

PENNSIC 47 WAR POINTS

I: General War Items:

1: Both the Midrealm and the East Kingdoms will agree in writing by signature that scheduled battle times are absolute and will begin on time. The primary goal is a Pennsic that is fun for all. As such, we will make all reasonable attempts towards numerical parity prior to opening ceremonies and the day's activities. Musters before each battle to be held 30-45min prior to cannon for head count and rough evening of sides.

2: No kingdom's court may hold any of the cannons, or will impede the start time or running time of any battle. Courts will not be held within the battle boundaries either before the battles begin, or between scenarios of each battle. Time will be posted as available for field courts each day.

3: All Holds, except for the Woods battle are general holds unless specified for that battle. Marshals in the woods battle may use their discretion to call holds on selected areas.

4: The Earl Marshals of each kingdom after consultation with their crown may provide in camp armor and weapon inspections, and may deputize any warranted marshal with a current valid SCA membership who is to perform such duties. In camp inspections may only be performed by a marshal residing within the kingdom of the fighter being inspected.

Saturday (August 4th)

2 PM – Meeting of the Crowns, location TBD

6 PM - Opening Ceremonies

Sunday (August 5th)

Champions Battles, any champion may only fight in one event in each discipline, except heirs (alternates do not count for this)

10-10:30 AM Unbelted Champions (Muster 9:30am) 1 point

20 fighters

1 pass

Full field

Crowns may not fight. Unbelted Heirs may

No Allies

Alternates/Allies to fight a 2nd pass 50 v 50 for **no points

10:30-11 AM Belted Champions 1 point

20 fighters

1 pass

Full field

Crowns may not fight. Heirs may.

No Allies

11-12 PM Allied Champions battle 1 point

1 battle, 1 hour, restricted resurrection

75 v 75

Allies only.

No "King's men" principals

"Soccer" substitutions (once you leave, you may not re-enter). All those waiting to sub in must be in the substitute box off the field. All others must move to the sidelines as they come out. Each side may bring a maximum of 5 substitutes, for a total of 80 participants per side.

Capture the flag.

Two flags, scored by moving flag from your opponent's flag base to your own

Total score at the end of the hour wins the point.

Flag bearer must have gauntlets, and is engaged 360 degrees

Interval resurrections

As combatants die, they move to the resurrection box.

Every 3 minutes, the resurrection box is released.

Dead who are not yet inside the resurrection box at release must wait until the next release.

Likewise, if, while in your resurrection zone, your helmet is off at release, you may not release.

12-1 PM Break for Court business and to allow the setup of hay bales

1-3 PM Heroic Champions (Armored Champions **1 pt** and Rapier Champions **2 pts**) (Muster 12:30pm) **3 points total**

No Principal combatant who fights in this battle may participate in another Champions battle (except Heirs)

Principal Crowns may not fight.

Heirs will resolve a tie for armored. Royalty's Rapier Champion will resolve a tie for rapier.

Format is one on one, weapons need not be matched

Armored: 12 total fights, Principals will each field 1 unbelt -no other limitations on who can be on the team.

Double kills to be refought once only.

Alternate who chooses first. Whichever is ahead, chooses first fighter. If tied, the winner of a coin flip decides choice of electing the first armored or rapier. The other will choose the first from the other discipline. (Rapier traditionally pre-arranges this – if this occurs lists will be provided to royalty at start of champs)

18 Rapier slots

8 Principal

8 Allied

2 C&T

Tie will award no points to either Kingdom

3-4 PM Rapier Melee Champions (Muster 2:30pm) **2 points**

30 fighters per side, 15 principals & 15 allies (no less than 15 per side for melee of 30)

Battle will be fought in 3 heats. Each heat will be best of 3. Best of 3 heats wins the War points.

Heat 1: 15v15 fighters from principal Kingdoms

Heat 2: 15v15 fighters from allied Kingdoms

Heat 3: 30v30 with 15 fighters from principal and 15 from allied Kingdoms on each side.

Last Fighter standing, no resurrection

Restricted field of traditional size

DFB is allowed

No RBGs

Monday August 6th

10:30 AM – Armored Field Battle (Muster 9:45am) **5 points total** (1pt per battle)

5 passes

Last Fighter standing victory condition, no resurrection

Full field

All holds are general

No siege

CA allowed in 2nd & 4th passes, No CA ammo may be gleaned. No CA ammo may be re-inspected and reused during the same Day.

2:30 PM Rapier Field Battle (Muster 2pm) **4 points total** (1 pt per battle)

4 passes

Last man standing victory condition, no resurrection

10 marshals provided by each of the Mid, East, & AEthelmearc

Full field (600x600)

All holds are general

No RBG's

Tuesday (August 7th)

11 AM Armored Woods battle (Muster 10:30 at Woods) **7 points total** (2 pts per time check majority possession of stationary banners) (1 pt for majority control of mobile banner)

1 battle, 90 Minutes, full resurrection

Only medical holds stop the clock

3 Stationary flags, 1 mobile flag, Central flag (1) halfway between on a straight line between two resurrection points, Flag (2) and flag (3) equidistant and perpendicular to flag (1) equal distance from both resurrection points, but not in sight of flag (1)

Mobile flag equidistant and perpendicular from the South most stationary flag.

The mobile banner can be removed and taken back to either sides res point resulting in a "Score".

Once the mobile banner reaches a resurrection point the victory point will be noted for the controlling side. The mobile banner is reset at the 30 and 60 control checks

Only a gauntleted hand may hold the mobile banner. Banner must be carried above the waist and be clearly displayed. Flag bearer is engaged 360 degrees while carrying the mobile flag.

A Killed banner carrier will drop the banner where it falls, it will remain mobile. For the fixed banner locations, at the time check control will be determined by the color tape showing on the top of the pulley banner.

Time limit: 90 Minutes

Hold called at 30 minutes, 60 minutes and 90

Each check will be +-4 minutes from the noted time. Exact variant of time check should be generated by the marshallate prior to the start of the battle and not revealed to combatants.

All holds, except medical, are assumed to be local and do not stop the clock. Medical holds are general. General holds stop the clock.

Victory conditions: Control of majority of stationary flags at time check rewards 2pts per time check and majority "Scores" of the mobile banner rewards 1pt for a total of 7 pts for the woods battle.

2 PM Rapier Woods battle (Muster 1:30 at Woods) **6 points Total** (1 pt per time check for majority control of banners)

1 battle in 2x 30 minute "halves", full resurrection.

3 time checks at 10, 20 & 30 minutes of each half. Each check will be +-4 minutes from the noted time. Exact variant of time check should be generated by the marshalate prior to the start of the battle and not revealed to combatants. All holds, except medical, are assumed to be local and do not stop the clock. Medical holds are general. General holds stop the clock.

No RBG's

3 flags, 1 halfway between on a straight line between two resurrection points, 2 flags equidistant and perpendicular to the central flag equal distance from both resurrection points, but not in sight of the central flag.

Time limit: 60 Minutes

Hold called at 30 minutes & 60 minutes.

Victory conditions: Majority control of banners at each time check awards **1 war pt.** Total possible war pts rewarded **6 pts.**

Wednesday (August 8th)

10 AM Archery Champions shoot (Muster 9:30am) **4 points total**

30 Total Champions: 20 Principal, 10 Allied.

The shoot will be constructed with an intent to balance accuracy & speed shoots

12 PM Thrown Weapons Champions: 2 points total

Format as per recent tradition

12 PM Siege/CA battle (Muster 11:30am) **4 points total**

Format as per recent tradition

Thursday August 9th

10:30 AM Rapier Pillage Battle (Muster 10am) **4 points total** (2 pts per time check for majority of banners controlled)

1 battle, 60 Minutes (+- 5 mins), full resurrection

5 banners. Control of 3 banners at a check wins the check.

2 time checks at 30 & 60 minutes. Each check will be +-5 minutes from the noted time. Exact variant of time check should be generated by the marshalate prior to the start of the battle and not revealed to combatants.

Layout:

Size/location of Tower: 30'x30' ((approx. 10 hay bales – 2 bales high (20)), approx. 50' South from gate of fort. Doorways: 2 9' foot doorways, E-W along the line from main fort gate

Long house with 4 doors, one at each corner ((North/South; approx. 70'.15 hay bales – 2 bales high (30))

Dispersal of "broken" field (aka the Ruins): random scattering to south of wall, extending approx. 40' south, made to look like ruined boulders and stacked two-three bales high each (each boulder would be 6-7 bales total across 2-3 levels). Bales cannot be fought over.

Small chateau with two doors one each direction facing east/west ((8 bales – 2 high (16))

Deployment points/lines: ~125 feet in from overall field boundaries.

Direction of deployment: East/West

Resurrection points/lines: same as deployment lines

Number and type of flags: Five flags, pulley type - capture is determined by a flag being at the topmost point

Flag placement: One flag in the Tower, one in the Long House, one in the Ruins, one in the field south of the Ruins, and one in the Chateau to the far south.

2:00 PM Armored Bridge Battle (Muster 1:30pm) **6 points total** (1 pt per time check for majority of banners controlled)

Format: 5 Bridges, 60 Minute resurrection battle.

Archery and siege may fire over hay bales at the ends of the bridges, but not from bridge to bridge nor over the sides (and therefore through the marshal areas). Being in water is considered a kill. No walking, standing, sitting, or kneeling on the hay bales.

Combat archery and siege equipment throughout, no gleaning of arrows or siege ammunition allowed. Ammunition may be re-inspected for the following day. Archers are allowed on the bridge.

Each bridge will have a pulley banner on the north side in the middle of the bridge. Every 10 minutes the banner will be checked and scored for red or blue.

Victory conditions. Majority control of pulley banners at each time check rewards 1 war pt. Total war points to be awarded for this battle is 6 war pts.

10 AM-4 PM Arts & Sciences Champions - 5 points total

Arts & Sciences Champions:

10 entries from each Side

Competitors may come from either Principal or Allied Kingdoms in any number

Competition to be judged with the artisans attending their entry (manned entries, not anonymous).

Entrants may enter a single substantial item (pre-17th-century), or a body of work consisting of related items that are connected to each other in a significant and meaningful way. A body of work will be judged as a single item. If a body of work is from multiple disciplines, it should be of a consistent theme

Entries must be physical creations, completed since Pennsic 46.

Entries cannot be research papers, food, or performance.

Judging should be done by a panel of judges based on a rubric. Panels will consist of 4 judges, 2 from each side. Judges will have a minimum of a grant level Arts & Science award. Score will be determined by consensus of judges. If judges cannot agree between two points, it will default to the higher score.

Judges may come from allied kingdoms as well as principal kingdoms.

Judges must have a grant level (or equivalent) or higher award.

Non-English language documentation is allowed, but must be submitted per each entry by **July 1** to allow for translation.

Documentation for ALL entries is due by July 15th to allow for judges to preview the material. Documentation may change between July 15th and the event, but competitors need to point out significant changes to their judges.

Documentation may take any form, so long as it contains information regarding the entry's historical authenticity, context, creation/methods, etc. It may be written, graphic, pictorial, or another format. Verbal documentation during the face-to-face judging is acceptable. If documentation is to be verbal, please indicate that by July 15th.

The display is open to the populace.

Friday (August 10th)

10:00 AM Combined Armored/Rapier Siege battle (Muster 9:30am) **9 points total**

1 battle, fought twice as attack/defend for time.

Faster combined armored/rapier attack time wins the whole point allotment.

Attackers have unlimited res. Defenders have 2 resurrections for 3 total lives. This is true for both armored and rapier halves.

Side that is currently behind has the option to attack or defend first. If tied, the winner of a coin flip will choose.

Battle is fought in 2 stages, armored and rapier.

Armored victory condition will be transport of a heavy, handled box of "explosives" to a marked "detonation zone" (DZ). East will provide the box.

Box starts behind the initial resurrection line, 300' from the DZ.

Anyone carrying the box must do so with a gauntleted hand.

Box "explodes" to stop time as soon as any part of the box enters the DZ.

Between the initial resurrection line and the DZ are 5 left/right staggered points every 50'. These can be "flipped" to become additional res points.

Combat archery and siege equipment throughout, armored portion. No gleaning of arrows or siege ammunition allowed.

Once the armored team stops the clock, there will be a 15-minute change out to rapier

Rapier battle will be a castle assault. The victory condition is flipping 3 banners within the castle.

There are 3 entry points to the castle: front, left, & right.

Banner 1 is 50' inside the main door. Banners 2&3 are 50' outside each side entry point.

Banners will have a pulley flag to be flipped.

Once flipped to the attacker's color, they cannot be flipped back to the defender's color.

The clock stops when the 3rd banner is flipped to the attacker's color.

Combatants may participate in both armored and rapier halves of the battle, provided they re-armor appropriately.

12 PM Friday Populace Archery Shoots close 3 points total, 1 pt per shoot

Walkup, Clout & Advancing enemy

Range will be available 5 times during the week Su, M, T, Th, F (AM only on F)

12 PM Friday Populace Thrown Weapons closes - 1 point

Range will be open at specific times, from Monday to Noon of Friday of War Week.

2 PM (or following combined Siege battle) Closing Ceremonies

68 total war points