and Friends

MILK & COOKIES NIGHT



HRM Gilyan III, Queen of Ansteorra
and the Ansteorran Order of the Rose
invites the Rapier Community to join us
at the rapier field at Gulf Wars
on Wednesday, March 12th, 2025.

Current and former royal and territorial consorts
may sponsor two combatants, regardless of rank.

If your sponsor is not on site,
please arrive with a missive
confirming your sponsorship.

Registration is at 9:30 a.m.

The tournament begins at 10:00 a.m.
and will be fought with

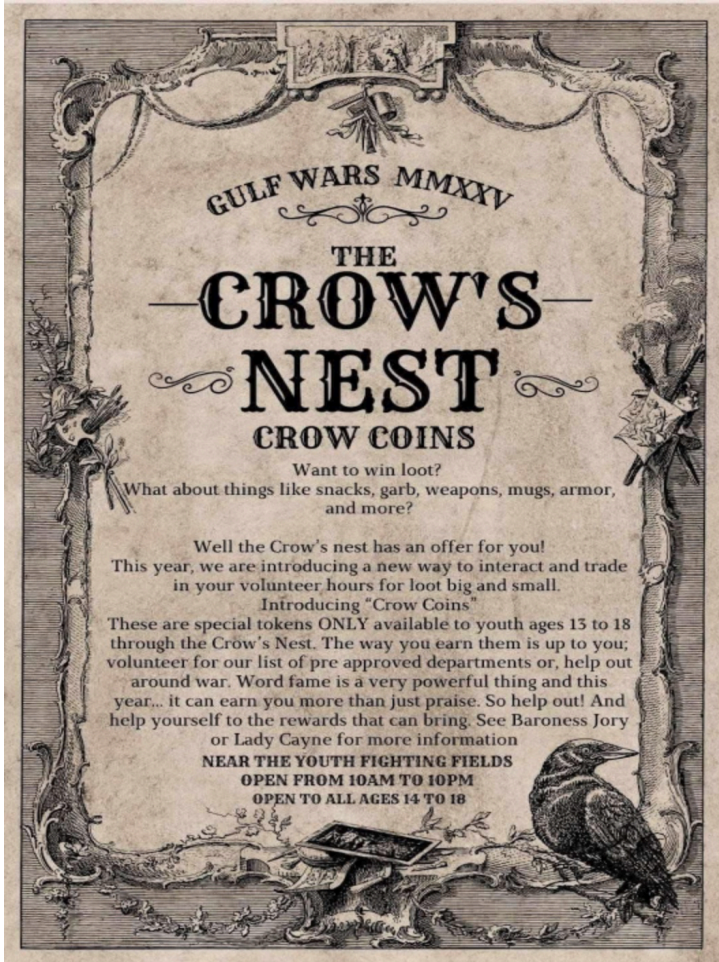
Ansteorran standard conventions.

Single elimination, best 2 of 3, bring your best.

Double kills are refought once.

Tight refreshments provided
for combatants and their sponsors.

Due to space limitations,
chairs are provided for the spectators.



GULF WARS MMXXV

THE
CROW'S
NEST
CROW COINS

Want to win loot?

What about things like snacks, garb, weapons, mugs, armor,
and more?

Well the Crow's nest has an offer for you!

This year, we are introducing a new way to interact and trade
in your volunteer hours for loot big and small.

Introducing "Crow Coins"

These are special tokens **ONLY** available to youth ages 13 to 18
through the Crow's Nest. The way you earn them is up to you;
volunteer for our list of pre approved departments or, help out
around war. Word fame is a very powerful thing and this
year... it can earn you more than just praise. So help out! And
help yourself to the rewards that can bring. See Baroness Jory
or Lady Cayne for more information

NEAR THE YOUTH FIGHTING FIELDS

OPEN FROM 10AM TO 10PM

OPEN TO ALL AGES 14 TO 18