

WAR POINTS SCHEDULE

SATURDAY – AUGUST 5 – OPENING CEREMONIES

7:00 PM – At the Fort or the Great Hall, depending on weather.

SUNDAY, AUGUST 6 – CHAMPIONS COMPETITIONS, PART ONE

10:00 AM – Unbelted Champions Battle (Melee) – 1 War Point

- Format: Last man standing; winning side takes the War Point.
- Number of Participants: 40 fighters per side.
- Restrictions: None.
- Description: Open field battle (traditional space).
- Time Limit: Not timed.
- Number of Passes: 1

10:15 AM – Unbelted Alternates Battle (Melee) – NO War Point

- This is a “for fun and camaraderie” battle fought by the alternates to the unbelted champions teams only; no Heroic Champions. This is NOT a War Point battle and will run immediately following the Unbelted Champions’ battle.

10:30 AM – Belted Champions Battle (Melee) – 1 War Point

- Format: Last man standing; winning side takes the War Point.
- Number of Participants: 25 fighters per side.
- Restrictions: The sitting Crowns of the Middle, East, Aethelmearc, and Atlantia may not participate. Fighter may participate in this battle and the Heroic Champions’ battle.
- Description: Open field battle (traditional space).
- Time Limit: Not timed.
- Number of Passes: 1

11:30 AM – Heroic Champions (Single Combat) – 1 War Point

- Format: Single combat; the side with the most bouts won takes the War Point.
- Number of Participants: Each side will select 14 champions composed of 4 unbelted fighters and 10 belted fighters; each side will have a belted fighter held in reserve in case of a tie. Double kills will be refought until there is a victor.
- Restrictions: The sitting Crowns of the Middle, East, Aethelmearc, and Atlantia may not participate. Other sitting Kings and all sitting Princes are eligible to participate in the single combat.
- Description: Open field battle (traditional space)
- Time Limit: Not timed
- Number of Passes: 15 bouts

12:30 PM – Royal Court #1

1:30 PM – Rapier Champions (Melee) – 1 War Point

- Format: Last man standing; the side that takes 2 out of 3 passes wins the War Point. All three passes will be fought even if one side wins the first two passes.
- Number of Participants: 20 person teams
- Restrictions: The sitting Crowns of the Middle, East, Aethelmearc, and Atlantia may not participate.
- Description: Open field (traditional space)
- Time Limit: Not timed
- Number of Passes: 3

2:00 PM – Heroic Rapier Champions (Single Combat) – 1 War Point

- Format: Last man standing; the side that wins most bouts won takes the War Point.
- Number of Participants: Each side will select 15 Rapier Champions and 2 Cut and Thrust

Champions to be paired into bouts. After two double kills the bout will be voided from the total. Each side will have one additional fighter for a final sudden death bout in the event of a tie. The tie breaker bout will be fought until there is a victor.

- Restrictions: The sitting Crowns of the Middle, East, Aethelmearc, and Atlantia may not participate. The sides shall not have more than 9 members of the Order of Defence as Champions within their 15 rapier fighters. Cut and Thrust Champions may be collared or un-collared.
- Description: Open field battle (traditional space)
- Time Limit: Not timed
- Number of Passes: 1

3:30 PM – Royal Court #2

MONDAY – AUGUST 7 – ARMORED COMBAT FIELD AND BRIDGE BATTLES

11:00 AM – Field Battle – The Grand Pageant – 4 War Points, each Field Battle is worth 1 War Point for a total of 4 War Points

- Format: Last man standing for each battle; the side with the last man standing wins the War Point for the battle.
- Description: Open field battle (traditional space). Field size is 600 x 600 feet (whole field). Starting direction for each side is TBD. Starting lines will be 100 feet the edge of the field so that all fighters from both sides can be on the field for the starting cannon.
- Time Limit: Not timed.
- Number of Passes: 4 passes with a 15-minute reset time between passes.
- Marshals Required: Middle, East and Aethelmearc must provide at least 8 marshals each in addition to their Earl Marshal to start the battle.
- Notes: Combat Archery will be in use for passes 1 and 2, with some restrictions to line of fire and distance,

1:00 PM – Bridge Battle – 3 War Points; each Bridge Battle is worth 1 War Point for a total of 3 War Points

- Format: Timed battle. At the end of each battle, the bridge flags will be checked, and the side with the most flags raised for their color wins the War Point for the battle.
- Description: 5 bridges, facing East/West, with no fording. Bridge rules on engagement will be the same as last year. Pulley-type flag poles are deployed at the midpoint on the south side of each bridge. Control of the bridge is determined by what color flag is up at the end of the battle. Bridge length is 90', bridge width is 27', distance between bridges is 40'. No fording or going around the outer bridges is allowed.
- Time Limit: 15 minutes per battle.
- Number of Passes: 3 passes with a 15-minute reset time between passes.
- Marshals Required: Middle, East and Aethelmearc must provide at least 8 marshals each in addition to their Earl Marshal to start the battle.
- Notes: The bridge lines will be painted on the field prior to field battles in the morning. After the field battle, we ask that fighters grab one hay bale and drop it on one of the bridge lines. The reset for the bridge battles should be very quick with that much help available. Combat Archery and Siege are included in the first and third bridge battle, with NO Combat Archery and Siege for the second Bridge Battle. Combat Archers are not allowed on the bridges. Siege Engines must be a minimum of 50' from the bridge edges.

TUESDAY – AUGUST 8 – RAPIER FIELD AND RUINS BATTLES

11:00 AM – Rapier Field Battle – 4 War Points; each Rapier Field Battle is worth 1 War Point for a total of 4 War Points

- Format: Last man standing; the side with the last man standing wins the War Point for the battle.
- Description: Whole field battle, subject to change by principal Rapier Commanders. The deployment point is from normal edges of field. Field direction is East/West. There is no resurrection. All holds are general.
- Number of Passes: 4 passes with a 10-minute reset time between passes.

- Marshals required: 10 marshals provided by each principal kingdom (Middle, East, and Aethelmearc) for a total of 30 marshals.

12:30 PM – Rapier Ruins Battle – 3 War Points; the entire Rapier scenario is worth 3 War Points (traditional – no change)

- Format: Timed battle with unlimited resurrection (see additional notes below).
- Description: Field size is 600' North/South x 300' East/West between deployment/resurrection lines, including the fort. The only fort entrance is the front gate. Dead may exit anywhere. The tower is 30' x 30' (approx. 10 hay bales), located approx. 50' South of the fort main gate. There are two 9' foot doorways, East/West along the line from main fort gate. A 30' wall extends from the center of the south wall of the tower, and is in line with fort main gate. Broken field elements form an "orchard", and are made of sets of three hay bales making corners. They are randomly scattered in an area extending approx. 40' south of the wall. These bales are assumed to be trees and cannot be fought over. Deployment lines run East/West approx. 125' in from the overall field boundaries. Resurrection lines are the same as the deployment lines. There are 5 pulley-type flags; capture is determined by a flag being at the topmost point. Flag locations: 1 flag in the fort; 1 in the tower; 1 60' south of tower flag, to the south of the wall in the orchard; and 2 in the open field, 60' apart, to the south of the orchard. Non-medical holds are general and do not stop the clock. Medical holds are battlefield-wide and stop the clock.
- Timing: Overall time is 55-65 minutes (60 minutes +/-5 minutes). The side holding the majority of flags at each time check wins that time check; each time check is worth 1 War Point. There are three time checks: two in first "half" and one after combatants switch sides (see notes below). Marshals will choose the three times before the battle.
- Number of Passes: 1
- Marshals Required: One marshal is provided by each side for each nine combatants.
- Notes: At the midpoint of the battle, directly after the second, time check, a hold will be called and the armies will switch sides of the field, redeploying from their new res lines. There is a 10-minute break after switching sides.

WEDNESDAY – AUGUST 9 – WOODS BATTLES

10:00 AM – Armored Woods Battle – 4 War points in total; see below for scoring and timing

- Format: Timed battle with unlimited resurrection
- Description: 3 flag poles will be placed in the woods; 1 is located on a straight line connecting the two resurrection points, and halfway between the res points; 2 flags are equidistant and perpendicular to the central flag, equal distances from both resurrections points, but not in sight of the central flag.
- Timing: 2 hours
- Number of Passes: 1
- Scoring: 4 time checks occur at 30 minutes, 60 minutes, 90 minutes and the final gun for a total of 4 War Points from the Woods Battle. Scoring for each time check is based on flag control. The side capturing the most of their color flag wins the War Point for that scoring period. There is no "contested banner" situation as in past years (note that this format has been used in the past for scoring at intervals). If a flag is anywhere but in the flag stand, it will not be scored. This means it is possible to have a tie/null war point for a flag check. In that event, the war point for that scoring period is null and NOT scored. Flags may not be moved away from the flag stands or taken and held out of the flag stand as a tactic. Any fighter attempting to remove a flag from the flag stand and not put it back, move the flag away from the flag stand or keep a flag on the ground as a tactical advantage will have their sticker pulled, be removed from the battle and sent directly to marshal's court. If, during combat, a scoring flag falls to the ground it will be considered null until it is replaced in the flag holder. As noted above, this cannot be used as a tactical advantage.
- Marshals Required: Middle, East and Aethelmearc must provide at least 8 marshals each in addition to their Earl Marshal to start the battle. There will be marshals assigned to each flag position.
- Notes: The clock will NOT be stopped for holds. The battle starts at 10:00 AM and ends at 12:00 PM regardless of holds.

12:30 PM – Rapier Woods Battle – 4 War Points total; see below for scoring and timing

- Format: Timed battle with unlimited resurrection

- Description: The battle will occur at the Old Woods site (or in the Upper Woods, from the sand flats to the top of the hill, not crossing the road at the top of the rise). Deployment and resurrection points are the North and South res areas as used in previous years, with exact points TBD by the marshals. The battle runs North/South. Non-medical holds are local and do not stop the clock. Medical holds are battlefield-wide and stop the clock.
- Timing: Two 30 minute halves with a 10-minute reset between halves.
- Marshals Required: 10 Marshals are required from each principal kingdom (Middle, East, and AEthelmearc).
- Scoring: There are 3 deployed equidistant to the resurrection points. Time check window(s): There are 2 banner checks at semi-random times in each half (4 time checks total for the battle) at 10 +/-4 minutes and 20 +/-4 minutes. The times are randomly determined by the marshals prior to the start of the battle and are not revealed to the combatants. The side holding the majority of flags at a time check scores 1 War Point for that time check.

12:30 PM – Rapier Town Resources Battle (Woods Battle Alternate) – 4 War Points total; see below for scoring and timing

- Format: Timed capture-the-flags battle with unlimited resurrection
- Description: The field is 240' East/West and approx. 500' North/South. Deployment lines are 50' in from the edge of the field, mirroring a corner of the battlefield, running North/South. The deployment areas are across from one another and are approx. 50' wide. Resurrection and scoring areas are marked with hay bales. 15 buildings are arrayed in a 3 x 5 grid. Buildings are 30' wide with approx. 30' between them. Each of the inner 9 buildings has a 15' door in the East and West walls, while the outer 6 buildings do not have doors of any kind. There are 9 banners placed in the center of the inner 9 buildings on 9' poles. A flag can be picked up by anyone on any team. Someone holding a flag may hold a weapon in their other hand and fight with that weapon as normal. Someone who is authorized in rigid parry may use the flag to defend themselves. No one carrying a flag may move faster than a walk. Anyone running with a flag will be immediately ejected from the battle and the flag will be returned to its starting point - no exceptions. An individual who is killed while holding a flag must crouch at the location where they died, and announce loudly "dead, dead, dead" until the flag is taken from them. Anyone on either team may take the flag, and the dead fighter holding the flag must relinquish it readily. A fighter may put an extra weapon or defensive object in their non-flag-holding hand, or carry the flag while also carrying a weapon or defensive object, but may not use that hand to fight. All holds are battlefield-wide and stop the clock.
- Timing: There are two 30 minute passes with a possible 5-minute sudden death overtime period. There is a 10-minute reset between passes.
- Number of Passes: 2
- Marshals Required: 10 Marshals are required from each principal kingdom (Middle, East, and AEthelmearc).
- Scoring: Flags will be scored immediately upon being received by a marshal in one of the scoring areas. Marshals will attempt to collect a flag from a flag carrier as quickly as possible after the flag breaks the plane of the scoring area's border. The first team to score 5 flags in each pass wins 2 War Points, ending that pass. If, at the end of 30 minutes, no team has scored 5 flags, the team which has scored the most flags will win the two points for that pass. If after 30 minutes no team has scored any flags or the score is tied, there is a 5-minute sudden death period. The first side to score a flag in the sudden death period wins 2 War Points. If no flags are scored during sudden death, the sides will split the points, each side receiving 1 point for that pass. The sudden death periods are unlimited res.

12:30 PM – Combat Archery and Siege Battle – 1 War Point

- Field: Main Battlefield
- Description: Battle rules and timing determine by the CA and Siege marshals of the primary kingdom. Rules for this battle are typically determined by the various kingdom CA marshals on the day of the battle.

THURSDAY – AUGUST 10 – CHAMPIONS COMPETITIONS, PART TWO

10:00 AM – Armored Combat Allied Champions Battle – 1 War Point

- Format: Timed capture-the-flag battle with unlimited resurrections and unlimited substitutions.
- Restrictions: None; Crowns and Heirs may fight.

- Description: This battle is 100 vs. 100 on a 180' by 120' field; 100 fighters on the field per side max. Opponents try to capture a flag located 10 yards from the opposing team's back line and 20 yards from each sideline. Having taken the opposing banner, a runner must carry it to his own side's banner position to score a point. When a banner is taken in this way, a hold is called and banners are reset to their starting position. Resurrection and substitution boxes are located on each side's back line. Your substitution box is located on your side of the field in the opposite corner from your resurrection box, so if the resurrection box is on your back line in the right corner, then the substitute box is on your back line in the left corner. Unlimited substitutions are allowed, but only by "tagging" a replacement fighter waiting in the substitution box. When a fighter comes off, he tags his sub and then takes the sub's place in the box. This keeps the numbers even. Fighters are released from the resurrection boxes every 3 minutes by the marshals. The banner runner must have an armored hand, may not refuse engagement, and is considered to have 360-degree engagement while in possession of the banner.
- Timing: 60 minutes
- Scoring: The side that captures the opponent's banner and returns it to their own banner position the greatest number of times wins.

ALL DAY – Archery Champions - 1 War Point per shoot for the winning team for 3 total War Points

- Format: 30 vs. 30 teams competing in 3 shoots.
- Description: 10 station Walk-through; Friend-Foe; Long Distance Walk-Up.
- Timing: Not timed.
- Number of Passes: 1 pass through each shoot scenario per side.
- Marshals Required: Archery range staff will marshal the Champions' shoots.

ALL DAY – Thrown Weapons Champions – 1 War Point

- Format: TBD by Thrown Weapons Marshal-in-Charge.
- Description: The competition is between two teams of 12 from each side. Thrown Weapons Champions will present themselves at the range on Thursday to participate. The competition consists of several challenging sets of throws, such as: 2 to 3 axe targets, 2 spear targets, and 2 to 3 knife targets. The throws are set up day of the competition by the MiC.
- Timing: Not timed.
- Number of Passes: TBD by Thrown Weapons Marshal.
- Marshals Required: Thrown Weapons range staff will marshal the Champions' throws.

ALL DAY – Arts and Sciences Champions – 2 War Points

- Format: 12 entrants per side consisting of 5 Laurels and 7 non-Laurels. Entry requirements are: single item only; documentation is required; the item may not have been entered previously in ANY A&S competition (new for this competition); no food or performance entries (to preserve anonymity and for safety); and reigning monarchs of Altantia, Aethelmarc, East, Ealdormere, Middle and Northshield may not compete.
- Timing: This is an all-day competition scheduled as follows:
 - 9:00 - 11:30 AM: Artisans set up their display.
 - 11:30 AM - 12:00 PM: Guards will be put in place to watch the displays.
 - 12:00 - 4:00 PM: Judging is open to all members of the populace who wish to participate. Each "judge" will receive 3 beans which may be placed into any cup; the cups are covered with a simple hole for protection. Beans are collected and counted every hour by the A&S Marshal team.
 - 4:00 - 5:00 PM: Artisans return to discuss their entries.
 - 5:00 PM: Tear down and clean up.
- Scoring: Scoring is by bean count; all Pennsic attendees can participate. Each person wishing to vote for one or more A&S Champions will be given 3 beans to place in any of the entrants' cups. Scoring is winner-take-all for the 2 War Points. In the unlikely event of a tie, each side will receive 1 War Point.
- Marshals Required: Each of the three primary kingdoms provides an A&S "marshal." This group is responsible for monitoring the contest while it is open, collecting the bean cups, and ensuring that the bean counts are accurate so the winner of the War Points can be determined.

FRIDAY – AUGUST 11 – ARMORED WALL BREACH, RAPIER STRONGHOLDS BATTLES, AND CLOSING CEREMONIES

9:00 AM – Armored Combat Wall Breach Battle – 1 War Point

- Format: Timed battle with unlimited resurrection.
- Description: The field has a broken wall with 100' x 100' towers flanking a center breach choke point. Towers are considered to be sealed and cannot be entered. The center section of wall is 300' long. There are 150' long, angled sections of wall that connect to the center wall. The center wall has a 30' breach, while the angled walls have 20' breaches. There are flags located in the center of the breaches in each section of the wall (3 flags total). The side that controls the most flags at the end of the battle wins the War Point. Combat Archery is allowed but archers cannot fire over hay bales. There is no fighting over hay bales. Siege engines must be a minimum of 50' from the wall; siege engines may fire over hay bales.
- Timing: 60-minute battle
- Number of Passes: 1
- Marshals Required: Middle, East and Aethelmearc will provide at least 8 marshals each, in addition to their Earl Marshal, to start the battle.

11:00 AM – Rapier Strongholds Battle – 1 War Point

- Format: Timed, progressive capture-the-flag battle with unlimited/limited resurrection (see notes below)
- Description: The side that is behind in War Points will be able to decide whether they will attack or defend first. In the event of a tie in War Points, a coin flip will determine the side with priority in this battle. This is a whole field battle, with troops deployed on a North/South line. The attacking side deploys from south end of field. Defenders deploy in a line aligned with the southernmost flag. There are 5 pulley-type flags arrayed in a zig-zag line from South to North, with diminishing distance between flags as they go North (e.g. there is 150' between the southernmost flag and the next, and then 100' between that flag and the next, etc.). The flags must be captured from South to North, in order. As each flag is captured, it becomes the new resurrection point for the attacking army and cannot be recaptured by the defenders. Attackers initially resurrect from the line at southernmost field boundary, and defenders resurrect from a point on the south side of the gravel road in front of the fort gate. The attacker can res from progressively closer flags/points as those flags/points are captured. Resurrection is unlimited for both sides, until 10 minutes elapse or the northernmost flag is captured. For each pass, if the northernmost flag is not captured at the end of 10 minutes, a hold will be called. The clock will be paused, and the marshals will announce the switch to sudden-death. All defenders that are currently dead and on their way to res may continue to the res point and wait there for the lay-on. From this point forward, defenders will no longer res. Marshals will un-pause the clocks when the lay-on is called. The battle continues until the northernmost flag is captured or the defending army is entirely wiped out. All holds are general and will stop the clock.
- Number of Passes: 6 passes, up to 10 minutes each, plus a possible sudden death pass. Side A will attack for the first three passes, then side B will attack for the next 3 passes. There is a 5-minute reset between passes.
- Marshals Required: 10 marshals are provided by each principal kingdom (Middle, East, and Aethelmearc) for a total of 30 marshals.
- Scoring: The side that captures the northernmost flag in the shortest **overall** time for all passes wins the War Point.

3:00 PM – CLOSING CEREMONIES

ALL WEEK – POPULACE WAR POINT COMPETITIONS

Archery – 1 War Point

- Format: 3 shoots; any member of the populace may participate.
- Description: Soldier shoot (targets are set at varying distances, 25, 35, 45, and 55 yards); window shoot (timed round); clout.
- Populace Shoot Range Schedule:
 - **Sunday, August 6 and Monday, August 7:**
 - 9:00 AM to 11:00 AM: Practice
 - 11:00 AM to 5:00 PM: Populace War Point shoot
 - **Tuesday, August 8:**
 - 9:00 AM to 11:00 AM: Practice
 - 11:00 AM to 7:00 PM: Populace War Point shoot
 - **Wednesday, August 9:**
 - 9:00 AM to 11:00 AM: Practice
 - 11:00 AM to 5:00 PM: Populace War Point shoot
 - **Thursday, August 10:**
 - Range is closed all day for Archery Champions War Point Shoot.
 - **Friday, August 11:**
 - 9:00 AM to 12:00 PM: Populace War Point shoot

Thrown Weapons – 1 War Point

Description: This War Point activity runs daily at the Thrown Weapons range. It will follow traditional thrown weapons competition and scoring. Additional details will be posted at the thrown weapons range.