

BATTLEMOOR XIII



Kingdom of the Outlands
2025

IN CASE OF EMERGENCY:

CALL **911**

Notify the dispatcher the you are at:



BATTLEMOOR
Sporleder Centennial Ranch
19530 County Rd 54.2
Aguilar, CO 81020

GPS Coordinates are:

37°22'56.5"N 104°48'46.9"W

or

37.382372, -104.813027

Please contact the WATCH with **ANY** Emergency.

Limited Volunteer Medical Services are available at TOWNSQUARE

Members of the Watch will be wearing **GREEN AND GOLD** Baldrics

Emergency Action Plans are available at The Watch Tent

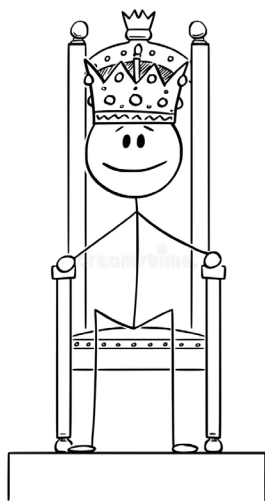


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Interior Art work and t shirt designs by Anna d'Appleyre (Anna Novak)

THINGS TO KNOW



Their Majesties, Their Royal Highnesses, the Kingdom Officer Corps, and the Event Staff are all dedicated to making sure this event is fun and safe for EVERYONE. Please remember that all of the aforementioned people are first and foremost VOLUNTEERS. They are giving their time to help make your time magical. Please treat them with the proper respect. Oh, and please read and understand the following:

Battlemoor is an official event of the SCA, Inc. – Kingdom of the Outlands. Modern law as well as the laws and policies of the Society for Creative Anachronism, Inc., and the Kingdom of the Outlands apply at all times. The Event Stewards reserves the right to remove anyone from Battlemoor for failure to comply with these rules or for otherwise creating an unacceptable disturbance. Serious violations may result in being banned from the following year's Battlemoor, referral to the Kingdom or Society for additional action, or referral to the modern authorities. In cases of violation of modern law, the local civil authorities may be summoned. Such violations will be considered grounds for removal from the site with forfeiture of fees.

Before the fun, some important information:

- This is a multi-day camping event on a primitive site. There are fields, hills, trees, scrub, etc... We will provide Porta-Johns, hand washing stations, and dumpsters.
- **BRING PORTABLE WATER CONTAINERS.** As of 2024, there will be potable water available for all. Water buffaloes are provided and will be filled from Municipal water sources. **NOTE:** The amount available onsite is 3 gallons per person per day and this may not serve all of your needs, so bring your own water as needed.
- The site has an altitude of 7900 feet.
- To help prevent altitude sickness, consider the following:
 - Stay Hydrated – The most important advice from the medical community is to stay hydrated. Start drinking water well in advance of your arrival.
 - Consume Caffeine and Alcohol in Moderation – Caffeine and alcohol can both be dehydrating and the effects of dehydration are intensified by the altitude change.
 - Take It Easy – Overexerting yourself may make you feel worse. Take it easy when you first arrive with shorter periods of activity and frequent breaks during the day.

Minors

The “Sight and Sound” rule is in effect at Battlemoor for children. This rule states that children less than 12 years old should be in eyesight and earshot (hearing) of a parent, legal guardian, “Temporary Guardian”, designated adult, or designated teenager (as determined by the parent or guardian). The Sight and Sound Rule applies even when the minor is in service or at youth activities.

All minors (ages 0-17 years) must be accompanied by a registered adult and **MUST** have a completed Minors Consent Waiver.

Minors may not attend events unless accompanied by a responsible adult – a parent, legal guardian, or a temporary legal guardian. Minors must be checked in at gate by their parents, legal guardians (with copies of their court documents) or a Child Temporary Guardian Consent Form. Other minors, even their own siblings, cannot check in minors at the gate. Adults, who bring minors to Outlands events for whom they are not the Parent or Legal Guardian (as appointed by a court), are considered to be Temporary Guardians.

R U L E S

You MAY NOT step on the hay being grown. Stay away from all irrigation equipment. The ONLY exception is the archery field. You may WALK on that.

No Cutting Trees or Limbs! If you have a tree or limbs in your encampment that you feel poses a danger let the Autocrats know and we will take care of it.

Respect property boundaries; do not cross fences. We have plenty of room here!

The vehicles, houses, trailers and any buildings or structures are the Private Property of the Site Owner. Tampering, entering, defacing or disrespectful acts will not be tolerated.

BRING PORTABLE WATER CONTAINERS. As of 2024, there will be potable water available for all. Water buffaloes are provided and will be filled from Municipal water sources. NOTE: The amount available onsite is 3 gallons per person per day and this may not serve all of your needs, so bring your own water as needed.

Electricity is for Staff and official use only. If you need to charge a medical device, please talk to the event stewards.

Generator and motor quiet time will begin at 10:00 PM and end at 7:00 AM each day. Anything that can be heard in court will need to be turned off during court.

In Colorado you must be 21 to consume alcohol, marijuana, etc....
This will be enforced without exception.

Where marijuana consumption is legal for recreational use, all local and/or state laws should be followed and its usage should be treated similarly to alcohol and tobacco. Additionally, where marijuana consumption is legal for medical use, all local and/or state laws should be followed to conform to those regulations as well. Participants within the SCA should always observe courtesy with their use of any product that produces smoke or vapor. Both tobacco and marijuana smoke can be harmful to others and exposure to second hand smoke is a health risk we should not impose on others.

The SCA Code of Conduct includes to "Promote a safe and respectful environment for all SCA events." Please be aware that respiratory allergies exist to both tobacco and marijuana smoke and you may be asked to relocate your person when you smoke. Camps are asked to talk with their neighbors and inform each other of a smoke or other allergy.

ARRIVAL & DEPARTURE

Upon arriving, stop at the Gate to begin check in. Help is available to find your campsite or camping group. If you are preregistered and come on site before Tuesday for set-up, you must check in with gate Tuesday morning.

Please unload as quickly as possible. You may pull off the roads to do so. Then immediately move your vehicle to the parking lots. All vehicles should display a parking sheet on the dashboard and be parked in appropriate areas. The dashboard parking sheet is so we can contact you if there are any problems.

When you leave:

- Fill in any 'sump holes' dug for grey water.
- Fill any tent pole or other holes before you leave.
- Clear your site of trash/debris large and small.
- Please take your trash to the dumpsters provided. There are large dumpsters available by the main gate on the way out of site.
- Drive slowly on the dirt roads.

Monitor & Cleanup after Pets (including horses & goats)

Pets are allowed on site as long as they are properly leashed at all times. Clean up after your animals appropriately (pickup all of their poop)! Pets are welcome in camps as long as they're under control. If your pets are making enough noise that there are complaints, you may move to a campsite without neighbors or take them to a kennel in town. Vaccination records may be asked for.

Companion animals are welcome at Battlemoor, but it's important to recognize that owners should be prepared to meet their needs on site. The staff has drafted guidelines so that owners may be prepared to keep their companions safe and protected during the event.

Companions must be on leash with their owner (or designated attendant), or safely contained in their campsite. They may be crated or penned, with pens allowing them sufficient room to stand, turn around, and lie down freely. If tethered, tethers should be no longer than 12', out of public traffic, and tangle proof. All shelters should provide ample shade and protection from the elements, and have fresh water accessible.

All animals at Battlemoor shall wear identification bearing the name of their owner and camp at all times. Owners should have proof of current rabies vaccine with them as well. Given the wooded nature of the site, the staff recommends that animals have preventative treatment for ticks and fleas.

Quiet hours are from 10pm to 8am, and companions should be quiet during that time. If you have questions or concerns, please address them to the Watch.

Other event attendees who have concerns about the care of an animal at the event should address those concerns to Security, who will speak with the owner in question.

Fire Information and Rules

Subject to fire restrictions at the time of the event, there will be a fire each night in Town Hall. In camps, only propane stoves, lanterns, etc. that have on-off switches are allowed, and must be attended at all times. A fire extinguisher must be available at each camp using such a device.

Look for posted fire warnings and observe them. Local Fire Restrictions in Las Animas County are subject to change at any time prior to or during the event.

While smoking is permitted, DO NOT THROW CIGARETTE BUTTS ON THE GROUND. Anyone caught doing so may be asked to leave the site.

No smoking within Town Hall pavilions – please treat these structures as you would a building and step outside these enclosures in consideration for fellow attendees and tent safety.

BATTLEMOOR

2025

Classes

Events

& Schedules

Arts & Sciences Classes

Woodworking Tent at Artisan's Row

Geoffrey Bourre

Location: Woodworking

Class Size: No Limit **Cost:** None **Ages:** Under 18 Guardian Needed

Hands-on free-form Woodworking. No requirements. Drop in empty-handed or bring your own projects.

How to be Safe Around Horses *Isabeau de Bernac*

Wednesday, 9:00 AM-10:00 AM Location: Equestrian

Class Size: No Limit **Cost:** None **Ages:** Under 18 Guardian Needed

Basic horse safety for beginners.

Laurel Meet & Greet

Order of the Laurel

Wednesday, 11:00 AM - 12:30 PM

Location: A&S 1

Class Size: No Limit **Cost:** None **Ages:** All

Kick off Battlemoor A&S fun with a meet and greet of the Laurels. This is a great opportunity to break the ice, ask questions about the arts, learn more about the Laurelette, or just hang out with friends. Bring a snack and lots of questions!

Crossbow *THL Angus Montgomery the Forrester*

Wednesday, 1:00 PM-2:00 PM Location: Archery

Class Size: No Limit **Cost:** None **Ages:** 15 and older

Want to know about the crossbow, want to know the differences of the types, how to shoot, everything there is to know about shooting the crossbow..

Make Your Own Stick Horse

Isabeau de Bernac

Wednesday, 1:00 PM-4:00 PM Location: A&S 1

Class Size: No Limit **Cost:** \$15.00 Donation **Ages:** All

Materials and guidance provided to make your own custom stick horse

West African Drum and Dance *Lady Kokechin Qòà*

Wednesday, 1:00 PM-2:30 PM Location: A&S 2

Class Size: 30 **Cost:** None **Ages:** 14 and older

Immerse yourself in the vibrant rhythms and movements of West Africa in this dynamic class that celebrates traditional drumming and dance. You will learn the basics of several djembe rhythms, along with energetic dances rooted in the cultural traditions of countries such as Guinea and Senegal. No experience is necessary—just a willingness to move, connect, and enjoy the rich heritage of West African music and dance. Everyone is welcome, if you have a djembe please bring it!

Drop In Embroidery

Lydia of the Pines

Location: Embroidery Tent

Class Size: No Limit **Cost:** Donations Appreciated **Ages:** 12 and older

Come visit and learn a new stitch or work with some gold thread or bring a project and visit while doing it. I'll have some supplies available or feel free to bring your own.

Open Torch & Equipment Test

Glass Tent Staff

Wednesday, 2:00 PM-4:00 PM Location: Glasswork Tent

Class Size: 6 **Cost:** \$5.00 **Ages:** 18 and older

Come practice your lampworking skills and reacquaint yourself with the glass tent. There's no instructor, but an experienced helper will be on hand for safety. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch.

Portuguese Knitting

Rosmunda Tucher

Wednesday, 2:30 PM-4:00 PM Location: A&S 2

Class Size: 10 **Cost:** \$10.00 **Ages:** 14 and older

Learn some of the history and the basics of Portuguese style knitting including casting on and knit and purl stitches. If time and desire permit, we'll explore knitting "in the round" and the basics of doing color work. No knitting experience is required and this technique is "lefty" friendly. Bring your own double pointed needles (about size 6) and suitable light colored yarn or limited sets of needles and yarn will be available for purchase (\$10 maximum)

Beginning Bead

Glass Tent Staff

Wednesday, 4:00 PM-5:45 PM Location: Glasswork Tent

Class Size: 6 **Cost:** \$5.00 **Ages:** 16+ and older
14 & 15 with Guardian Present

Learn the art of lampwork bead making on a modern torch. Class will cover safety concerns and basic bead making. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch. Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time.

Class on Request Sign up by 4PM *Glass Tent Staff*

Wednesday, 6:00 PM-8:00 PM Location: Glasswork Tent

Class Size: 6 **Cost:** \$5.00 **Ages:** 16 and older
14 & 15 with Guardian Present

Too busy to get to a lampworking class? Want more practice in a particular technique? Ask for a dinner hour class by signing up before 4PM. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch.

Arts & Sciences Classes

Bloodletting and *Master Avram syn Osvetoslav!*

Balms: A Journey Into Medieval Medicine

Thursday, 9:00 AM - 10:00 AM

Location: A&S 1

Class Size: No Limit **Cost:** None

Ages: 13 and older

Step into the world of medieval healing, where humors ruled the body and remedies blended folklore, faith, and early science. This class explores the fascinating and often surprising practices of medicine in the Middle Ages, from barber-surgeons and apothecaries to wise women and monastic infirmaries. We'll examine the core beliefs behind medieval health — including the four humors theory — and demonstrate common treatments such as bloodletting, herbal remedies, poultices, and charms. Hands-on examples of period tools, ingredients, and texts will bring the world of medieval medicine to life. Whether you're interested in the daily life of a healer, curious about the line between medicine and magic, or want to add realism to your reenactment persona, this class offers both education and entertainment. Come ready to learn — and maybe to thank your lucky stars for modern medicine!

Open Torch

Thursday, 9:00 AM - 11:00 AM

Location: Glasswork Tent

Class Size: 6

Cost: \$5.00

Ages: 16 and older

14 & 15 with Guardian Present

Come practice your lampworking skills and reacquaint yourself with the glass tent. There's no instructor, but an experienced helper will be on hand for safety. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch.

Queen's Prize

Her Majesty, Mariana

Thursday, 9:00 AM - 1:00 PM

Location: A&S 1

Class Size: No Limit **Cost:** None

Ages: All

All non-Laurel Artisans to participate in her Queen's Prize Tournament. The theme is "Bring your Best!" More information available on the Battlemoor website.

Sponsorship is NOT required to enter.

Introduction to Heraldry *Meistr Llywus ap Alan, OL*

Thursday, 9:00 AM - 10:30 AM

Location: A&S 2

Class Size: 12

Cost: None

Ages: All

A beginner's guide to Heraldry of Arms within the Society for Creative Anachronism. This class will introduce participants to the basics of armorial heraldry within the SCA. We will cover the basic rules for devices and badges such as contrast and tinctures, field divisions and treatments, types of charges, arrangements and postures. Students will leave with a full-color 12 page book.

Begining Block

Baroness Vigia-Astriðr gylðir

Printing Techniques

Thursday, 10:30 AM - 12:30 PM

Location: A&S 2

Class Size: 5

Cost: None

Ages: 13 and older

Come play with some paint and learn how to hand block print textiles. Linen scraps, speedball acrylic paint, and stamps provided. Please feel free to bring your own materials.

Hooked on Blacksmithing

Bruce

Thursday, 9:00 AM - 12:00 PM

Location: Forge

Class Size: 6

Cost: \$3

Ages: 14 and older

Learn the basics of blacksmithing and make an item to use in your camp all weekend. All tools will be provided as well as all materials. Basic safety equipment will also be provided

Beginning Bead

Glass Tent Staff

Thursday, 11:00 AM - 1:00 PM

Location: Glasswork Tent

Class Size: 6

Cost: \$5.00

Ages: 16+ and older

14 & 15 with Guardian Present

Learn the art of lampwork bead making on a modern torch. Class will cover safety concerns and basic bead making. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch. Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time.

And now for completely different: *Mistress Anne*

Merovingian Script

Elizabeth Morley

Thursday, 9:00 AM - 11:00 AM

Location: A&S 3

Class Size: 10

Cost: \$3.00

Ages: 15 and older

Would you like to learn a new script? Merovingian, the precursor to Carolingian, is just plain fun! You can either use the illegible ancient version, or a slightly modernized version, both of which will be included in this class.

Kumihimo for Beginners

THL Natal'ia

Georgievicha

Thursday, 11:00 AM - 12:30 PM

Location: A&S 3

Class Size: No Limit

Cost: \$5

Ages: All

An introduction to the Japanese braiding technique used to create intricate, decorative cords. Some supplies available or feel free to bring your own.

Arts & Sciences Classes

Make and take a St Birgitta's Cap

Æva Dyer

Thursday, 12:30 PM - 2:30 PM

Location: A&S 3

Class Size: 10

Cost: \$5.00

Ages: 16 and older

Come learn to make a St. Birgitta's cap. We will cover some basic stitches, and how to assemble your own basic cap.

Create Whimsical Blackwork

Helena de Fleury

Embroidered Flora and Fauna

Thursday, 1:00 PM - 2:00 PM

Location: A&S 1

Class Size: 10

Cost: \$3.00
and older

Ages: 12

In this class, you'll learn how to stitch charming blackwork designs featuring bugs, animals, and plants. We'll cover the basic techniques of counted blackwork embroidery along with a variety of decorative stitches to bring your creations to life. In this class you'll create and take home your own blackwork

Thrown Weapons Intro

Llewellyn

Thursday, 1:00 PM - 2:00 PM Location: Thrown Weapons Field

Class Size: 10

Cost: None

Ages: 16 and older
or with guardian present

A basic course on thrown weapons. This will include safety rules, and basic styles of throwing axe, knife and spear. This will be held at the Thrown weapons range. Please bring

Warp Weighted Loom 101

Tilla Chandler

Part 1

Thursday, 1:00 PM - 2:00 PM

Location: A&S 2

Class Size: 4

Cost: \$5.00

Ages: 16 and older

Learn to set a warp-weighted loom. We will be using table-top looms and will be learning to warp the loom and if we have time maybe do a little weaving. I will have 4 looms available and recommend working in sets of 2. This class will be done in two parts. Part one will be setting up the header band and the warp. Part two will adding weights and knitting the heddles to the heddle bar.

Introduction to SCA

Karma Tinzin Khandro, OP

Target Archery

Thursday, 2:00 PM - 3:00 PM

Location: Archery Field

Class Size: No Limit

Cost: None

Ages: 16 and older
12-15 with guardian

Have you always wanted to try archery in the SCA?

This is a beginning class that introduces you to Target Archery. You will learn what it takes to participate and what you need to know to begin shooting a bow/crossbow. Come join us to learn about the fun we have in the SCA Target Archery community and become an Outlands Archer!

European Instrument

HRH Aria de Chatillon,

Tuning, 14-17th Century

OL

Thursday, 2:00 PM - 3:00 PM

Location: A&S 1

Class Size: 10

Cost: Donations Appreciated

Ages: Experienced
musicians

This class is designed to give an overview of period tuning methods prevalent in Europe from the 1300s-1600. The class leans toward harps but all instrumentalists and vocalists will benefit. The goal is to help musicians improve their tone to sound 'more medieval' than is possible using modern tuning techniques. Class attendees should bring their own instruments if they want, and there will be some harps available

Twisties and Stringers

Glass Tent Staff

Thursday, 2:00 PM - 4:00 PM

Location: Glasswork Tent

Class Size: 6

Cost: \$5.00

Ages: 16+ and older
14 & 15 with Guardian Present

Twisted cane and pulled cane are fun ways to add details to your beads. Beginning bead is not a pre-requisite for this class. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch. Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time.

Playing Techniques for the Germanic Lyre

Master Egil Thoresson

Thursday, 2:30 PM - 4:00 PM

Location: A&S 2

Class Size: 12

Cost: None

Ages: 13 and older

The Germanic Lyre is a class of stringed instruments common in western European cultures from 3rd century BCE till the 13th Century . Playing techniques will be taught hands on.

Opus Anglicanum

Master Cerridwen

verch Ioreword

Thursday, 3:00 PM - 4:30 PM

Location: A&S 3

Class Size: 10

Cost: \$15.000

Ages: 13 and older
or with guardian

Opus Anglicanum or "English Work" is embroidery in great demand across Europe, from the late 12th to mid-14th centuries. Silk threads were used to create stained glass looks with gold or silver threads. This is a hands on class, kits with all required materials are limited. Auditors welcome. Class covers basic stitches needed, no experience required.

Arrow Making the Basics and More

Kristofer harfagiri

Thursday, 3:00 PM - 4:30 PM

Location: A&S 1

Class Size: 15

Cost: None

Ages: 13 and older

How to make the perfect arrows for your bow

Arts & Sciences Classes

Outlands Lady Fighter Roundtable

Doña Elora Von Effyn

Thursday, 4:00 PM - 5:00 PM

Location: A&S 2

Class Size: 20

Cost: None

Ages: All

Come join and converse with fellow female and minority gendered fighters. We will discuss a wide variety of subjects about the mental, physical, and emotional differences between all genders and how we can overcome them. All genders are welcome.

Hollow Beads

Glass Tent Staff

Thursday, 4:00 PM - 6:00 PM

Location: Glasswork Tent

Class Size: 6

Cost: \$5.00

Ages: 16+ and older

14 & 15 with Guardian Present

Hollow beads are a special challenge, but worth the effort! Student should be comfortable with the coil technique. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch. Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time.

Class on Request Sign up by 4PM

Glass Tent Staff

Thursday, 6:00 PM - 8:00 PM

Location: Glasswork Tent

Class Size: 6

Cost: \$5.00

Ages: 16 and older

14 & 15 with Guardian Present

Too busy to get to a lampworking class? Want more practice in a particular technique? Ask for a dinner hour class by signing up before 4PM. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch.



Arts & Sciences Classes

Discover the History and Craft of Counted Blackwork Embroidery *Helena de Fleury*
 Friday, 9:00 AM - 10:00 AM Location: A&S 1
Class Size: 10 **Cost:** \$3.00 **Ages:** 12 and older

Join us for an engaging workshop exploring the rich history of counted blackwork embroidery. In this class, you'll learn the fundamental blackwork stitch, how to read traditional patterns, and why it's perfectly acceptable if your embroidery isn't fully reversible.

During this session, you'll receive a complete kit to create your own pair of blackwork shirt cuffs—designed to be historically appropriate for a 16th-century garment.

Tournament of the Arts *Master Cerridwen verch Ioreword*
 Friday, 10:30 AM - 2:00 PM Location: A&S 1
Class Size: No Limit **Cost:** None **Ages:** All

The Laurels of the Kingdom shall challenge all artisans to assemble at The Tournament of Arts (TOA) and bring their finest work for evaluation, criticism, and admiration. More information available on the Battlemoor website.

This is not a competition, but an opportunity to allow Laurels and artisans to connect and discuss their shared passion for the arts.

Portuguese Knitting *Rosmunda Tucher*
 Friday, 9:00 AM - 10:30 AM Location: A&S 2
Class Size: 10 **Cost:** \$10.00 **Ages:** 14 and older

Learn some of the history and the basics of Portuguese style knitting including casting on and knit and purl stitches. If time and desire permit, we'll explore knitting "in the round" and the basics of doing color work. No knitting experience is required and this technique is "lefty" friendly. Bring your own double pointed needles (about size 6) and suitable light colored yarn or limited sets of needles and yarn will be available for purchase (\$10 maximum)

Manuscript Draw Along Scroll Make and Take *Æva Dyer*
 Friday, 10:30 AM - 12:30 PM Location: A&S 2
Class Size: 15 **Cost:** None **Ages:** 16 and older or with a guardian

Ever wanted to try your hand at making a scroll? Not sure where to start? Join us for a step by step draw along and take home a masterpiece! No art experience required.

The Elegance of Carolingian Calligraphy *Mistress Anne Elizabeth Morley*
 Friday, 9:00 AM - 11:00 AM Location: A&S 3
Class Size: 10 **Cost:** \$3.00 **Ages:** 15 and older

Carolingian, the origin of modern printed script, is one of the most elegant scripts, medieval and modern. We will focus on learning the 9th century original script as well as introducing a slightly modernized version.

Encased Beads: Stripes *Glass Tent Staff*
 Friday, 11:00 AM - 1:00 PM Location: Glasswork Tent
Class Size: 6 **Cost:** \$5.00 **Ages:** 16+ and older 14 & 15 with Guardian Present

More bead decoration techniques using clear glass to warp dots. Student should be comfortable with making a basic bead. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch. Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time.

Dots on Dots *Glass Tent Staff*
 Friday, 9:00 AM - 11:00 AM Location: Glasswork Tent
Class Size: 6 **Cost:** \$5.00 **Ages:** 16+ and older 14 & 15 with Guardian Present

Decorating beads with dots has so many cool effects! Class will cover eye beads and tile effects. Student should be comfortable with making a basic bead.

Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch.

Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time.

Calligraphy in Unusal Alphabets *Master Avram syn Osvetoslavl'*
 Friday, 11:00 AM - 12:00 PM Location: A&S 3
Class Size: No Limit **Cost:** None **Ages:** All

This class explores the world of lesser-used historical scripts - including Cyrillic, Arabic, Hebrew, Mongolian, Norse, Old Church Slavonic among others - and how to adapt them for use in writing English scroll text.

Examining the historical context and visual characteristics of each script, we'll look at creative techniques for transliterating English into these alphabets for scrolls and other projects.

Students will receive sample alphabets and guidance on style, spacing, and embellishment.

Arts & Sciences Classes

Introduction to Beowulf

Mearcstapa

Friday, 12:30 PM - 2:00 PM

Location: A&S 2

Class Size: No Limit

Cost: None

Ages: All

A general overview of the epic poem Beowulf covering what we know about it historically, its plot and structure, what we can learn from it, and the impact it has on today.

Plumbatae, what are they?

Llewellyn

Friday, 1:00 PM - 2:00 PM Location: Thrown Weapons Field

Class Size: No Limit

Cost: None

Ages: All

A brief history of a Roman throwing weapon. Please bring chairs if you wish to sit.

Introduction to Harp

HRH Aria de Chatillon, OL

Friday, 2:00 PM - 3:00 PM

Location: A&S 2

Class Size: 10

Cost: A&S 2

Ages: 13 and older

Basic intro to Harp - designed to get you playing and leave with some exercises to practice

LGBTQ Get-together

Master Nikolaos Demetriou

Friday, 2:00 PM - 3:00 PM

Location: A&S 1

Class Size: 20

Cost: None

Ages: All

Don your best Rainbow gear and come meet fellow members of the community. Light snacks will be provided.

Creating Page School

Daveed Shmuel ben

Indoor/Outdoor Activity Kits

Rachon, KSCA, OL

Friday, 2:00 PM - 3:30 PM

Location: Page School

Class Size: No Limit

Cost: None

Ages: 12 and older

The workshop focuses creating activity kits for Page School programming that can cover both indoor and outdoor events. The goal is to promote and help all Kingdom groups to develop Page School resources for all events.

16th Century Thread Wrapped

Reyna Frogge

Buttons For Beginner's

Friday, 2:00 PM - 4:00 PM

Location: A&S 3

Class Size: 6 (ish)

Cost: \$5.00

Ages: 13 and older

We will discuss the history, materials and types of thread wrapped buttons made in the 16th century and earlier. You will get to make a button of your own to take home by the end of class.

Beginning Bead

Glass Tent Staff

Friday, 2:00 PM - 4:00 PM

Location: Glasswork Tent

Class Size: 6

Cost: \$5

Ages: 16+ and older

14 & 15 with Guardian Present

Learn the art of lampwork bead making on a modern torch.

Class will cover safety concerns and basic bead making.

Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch.

Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time.

Starter Sources for

Liepa Jonaite

Period Cooking

Friday, 3:00 PM - 4:00 PM

Location: A&S 2

Class Size: No Limit

Cost: None

Ages: All

We'll look at a selection of 3-5 manuscripts from a variety of cultures, readily available in English on the Internet, with abundant recipes accessible to the modern palate, good for building one's first luncheon, feast, or encampment meal plan.

Expanded resources will be provided.

Basic Kumihimo

Emmaline von Westenburg

Friday, 3:00 PM - 4:30 PM

Location: A&S 1

Class Size: 12

Cost: Donations Appreciated

Ages: 8 and older

A beginners class on Japanese cord weaving

Fighting Footwork

Nova

Friday, 4:00 PM - 5:00 PM

Location: A&S 2

Class Size: No Limit

Cost: None

Ages: 14 and older

How to improve your foot work speed and control for rapier and heavy fighters

Herald's Social

Andreas White Stag

and Meet and Greet

Friday, 4:00 PM - 5:00 PM

Location: A&S 3

Class Size: No Limit

Cost: None

Ages: 12 and older

Heralds unite! Join us and get to know your fellow herald, ask questions, and just hang out!

Captured Air Beads

Glass Tent Staff

Friday, 4:00 PM - 6:00 PM Location: Glasswork Tent

Class Size: 6

Cost: \$5

Ages: 16+ and older

14 & 15 with Guardian Present

Tiny bubbles in the bead! Another creative decoration technique. Students should be comfortable making a basic bead. Experience with dots helps, but not mandatory. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch.

Arts & Sciences Classes

What is Largesse?

Uses for A&S Projects

Saturday, 9:00 AM - 10:00 AM

Class Size: No Limit

Cost: None

Lady Guinevere

inghean Ui Áinle

Location: A&S 1

Ages: Children must be supervised

You made it! Now what are you going to do with it? There are many opportunities to donate your handiwork in the SCA but what makes good donations, who do you give it to, what shouldn't be given. Come join a discussion about largesse. Be sure to stick around after class to observe the Largesse Derby, better yet, sign up to join the largesse derby.

Largesse Derby

Saturday, 10:00 AM - 1:00 PM

Class Size: No Limit

Cost: None

Reyna Frogge

Location: A&S 1

Ages: All

The Largesse Derby will be a "Super 6 Derby." All participants are asked to hand craft seven (7) of the same items of the participants choosing to be submitted. Six of the items will be gifted to the Crown to be given as largesse through the reigns. The remaining item will be placed in a pool for other participants to pick from as a prize. The order for choosing a prize will be based on a random drawing.

Take & Bake Bardic!

Saturday, 9:00 AM - 10:00 AM

Class Size: No Limit

Cost: None

Ages: All

Dagny Innaldi

Location: A&S 2

Let's write a song together to commemorate Battlemoor 2025!

Are you a storyteller, poet, bard, singer, or performer? Join me and other Outland bards as we discuss the art of songwriting, and create together! Coming from a classical music background, I have enjoyed learning about the bardic arts that are so integral to the SCA, and I am excited to share what I've learned as well as learn from you! I hope you will walk away from this class with new friends, a song to share at campfires, and an inspiration to spread bardic across the kingdom and beyond!

Bring paper and pen or pencil!

You Know How to Draw

That Animal Right?

Saturday, 10:00 AM - 12:00 PM

Class Size: No Limit

Cost: None

Æva Dyer

Location: A&S 2

Ages: 16 and older or with guardian

Come visit and learn a new stitch or work with some gold thread or bring a project and visit while doing it. I'll have some supplies available or feel free to bring your own.

Twisted Dots

Saturday, 11:00 AM - 1:00 PM

Class Size: 6

Cost: \$5

Glass Tent Staff

Location: Glasswork Tent

Ages: 16+ and older

14 & 15 with Guardian Present

A twist on bead decoration with dots. Class will cover paisleys, flowers and waves. Student should be comfortable with basic bead construction and dot placement.

Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch.

Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time.

Beginning Bead

Saturday, 9:00 AM - 11:00 AM

Class Size: 6

Cost: \$5

Glass Tent Staff

Location: Glasswork Tent

Ages: 16+ and older

14 & 15 with Guardian Present

Learn the art of lampwork bead making on a modern torch. Class will cover safety concerns and basic bead making. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch. Empty seat policy: If there's an empty seat in any class, it may be used for "open torch" time.

Viking Wire Weave

Saturday, 12:00 PM - 2:00 PM

Class Size: No Limit

Cost: \$5.00

Sæunn in stórláta

Location: A&S 2

Ages: 12 and older

Viking wire weave is dated back to the 8th and 9th century after the discovery of various Viking Age finds, or hoards, in Norway, Denmark and Ireland. Viking wire weave is considered a "cold working" metal technique, meaning it does not require heat or soldering.

Arts & Sciences Classes

Warp-weight Loom part 2

Tilla Chandler

Saturday, 1:00 PM - 2:30 PM

Location: A&S 1

Class Size: 4

Cost: \$5.00

Ages: 16 and older

Learn to warp a warp-weighted loom. This is a two part class. Part one we will create the header band and warp. Part two we will attach the weights and knit the heddles. I will have 4 table-top looms. I recommend working in sets of 2.

Harp Q & A

HRH Aria de Chatillon, OL

Saturday, 2:00 PM - 3:00 PM

Location: A&S 2

Class Size: 10

Cost: A&S 2

Ages: Experienced Musicians

We're going to do harp stuff. I don't know what, but we will have fun!

Open Torch & Equipment Test

Glass Tent Staff

Saturday, 2:00 PM - 4:00 PM

Location: Glasswork Tent

Class Size: 6

Cost: \$5

Ages: 18 and older

Come practice your lampworking skills and reacquaint yourself with the glass tent. There's no instructor, but an experienced helper will be on hand for safety. Glass Tent Rules: closed-toe shoes beyond the entryway, long hair and sleeves tied back at the torch.

Proper Measurement

Ealusaid aighearach

inghean Mhaoil-Choluim

Saturday, 2:30 PM - 4:30 PM

Location: A&S 1

Class Size: 12

Cost: Donations Appreciated

Ages: 16 and older

How many times have you wished you had the proper measurements; or thought taking my own measurements suck; or why doesn't this fit right.. Well that is what this class is all about. The importance of proper measurements when making or ordering custom made garb. I will have amazing handouts, and y'all will walk away with a set of proper measurements. Measurements you use to order custom attire or in making custom attire. You will learn how I create the amazing garb that not only I wear, how I make it for others. The measurements acquired will be a true game changer for your clothing.

A donation to help cover handouts and such would be appreciated, not required.

Fun & Games

Lady Guinevere

inghean Ui Ainle

Saturday, 3:00 PM - 4:00 PM

Location: A&S 2

Class Size: 15

Cost: None

Ages: Children must be supervised

At one time, toys didn't come with batteries and games were made for adults. Shocking, I know! Come check out some period games and toys and see if you can guess which ones survived into modern times. And yes, we will play games so bring your trinkets and baubles.

Equestrian

Pony Rides

Wednesday, 10:00 AM - 12:00 PM Location: Equestrian Camp

A supervised pony ride designed for youth, offering a fun and safe introduction to riding—plus a chance to meet, greet, and bond with the horses

Mounted Archery

Thursday 10:00 AM - 12:00 PM Location: Archery Field

Mounted target archery in a designated lane, combining horseback riding with precision archery

Rossfechten

Saturday 10:00 AM - 12:00 PM Location: Melee Field

A display of the experimental rossfechten program. Combatants compete against each other in single combat while mounted on horseback with either steel or synthetic weapons

Mounted Combat

Saturday 1:00 PM - 3:00 PM Location: Melee Field

Armored combat between mounted combatants with behourds



Armored Combat

Thursday Armored Combat Melee

Thursday 10:00 AM - 12:00 PM Location: Melee Field

The invading army crosses into the Kingdom of the Outlands and marches its way over the hills, through the forests, and across rivers, raiding shires and baronies on its way. The Stag Army will meet these invaders and try to bar their way into the heart of the Outlands.

Friday Armored Combat Melee

Friday 10:00 AM - 12:00 PM Location: Melee Field

The invading army makes its way into the heart of the Kingdom and sieges the baronies of Al Barran and Caerthe! Can the Outland army hold? Are there reinforcements to the rescue?

Spear of Battlemoor Tournament

Thursday 1:00 PM - 2:00 PM Location: Tournamant Field

Bring your six-foot thrusting spear and compete to be the Spear of Battlemoor!

Unbelted Tournament

Friday 1:00 PM - 3:00 PM Location: Tournamant Field

We will hold an unbelted tournament for all those fighters who are not a Knight of the realm. Knights and Masters are encouraged to bring tokens to give to fighters.

Thegn Tournament

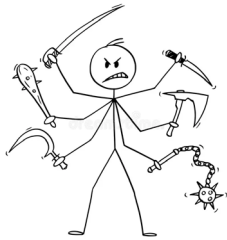
Thursday 2:00 PM - 4:00 PM Location: Tournamant Field

We will have a multiple weapons Thegn Tournament to see who the Weapon's Master is truly!

Torchlight Tournament

Friday 9:00 PM - 10:00 PM Location: Tournamant Field

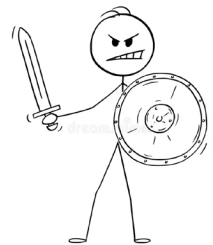
Torchlight tournament
The theme for the Torchlight Tournament this year is Norse Gods, Monsters and Heroes. So do your best to come as one of these things and there will be a prize for the one who best represents their character. This will still be a heavy tournament.



Saturday Armored Combat Melee

Saturday 10:00 AM - 12:00 PM Location: Melee Field

The Stag army rallies its forces to try and drive the invading army from its lands! Who will win the day? Who will be victorious?



Sword & Shield of Battlemoor Tournament

Saturday 1:00 PM - 3:00 PM Location: Tournamant Field

Join us for the traditional Sword and Shield of Battlemoor Tournament. We will have a procession where combatants and their consorts will be presented to their Royal Majesties. We will then compete to see who has the glory of winning this year's tournament! Come and test yourself with the best of the best of the best!

Archery & Thrown Weapons

Burrito Breakfast at Battlemoor

Friday, 7:00 AM

Location: Archery Field

Come have breakfast with fellow archers and share a breakfast burrito bar at the archery range.

Battlemoor Archery Championship

Friday 9:00 AM - 1:30 PM

Location: Archery Field

Hear ye, hear ye! Let all bold archers of stout heart and steady hand take heed! Upon the fourth day of July, upon the archery field at mighty Battlemoor, there shall be held a grand tournament to test skill, valor, and the keenest of eyes. Come ye forth to prove thy prowess and contend for glory as we push back Viking contenders! Let the shafts fly true and the gods of the North bear witness to thy aim!

Fun with Atlatls

Location: Archery Field

Take a trip back in time and become a true hunter-gatherer on a walking atlatl throw. No experience needed and all atlatls and darts will be provided.

This shoot is open to everyone (anyone under 13 will need a parent or guardian with them to throw) and will be run all week long with prizes for the top scores.

Society Seasonal Archery Challenge

Location: Archery Field

Available anytime the range is open if enough marshals are available. See Karma or the Marshal in Charge to shoot.

Royal Archer Tournament

Saturday 9:00 AM - 1:30 PM

Location: Archery Field

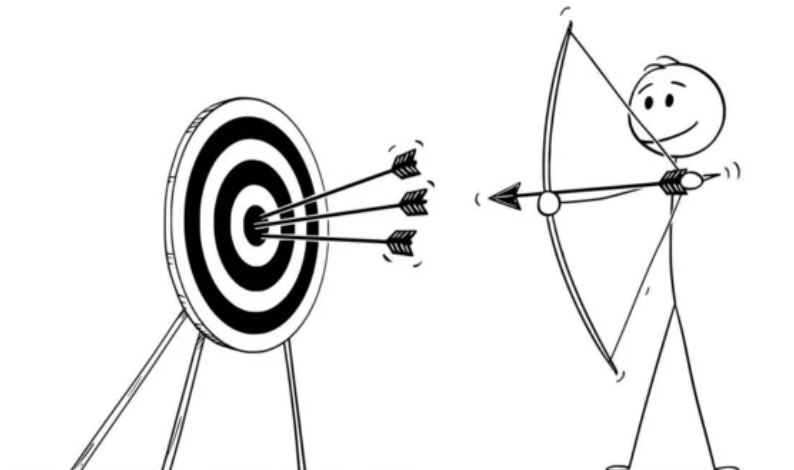
The cooks in the Kingdom of the Outlands are running low on meat. Come one, come all and help fill the kitchens with wild game with the Royal Archer 3D hunt. You can shoot for fun or to become the next royal archer for the Outlands

Karma's Challenge

Location: Archery Field

Complete 3 Royal Rounds during Battlemoor and receive a reward from Karma. Royal Rounds can be turned in for ranking, if desired.

Available anytime the range is open if enough marshals are available. See Karma or the Marshal in Charge to shoot.

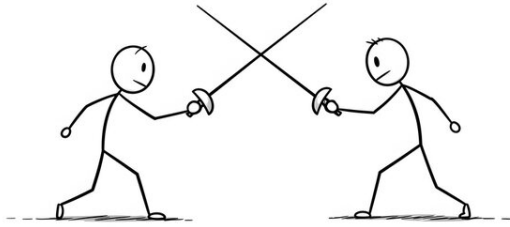


Rapier

Early Bird Mayhem

Wednesday 1:00 PM - 3:00 PM Location: Tournament Field

Come join us for a Beat & Greet - format To Be Determined .



Non Don Tournament

Thursday 9:00 AM - 11:00 AM Location: Tournament Field

Here ye, hear ye all rapier fighters. Time to test your endurance and control, time to show your honor and skill upon the fields of Battlemoor. If you have not yet achieved the glorious privilege of being one of the Queens Chosen, to be a member of the Order of the White Scarf, I say come to the tournament field and show all present your best.

Multiple pits will be setup, and you will rotate in and out of them all over one hour. This is a grueling Bear Pit fight, with live fields. Winner stays in, loser reports to the MoL and enters the next line. Every 15 minutes we have a 5 minute breather for water and oxygen. Top two at that time are pulled. At the end of the hour the final 8 begin a best of 3, single elimination tournament.

This is a bring your best, Rapier Cut & Thrust is allowed if both opponents are armored for it.

Cut & Thrust Tournament

Thursday 11:00 AM - 12:00 PM Location: Tournament Field

A variation of the Swiss 5, throwing in "first blood." Three bouts per match, to "first blood", No penalty for "killing" your opponent. Doubles are destructive to one, possibly both. Any blow that lands, ends the bout, even to an arm or hand. If the combatants both strike each other, the better blow wins:

Body & head is better than foot & leg. Foot & leg is better than hand & arm. If both get struck with the same blow, then neither win that bout for any points.

There will only be four rounds before the semifinal elimination. Four gentles with most bouts won go to the semifinals, format TBD, best two of three, single elimination.

Final two combatants will fight in a best out of five. Weapons will be decided by the combatant with lower precedence of SCA martial awards.

First Round - Single Rapier

Second Round - Arming/Short Sword & Buckler

Third Round - Longsword

Fourth Round - Spear or Approved Polearm

Combatants are welcome to skip a round if they are not comfortable with the weapons.

Battlemoor's Inaugural Pike & Shot Melee

Thursday 1:00 PM - 2:00 PM

Location: Melee Field

Here ye all those with love of the mighty pike or the wonder of the rifle. At Battlemoor this year, we will have a fun little warmup melee where you are limited to Spears, RBGs, Bucklers, and Short Swords.

Domination Melee

Thursday 2:00 PM - 3:00 PM

Location: Melee Field

Two teams, three flags, who will be first to master control of all three.

Rapier

Ladies of the Rose Tournament

Friday, 9:00-1:00 PM

Location: Tourament Field

Come one, come all, to witness the gleam of steel and the grace of skill in the Ladies of the Rose Tournament—a celebration of honor, prowess, and chivalric spirit upon the rapier field.

The Ladies of the Rose, noble consorts and former Queens of these lands, grace us with their presence and patronage. Their hands once bore the weight of crown and kingdom; now, they extend that honor to the field, sponsoring those who fight not only for victory, but for the love of the art and the esteem of those who have long upheld our realm's virtues. This tournament is as much a tribute to the Roses as it is a celebration by them—each blow struck in recognition of their grace, wisdom, and enduring legacy.

This year's tournament shall follow the Swiss Five with Bedford Points format:

- Five rounds, each a best of three bouts, to test the mettle of all who stand.
- The top eight shall advance to the semi-finals—single elimination, best of three (time permitting).
- The finals will be fought best of three, where only the boldest shall remain.
- Double kills will be refought once; a second double shall be scored as a loss for both.

Roses' Teams: Each Lady of the Rose may sponsor up to three fighters, of whom only one may be a Master of Defense. While loyalty is cherished, it is highly encouraged that each Rose choose at least one fencer they do not know well. In doing so, we strengthen the ties that bind our community and celebrate fencers of all ranks and backgrounds.

Let the roses bloom, let the blades shine, and let the bonds of honor flourish upon the field.

Swiss Five format:

Round One: Single sword

Round Two: Sword and flexible parry (cloak etc.)

Round Three: Sword and rigid parry (buckler/scabbard)

Round Four: Sword and dagger

Round Five: Bring your best

Snowball Melee Tournament

Friday, 1:00 PM - 2:00 PM

Location: Melee Field

Initial pairings will dual it out for the honor of becoming Team Captain. The defected foe then joins in partnership with the winner. They then continue battling other teams over successive rounds of ever-growing numbers with the vanquished always joining the victors. Until only two teams remain for the final Epic Battle for domination over the field.

Valhalla Tournament

Friday, 1:00 PM - 2:00 PM

Location: Melee Field

A Battle Royale where in the end that can be only One! A free for all of dueling mayhem when once defected you take a knee and wait. If and when the person who killed you is thus killed, all those they vanquished shall rise again. This continues until only 1 person finally remains and those killed cannot rise again. This takes prowess and tactics to succeed!



Rapier

Master of Defense Circuit Tournament

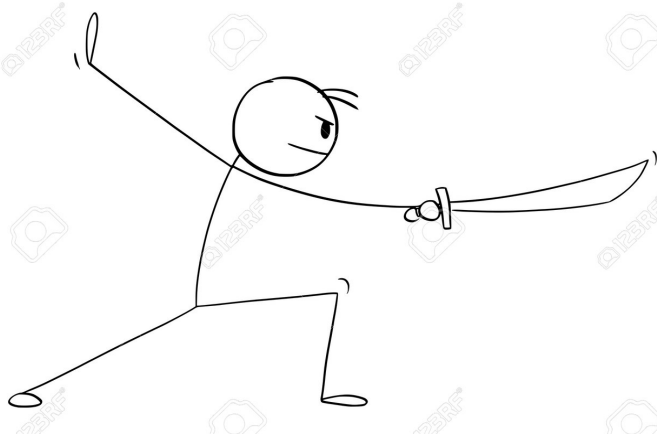
Saturday, 9:00 AM - 12:00 PM Location: Tournament Field

Join us on the beautiful fields of Battlemoor for the Third installment of the MOD sponsored tournament.

Come show us your best! Prowess, Panache, Valor, Chivalry, Art of Dying, ect.

The weapons style and format will be bring your best, one pass.

Fighter will be assigned a pool. Fighters will fight each fighter in the pool. Top two winners from each pool will advance to single elimination bracket. Finals will be fought best two of three and doubles will count as a loss for both fighters.



The Best Damned Fencer at Battlemoor Tournament

Saturday 1:00 PM - 3:00 PM

Location: Melee Field

- A Progressive style Tournament of 1 vs many! A show of advanced skill, prowess and tactics

It's not every day that you will have five witnesses to how awesome you are! Come compete for the bragging rights to be named the Best Damned Fencer at Battlemoor 2025. The format will follow the 1 v 1 with the winner staying for some 2 v 1 action all the way up to 5 v 1.

The winner of the tourney will receive a trophy declaring them the Best Damned Fencer of Battlemoor 2025 and the honor of having the option to run it again next year.

But wait there is more!

The first person to cleanly defeat all 5 of their opponents will receive a 250\$ gift card to Castille Armory.

You know the drill, the more people the more fun. Come seek your word fame on the field of honor!

Maestra Genoveva's Prize Fight Part II

Saturday 3:00 PM - 4:00 PM

Location: Melee Field

Come meet her on the melee field and challenge her to a dual to celebrate her recent Elevation to the Order of Defense

Don Jorundr Sylfuson's Prize Fight

Saturday 4:00 PM - 5:00 PM

Location: Melee Field

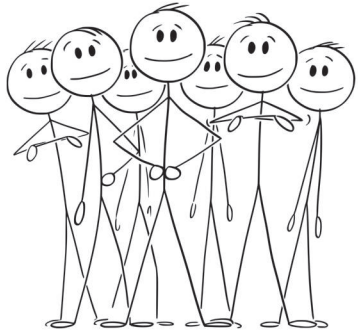
Soon to be the Newest Outlands Master!
come meet and test your mettle against this fearsome warrior.
Help celebrate his Elevation to the Order of Defense.

Revels & Celebrations

Drums of West African presented Lady Kökechin

Location: Townsquare

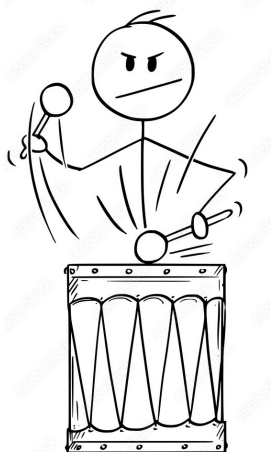
Step into the circle of ancient rhythm and movement. Join us in this gathering of drum and dance, where skilled drummers summon the thunderous beats of West Africa and dancers with fierce grace and high energy bring the melodies to life in a whirlwind of joyous expression. Every beat echoes with the power of the past, every movement tells a tale of strength and celebration! Whether thou art a seasoned wanderer of the dance or a humble novice, this vibrant gathering invites thee to partake in the exhilarating revelry of distant shores."



Norse TorchlighT Tournament presented by Lady Aife

Location: Townsquare

Choose your side—Monster or Hero—and let the saga unfold! Before the flames rise, feast and frolic with a Mead Tasting Tournament, wild Norse party games like Dick Jousting, Blind Box Tag, Individge, and Hunker Houser, plus a lively Drum Circle to keep your feet moving. Keep an eye out for the Wandering Norns, who roam the night offering riddles, blessings, and curses to shape your fate.



Monty Python presented by The Sisters of the Holy Hatch Chili

Location: Townsquare

Join the Nuns of the Holy Hatch Chili for a raucous night of Monty Python-inspired revelry in honor of the sacred and spicy Holy Hatch! Prepare for games of strength and daring, feats of flavor, and plenty of absurdity worthy of the Ministry of Silly Walks. Gird your loins, ready your gullets for chips and salsa, and steel your tongues for a fiery. Come dressed in your most pepper-themed or Monty Python-inspired attire—extra points for creativity, courage, and possibly coconuts. A salsa competition will be held, so bring your finest hand-crafted salsa along with a card listing ingredients and spice level. We'll provide the chips; you bring the heat!

Nowruz Nights presented by Lady Jesenia

Location: Townsquare

Nowruz Nights is a fireless bonfire celebration welcoming all that's new on the horizon, as we leap into the "new era" of the coming year. Inspired by the ancient festival of Nowruz—a New Year observed across regions and calendars, often celebrated twice annually—this event honors renewal, joy, and the promise of spring.

Rooted in myth, Nowruz celebrates the legendary King Jamshid, who saves humanity from the grip of winter each year, ushering in a season of light, warmth, and festivity. The night will feature a vibrant mix of cocktail competitions, games, bonfire jumping, fortune telling, and more—inviting all to take part in a timeless tradition of hope, renewal, and celebration.

Townsquare Happenings

Friday Morning Court

8:00 AM Location: Townsquare

We know it's early, bring your coffee and enjoy the morning air with their Majesties, Highnesses and Excellencies. What a great way to start the day.

Friday Evening Court

5:00 PM Location: Townsquare

Come and witness their Majesties, Highnesses and Excellencies conduct business of the realm. Come support your friends!

Saturday Court

12:00 PM Location: Townsquare

There's much business to do and this is an ideal time to do it. Come take a break from the mid day madness and hang out.

Saturday Evening Grand Court

6:00 PM Location: Townsquare

This is their Majesties last court before the coronation of their Heirs. Come here their words and spend time with your friends in the cool evening.

Memorial Gathering

Location: Townsquare

Thursday 4:00 PM - 6:00 PM

All are invited to join the Memorial Gathering around a small fire in Town Square [or other suitable location] to remember our fallen SCA comrades. Feel free to bring photographs and other mementos to display on a memorial table, and a goblet and your favorite beverage for toasting the departed. Paper and pens will be provided to write memories and messages which will then be ceremonially burned.

Kingdom Officer Social

Thursday 5:00 PM Location: Royals

Their Majesties Zachariah and Marianna cordially invite all Kingdom officers and their deputies to the Royal Camp for refreshment and relaxation as a personal thank you for all the work the officers perform. Thank you, officers.

Shrine Walk

Location: Townsquare

Saturday 2:00 PM - 4:00 PM

Outlands! The time for pilgrimage has come again! At Battle-moor, we ask for shrines! We invite you to create a holy site at your camp. Display Holy Relics! Honor the saints of yore! Celebrate ancient feats and artifacts! Shrines can be serious, whimsical, humorous, and everything in between. They can honor saints, relics, holy figures from any tradition, those who have left us, or anything from your imagination. Saturday 2 pm, we will gather and make a pilgrimage to visit these shrines and embrace their blessings! There might be pilgrim tokens involved...

If you have a shrine, let us know when you arrive at Battle-moor! Countess Martine, Mistress Matilda at the Maud Punk (formerly Countess Studio) booth at Merchant's Row, or Baroness Cecily at Caer Galen will be collecting shrine info and location so we can add you to the pilgrimage.

Kingdom of the Outlands Page School

May the blessings of good health and excellent spirits find all who read these words, as I, Daveed Shmuel ben Rachon, send Greetings!

I want to share updated information and specific details regarding Page School this year and what that can lead to in the future. Beginning Wednesday through Saturday (7/2 - 7/5), from 10 am until 4 pm, there will be four solid days of Page School programming, including one evening event, The Page School Bardic.

As a reminder:

- The Outlands Page School is planning on full-day programming throughout Battlemoor.
- The program is tailored for youth ages 6 to 15.
- Families with early learners are welcome to come and participate with the Page School, but the Page School will not provide custodial supervision of children under 6.
- That said, if a parent or adult sibling would provide that supervision, then they would all be welcome to have fun and fully participate.
- Parents or adult siblings will need to sign the pages in and out.

As we are in a remote site, I will be asking all Pages to commit to walking with others and not by themselves or with strangers. Getting older pages to look out for the younger ones is good for them. As adult supervision will be necessary, a parent or adult sibling will need to volunteer one 3-hour shift for one child. Not daily, just once. If there are two or more children, a parent or adult sibling will be asked to work two, 3-hour shifts. or

On Friday at 2 pm, I will be leading a workshop called: Creating Page School Indoor/Outdoor Activity Kit. As listed in the Guide Book, the workshop focuses on creating activity kits for Page School programming that can cover both indoor and outdoor events. The goal is to promote and help all Kingdom groups develop Page School resources for all events.

Now, I wish to share some of my thoughts regarding the future of Page School. We are continuously fortunate to have Royals who actively support the growth of youth programming to build a future that can stand on its own even after we're gone.

Generations of people have been living the Dream since 1966. I want it to last beyond me and continue to grow for generations to come. My ultimate vision is for pages to grow within Page School, which will eventually take it over with adults as guides and mentors. If we want them to be our future peers and royalty, they should have the opportunity to contribute fully to our game.

If you'd like to hear more about the future of Page School and youth programming, come see me at Battlemoor.

Until next we meet, L'hitraot...

Baron Daveed Shmuel ben Rachon, KSCA, OL

Kingdom of the Outlands

Page School

	Tues	Wed	Thurs	Fri	Sat	Sun
CIRCLE UP starting 9:30 am			Drum Gathering CIRCLE UP	Drum Gathering CIRCLE UP	Drum Gathering CIRCLE UP	TEAR DOWN
Morning Session -- 10 am	SET UP	WELCOME OPEN PLAY / ACTIVITIES	Heraldry, Persona, table games, hand crafts, SCA 101	Heraldry, Persona, table games, hand crafts SCA 101	Heraldry, Persona, table games, hand crafts, SCA 101	
Communal Lunch -- 12 pm		LUNCH	LUNCH	LUNCH	LUNCH	
Afternoon Session 1:30 pm	TBD	WELCOME OPEN PLAY / ACTIVITIES	Page School Field Afternoons			
			Heavy Weapons, Boffer Training, Light Weapons, Archery (Sat after Royal Round), Field Games, Friday 2 pm Creating Page School Indoor/Outdoor Activity Kit			
Closing Circle Up -- 4 pm			Closing Circle Up	Closing Circle Up	Closing Circle Up	
Evenings			BARDIC CIRCLE (early evening - after dinner -- before dark)			
NOTE:	Pages will be setting up a Chess Tourney for Pages to take on all comers.					

Wednesday- July 2, 2025

[illegible]

Thursday- July 3, 2025

[illegible]

Friday- July 4, 2025

[illegible]

Saturday- July 5, 2025

[illegible]

Baronial & Kingdom Camps

B1 Brotherhood
B2 Unser Hafen
B3 Royal
B4 Caer Galen
B5 Caerthe
B6 Artemesia
B7 al Barran
B8 Dragonsspine
B9 Aarquelle
B10 Bryngolau
B11 Calontir
B12 MGC & KB
B13 _____
B14 Fontaine
B15 _____

Important Locations

M1 A&S Pavillions
M2 Tournament Field
M3 Gate
M4 Shower
M5 Paid Parking
M6 Accessibility Parking
M7 Youth Activities
★ Watch & Information

Late Night Camping

L1 Calontir Overflow
L2 Nahrun
L3 MonStar
L4 Accessibility Camp
L5 Corvus Aurorae

General Camping

G1 Snake, Rake, and Boulder
G2 _____
G3 Nox Venus
G4 Varangians / Bunnyland
G5 House Monteroshler
G6 _____
G7 _____

Unimproved Camping

U1 Gens Qui Pati
U2 Crows

Quiet Camps

Q1 ThunderHuns
Q2 Riccio Volante
Q3 OPEN CAMPING
Q4 Blades of Attrition
Q5 OPEN CAMPING
Q6 The Roost
Q7 Kona fencing
Q8 Blackened Sheep
Q9 _____
Q10 _____
Q11 _____

