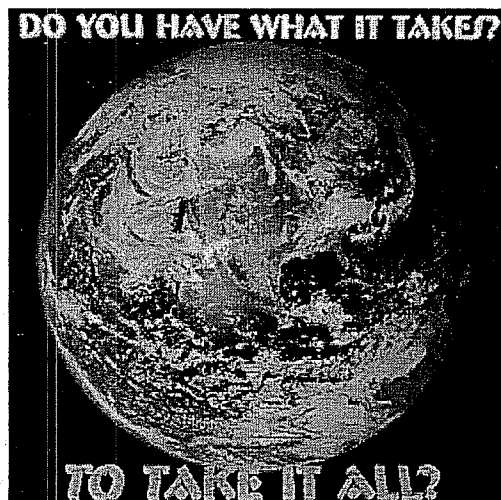


Welcome to the Kingdom of the
Emerald Hills

World Bannerwars VI



October 6th, 7th, 8th, and 9th, 2005
Tanglewood Forest

Schedule of Events

THURSDAY, October 6

Show Up Set Up Camp
6:00pm - Warlord Battle @ Battlefield
Ditching as desired @ Trenchfield

FRIDAY, October 7

12:00pm - Class Quizzing 7.0 Rules @ Battlefield
1:00pm - Reeve Testing 7.0 Rules @ Battlefield
2:00pm - Intro to Cordweaving I @ Feasthall
3:00pm - Intro to Cordweaving II @ Feasthall
3:00pm - Ironman tournament @ Battlefield
4:00pm - Knotting Techniques @ Feasthall
6:00 pm - Highland Games @ Battlefield
8:00 pm - A&S Bardic /performance judging @ Feasthall
Friday Night Ditch @ Trenchfield

SATURDAY, October 8

Breakfast available @ Feast Hall
8:30am-9:30am - Reeves Meeting @ Bardic Circle
9:00am-9:30am - Team Sign-Ins @ Battlefield
9:30am-10:30am - Weapons and Armor Check @ Battlefield
11:00am - Tournament Starts @ Battlefield
Noon - deadline for A&S entries @ FeastHall

AFTER THE WAR

Feast by Roger's Raiders @ Feasthall
American Red Cross Charity Auction (during feast)

AFTER DARK ENTERTAINMENT

Fireworks/Firedancers @ Trench Field
All night trenching (after the entertainment)
Texas Hold-Em Poker Tournament @ Feasthall
McFadden's Live Band @ Bardic

SUNDAY, October 9

Pack-up, fully extinguish your fires and bag your trash.
Go home to your local parks tell them WBW was great!



Is brought to you by the
Green Dragons

Autocrat Team

The Man: Sir Wolverine Darksword
Assist-o-crat: Blaise Dreams of Permafrost
War-o-Crat: Everlast of Buttercup
Craft-o-crat: Faunna Demonspawn
Highland Games: Tarkas
Gate-o-Crat: Sir Forest Evergreen
Feast: Rogers Raiders
Texas Hold'Em-O-Crat: Solace
Webmaster: Sir Brock Argentina

Emerald Hills Officers

Elder "Lawn Gnome" Vermillion: Consul and Shower-o-crat
Clio "Short attention span" Ninetails: Consul and A&S Competition-o-crat
Nicodemus Avaroth: Champion
Sistar Tolken: PMR and Auction-o-crat
Reine Von Doom: Treasurer
Draeven Somerstorm: Guildmaster of Reeves

Bannerywars Rules

Reeves Meeting: 8:30am-9:30am @ Bardic Circle.

Each team must provide two 7.0 reeve qualified individuals. This will be a quick meeting designed to remind the reeves of the critical issues to watch for during the war and how to handle any issues that arise. The two people provided as reeves will be allowed to play on your team, but will reeve when your team is not on the field. Breakfast will be provided.

Team Sign-Ins: 9am-9:30am @ War Field

Only the captain of the team needs to be present to sign-in. Each captain must provide:

1. A unique banner which should display your company/household/team symbol.
2. Two copies of every magic-user's spell list. You may NOT change spell lists between rounds.
3. A complete listing of all team members. Members not on this list will be unable to participate.

Weapons and Armor Check: 9:30am-10:30am @ War Field

Weapons must meet all 7.0 specifications including padded pommels, opaque covers, handle length, etc. Armor must meet 7.0 specifications. Armor made of bottle caps, tires, etc will be rated extremely harshly

Tournament Starts: 11am @ War Field

General Tourney Rules:

1. Tournament will be Double Elimination style.
2. Teams must be ready and in the On-Deck circles for head count and safety check at the start of the round proceeding theirs. When two teams leave to take the field, the on-deck teams immediately step into the circles.
3. The tourney field will be 150ft across.
4. The battle can be determined in two ways:
 - A. One team completely eliminating the other
 - B. One team raising and keeping it's flag at the top of the center flag pole for three consecutive minutes
5. Stepping out of bounds will result in a player being unable to move their feet for ten seconds and being returned to the point where they crossed the boundary.
6. Good sportsmanship will be expected and enforced. Arguing with the reeves or getting into altercations with other players will result in that person being ejected from the tournament and their team will be forced to play short a position.
8. Each team may have up to four pages. These pages may only be used to retrieve your teams spent balls and projectiles.
9. You may not use other team's magic balls, projectiles, or equipment.
10. Transform, Reincarnate, or monsters of any sort may not be used.
11. No mass spells may be used.
12. The center flag is considered a base for the purposes of magic and class abilities with the exception of Visit.
13. The center flag is a game item.
14. Dead players must immediately take a knee and put their weapon on their head. You may not move from where you are when you die unless Summon Corpse is used or to avoid mundane danger/impeding play.
15. All rules disputes will be settled by the War-O-Crat, who will not be playing in the tournament.
16. All sneaky, underhanded, or questionable rules interpretations or tactics should be cleared with the War-o-Crat BEFORE attempting to use them.

Team Composition Rules:

1. Teams are comprised of eight to fourteen people and up to four alternates.
2. Alternates may be swapped into the active line-up between rounds.
3. Team members (including alternates) are assigned classes before the tournament starts and may not switch classes.
4. Your team may have one of each magic using class.
5. Teams may have no more than three bows.
6. Teams may have only one siege weapon.
7. Players may only sign up with one team, though pages may be shared
8. Teams do not have to all be from the same company, household, kingdom, etc. There merely need to all play together and present a banner with a unique symbol
9. Banners must be a MINIMUM of 2' x 3' (2 feet by 3 feet) in size and reflect your company/household/team's symbol on it.

Arts and Sciences Competition

Cultural Entries Eligibility

Any item may be entered as long as the entrant has done 90% of the work. If item has won awards in a previous A&S competition, please indicate what it has received. First place winner receives a \$50 gas card, second place \$25, third \$15. Best in Show Banner receives a \$25 gas card.

- Bardic Entry registration will be **open all Friday** until bardic competition begins after the Highland Games.
- All other Cultural entry registration will be **open until 12pm Saturday**. Judging begins promptly at noon.
- Limit of 5 entries per competitor
- Limit 2 entries per category
- **Cooking Entries** – Bring all necessary serving utensils.
- **Written Entries** – All entries, except publications, must be 5 pages or less, include 3 copies, be typed and bound.
- **Bardic Entries** – Bardic entries will be performed after the Highland Games Friday night. Please be considerate with the usage of your time.

Scoring System

0-5 point scale. I took college math, 2.5 is average. Winner will be determined by highest overall average.

Categories

See attached pages for details on each category.

Cooking	Writing	Bardic	Art
• Appetizer	• Factual	• Singing	• 2-D
• Main Course	• Fictional	• Oratory	• 3-D
• Dessert	• Poetry	• Instrumental	• Photography
• Other	• Publications	• Dance	• Hairbraiding
• Vintner			
Garb	Construction	Banner	
• Fighting	• Passive		
• Court	• Active		
• Monster	• Armor		
• Accessory	• Weapon		
• Favor	• Shield		
• Jewelry			

Categories

Cooking

Due to the delicate nature of cooking entries, this category will be judged first.

Entries will be judged on taste, texture, appetizing presentation and difficulty. There will be 3 judges and entrants will need to provide enough of each entry for all of them to taste. Be prepared to have a way to maintain your own dish until it can be judged (hot/cold). Bring plates, cups and utensils if they will be needed to judge your entry.

- **Appetizer:** A dish intended to be served as an appetizer.
- **Main:** Course: A dish intended to be served as a main course.
- **Dessert:** A dish intended to be served as a dessert.
- **Vintners:** A drink that was brewed or fermented. Mixed drinks are not considered brewed or fermented.
- **Other:** A dish or drink that does not fit into any other category.

Writing

Entries will be judged, where applicable, on form, content, grammar, spelling and usefulness to the body of Amtgard knowledge. With the exception of publications, please try to limit these entries to 5 pages or less. Publications entries only require one copy. All entries require 5 copies total, except Publications.

- **Factual:** Writing that presents factual information such as a process, event or research of some kind. Examples would be weapon smithing instructions, a recounting of an Amtgard event or a history of the Romans. When presenting researched information, it is a good idea to site references and give credit.
- **Fictional:** Writing that is not intended to be factual such as a persona histories and stories.
- **Poetry:** Poetic verse.
- **Publications:** Published works such as newsletters, books, collections of articles, etc. These entries are judged on the editorial content only, such as presentation, suitability of the collection, format, etc. It is not necessary that the entrant have written every article. However, articles should never be published without the author's consent and credit MUST be given. Any work not done by the entrant should be noted.

Art

Entries will be judged on artistic presentation and the difficulty of the medium.

- **2-D Art:** Art intended to be viewed from only one side such as drawings, paintings, stained glass, relief carving, computer graphics, etc.
- **3-D Art:** Art intended to be viewed from at least 3 sides such as sculptures, painted miniatures, stuffed animals, blown glass, etc. *People often enter things into this category that would do better in Passive Construction. 3-D art is judged primarily on artistic presentation; Passive Construction is judged primarily on construction. A stained glass box would go into either 3-D Art or Passive Construction depending on what the entrant wanted to focus.*
- **Photography:** Art created by taking a picture. Digital images that are mostly photographic would also fit into this category. Amtgard related photographs please. *(Spinning a tale relating the photograph to Amtgard is encouraged)*
- **Hairbraiding:** I know some of you out there have hair-braiding talents. Creativity is encouraged!

Garb

Entries will be judged on durability, attractiveness, design and difficulty.

- **Fighting:** A major item of garb intended to be worn in battle such as tunics, pants, tabards, shirts, etc.
- **Court:** A major item of garb not intended to be worn in battle such as dresses, doublets, cloaks, etc.
- **Monster:** A major item of garb that would qualify as garb for a monster in the Amtgard Rulebook.
- **Favor:** A garb accessory intended to be worn on one's belt.
- **Jewelry:** A garb accessory intended to be worn as jewelry such as crowns, coronets, necklaces, bracelets, rings, etc.
- **Accessory:** A minor item of garb such as hats, belts, shoes, bracers, etc. that would not fit into another category.

Construction

Entries are judged on construction, presentation, difficulty and application to proposed function.

- **Passive:** Something not intended to go onto the battlefield such as boxes, steel weapons, decorative wooden weapons, stuffed animals, etc. This is a category for constructed items that would not fit into another category.
- **Active:** Something intended to be used on the battlefield such as ballistae, bows, fighting wands or throwing mugs. This is a generic category for things that would not fit into armor, weapon, or shield construction yet are still intended for rough battlefield use.
- **Armor:** Something that would qualify as armor by the rulebook standards in Amtgard such as padded armor, chainmail, brigantine, greaves, thigh plates, helmets (although they would not actually count as armor), etc.
- **Weapon:** Something that would qualify as a weapon by the rulebook standards in Amtgard such as sword, spear, arrows, rocks, throwing daggers, madus, etc.
- **Shield:** Something that would qualify as a shield by rulebook standards in Amtgard.

Bardic

Entries will be judged on difficulty and entertainment value. Will take place Friday night after Highland Games

- **Singing:** A vocal presentation with some expectation of rhythm and pitch.
- **Oratory:** A vocal presentation with no expectation of rhythm or pitch; i.e. Storytelling, jokes and theatrical pieces.
- **Instrumental:** A musical presentation performed on an instrument with some expectation of rhythm and pitch.
- **Dance:** A presentation of bodily movement with some expectation of rhythm.

Banner

This is World Banner War, after all. Your team is supposed to have one, and the best one receives a prize. Think "Best of Show".

Workshops by Faunna

More than just how to make a belt

Feel free to take any single workshop as a freestanding class; however, the information will be presented so that all three workshops flow together into a comprehensive educational experience.

Friday

2:00pm - Intro to Cordweaving I
Cord types, ways to get started and the basic weave

3:00pm - Intro to Cordweaving II
Pattern options and Finishing Touches

4:00pm - Incorporating Knotting Techniques

Saturday

Should there be sufficient interest the workshops will be re-presented during the war.

Classes will be held in the feast pavilion

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AMERICAN RED CROSS

CHARITY AUCTION

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LIVE AUCTION TO BE HELD DURING
FEAST

SILENT AUCTION TOO

AUCTION ITEM AND MONETARY
DONATIONS CAN BE MADE AT
CAMPSITE #3

SEE TOLKEN FOR ITEM DESCRIPTIONS
AND OTHER DETAILS