



# Gulf Wars

## XXXIV



A War Without  
Enemies



War Points

March 14-22, 2026

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Design and layout by THL Óengus mac Gilla Dubain, Sable Baron, Barony of Bryn Madoc in the Laurel Kingdom of Meridies.

## War Point Scenario Descriptions

### Battle Descriptions Cheat Sheet

#### Overview

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

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

### Armored - Open Field

Monday, March 16, 2026 12:30-2:00PM – Hastings Field



**Shorthand Description:** L J C S

**Location:** Open Field

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

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

**Repeat:** 5 times

**Weapons:**

Standard weapons:	Yes
Combat Archery:	Yes
Spears:	Yes
Siege:	Yes

**Lives:** 1

**Death From Behind:** No

**Time:** 30 minutes or until victory conditions are met, whichever comes first.

**Physical Set Up:** Runs long ways east to west, with the east end of the field being substantially higher than the west end. The field is approximately 400 feet long and 200 feet wide. There are several stands of trees that are usually fought around. Archery should only be aimed inwards, and is not supposed to be directed towards the spectators. Rotate 90 degrees each battle

**Starting Points:** Each army will start on opposite sides of the battlefield at least 200 feet from each other. The armies will rotate their starting sides 90 degrees for each iteration.

### Armored - Bridge

Monday, March 16, 2026 2:30-4:00 PM –Hastings Field



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

**Location:** The Fort

**Scenario:** This battle will be run 5 times. For each battle, both sides will start behind their respective start line. Thrown weapons, combat archery, and siege will be allowed in battles 1, 3, and 5, and can shoot in any direction, down bridges, across bridges and across the water. Combatants can fight on the wall however they like, but if they put a weight bearing limb or weapon into the water area, they are dead. Each battle will be 10 minutes long, with the clock being stopped for injury holds. At the end of 10 minutes, the side that controls the entire glory zone of each bridge will be declared the victor of that bridge. If the bridge is contested (defined as both sides having combatants within the glory zone), all combatants outside of the glory zone will be removed from play, and the combatants inside the glory zone will fight till the last man standing. No ammo will be inspected in between battles. Combatants can fight on the wall however they like, but if they put a weight bearing limb or weapon into the water area, they are dead..

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

**Repeat:** 5 times

**Weapons:**

Standard weapons:	Yes
Combat Archery:	Yes in battles 1, 3, 5
Spears:	Yes
Siege:	Yes

**Lives:** Attackers: 1  
Defenders: 1

**Death From Behind:** No

**Time:** 10 minutes x 5

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

**Starting Points:** 50 ft back from the river's edge on both sides. 5

## Rapier - Open Field

Monday, March 16, 2026 4:00-5:30 PM – Hastings Field



**Shorthand Description:** L J C S

**Location:** Open Field

**Description:** One army must get its gold through to safety to pay its fighters. The other army must try to stop them.

**Victory Conditions:** The attacking side must get the treasure chest from their starting zone to one of the 2 gates on the sides of the field. The army that wins an iteration in the shortest time wins the scenario if there is a tie.

**Repeat /Iteration:** 4 times, switching sides each time.

**Weapons:**

Standard rapier weapons:	YES
Combat Archery:	No
Spears:	No
RBGs:	No
Small Shields:	YES
Large Shields:	NO

**Lives:** 3 lives / 2 resurrections

**Death From Behind:** Yes

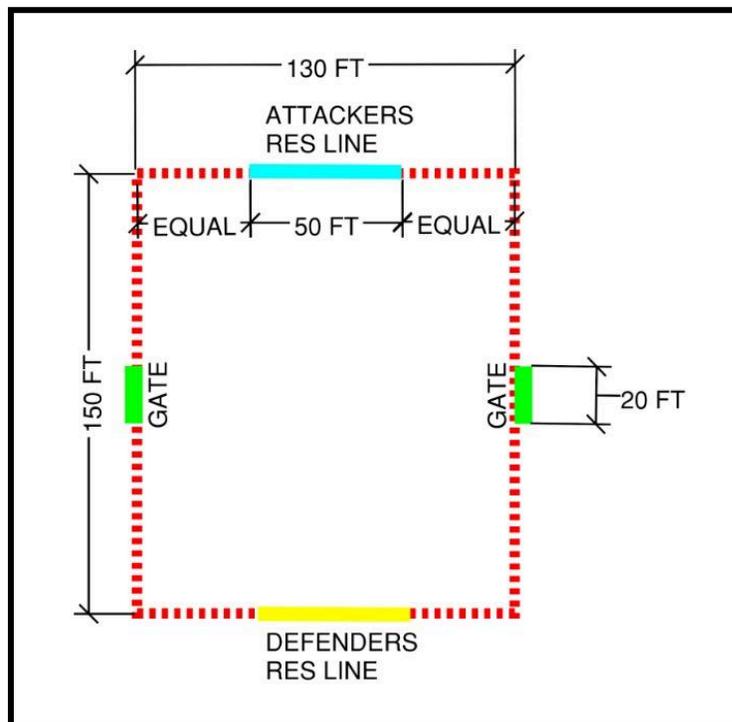
**Time:** 20 minutes or until victory conditions are met.

**Physical Set Up:** The open field will be approximately 130 ft x 150 ft. Each army's resurrection zone and starting point will be 50 ft long and centered on the 130 ft sides of the field. The gates will be 20 ft wide and centered on the 150 ft sides.

**Starting Points:** All combatants must start the iteration behind their respective resurrection zone.

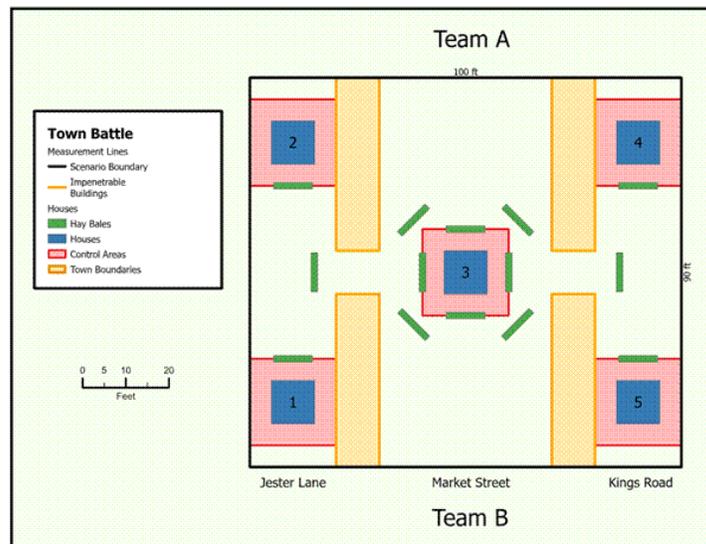
**Special Notes:** The "treasure chest" is a wooden box that must be carried by 2 fighters. If a fighter carrying the treasure is killed, they must loudly and clearly yell out "DEAD" to signal to the other fighter that they must stop moving. The chest cannot be thrown or dragged. The entire chest must cross the line of the gate to win. Any fighter can carry the treasure chest. The fighter must pick up the chest by one of the 2 available loops. The hand on the loop must

either be: empty; holding a dagger; holding a small buckler less than 12 inches in any direction; or holding a cape.



## Armored and Rapier Town Battle

Tuesday, March 17, 2026 10:00-12:00 PM – Hastings Field  
2:30-4:30 PM – Hastings Field



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

### ARMORED

**Location:** The Fort

**Scenario:** This scenario is a one-hour resurrection battle. This battle takes place in a town-like setting, featuring a three-lane map. The lanes are named Market Street, Kings Road, and Jester Lane. The map includes three main lanes that converge toward the center of the town, with resurrection. **Resurrections:** Each side has unlimited resurrections and begins with one home resurrection point indicated as "Team A" and "Team B" on the picture. Combatants should consider themselves "engaged" if they are inside one of the buildings. Outside of the buildings regular line engagement rules

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

**Jester Lane (Left Lane):** NO ARCHERY OR MISSILE WEAPONS. This lane offers a less direct route, allowing for flanking attacks. Any person who is not a martial peer may enter this lane. It contains two flags (one closer to each team's side) and can access Market Street through a central alley. Market Street (Middle Lane): ARCHERY ALLOWED FOR ARMORED SCENARIO. This is the most direct route through the town. It contains the central flag, "Town Square", which may be the most contested due to its strategic position. Battles in this lane will likely be the most intense and chaotic. Both Jester Lane and Kings Road have access points to Market Street.

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

**Victory Conditions:** Primary Victory: One side must capture all five flags and hold them uncontested for 30 seconds. Once all points are controlled by one team, that team wins immediately. Control of a flag is defined by at least one member of a team with a hand on the flag while no one from the opposing team are inside the building. Secondary Victory: If not all flags are captured within one hour the buildings will have a time of possession clock on each building. The side that holds the building the most based upon the time-of-possession counters will be determined to have won that building. The team that is determined to have won the most buildings will be awarded the war point.

**Repeat:** No  
**Weapons:** Standard weapons: Yes  
 Combat Archery: Yes in designated zones  
 Spears: Yes  
 Siege: Yes  
**Lives:** Attackers: Unlimited  
 Defenders: Unlimited  
**Death From Behind:** No  
**Time:** 1 hr

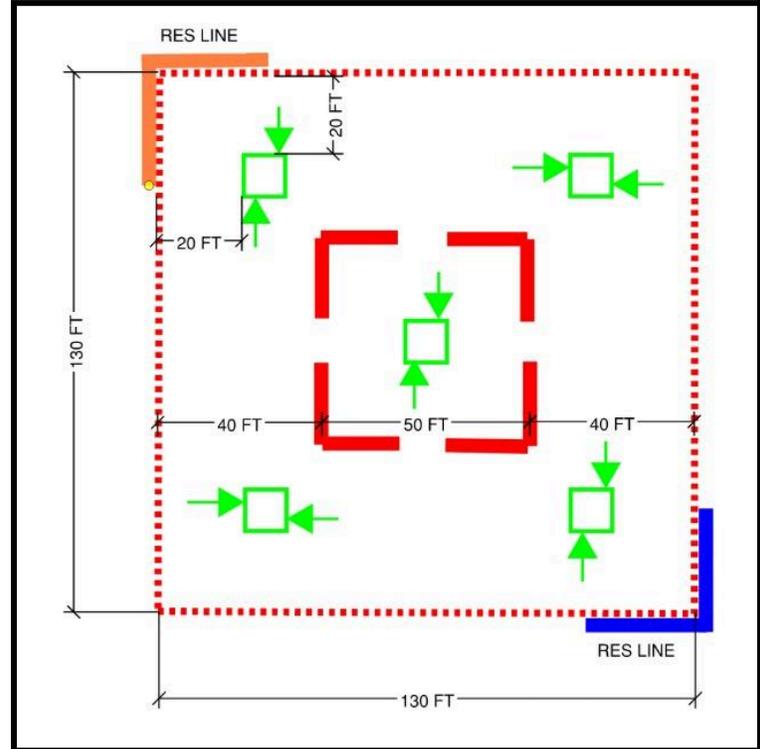
**Physical Set Up:** There are FIVE capture points areas indicated by squares around metal buildings indicated on the map in blue squares. The black lines on the map are considered the edge of the world and are defined by rope. If someone goes outside of this they would have to resurrect. The hay bales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

**Starting Points:** 50 ft back from the nearest building

### RAPIER

**Location:** Between the Fort and Hastings Field  
**Description:** A sleepy town lies between 2 armies, not knowing the carnage that awaits. Each army will battle for possession of the town and all its buildings.  
**Victory Conditions:** Have possession of more houses than the enemy at the end of time. Possession of a house means one army has more fighters inside than the other.  
**Repeat / Iteration:** 4 times, switching sides each time  
**Weapons:** Standard rapier weapons: Yes  
 Combat Archery: No  
 Spears: No  
 RBGs: No  
 Two Handed Weapons: Yes  
 Small Shields: Yes  
 Large Shields: No  
**Lives/Resurrections:** Unlimited  
**Death From Behind:** Yes

**Time:** 15 minutes  
**Physical Set Up:** 5 metal frame "houses" about 10 ft x 10ft with 2 openings each will be set up four in a square shape and one in the middle. The one in the middle will have a low wall around it with openings on each of the 4 sides. Resurrection point will be a line at opposite corners of the field. Armies will switch sides each iteration.  
**Starting Points:** Anywhere behind the resurrection line.  
**Special Notes:** Straw bales will function as low walls. You can fight over them, but do not jump on to or over them. Do not move the straw bales.



The field (red dashed lines) is approximately 130 ft x 130 ft  
 Each house (green boxes) is 10 ft by 10 ft approximately. They will be separated from the sides by about 20 ft. The one in the middle will be centered in the field. Doors (green arrows) on the houses will alternate which direction they will face.  
 The solid red lines are low walls made of straw bales.  
 Res lines (orange and blue lines) will be centered on opposite corners of the field.

### Foam Joust (Equestrian)

Tuesday, March 17, 2026 12:00-1:00 PM– Equestrian Field



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

**Physical Layout:** There will be a standard jousting lane setup in the equestrian competition area.

*High Level Description*

This tournament will be a head-to-head double elimination tournament (unless there are low participant numbers, where it might be converted to a round robin tournament). Whoever wins the tournament gets the war point granted to their allied side.

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

**Victory Conditions:** The winner of the tournament will secure that war point for their allied side.

**Champions (Armored and Rapier)**

Wednesday, March 18, 2026 11AM-2PM – Champions Field



**Location:** Hastings Field

**Scenario:** The Gulf Wars Champions battle is a series of 15 individual bouts between selected champions from each of the principal kingdoms and their allies. The fights will be run sequentially with single bouts (1 victory only) until all 15 bouts are completed. The kingdoms of Trimaris and Ansteorra will be given 15 champions to select in armored, and 15 champions to select in rapier. From each 15, the crowns of Ansteorra and Trimaris may select no more than 3 members from their kingdom of the peerage fighting order for that style of combat, and no more than a total of 7 persons from their kingdom total, one of which must be a youth combatant. The other 8 positions will be filled from the allied kingdoms with only sitting royalty and heirs to be excluded from selection. The 15 armored champion bouts will happen first, and then the 15 rapier champion bouts will occur.

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

**Repeat:** No

**Weapons:** Standard weapons: YES  
 Combat Archery: NO  
 Spears: NO

**Lives:** 1

**Death From Behind:** No

**Time:**

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

**Starting Points:** xxx

**Special Notes:** All fights will have been communicated to the person running the list and heralds prior to procession. With the announcement of each bout, the following two combatants will be told to make ready. It is of paramount importance that this proceeds quickly and smoothly. As such, the Crowns of Ansteorra and Trimaris will meet Tuesday evening and plan out the combat. All 30 matches will be decided in advance of the morning of the battle. The Crowns of Ansteorra and Trimaris will communicate to their kingdom and allies the names of the persons actually fighting. The Crowns will make sure that all the combatants for the next fight will be announced and asked to 'Make Ready' when the fighting pair is called. If one of the kingdoms does not have enough youth fighters, the slot will revert to a peerage ranked fight.

**Armored - Ravine Battle**

Thursday, March 19, 2026 10:00-12:00 PM – Ravine



\*map is approximate and for reference.

**Location:** Ravine

**Scenario:** Initially, each side occupies one portion of the ravine, with Ansteorra occupying the west portion of the ravine, and Trimaris occupying the east portion of the ravine. At the very back of each zone there are 2 resurrection points. There are three flags along a line perpendicular to a line between the resurrection flags. The middle flag will be placed in the bottom of the ravine, with the remaining two flags equidistant between the middle flag and the edge of the playing field. The battle will be one hour long. For each flag, there is a marshal who has two time-pieces; one for Ansteorra and one for Trimaris. When the marshal determines that a side has control of his flag, they start their time-piece, and it begins counting up the time. If control is lost, they stop that time-piece. If the other side then takes control of the flag, the marshal starts the other side's time-piece.

**Victory Conditions:** At the end of 1 hour, each marshal in charge of a flag will compare the times on their time-pieces. The side that has held the flag longest, will be awarded 1 point for holding that

flag. Whichever side has the most points, will win the War Point for this battle.

**Repeat:**

**Weapons:** Standard weapons: Yes  
Spears Yes  
Combat Archery: Yes in designated zones  
Siege: No

**Lives:** Unlimited

**Death From Behind:** No

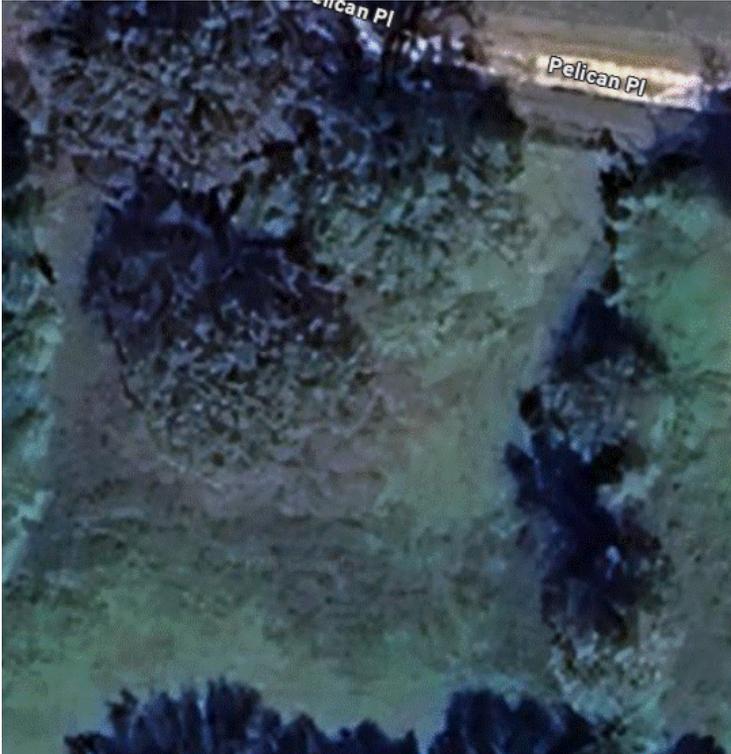
**Time:** 1 hour

**Physical Set Up:** Generally the ravine has a long axis west to east (around 500 feet) and a very short axis (around 100 feet) north and south. A gully runs along the long axis with slopes to higher ground on the north and south sides. There are several stands of trees that are usually fought around, and often piles of debris down in the gully. Archery can only be aimed inwards, and is not supposed to be directed towards the spectators. Archery will be allowed on the south side of the field. The battle will be fought east to west, with three evenly spaced flags at the midline running east to west.

**Starting Points:** Both armies must start the scenario behind their res point.

**Mounted Games (Equestrian)**

Thursday, March 19, 2026 1:00-2:00 PM – Equestrian Field



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

Please attend, bear witness, and rise to meet Northshield's challenge!

**Physical Layout**

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

*High Level Description*

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

**Victory Conditions**

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

**Rapier - Bridge Battle**

Thursday, March 19, 2026 2:00PM-4:00 PM – Fort

**Location:** The Fort

**Description:** Two armies stand on either side of a broad river. With only 3 bridges of different sizes available to cross, each army must defeat their enemy and capture their flag.

**Victory Conditions:** Capture the flag (blue or yellow triangle) of the opposing side. The army that does this in the shortest amount of time wins if there is a tie.

**Repeat / Iterations:** 4 times, switching sides each time

**Weapons:** Standard rapier weapons: YES  
Combat Archery and RBGs: YES

(10% max of total army size) on the 2nd and 4th iterations only  
Spears: YES (10% max of total army size)

Two handed weapons: YES

Small Shields: YES

Large Shields: YES

**Lives:** unlimited

**Death From Behind:** Yes

**Time:** 20 minutes

**Physical Set Up:** There are 3 bridges across the river. The goat path is about 4 ft wide and has no walls (yellow lines). The pedestrian bridge is about 10 ft wide and has short side walls (about 2-3 ft tall) (red lines). The covered bridge is 20 ft wide and has side walls (about 4 ft tall) (greenlines). Each bridge is approximately 20 ft long.

The res points for each side will be set at the farthest corners of the battlefield, each approximately the same distance from the bridges as the others.

The target flags will be set approximately 40 ft back from the edge of the river on each side, roughly centered between the res points and at least 20 ft from any physical obstacles, like fort walls.

**Starting Points:** At either res point for your side.

**Special Notes:** The river is deep (blue lines). Rapier combatants will drown if they step foot in the river. Combat peers and royals can cross the river on their knees.

Rapier Combat Archery and RBGs will only be allowed in the zone around the pedestrian bridge and only in the 2nd and 4th iterations of the scenario. The line will be marked on the ground to indicate this zone. Shooters can cross the line over into the non-archery zone while carrying a bow, crossbow, or RBG, but cannot fire.

Ammunition may only be fired from inside the archery zone in such a way as to not cross the line into the non-archery zone.

Fighters in the non-archery zone that are hit by projectile ammunition can ignore the shot.

## Physical Layout

In Arena 2 combatants will form teams of two and line up on either side of the field. The center of the field is the tourney "ring". As they are heralded in, each team will face one another in hand-to-hand mounted combat. If there are not enough combatants, the tourney will change to one on one.

### High Level Description

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

### Victory Conditions

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

## Armored - Fort

Friday, March 20, 2026 11:00-1:00 PM – Fort

**Location:** Fort

**Scenario:** Due to the fort not being complete, a temporary portable and modular fort will be in use. The layout this year will vary from description based on resources available. Below are estimations based on current information.

There will be 3 entries to the castle. The forts set up will depend widely on what temporary wall can be provided by the kingdoms. This scenario will be run twice, with each side playing both the role of the attackers or the defenders. This year it will be a limited resurrection battle. Each defender will have 4 resurrections (5 lives), and can resurrect at will in the center of the castle (shown on Map in red). The attackers can resurrect every 3 minutes, provided that they are at one of the two resurrection points (shown in red on the map) at each 3 minute mark. At the start of each run, the attackers will be arrayed outside the castle, with all attackers no closer to the walls than 50 feet away. All defenders must start in the inside of the castle. At the lay on, the attackers and defenders may commence with the siege. The main gate and side breaches will be considered closed at the start of the battle. To simulate the effects of siege a gate must be hit 5 times with a siege weapon to be forced open.

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

**Repeat:** each army will attack and defend once

**Weapons:**

Standard rapier weapons:	YES
Combat Archery:	YES
Spears:	YES
Siege:	YES

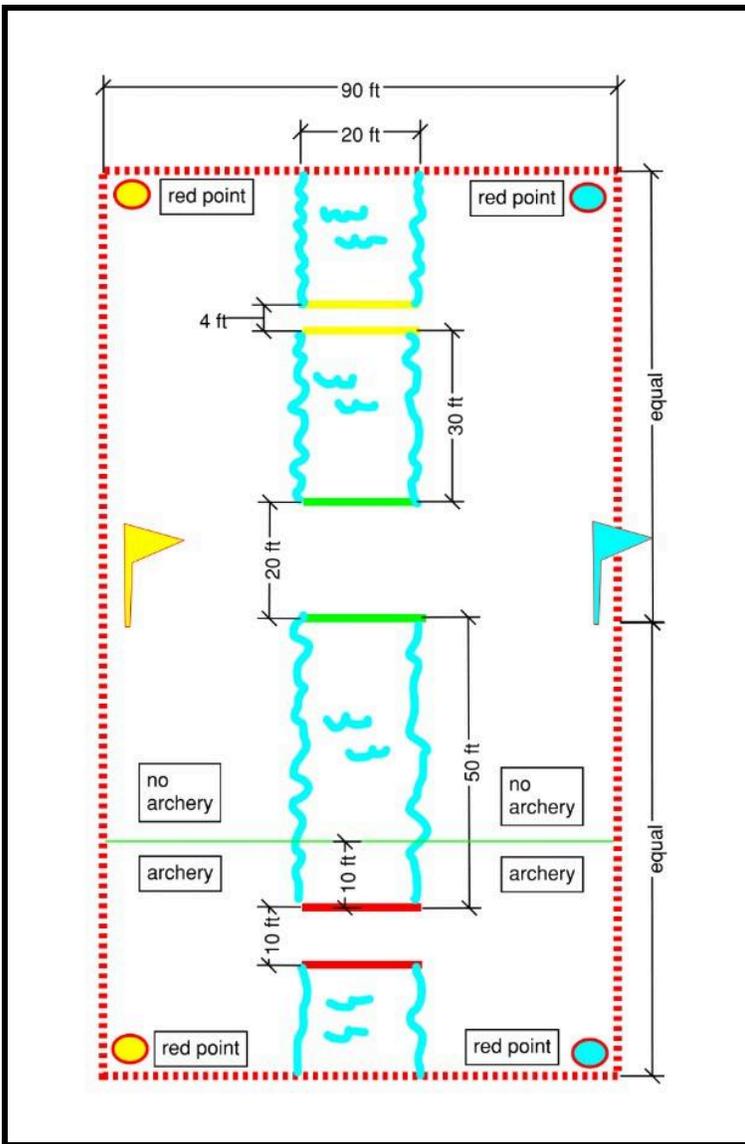
**Lives:** Attackers: resurrection on 3 min rotations

Defenders: 4 resurrections / 5 lives

**Death From Behind:** No

**Time:** 45min x 2

**Physical Set Up:** The layout this year may vary from description based on construction of new fort progress. Below are estimations based on current information. An item to note is that the orientation of the new fort walls has rotated. There will be 3 entries to the castle. The forts set up will depend widely on what temporary wall can be provided by the kingdoms.



## Mounted Combat (Equestrian)

Friday, March 20, 2026 10:00-11:00 AM – Equestrian Field



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

**Starting Points:** At the start of each run, the attackers will be arrayed outside the castle, with all attackers no closer to the walls than 50 feet away. All defenders must start in the inside of the castle.

## Rapier - Ravine Battle

Friday, March 20, 2026 2:00-4:00 PM – Ravine



**Location:** Ravine  
**Description:** Two armies fight for control of the ravine. Each side vying to capture the three flags. Victory goes to the one who can maintain possession for the longest.  
**Victory Conditions:** Get the most points for possession of the flags.

**Repeat/Iterations:** 2 times, switching sides each time.

**Weapons:**

Standard rapier weapons:	YES
Combat Archery:	NO
Spears:	NO
RBGs:	NO
Two Handed Weapons:	NO
Small Shields:	YES
Large Shields:	NO

**Lives:** Unlimited

**Death From Behind:** No

**Time:** 25 min each time. Holds stop the clock.

**Physical Set Up:** There will be 3 flags set up in the middle of the ravine. Each will be roughly equidistant to either res point and to each other. See map at the end.

**Starting Points:** One res point will be set up at the bottom of the ravine and one at the top of the ravine for the other. Both armies must start the scenario behind their res point.

**Special Notes:** No knee walking. No running at all. No two handed weapons. To gain possession of a flag, one fighter must pull on the rope to lift their flag color. The fighter must keep pulling on the rope to keep their flag up. Fighters can trade out who is holding up the flag. If you raise the color of the other army, it counts for them, not you.

The counting of possession of the flags will be set up to occur at 5 random times during the course of the scenario, including at the end. There will be no announcements of when this will happen.

Either army can send a runner to the "counting" marshal to see how many tallies they have.

**Marshals' Notes:** One marshal set up with a camera in a location where they have good visibility of all three flags. At approximately every 5 minutes (plus or minus 90 seconds), the marshal will photograph all three flags. They will note with tick marks who had possession of how many flags. The tick marks will be tallied at the end of the scenario. To avoid signaling to the armies when possession counts, the marshal may randomly pretend to take a picture.

## Week Long Target Archery



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

## Thrown Weapons Tournament



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

**Physical Layout:** Running parallel to the Prince's Highway will be a long 140-foot throwing line with seven targets. Throwers will

work their way down the line facing obstacles along the way, testing their skills as a hurler of the highest caliber.

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

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

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

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

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

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

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

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

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

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

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

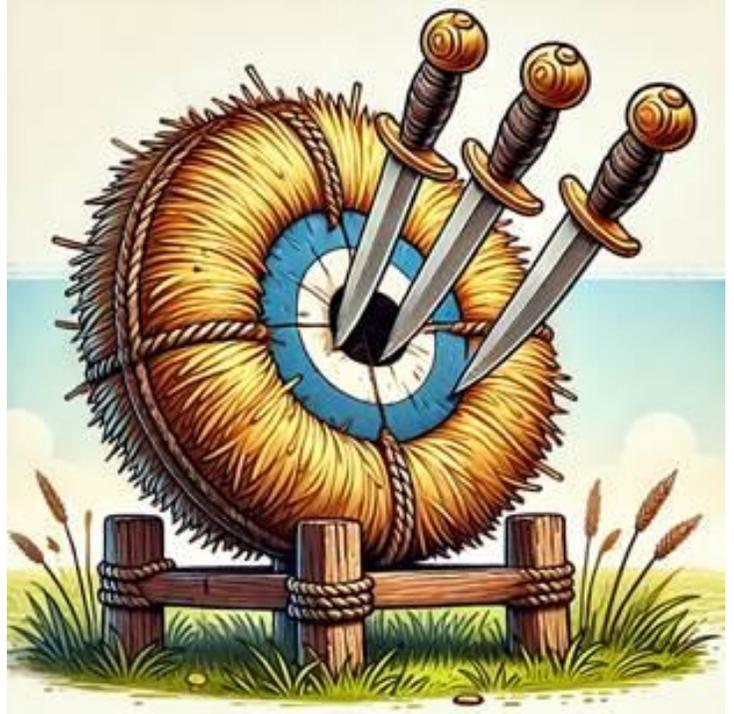
A subset of coins will be scored for the spear targets, and a similar situation will be followed if there is a tie. Whoever scores the most points with spears will win the Spear war point for their kingdom.

#### Rules

- Follow all thrown weapons rules.
- Closed-toe shoes are required.
- No trading or gifting of coins unless noted above.
- Youth ages 10 to 18 welcomed with a legal guardian present.
- Tournament will be canceled if it rains or muddy ground conditions.

- Have fun and enable others to have fun.
- Gold coins have no mundane monetary value.

## Thrown Weapons Tournament



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

#### Physical Layout

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

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

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

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

#### Scenario Description

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

#### Victory Conditions

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

#### Rules

- Follow all thrown weapons rules.

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

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

### High Level Description

The Youth War point will be a team versus team field battle.

**Victory Conditions:** The winner, best 3 out of 5, will secure that war point for their allied side.

## Gulf Wars Art/Sci Champions Battle

### Overview

#### Kingdom Roles

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

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

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

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

#### Groups

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

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

### Announcement of Entries

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

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

### Judging

#### Judge Pre-Registration

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

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

#### Judging Meeting

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

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

### Tabulation and Champion Selection

#### Scoring

- Tabulation of scores will be an average of all scores awarded to an entry by judges. This may be an average of two, three, or, occasionally, four scores.
- Outlier scores or scores that have more than 4 full points of disagreement between judges will automatically be reviewed by judges. If a particular judge is scoring too harshly, they will be spoken with. In the case that the KMoAS staff running the Champions Battles disputes a particular judging sheet by at least 50%, it will be removed from consideration and another judge will be found for review.

#### Champions

- Group Champions and Selection
  - The entry with the highest average score per group will be named group Champion and will be advanced to the final selection round.
- Grand Champion and Selection
  - The 5 Group Champion entries will each be assigned a host to explain the piece or answer questions during the final round. Every attempt will be made to find someone who judged the piece or who is thoroughly versed in the displayed art to make this presentation.
  - The Royals of the Known World will select the Grand Champion from the five Group Champions. Each voting royal and their vote will be recorded in case any royalty or entrant or war staff has later questions about the final Grand Champion selection. This list may be discarded after the end of the war.
  - Group Champions will be provided with a basket/bag and prizes. Every kingdom provides five similar items for the five kingdom baskets.
  - The Grand Champion will be provided with a prize basket. Every kingdom will provide one nicer item for the grand champion basket/bag.
  - Changes to the prizes awarded and which kingdom is responsible for each portion of prizes can be easily changed by agreement of the majority of the principal kingdoms. This is meant to

be a fluid process so accommodations and changes may be easily made from year to year based on any important factors.

### Prizes for Champions and Judges Brunch

#### Prizes

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

#### War Point

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

### Instructor War Point



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

#### Scenario Play

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

#### Combat Description

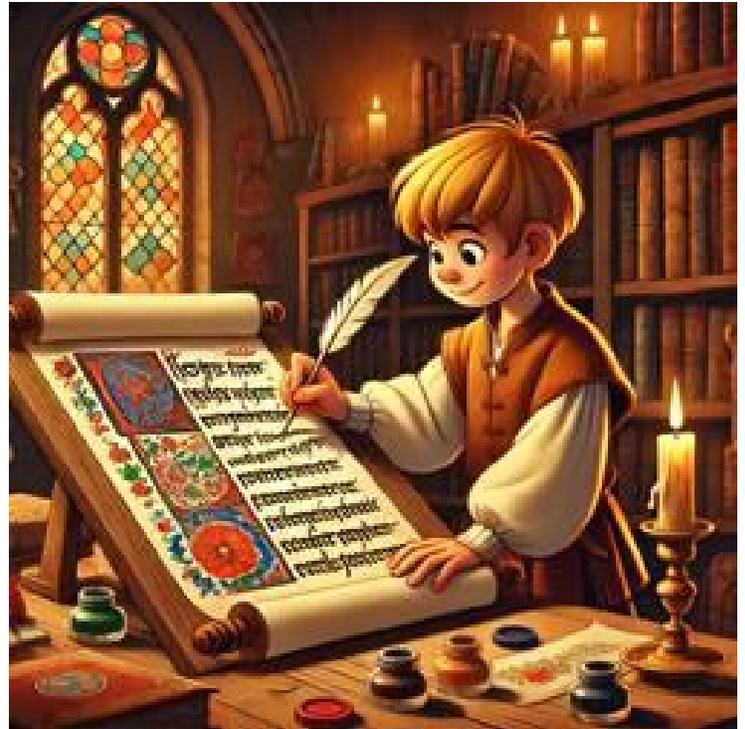
Any instructor who cancels their class is not eligible to be included, but a class that is held with no attendees can still be included. We

would only like to have officially scheduled classes be a part of the war point, so any impromptu class held privately or unannounced would not count for the war point.

#### Victory Conditions

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

### Youth Arts & Sciences



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

#### Physical Layout:

Gulf Wars A&S Classes

#### High Level Description

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

#### Victory Conditions:

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

### Volunteer Hours

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

#### Physical Layout

All of Gulf Wars.

#### High Level Description

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

#### Victory Conditions

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

# Bardic War Point

## General Guidelines

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

## Guiding Principles

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

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

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

## Rules

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