



World Banner Wars V

The Art of War

Schedule

Thursday

4 pm Gate opens

9 pm Shaolin Showdown (Court area)

Friday

All Day Make and Take Workshop (Workshop area on Merchant's Row)

2pm Five Man Tourney (Court area)

4 pm Chain Mail Workshop (Beginners) (Workshop area on Merchant's Row)

6 pm Chain Mail Workshop (Advanced) (Workshop area on Merchant's Row)

6pm Armour Tourney (Court area)

9pm Iron-man Tourney (Court area)

Saturday

10am - 11am Sign in for War (Battlefield)

10am - 11am Entries for the "Art of War" Art Tournament (Battlefield)

11am - 12pm Armour and Weapons Check (Battlefield)

11:30am Kid's Quest (Bardic)

12 pm World Banner War! (Battlefield)

4:30 pm Theatre Workshop (Workshop area on Merchant's Row)

7 pm Feast (Court Area)

Sunday

12 pm Site closed/cleanup

Tourney Times and Descriptions

Shaolin Showdown

Thursday, 9pm

Single sword 4' and under

Last Man Standing

Everyone forms a ring. Lay on is called and it is every fighter for themselves. The last fighter alive is the winner.

Five Man Tourney

Friday, 2pm

Set weaponry: 1 polearm (naginata) 7' and under, 1 single sword 3' and under, 2 florentine 4' and under, 1 sword and board 4' and under(sw)/medium shield.

1 member of the team is a captain. If your captain dies your team loses. Captains have 2 stonelines and must have 2 teammates within 10' or lose their stonelines.

Tournament brackets.

Armour Tourney

Friday, 6pm

Open weapon: Up to 6 points of armor (no warrior +1).

Tournament brackets.

Iron-man Tourney

Friday, 9pm

Open weapon

Every person gets a number or name tag. 3 rings to fight in. 45 minute timelimit. 20 second timelimit per fight. 1 to 2 reeves per ring keep score for their ring. 1 timer/total score keeper.

Kid's Quest

Saturday, 11:30am

8-13 years of age

Quest will run approx. 1 ½ to 2 hrs. Please be here to pick up children.

Please bring water bottles and your imagination.

"Art of War" Art Tournament

Saturday, 10am - 11am

A 2D art tournament of pieces depicting the theme "The Art of War".

All artwork must be flat art/2D art, no larger than 2' x 3', and must depict the theme "Art of War"

Entries will be taken at the main battlefield on Saturday between 10am and 11am by Tana Moreheart.

Entries will be on public display at battlefield during the war, and the winner will be decided by popular opinion via cast ballots.

Workshops

Make & Take by K'tai bin R'al

Friday All Day, possibly Saturday

Turn odds and ends into arts and crafts at the Make & Take station! Throw together some extra spellballs or enchantment strips for the War, or take a seat at the sewing machine and put together a new pouch or belt favor. Materials will be provided, or bring your own to share!

DISCLAIMER No unattended children allowed without prior arrangement and permission, and in no case does K'tai assume any responsibility for any consequences of their participation or attendance.

Chainmail Workshop (Beginners) by Talthyr & Tolken

Friday 4 pm

The Beginners' chainmail workshop will introduce beginning mailers to the basic patterns European 4-in-1, European 6-in-1, Box chain, Byzantine and Japanese. Attendees will learn the basics of ring-closure as well as time-saving techniques to produce a finished piece of maille.

Rings will be provided. Please bring at least two pairs of pliers (if you can bring more to loan to those who don't have any, please do).

Chainmail Workshop (Advanced) by Talthyr & Tolken

Friday 6 pm

The Advanced chainmail workshop will teach advanced jewelry weaves including Half-Persian 3-in-1, Half-Persian 4-in-1, Full Persian, Turkish Round, Byzantine web. Attendees will also learn to weave with Dragonscale weave and learn to create angled joins of European 4-in-1 sheets.

Rings will be provided. Please bring at least two pairs of pliers (if you can bring more to loan to those who don't have any, please do).

Theatre Workshop by Sir Forest Evergreen

Saturday 4:30 pm

A basic workshop on blocking (stage movement) and line interpretation (how to say it and make it believable). Participants will learn a scene and have a chance to perform before or during feast.

Rules of the War

Changes to Playing Field

Field size will be 124X124 instead of 150x150.

Victory conditions (whichever happens first in a game applies)

- **Option 1** Shatter all members of the opposing team.
- **Option 2** Hold the opposing team's banner for 7 minutes.
- **Option 3** After a total elapsed game time of 15 minutes, the team with the larger point total from "holding" the stationary flags wins--See playing field below for more details. (This new victory condition is being added to ensure no game takes longer than 15 minutes without automatically awarding the "stronger" team.)

Team Makeup

- At least 10 and no more than 18 players per team, plus up to 4 alternates.
- A team may field no more than one of any given spellcasting class at a time.
- No person may appear on another teams roster--except as a page.
- A team may also field up to 4 pages, who may only be used to retrieve expended equipment (not to hold additional equipment). Pages are not necessarily bound to one particular team; it is acceptable to play for one team and page for another.
- The class and level of each player (including alternates) on a team's roster is fixed at the beginning of the tournament. i.e. Each player may only play 1 class for the entire tournament. (A fixed roster eliminates the need for squaring off before each match and will speed up the running of the tournament.)

Playing field

- The playing field will be marked off as a 124 foot square.
- The two opposing sides will have 10 foot wide 'end zones' where each team will lay-on within. These zones are inside the playing field. They are not considered bases for legend and sanctuary.
- Any player who steps out of the playing field (at least 50% of the their foot out of bounds) will be immediately returned to the play area and stunned for 15 seconds.
- The stationary flags are considered flags/bases.
- Teleport into bases surrounding a stationary flag is not permitted.
- There are currently plans to supply two stationary siege weapons.

Reeves

- Each team must contribute at least 1 Reeve to assist when their team is not on the field.
- The Emerald Hills Guildmaster of Reeves must approve all Reeves before the tournament begins, and may disqualify any Reeve for the remainder of the tournament for any reason.
- Reeves which are rejected before the tournament starts must be replaced before your team will be allowed to fight.

Banners

- Each team must field at least one banner which will be awarded to the winning team.
- Banners must be no smaller than 24" x 36", and have a pocket along one edge for threading onto a 1" diameter pole. Banners must display the colors or heraldry of the group fielding the team. In the case of a mixed team, get creative!

Tournament Rules

- This is a one-life (last life) full-class battlegame tournament.
- Only two teams compete at a time. Lives, spells, and abilities reset for each round.
- No more than 2 siege engines will be permitted per team.
- The following magics are not permitted...
- Spells Doomsday, Mass Sleep, and Wind
- Enchantments Transform and Reincarnate
- Fixed Enchantments Anti-magic, Killing grounds, and Silence
- Brackets will be posted. "On-Deck" teams are required to prepare for their match during the preceding match. (This pre-staging should allow for less downtime between matches).

Amtgard Rules

World Banner Wars V will be fought under version 6.0 of the Amtgard Handbook on the Rules of Play, regardless of whether a revised handbook is adopted before the event.

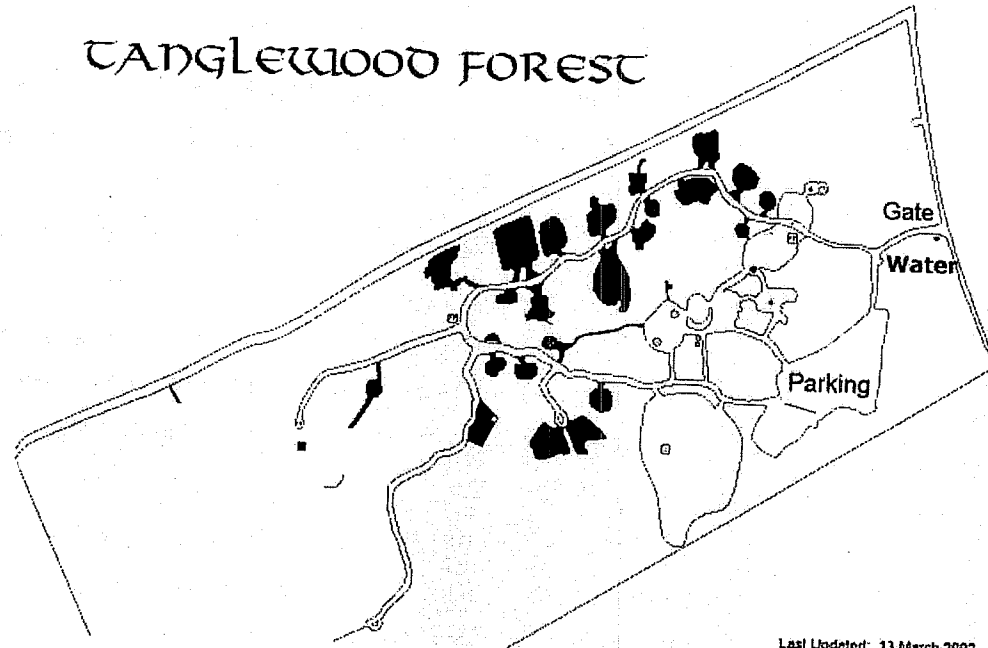
All Emerald Hills Clarifications and IRCA Rulings will be in effect during World Banner Wars V.

If you have any questions, or if you have a favorite "rules rape", sneaky trick, or other questionable stunt which is not disqualified by the aforementioned rulings, consult the EH GMR or event War-O-Crat Sir Sparhawk Kingfisher. (Neither are fighting in WBW and both can keep a secret.)

Rules of Tanglewood Forest

1. Keep the grounds clean. Do not put cigarette butts on the ground! Use a pouch or your pocket!
2. Please keep any music you play at a level as to not be heard beyond your campsite.
3. Upon vacating your campsite, make sure all trash is bagged and then drop it off in the trash trailer on your way out.
4. Watch Your Step: Be very careful of potential hazards such as burrow holes, stumps, uneven ground, etc. This is particularly important if you plan to consume alcohol.
5. Plant life and wild animals abound! Be on the watch for poisonous plants, spiders, and insects, and remember that leaving food outside and uncovered may attract wild animals, stray dogs, and ants!
6. Take reasonable measures to protect your belongings.
Neither Tanglewood Forest nor its lessees nor any of their constituent members can make any guarantees about your safety or the safety of your possessions while you are in attendance at a Tanglewood Forest event, and you attend such events entirely at your own risk.
7. All federal, state, and local laws are still in effect at Tanglewood Forest.
8. By attending a Tanglewood Forest event, you acknowledge and accept the above rules, and further acknowledge and accept that under the site owner's agreement with his lessees, the site owner may remove anyone from his land at any time for any reason and without warning. This acknowledgement and acceptance is given by means of your presence at the event, even if you do not "sign in" as an official attendant.

TANGLEWOOD FOREST



Last Updated: 13 March 2002

Alcohol Consumption

Consumption of alcoholic beverages will be restricted to individuals that have presented proper proof of age to the event staff and in return have received a wrist band indicating they are old enough to consume alcohol in the state of Texas. If you do not have a wrist band you are not authorized to consume alcohol while attending World Banner Wars Five. Anyone found to be violating the alcohol consumption guidelines set forth in this agreement may be subject to legal action and/or removal from the event site by event staff and/or law enforcement officers as needed.

Minors and consumption of alcohol

If a minor is suspected of drinking alcohol and/or being intoxicated while in attendance at World Banner Wars Five they may be subject to an Event Staff administered breathalyzer. Minors found to have illegally consumed alcohol will be brought before the proper authorities for resolution.

If you are a parent or a legal guardian bringing a minor to the event you are accountable for the care of and the actions of said minor.