

Greetings unto the populace of Amtgard:

This is a compilation of all of the currently available information on Amtgard's upcoming Olympiad. I hope that it will be helpful to have all of this information in one place. The first letter and the Invitation are courtesy of King Gilos. The explanation and preregistration form for the Arts and Sciences competition, as well as the feast information are courtesy of Baronet Shylarra and Viscountess Joella. The war event information is courtesy of Grand Duke Aramithris. The missive containing the information about the Arts and Sciences competition also contains the names and addresses of the autocrats of the various events as well as the addresses of King Gilos and Princess consort Tawnee.

Yours in service

Ariona, Scribe

OLYMPIAD SPECIAL EDITION

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To the Nobility of Amtgard:

During the upcoming Olympiad many of the competitors will be praiseworthy and many will receive awards but I feel the noble and royal members of Amtgard should help improve the "stakes".

I ask that each and every Noble, Knight and Royal person donate an Amtgard oriented prize to the Olympiad. These will be distributed to outstanding individuals from all Kingdoms during the event.

Please give this request your consideration and respond with any worthwhile item.

King Gilos Dawnhope, II
Kingdom of the Burning Lands
(915) 565-3659

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... An Invitation to all of Amtgard ...
FIRST ANNUAL AMTGARD OLYMPIAD

The Olympiad is scheduled for the weekend of March 11th and 12th. Events will be held both Saturday and Sunday with a feast on Saturday night. The main fighting and arts events will be held on Saturday. Performing arts will be held Saturday night and Sunday. Additional events will be held on Sunday as well as court and awards to the event winners. A more detailed schedule will be issued at the event.

The timing of this event has been somewhat criticized as it occurs a week after the Barad-Duin investiture. The problem is that every other month is also someone's coronation or investiture. Thus March honestly seems to be as good a choice as any other month.

We welcome all Amtgard Kingdoms, Duchys, and Groups. The Burning Lands is already arranging housing for out-of-town Amtgardians as this is a non-camping event. There should easily be space to host 30 to 40 guests. Contact Ben Passmore at (915) 565-3659.

... The Events ...

ARTS: The scoring of these events will be on a scale of 1 to 5. Three judges each from The Burning Lands, Barad-Duin, and the Emerald Hills, will score each category. High and low scores will then be dropped and the average of the remaining scores will be the entry's final score. This will be the judging process for all entries in all art categories.

Any individual who is competing for championship of the arts events must enter a minimum of six (6) categories. The aggregate of the individual's best 6 scores will give their total score. Only one score may be taken from any one category. A tentative list of the categories appears below:

CATEGORY	SUB CATEGORY
2-D Art	Paintings
	Drawings
	Calligraphy
	Cartography
3-D Art	Jewelry
	Sculpture
	Coronets
	Ceramics
Cooking	Non Sweets
	Sweets
	Beverages
Armor Construction	Chainmail
	Leather
	Plate
	Helms

Weapon Construction	Shields Weapons Missiles Exotic Weapons
Camping Goods	Camouflage (Making mundane items look "period") Gear
Passive Construction	Staves (Staffs as in Druid or Wizard) Furniture Feast Gear
Active Construction	Siege engines Chariots
The Rose	Banners Relics Favors
Needlework	Crochet - Knitting Fine Needlework (cross-stitch, embroidery, etc.)
Best Looking Garb	Feast (type) garb Specialty Garb (e.g., for Monsters, persona garb for specific scenarios or quests, etc.)
Best Fighting Garb	
Alchemy and Herbalism	(No poisons please) Oils & Vinegars Perfumes & Essences Lotions & Salves

We are also working on a literary category but there are some extreme logistic difficulties. We are working on a solution to this.

Sub-Categories are handy divisions which will be used to present awards for outstanding efforts. Thus individual achievement is recognized as well as an overall winner of the entire category. The sub-categories will only be used if each area has sufficient interest and new sub-categories may be added as needed.

FIGHTING: The fighting events will be organized as follows:

The Weaponmaster Tournament - including:

Warlord alternating weapons	Sword and Shield
Single sword	Polearms
Morningstar and shield	

Other Fighting Events

Two-man teams
Foil Fencing (We
need some additional
weapons and masks.
Assistance will be
most appreciated!)

Shenai
Archery ... (Amtgard
legal only)
Javelin throw

Bonus points will be given to the overall Weaponmaster winner and foil and shenai are only half-point events (not really being an Amtgard focus area). Other events may be added as interest indicates. Details of the scoring system will be announced at the event.

PERFORMING ARTS: The individual or group which present the best performance will win outright in this event. Judges will be as described in the Arts section. Areas of competition may include:

Singing	Instrumental Music	Dance
Drama	*Video Presentations	Oratory
Tumbling	**Other	Tales

*Please give notice on equipment required.
**juggling, fire-eating, sword swallowing, performing dragons and wyverns, etc. (NOTE: We ask that you provide your own dragon and that it has had it's shots. The Burning Lands Stud is presently dealing with an infestation of scale mites and we don't want your animal infected. Needless to say The Burning Lands will not be entering this competition this year.)

The above list is not all inclusive but hopefully indicates we will accept any sort of reasonable performing art.

IN CONCLUSION: With all of this in mind do not forget there will be an over-all champion declared based on the combined placings in all events entered.

Some final notes... This event is intended to be rotated to another of the larger groups annually. A good attendance and some tough but good hearted competition can help pull Amtgard even closer together as a national group. Work on your entries, hone your fighting and performing skills and we hope to see you in March.

King Gilos Dawnhope, II
Kingdom of the Burning Lands

Questions on the above may be directed to:

King Gilos
(Ben Passmore)
2601 N. Kansas
El Paso, Texas . 79901
(915) 532-1118

Princess Tawnee
(Michele Ellington)
2324 Federal
El Paso, Texas . 79939
(915) 565-3659

Grand Duke Aramithris
(J.W. Donnelly)
1416 Oakdale
El Paso, Texas . 79925
(915) 772-6626

UNTO the noble personages of all Amtgard Kingdoms and Duchys
GREETINGS from Her Ladyship Shylarra and Her Excellency Sir Joella

This missive is to further enlighten your artisans of the first annual Olympiad hosted in the Burning Lands. The basic category listings and rules regulating the event have been previously distributed.

As autocrats of the art competition and feast, we felt it necessary to supply further information. Enclosed within this missive you will find several copies of important forms. If you need further information or questions, please contact the appropriate individual.

It is suggested, but not mandatory, that a brief description on method of production and relevance to character or Amtgard in general, be submitted on a 3 X 5 card accompanying each entry. Those persons who are unable to attend may send their items to be entered accompanied by a registration form and the appropriate fee.

ARTS AUTOCRAT
Baronet Shylarra of Benden
(Wendy Gray)
9900 Debbie
El Paso, Tx. 79925
(915) 598 - 8434

FEAST AUTOCRAT
Viscountess Joella Starwatcher
(Mandy Burgin)
8921 Cosmos
El Paso, Tx. 79925
(915) 591 - 5910

FIGHTING AUTOCRAT
Grand Duke Aramithris
(J.W. Donnelly)
1416 Oakdale
El Paso, Tx. 79925
(915) 772 - 6626

King Gilos
(Ben Passmore)
2601 N. Kansas
El Paso, Tx. 79901
(915) 532 - 1118

Princess Tawnee
(Michele Ellington)
2324 Federal
El Paso, Tx. 79939
(915) 565 - 3659

PRE REGISTRATION FORM

!PLEASE PRINT!

Amtgard Name

Mundane Name

Chapter

Sub categories will count if 6 entries (for a category to make, there must be 4 individuals entering with a total of 6 projects).

Brief description	Preferred sub-category
2-D ART	
3-D ART	
COOKING	
ARMOR CONST.	
WEAPON CONST.	
CAMPING GOODS	
PASS. CONST.	
ACTIVE CONST.	
ROSE	
NEEDLEWORK	

Brief Description	Preferred sub-category
BEST LOOK. GARB	
BEST FIGHT. GARB	
HERBALISM	

SUGGESTED SUB-CATEGORIES

2-D ART paintings drawings calligraphy cartography	3-D ART jewelry sculpture coronets ceramics	ARMOR CONST. chainmail leather plate helms	WEAPONS CONST. shields weapons missiles exotic weapons
COOKING non-sweet sweets beverages	HERBALISM oil/vinegar perfumes/essences lotions/salves	ROSE banner relics favors	NEEDLEWORK crochet/knitting embroidery counted work textiles
PASS. CONST. staves/staffs furniture feast gear	ACT. CONTS. seige engines chariots	CAMP. GOODS camouflage gear	

BEST LOOK. GARB

Feast

Speciality garb (monster,
costume, persona garb for
specific quests or scenarios)

BEST FIGHTING GARB

RETURN FORMS TO: Baronet Shylarra of Benden
(Wendy Gray)
9900 Debbie
El Paso, Texas 79925
(915) 598 - 8434

OLYMPIAD I FEAST

Amtgard, Chapter of the Burning Lands invites you to join them in revelry at the First Annual Olympiad Feast on March 11, 1989. We are at present planning a repast consisting of breads and cheese, assorted raw vegetables, potatoe soup, lemon chicken, herbed noodles, meat pies, snow peas, buttered corn and an assorted dessert buffet.

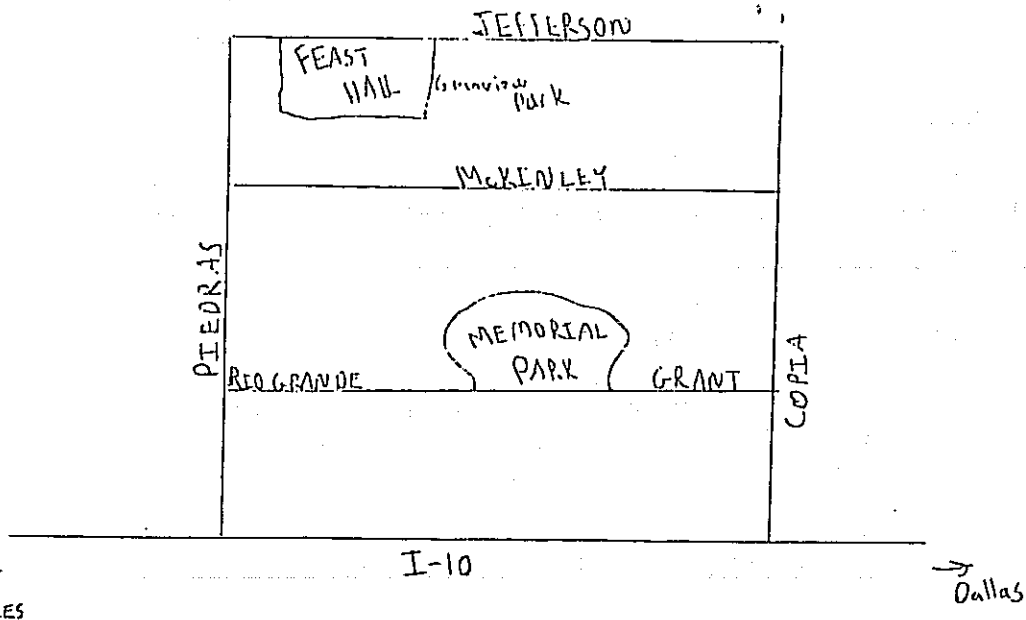
There are only 100 reservation available so please make them ahead of time. The fee is \$7.00 until March 10, 1989 and then the cost rises to \$10.00 per person. Confirmed reservations received by mail or by phone by March 10 will be guaranteed the \$7.00 site fee. It is imperative to make your reservations ahead of time to guarantee yourself a place.

Please bring potables, feast settings and eating utensils as well as banners. The feast site opens at 5:00 for setting up with the feast beginning at 7:30.

Schedule of Events

- 10:00 Hall site opens for autocrats and judges
- Fighting begins outside at this time
- 11:30 Registration opens for art events
- 12:30 Registration closes for art events
- 1:00 Judging of arts events
- 2:30 Hall opens for viewing of art entries by populace
- 4:30 Hall site closes for final area set-up
- 5:00 Hall opens for feast set-up
- 7:30 Feast begins

! Please make checks payable to: Kingdom of Amtgard !



Olympiad War Events

I. Policy on entries:

- A. Participants may enter as few or as many events as they desire.
- B. Participants must wear garb appropriate to Amtgard and are expected to provide their own equipment. There may be loaner items for the more esoteric contests.
- C. The latest possible entry time will be 45 minutes prior to the start of the event in question. This time is final.

II. Equipment:

- A. Weapons should have already been approved by the reeves and Smith's guilds from whence they come.
- B. The second complaint about a weapon's safety will be sufficient cause to bar it from the Olympiad.
- C. No stretch or "whip" type weapons will be allowed.

III. Reeves: The Burning Lands is providing organizers and reeves for the tournaments.

- A. Those desiring to help organize or run events, provide equipment, keep records, or reeve in any particular category should contact the war event autocrat.
- B. In each separate fighting event, a fighter has the right to object to any one reeve participating in his or her bouts for that tourney.

IV. Etiquette:

- A. As stated before, participants must be in garb.
- B. A warning system shall be applied to troublesome fighters:
 - i. first warning has no effect,
 - ii. second warning results in bout forfeiture,
 - iii. third warning removes the fighter from that particular tourney,
 - iv. fourth warning removes the fighter from the Olympiad war events and from the next major tourney to be held on a later date. In addition, the war autocrat will confer with the King about the possibility of awarding an Order of the Chicken to the miscreant with four warnings.
- C. Warnings may be issued by any reeve, subject to agreement by the war autocrat and the monarch.

V. Scoring: Three points for first place in an event, two points for a second, one point for a third and one-half point for a fourth in each individual tourney. In addition, the top four overall finishers in the Olympiad Warrior's Tournament will receive points on the same schedule. Overall points from all events will be tabulated to determine the Olympiad War Events Champion.

VI. Explanation of events: (events will be seeded where appropriate)

- A. Warrior's tourney - each subevent will probably be double elimination. For determining the final standings, points will be awarded as per duel won. Subevents are:
- i. Alternating weapons - a different weapon system each round, to include berserker (red) weapons, short weapon (2 feet or less), florentine spear, quarterstaff, and twin throwing daggers.
 - ii. Single sword - maximum total length of 36 inches
 - iii. Morningstar and shield - total morningstar length cannot exceed 26 inches total and 18 inches for ball and chain for purposes of this tourney. Total shield surface (front) cannot exceed 3 1/2 square feet.
 - iv. Sword and shield - length and area parameters are the same as in ii. and iii.
 - v. Polearms - includes thrusting and slashing weapons.
- swords,
- B. Two-man teams - a double elimination tourney with the partner of your choice. All legal Amtgard melee weapons will be allowed.
- C. Archery - Amtgard arrows, both standard and speed rounds. Amtgard legal bows only, please.
- D. Shanai - best 2 out of 3 kills per bout. Additional vests, helmets and weapons would be appreciated. Double elimination.
- E. Foil fencing - first to five touches per bout with a pool format. Standard international right or way rules will apply. As with the shanai, the success of this category will be enhanced by equipment contributions from the populace.
- F. Javelin throw- 2 throws per contestant. Standard length javelins will be utilized for all participants.
- G. Iron warrior run - a combination obstacle course utilizing Amtgard skills.
- H. Magic master tourney - Double elimination format, each competitor will be allowed one dagger as a weapon. Combat will be to the death. Competitors

must provide complete magic lists before the tourney sign-in cut off. Participants must provide their own equipment. The following 6 levels will be randomly chosen from to determine the type of magical conflict

for each round:

- i. 1st level wizard
- ii. 3rd level wizard
- iii. 3rd level healer
- iv. 2nd level druid
- v. Bardic verse - each bard will in turn recite his or her poem of aggression versus the opponent, and the reeves will vote on the winner. No notes allowed, poem cannot exceed 10 lines.
- vi. Wraith or vampire (abilities will be explained beforehand).

VII. Other notes: Events can be added or deleted as interest dictates. We will try to have an ongoing series of "fun" events for those not interested in participating in the tournies. Remember that you must sign-in for an event at least 45 minutes before it starts. Date and times could be subject to change, so it is definitely advised to show up early and stick around. ** Third call to fight your bout is an automatic forfeit.**

VIII. Schedule of War Events:

Saturday, March 11

9:30 Set up and preparation
9:45 Final sign-in for 10:15 events
10:15 Shanai tourney
10:45 Start Iron Warrior run
11:15 Start Archery tourney
12:15 Javelin throw begins
12:45 Lunch break
1:15 Foil fencing
1:45 Cut of time to end Archery tourney
2:15 Magic master tourney
3:30 Two-man teams

Sunday, March 12

11:00 Final sing-in for Warrior's Tourney
11:30 Single sword
12:30 Morningstar and shield
1:30 Alternating weapons
2:30 Polearm
3:30 Sword and shield

Aramithris