

THE BARONY OF SOUTH DOWNS PRESENTS:

# CASTLE WARS: THE ANCIENT OLYMPIC GAMES

NOVEMBER 21-24, 2024

BERT ADAMS SCOUT CAMP, COVINGTON, GA

Site opens at 5:00 pm EST on Thursday, November 21  
and closes at 10:00 am EST on Sunday, November 24, 2024



*Happy Autumn Meridies!*

*I want to welcome you to the last war event of the season, Castle Wars!*

*We have finally shaken off the heat of the dog days of summer... Now comes the cooler weather, to make it more comfortable for martial activities, so you can get your final fighting jones on with a myriad of scenarios. If you go away thinking you didn't get in enough fighting or Archery...that's going to be your fault.*

*Castle Wars also brings us together to share one another's company with food, friends and a warm inviting fire in the evenings.*

*Or, if you prefer, there are other activities such as the Rose Ball and a Kingdom bardic tournament.. all after a scrumptious feast!*

*Just know that the Barony of South Downs wants You and yours to find your way (safely) to the event and make YOUR SCA moment, a memorable one!*

*Welcome to Castle Wars and be welcome to have fun!*

***Ximon, Barón***

***Rhiannon, Anthypatissa***



## Schedule of Events

**Site Opens:** Thursday, November 21st - 5:00 PM

**Site Closes:** Sunday, November 24th - 10:00 AM

**Troll:** Thursday 5:00 PM - 10:00 PM  
Friday 8:00 AM - 10:00 PM  
Saturday 8:00 AM - 12:00 PM

**Court:** Saturday 6:00 PM  
**Feast:** Saturday After Court  
**Coronation Ball:** Saturday After Feast  
**Kingdom Bardic:** Saturday During Coronation Ball

**Vigils:**  
Captain Stefano Roggio: Friday 8:00 PM  
THLady Essyllt þrasa Fostra: Friday 8:00 PM

**Order Meetings:**  
OVO - Meeting Hall  
Saturday - 1:00 PM

Order of the Bough - Meeting Hall  
Saturday - 3:00 PM

Order of the Bear - Meeting Hall  
Saturday - Immediately following Scheduled Martial Activities

War Council (MOD, MOB, Bear, and Chiv) - Meeting Hall  
Saturday - Immediately following Bear Meeting

## Heavy Fighting:

### Friday:

2:00 PM - 3:00 PM	Melee Tactics Class
3:00 PM	Armor Inspection
4:00 PM	4x4 Melee Team Tourney
7:00 PM - 8:00 PM	Armor Inspection
8:20 PM	Bull Pit Tourney
After Bull Pit Tourney	Hoplite Tourney

### Saturday:

8:30 AM - 10:00 AM	Armor Inspection
10:00 AM	War Scenarios Begin

## Rapier Fighting:

### Friday:

12:00 PM	Field Opens
6:00 PM	Rapier Armor Inspection
7:00 PM	Individual Rapier Tournament

### Saturday:

8:30 AM	Rapier Armor Inspection
10:00 AM	Melee Battles/Games
12:00 PM	Steffano Amerigo Roggio - Prize Fight
2:00 PM	Melee Battles/Games - Cont.

## **Live Weapons:**

### Saturday:

9:00 AM	Range Opens
11:00 AM	King's Huntsman Tournament
2:00 PM	Queen's Yeoman Tournament
4:00 PM	Range Closes

## **Equestrian:**

### Friday:

9:00 AM - 12:00 PM	Intro/Authorizations/ Open Practice
12:00 PM - 1:00 PM	Lunch Break
1:00 PM - 2:00 PM	Mounted Archery
3:00 PM - 4:00 PM	Chariot Archery Ground Archers Welcomed

### Saturday:

9:00 AM - 10:00 AM	Warm Up/Practice/ Authorizations
10:00 AM - 12:00 PM	Challenge Course
12:00 PM - 1:00 PM	Lunch Break
1:00 PM - 2:00 PM	King's Lancer
3:00 PM	HMC Demo - Trail Ride to Follow

## **Merchant List**

- FireHorse Pottery
- FRY Guys
- Lykania's Endeavors
- Gypsy's Plunder and Pirate's Booty
- Bryn Madoc Yard Sale 2.0
- Consortium Emporium
- A Newe Place for My Stuffe
-

## Schedule of Events Cont.

### Classes:

#### Friday:

10:00 AM - 4:00 PM The Moirai's Cave (Fiber Arts Salon)

Lord Dorian Araignée, CMC

A place where fiber arts enthusiasts can gather to discuss, display, and demonstrate our passions. All are welcome to join in to learn more about the many and varied aspects of this branch on the Arts and Sciences tree. Demonstration and informal lessons in tablet weaving are guaranteed throughout the day. Availability of other aspects of fiber arts are determined by other artists who join in.

2:00 PM Battlefield Tactics and Small Unit Tactics

Baron Bram Halfdannarson

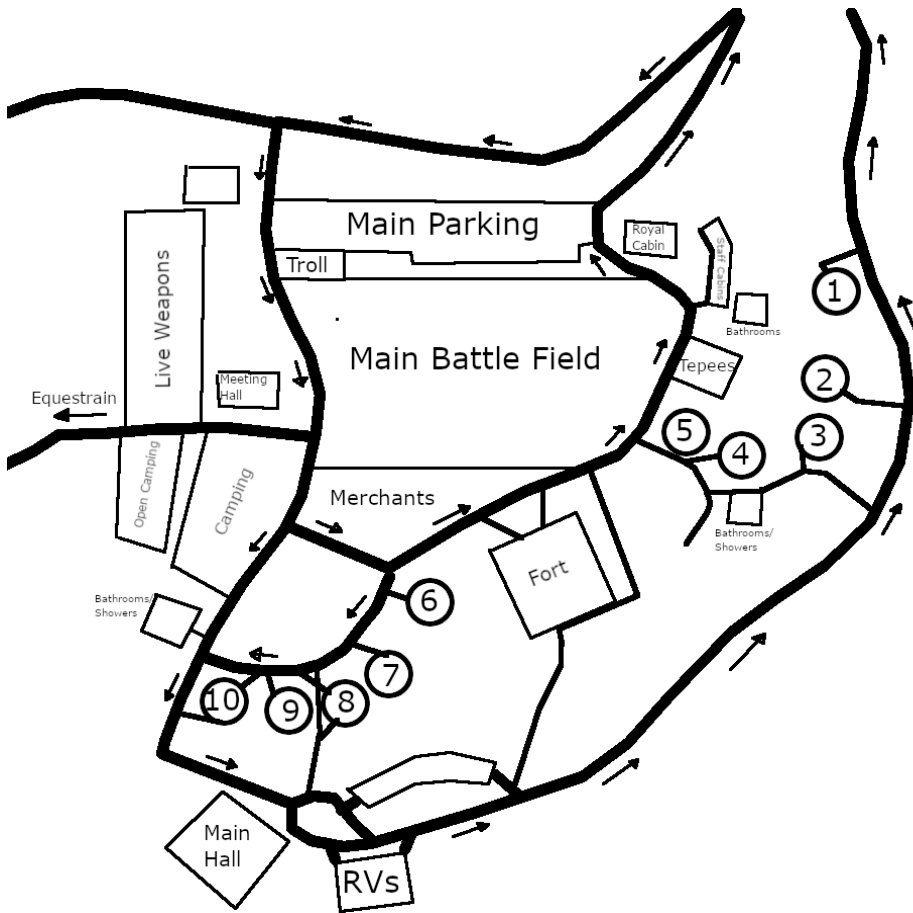
Heavy authorized fighters only

Workshop - This is a heavy armor class in armor on the field reviewing tactics.

2:00 PM Tassel Making

Lady Ciosdan Lynn Andersoun

Make & Take - How to make unique tassels for dance belts or encampment decorations



## Saturday:

### 10:00 AM - 4:00 PM Scriptorium

*Baroness Rhonwyn Alyn Nic an Chrosain*

Salon - Scribal C&I

### 10:00 AM - 4:00 PM The Moirai's Cave (Fiber Arts Salon)

*Lord Dorian Araignée, CMC*

A place where fiber arts enthusiasts can gather to discuss, display, and demonstrate our passions. All are welcome to join in to learn more about the many and varied aspects of this branch on the Arts and Sciences tree. Demonstration and informal lessons in tablet weaving are guaranteed throughout the day. Availability of other aspects of fiber arts are determined by other artists who join in.

### 10:00 AM Glass in the Ancient Mediterranean

*Baroness Lykania of Stone Hill Keep*

*Class Size Limit: 8*

Lecture - Glass Sci and Design in the Mediterranean World. We will look at how glass was worked and the types of objects that were made and how those objects were decorated.

### 11:00 AM Ways of the Early ME Scribal Apprentice

*Baroness Rhonwyn Alyn Nic an Chrosain*

*Class Size Limit: 6 Age: 15+*

Workshop - A description with physical manipulatives of how medieval scribes learned their arts.

### 3:00 PM Intro to Clan Blue Feather

*Lord Dorian Araignée, CMC*

Lecture - A history of Clan Blue Feather, the LGBT+ community in the SCA

### 2:00 PM Beginning Middle Eastern Dance

*Lady Ciorsdan Lynn Andersoun*

*Age: 16+*

Lecture, Workshop - Intro to the regions of ME dance, musicality, and the basic stance and movements of the dance.

## **Heavy War Scenarios**

### **THE TROJAN WAR: (circa 1240-1199 BC)**

This is a castle siege. The attackers will have to move a horse-like prop to a position in front of Troy's gate; success will bring their resurrection point closer. Getting the prop inside the city will shut down the Trojan resurrections.

### **THE BONES OF ORESTES: (circa 550-546 BCE)**

After losing several battles against the Tegeans, the Spartans again consulted Oracle of Delphi, who said they must retrieve the bones of Orestes and return them to Sparta. Expect a femur or two, a skull, and some other bone to be placed somewhere annoying to retrieve.

### **THREE OR FIVE MAN RELAY**

In honor of Olympic running competitions, each army draws colored chits to randomly determine the makeup of each of their subunits for the relay. Then, the defending team lines up its units, spaced ten yards from one another. The attacking team sends a unit against the first defender.

-If the attackers are victorious, they continue to the next defending unit, but with wounds and losses retained.

-When an attacking unit ceases to exist, the next unit continues the relay, and so on, until there are no more attackers or no more defenders.

### **BATTLE OF THERMOPYLAE: (480 BCE)**

This is the famous defense at the narrow mountain pass. The defenders and attackers both have unlimited resurrections until the attackers breach the mountain pass or force the gate. Either result reduces the resurrections for the defenders. Archers, BTW, are all Persian.

### **THE LONG WALLS OF ATHENS: (395-391 BCE)**

*-depending on time and interest-*

The city of Athens had constructed a pair of walls almost four miles long to allow the city to be supplied by sea. When Sparta defeated Athens in the Peloponnesian War, the walls were destroyed in 404 BCE. By 395, Athens had regained enough strength to begin rebuilding the walls with aid from the Persians after the Spartan navy had been destroyed.

# Castle Wars - Staff

## **Hoplitodromos:**

This was traditionally the last event of the Olympics and was a race in armor. Two centuries later, it was a race while wearing helm and carrying a shield. This will likely manifest at CW as an end of Saturday option for fighters. When you decide to armor down, do the Hoplitodromos.

## **Bull Pit Tourney (8:21 EST, length 31-37 minutes):**

Six-time victor in the Olympics, Milo of Croton, legendarily trained by lifting a cow. This is a standard bearpit, except that victories are tallied as poundage added to the cow you theoretically can lift. Likely, point values will be linked to combat peerage ranks: Duke, Count, Knight, Bear, Sword, etc. (Credit to Johann of Tir Briste for coming up with the Bull Pit concept)

## **Hoplite Tourney (following the Bull Pit):**

A standard double elimination or round robin, depending on numbers. However, on odd numbered fights, one hand must wield a short spear. Short spears and loaner full gauntlets will be available. The other hand is a shield or weapon of choice. Even numbered fights are style of choice.

## **Rapier Melee Scenarios**

### **Field Battle:**

It can get cold in the mountains around Ancient Greece, and sometimes it gets cold at Castle Wars. A "Snowball" meleé will help us choose sides and help us assess fighters' command skills. Our Meridian Rapier Army General will be looking for fighters interested in command positions for future war events.

### **Jugger:**

Let's make Baron Ximón Martillo de Cordoba happy, and honor the spirit of competition for our Olympic Games. Let's play "Jugger!"

A game created as the centerpiece of a B-movie called "Blood of Heroes."

Small teams, sizes and number of teams depend on the number of fighters.

An object (in the movie, it's a dog's skull, but we won't be doing that) is placed at the center of the field. One member of each team (called the "Quick") must grab the object and move it to a location in the opposing team's starting area.

The Quick is either unarmed (as in the movie) or very lightly armed (At most, single rapier or spear. Maybe we'll just give them a dagger.).

All of the other team members support this action, either by directly protecting the Quick, or by attempting to eliminate the other team's players.

We will run this game in whatever portion of the field we happen to be in. Castle gate, bridge/mountain pass, open field, whatever. Winning team gets a prize!

### **Event Stewards:**

**Baroness Maire Dhocair Inghean Chiarain**

**MKA – Amaris Motes**

[unicorn31777@gmail.com](mailto:unicorn31777@gmail.com)

**Lord Salim Al'Hallil**

**MKA - Carl Cox**

[carl.cox.primary@gmail.com](mailto:carl.cox.primary@gmail.com)

### **Reservations:**

**Lord Salim Al'Hallil**

**MKA - Carl Cox**

[dep.exch.southdowns@meridies.org](mailto:dep.exch.southdowns@meridies.org)

**Saturday Feast:** **Lady Genofeva de Hareflot**

**Heavy Marshal:** **Sir Fiachna or Theahtyn**

**Rapier Marshal:** **Cpt Brendan deHay**

**Live Weapons Marshal:** **Master Mathias Blackett**

**Equestrian Marshal:** **Countess Ellawin of Eaglewood**

**Troll:** **THLady Samura Masika**

**Arts and Sciences:** **Sumarliði Smjör-Engill**