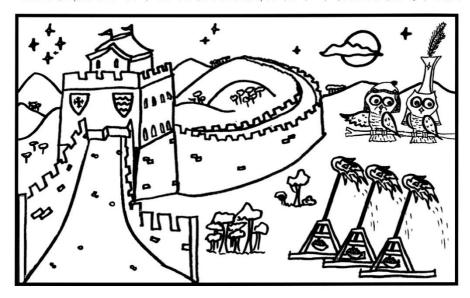
# GREAT NORTHERN WAR XVII



EVENT BOOKLET AND TIMETABLE

FRIDAY 5<sup>TH</sup> TO MONDAY 8<sup>TH</sup> JUNE, 2015

This booklet was based on the compilation by Baroness Josseline de la Cour, 2012. The Honourable Lady Ceara Shionnach updated the document in 2015, and drew the sketch on the front cover. Lady Christine Bess Duvaunt drew the owl grid on page 18.

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# **INTRODUCTION**

Please take the time to read this booklet, even if you have been to Great Northern War (GNW) before. Every participant will have to sign a waiver to indicate that they have read the rules and agree to abide by them, and is asked to sign up for a volunteer shift.

# FROM THE BARON AND BARONESS OF SAINT-FLORIAN-DE-LA-RIVIÈRE

Greetings and welcome to the premier event of the Northern Reaches.

We take great pleasure in having you join us for what should be a lovely weekend. We look forward to the display of Chivalric Prowess upon the battle field, the pinpoint accuracy of the archers and deadly grace of the fencers. This should also be a weekend when all are inspired by the work of our artisans and their generosity of sharing their skills in a multitude of workshops, as well as their skill in the kitchen as we are well fed.

You may have noticed that our autocrats are trialing a new system this year whereby bookings are linked to volunteer shifts. This system is based on the Canterbury Faire System and has worked for them for a number of years. As all should be aware, the running of our events is totally based on the work of volunteers and the load these volunteers carry needs to be spread across the group so that we don't have people falling over. The society is built on the service of participants. So thanks to everyone for participating in this new system and we look forward to your feedback after the event.

We bid you come and join us for a small tipple in the Jolly Duke Tavern and may the event be as enjoyable for you as it is for us.

Yours in Service,

Acacia and Drake 4th Baron and Baroness, St Florian de la Riviere.

# SITE RULES

Every participant will have to sign a waiver to indicate that they have read the rules and agree to abide by them. Please remember that the guiding principles of the Society are chivalry and courtesy to all.

- As always, mundane law supersedes SCA rules.
- All directions from stewards, constables and marshals must be followed.
- All Attendees to GNW must sign a waiver. This includes kitchen staff, set up crew, officers, members etc. If you refuse to do so, you may be refused enter to the site.
- GNW has a lot of fire. Please be very careful near all fires/flames/candles.
- Everyone must wear an attempt at pre-17th Century clothing.
- No swimming in water hole/creek. The safety of the water cannot be guaranteed.
- Your site token must be carried at all times & shown upon request of site staff.
- ❖ All guy ropes must be marked with white material to avoid accidents.
- Keep camping areas/bunk houses clean Please dispose of rubbish in bins provided.
- No sale of alcohol without the proper license.
- Providing alcohol to minors is an offence. Do not do it or you will be asked to leave &/or police may be called.
- Children are the sole responsibility of their parent or guardian at all times.
- Qld is still subject to water restrictions. Please keep showers as short as possible. Do not waste water.
- Qld Laws apply on site, please no illicit drugs, or any other illegal actions.

- All cars off site as soon as practical. Unload, & move your car to the car park. If you are asked to remove your car please do so immediately.
- No Smoking in the Feasting tent, Kitchen or anywhere food is being prepared or eaten. If you do smoke please dispose of your cigarette butts appropriately – DO NOT LITTER.
- Please leave your camp site/bunk room the way you found it, pick up your rubbish, and give any lost property to the Constable ASAP.
- There are specific Fire Rules written in this document you must follow them!
- No domestic animals or pets allowed on site, with the exception of guide dogs
- ❖ To use a Crossbow in QLD you need to have the appropriate mundane licences, if you are unsure if you hold these, it's safer not to bring it.
- ❖ In the unlikely event of an emergency evacuation, all directions from the Evacuation Coordinators (Event Steward & Event Constable) must be followed precisely.

Contravention of any of these rules may lead to your immediate removal from site, at the discretion of the event steward, without a refund. Please work with our staff to ensure everyone enjoys the event as much as possible.

Thank you for your co-operation.

**Please note:** It can get hot at GNW so be sun smart, wear a hat, sunscreen and drink plenty of water. It also can get cold at night, so bring warm clothes.

# FIRE RULES

Most years we have been lucky with no or low fire danger for previous GNW. We should be able to enjoy fire this year. However, fires will be monitored and regulations must be adhered to:

- ❖ All fires and flame sources must be attended at all times.
- Campfires must be in a four (4) metre diameter cleared area, free from long grass, tents and overhanging trees.
- Fires must be contained in a stone or brick surround, **NOT in a pit**.
- Please use care when disposing of tobacco ashes.
- No open flames or heaters are permitted inside tents.
- Must have a clear method for extinguishing their fire: A chemical fire extinguisher, multiple buckets of water or sand for each fire, or a fire blanket.
- ❖ Please be sensible with any flame powered device candles, etc.
- Children must be supervised around fire at all times
- No running, playing around or jumping through the fire
- Do not flick, or kick hot coals
- You are welcome to cook marshmallow or dough in the fire but please be careful
- ❖ Be careful of full flowing skirts or loose material around the fire can catch a light quite easily
- The above rules are set for yours & others safety; if you do not follow them you will be ask to leave the fire area, or even the event without refund.

# CAR RULES

- No cars are to be on site after Saturday morning.
- Only cars with special permission to be onsite (for example, disability, head cook, etc). Authorisation of cars onsite is at the discretion of the Event Steward (Sir Master Steffan Glaube) only.
- ❖ Follow directions given at the gate, follow markers or roads provided.
- There is a large car park provided over the bridge, please park sensibly and do not block other cars, and make sure you leave a driveway.
- ❖ Do not leave valuables in the car, and keep cars locked at all times.
- Please drive slowly throughout the park and site. If there is a speed limit posted, please follow it.
- ❖ If the site is wet, please drive carefully it can be slippery

#### **EMERGENCY EVACUATION**

In an emergency situation that requires a partial evacuation (e.g. a small fire), if safe, an evacuation point by the sign in tent at the list field will be the designated assembly point.

In the unlikely event of disaster, so that everyone can be removed offsite as quickly and safely as possible, an evacuation plan has been devised. Evacuation Controllers will be wearing high visibility vests.

In the event that we need to evacuate the site the following procedure is to be followed:

- 1. A car horn will sound a series of three long blasts.
- 2. Return to tent immediately.
- 3. Collect your valuables (one small bag only) and move to the car park.
- 4. Once at the car park, give your name to one of the people wearing a high visibility vest.
- 5. Move to your car in an orderly manner.
- 6. Once in your vehicle, follow the directions of the person(s) wearing the high visibility vest to form a column.
- 7. Follow the pace car (hazard lights will be flashing) to the safety area.

Do's	Do Not's	
Follow directions of the Stewarding	Panic	
staff & the evacuation Coordinators		
Check out the path from campsite to	Try to pack down your entire	
the car park before the need for	campsite – life is more	
evacuation	important than possessions	
Collect all family members	Try to re-enter the campsite	
	after reaching the car park	
Drive safely		

Please heed the advice and instructions from the emergency team.

# ACCOMMODATION AND FACILITIES

#### **Accommodation**

#### **Campsites**

The site has plenty of room for tents & pavilions. Please remember to flag all guy ropes with strips of white fabric – if you have forgotten or don't have any, some white fabric will be on sale at the gate – any tent not having these guy rope flags will be pulled down. Please keep your area clean and free of rubbish. Respect other campers and move around quietly.

#### Bunks

Are only offered to wayfarers to help them with less luggage. Linen and blankets are available on request. Please keep the bunks clean and leave them the way you found it.

#### **Facilities**

#### **Toilets and Showers**

There are numerous permanent toilet and shower blocks on the GNW site – there is an amenity block between the bunk houses, another block is up the hill at the Snow Centre, and there is another block just over the bridge (out towards the car park) on your right.

All attendees are welcome to use the toilets and shower blocks, however, there are water restrictions so please have short showers and avoid wasting water.

If there are any problems with the toilets/showers – no toilet paper, no water running, etc – please go to the officers tent by the list field and leave a message for the steward and hygiene co-ordinator.

## **Catering**

Food for those who booked entry with catering will be served from the kitchen tent by the list field, next to the dining tent.

<u>Breakfast</u> will be served from approximately 7.30am each morning – make sure you arrive before 9am to ensure you don't miss out!

Lunch will be served between 12.30pm and 1.30pm from the kitchen tent.

<u>Dinner</u> will be served around 6.30pm each night in the dining tent by the list field.

Beside the kitchen tent, there will be a tent assigned as a washing up station where you can clean and dry your feasting gear.

# Jolly Duke Tavern

Baron Master Drake Morgan and Duke Sir Alaric of Bangor will be hosting the ever popular Jolly Duke Tavern, beside the dining hall. <u>The Jolly Duke Tavern drinks are free</u> – largesse from the Patrons of the establishment. The beverages include home brewed alcohol and some cordials - this year's offerings will include approximately 300 litres!

Jolly Duke will have 6 taps on this year, with 2 taps for non-alcoholic choices.

We cannot guarantee what will be on what night, but the following should be available:

#### Beer:

- Threepenny Mild,
- Go-by-the-Wall English Strong Bitter,
- Cherrywood Smoked Beer,
- Old Duke Spiced Ale,
- Poacher's Braggot (Gluten Free Honey Beer),
- (From the Largess of Burnfield) Scottish Wee Heavy.

#### **Ciders and Wines:**

- Peach Cider (we've done 3 barrels of it this year),
- Raspberry Cider,
- Ginger Cider,
- Elderflower Cider,
- Dry Cider #1 strong and smooth, slightly off sweet,
- Dry Cider #2 strong and very tart,
- Raspberry Wine.

# HEALTH, SAFETY, AND THE ENVIRONMENT

- Keep hydrated with plenty of water
- Bring your Medicare card and any prescription medicine that you require
- Avoid drinking alcohol to excess we encourage you all to have fun, let your hair down, but please be sensible about it
- There will be soap available in the bathroom blocks for hand washing
- Don't forget your sunscreen and headwear in the sun
- ❖ Take care when walking through the bushland. This is Australia be aware that there may be ticks, spiders and snakes
- If you have any specific medical needs, please check in at the Chirurgeons tent to let them know of any allergies, conditions, etc that they should be aware of

- ❖ If equipment breaks, please go to officers tent and report it
- If you are cold please see the Event Steward or Hospit for more blankets and clothing
- If you do need to go to hospital DO NOT TAKE KNIVES OR SWORDS with you, and take them off inebriated people who have to go, too. These items are dangerous, and hospital staff should not have to deal with people carrying them
- ❖ Be careful around the campfire Synthetic fabrics and flowing skirts need to be kept close to your body and away from the flames.

  Children need to be supervised at all times around the fire
- No running around or in the Pavilions
- Do not leave unwanted food and dirty feasting gear on the feasting hall tables as it's a public space – please clean and wash them

#### LOCAL FLORA AND FAUNA

On site, there is bushland, grass fields and creeks. What follows is a quick overview of creepy creatures and things you may encounter, how to avoid them, and what to do if you come across any.

## **Mosquitoes**

Are one of the most annoying pests on site, and you are likely to encounter them at GNW. Mosquito-borne diseases are increasingly problematic and the best preventative is to avoid getting bitten. Wearing insect repellent is advisable. If you are bitten, treat with antiseptic and do not scratch. If the site does get infected, please seek first aid.

#### **Ticks**

Scrub ticks are very common at GNW, so wear insect repellant, avoid cutting through bush/scrub, follow paths, check yourself regularly, and if you do find one please see the chirurgeon tent by the list field.

Check your children please – for example, under the neck, behind the ears and in the hair.

#### Bees

Are not as common around the site, but that doesn't mean there won't be any. If bitten, remove stinger (taking care not to squeeze the sack of venom on the end) and ice if needed. If you have an allergy to bee stings, please make your way to the chirurgeon tent by the list field for assistance if stung.

# **Drop Bears**

Drop Bears are distant relatives of the Koala, and tend to hang out in Eucalypt trees. They are known to drop on unsuspecting passersby and preferentially attack international visitors. Most attacks are not fatal and usually result in bites and scratches. Strategies for avoiding Drop Bear attacks include: avoiding walking under tall trees, using Aussie lingo (words such as 'crikey', 'sanga' and 'sheila'), hopping around to disguise yourself as a kangaroo, and smearing vegemite liberally on your face (Drop Bears despise vegemite). Remember to *look up, stay alive*.

# **Redback Spiders**

Redback spiders are one of the most dangerous you may encounter on site. They tend to hide in dark places – for example, inside boots, wood piles, in sheds and storage places. The females are easily identifiable by their large, black, bulbous bodies with a distinctive red mark on the back.

Should you be bitten by a spider you can identify as a redback, stay calm, avoid moving around and send someone to fetch a chirurgeon immediately. Apply iced water if you have any nearby, and do not use pressure bandages.

# Other Spiders

If you think you may have been bitten by a spider, calmly but immediately take yourself to the nearest chirurgeon. If possible, take a description of, or jar containing, the spider to assist in identification and treatment.

# Snakes

In this area, there are many different snakes – both dangerous and harmless. Do not attempt to kill, touch or try to capture any snake you see. Snakes are protected by law, and it is a criminal offence to harm one. The penalty for harming a snake includes a substantial fine and jail sentence. There are no exceptions to this rule. It is also against the law for unlicensed persons to attempt to trap or catch snakes.

All snakes prefer areas that are not routinely stomped over by people, cars and bikes. Nonetheless to say that there is a chance of a snake in the area.

Should you see a snake, continue to observe it to make sure that it moves away from the camping areas. You can make sturdy stomping a little distance away will dissuade most snakes from coming closer, do not do this if the snake is beside you – the snake may attack. Please report any snake sightings to the Constable at the Officers Tent by the List Field.

Make sure you wear suitable footwear (e.g. sturdy footwear as opposed to thongs or sandals). Use common sense around the site and, by doing so, the risk of snake bite can be almost entirely negated.

If you suspect a snake bite has occurred, please treat seriously and sit the person down quietly in a safe place. The Chirurgeon needs to be notified immediately. If possible, take note of the details of the snake to help with identifying the snake – do not try to catch it and do not wash the bite site. Doctors are able to identify the snake by the venom around the site. Do not give the person any food or caffeine or alcohol. Keep the victim calm and reassure them until medical attention arrives.

If you are bitten and you are alone, apply firm pressure on the wound and the area above the site. Move slowly and calmly to the nearest person who can assist you.

# **GNW 2015 OFFICERS**

**Event Stewards |** Prince Steffan Glaube and Countess Beatrice Maria Malatesta (deputy)

The event stewards are effectively the event managers. If you encounter any problems that need assistance, you can approach the stewarding team.

Gate Keeper | Princess Branwen verch Lewis ap Thomas

The gate keeper is in charge of the sign-in point for the event.

Constable | Lord Sebastian Tockler

The constable is in charge of enforcing site rules and event safety.

Chirurgeon | Baron Master Hrothgar Breaksword

If you're in need of first aid, please attend (or send help to) the chirurgeon tent by the list field.

Head Cook | Countess Beatrice Maria Malatesta

The head cook manages the various meal teams throughout the event. For those who have paid for tickets with meals included, you will be catered from Friday dinner until Monday lunch.

Heavy Marshal in Charge | Count Sir Henri de Montferrant

The heavy marshal is in charge of safety and rules enforcement for the heavy combat activities throughout the event.

Rapier Marshal in Charge | Baron Master Yevan de Leeds

The rapier marshal is in charge of safety and rules enforcement for the rapier combat activities throughout the event.

#### Archery Marshal in Charge | TH Lord Madog Llwyd ap Madog

The archery marshal is in charge of safety and rules enforcement for the archery target and combat activities throughout the event.

#### List Keeper | TH Lady Gabriella Borromei

The list keeper is in charge of sign-ups for tournaments, including checking authorisation cards and that inspections have occurred.

#### Herald | Lord Robin of Twyford

The herald is in charge of managing event announcements and voice heralds for tournaments.

#### Arts and Sciences Co-ordinator | TH Baroness Josseline de la Cour

There are many arts and sciences classes on offer for GNW 2015. Please see the event timetable and class descriptions for more information.

#### Entertainment Co-ordinator | Lady Christine Bess Duvaunt

The evening entertainments on the list field are managed by the entertainment co-ordinator. Past entertainments have included chariot racing, chariot jousting and sheep stealing boffer melees.

#### Children's Schola Co-ordinator | Baroness Ginevra Lucia di Namoraza

There are many children's activities on offer for GNW 2015. Please see the event timetable and descriptions for more information.

#### Transport Co-ordinator | Lord Robin of Twyford

The transport co-ordinator is in charge of organising transport for attendees to and from the Ferny Grove Train Station (approximately 7 minutes drive from site).

#### Hygiene Co-ordinator | Cara of Kirriemuir

The hygiene co-ordinator is in charge of managing the cleaning crew for the event – for example, emptying bins and keeping an eye on the bathroom blocks.

#### Merchants Co-ordinator | Josseline de la Cour

All merchants should report to the merchants co-ordinator for a place in the Saturday markets, or for setting up their permanent stall.

#### Administration Assistance | TH Lady Ceara Shionnach

The administration assistant is in charge of writing the event booklet, updating the event website, co-ordinating the event timetable, liaising with the event team, and assisting the event stewards.

# THE GAME: OWL BINGO!

Please play this game with respect for the rules and those around you. Things cannot be done to interrupt or distract from official business such as court.

On page 19 of this booklet, there is a numbered grid with an owl drawn in the middle. For each square that contains a part of the owl, you have a chance to earn 1 point. For each blank square, you have a chance to earn 2 points.

To cross out a square in the grid, all you need to do is complete the corresponding task from the numbered list below. When you have completed a square - please get someone around you to sign it off, so we know for the official tally.

Points scored in this game will contribute to overall points for your war sideto enter, cross out as many squares as possible and submit to TH Lady Christine Bess Duvaunt by 10am on Monday morning (she will be in the kitchen by the list field).

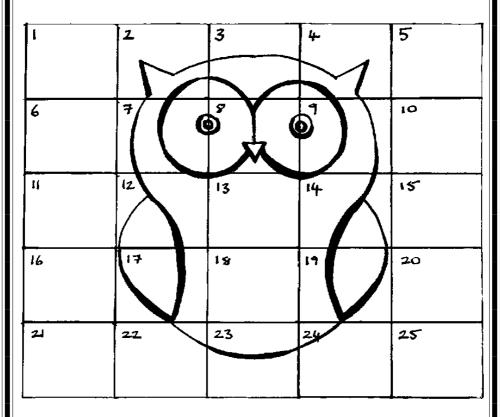
#### **Activities**

- 1 DO A LAP OF THE LIST FIELD HOPPING, WEARING BELLS (bells on string will be hanging from the list field for use in this activity)
- 2 OUT OF NOWHERE, DO A DEATH SCENE AS DRAMATICALLY AS POSSIBLE
- 3 FIND 2 OTHERS AND DO THE CHICKEN DANCE BEHIND A PELICAN
- 4 FIND A HERALD AND CHALLENGE THEM TO A PUN-OFF
- **5** DO A PERFORMANCE OF SOME KIND TO ENTERTAIN THE POPULACE (SOLO OR GROUP) WHILST IN THE LUNCH QUEUE
- **6** WRITE A POEM FOR SOMEONE YOU KNOW AT THE EVENT AND PERFORM IT TO THEM

- 7 CLEAN SOMEONES DISHES AFTER LUNCH
- 8 CLEAN SOMEONE ELSE/S DISHES AFTER FEAST
- 9 FIND 3 OTHERS AND DO A 5 SECOND SILLY DANCE BEHIND A LAUREL
- **10** TRY TO PURCHASE A CUP OF UNICORN JUICE FROM THE JOLLY DUKE TAVERN
- 11 BRING WATER TO SOMEONE ON THE WAR FIELD
- **12** FIND A PERSON FROM THE CRESCENT ISLES AND INTRODUCE YOURSELF. IF YOU'RE FROM THE CRESCENT ISLES, FIND A PERSON FROM TERRA ROSA AND INTRODUCE YOURSELF. (Crescent Isles = NZ, Terra Rosa = Australia)
- 13 TRY TO DO AN ACCENT FROM THE CRESCENT ISLES TO A PERSON FROM TERRA ROSA, IF YOU'RE FROM THE CRESCENT ISLES, TRY TO DO AN ACCENT TO SOMEONE FROM TERRA ROSA. (Crescent Isles = NZ, Terra Rosa = Australia)
- **14** DO A SPONTANEOUS DANCE ON/NEAR THE WAR FIELD WITH ONE OTHER FOR 5 SECONDS
- **15** SING OR HUM THE TUNE OF GREENSLEEVES WHILE SKIPPING AND DISTRIBUTING FOLIAGE IN FRONT OF SOMEONE AS THEY WALK (flower girl at a wedding sort of thing)
- 16 FIND A REDHEAD FROM POLITARCHOPOLIS AND INTRODUCE YOURSELF
- **17** MAKE AN OWL MASK FROM MATERIALS FOUND ON SITE. WEAR IT FOR A MINIMUM OF 30 MINUTES
- 18 MAKE/OFFER A DRINK TO SOMEONE
- 19 TELL A REALLY BAD 'DAD' JOKE TO SOMEONE
- 20 TAKE PART IN A GAME DURING THE EVENT

- 21 OFFER A KNIGHT SOME DUCT TAPE
- 22 ASK A KNIGHT TO SAY 'NI'
- **23** IN A CROWDED PLACE, PRETEND YOU'RE A MIME STUCK IN AN INVISIBLE BOX FOR AT LEAST 30 SECONDS
- **24** TAKE A SELFIE WITH ONE OR MORE FRIENDS DOING ONE OF THE TASKS ON THIS LIST
- **25** POINT AT SOMEONE AND SHOUT "YOU'RE ONE OF THEM, RUN!" RUN, PRETEND TO TRIP, AND CRAWL AWAY SLOWLY.

# **Owl Grid**



# **VOLUNTEER SHIFTS**

Inspired by the Canterbury Faire (the Barony of Southron Gaard's largest event) bookings process, everyone attending will need to volunteer to support a specific area for GNW 2015, to ensure we can spread the load of the event across all participants. You're also more than welcome to do more than one thing if you wish to help out some more.

Thanks for helping to share the load of running such a large event!

Record your volunteer shift/s here to remind you what, when and where you've volunteered to help:

Shift Type (circle)	Day (circle one)	Time
A&S Teaching	Fri / Sat / Sun / Mon	<u> </u>
Bathroom Blocks Cleaning	Fri / Sat / Sun / Mon	<u> </u>
Chirurgeonate	Fri / Sat / Sun / Mon	<u> </u>
Constab	Fri / Sat / Sun / Mon	<u> </u>
Empty Bins	Fri / Sat / Sun / Mon	<u> </u>
Gate/Troll	Fri / Sat / Sun / Mon	<u> </u>
Heralding	Fri / Sat / Sun / Mon	<u> </u>
Lists	Fri / Sat / Sun / Mon	<u> </u>
Marshal	Fri / Sat / Sun / Mon	<u> </u>
Meal preparation	Fri / Sat / Sun / Mon	<u> </u>
Meal serving	Fri / Sat / Sun / Mon	<u> </u>
Meal - clean up	Fri / Sat / Sun / Mon	<u> </u>
Other (specify):		
<u> </u>	Fri / Sat / Sun / Mon	<u> </u>