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WASHINGTON COUNTY FAIR GROUNDS GREENWICH NEW YORK

The Shire of

Glenn Linn

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WE WANT TO WELCOM YOU TO THE SHIRE OF GLENN LINN'S GREAT NORTHERN THYNG

This year marks the 30th anniversary of the founding of the Shire (first listed in the Pikestaff back in the spring of 1989). We decided to kick off our third decade by stepping away from the past and offering a newly envisioned event for all to come and enjoy. The idea, as we conceived it, was to create a themed event that focused on being inclusive of all individuals, interests and activities found within our own organization as well as being welcoming to those from similar organizations whose interests and activities overlap with our own. Our hope is that this event can create an environment where we can all not only have fun together, but one in which we can teach and learn from each other. In addition, we wanted to focus upon the youth who, ultimately, are the future of our organizations. Instead of simply accommodating our younger participants activities, we wanted to emphasize and provide them with equal standing at the event.

Finally, drawing upon the traditions of the Norse, early Germanic and Celtic cultures that thrive within Glenn Linn, we found that one of the most notable values among these cultures is the importance of hospitality both given and received. Gift-giving always occurred within the context of building and solidifying social relations and, as with all healthy relationships, when good is given, good is returned with friendship, community and a good reputation. To that end we knew we wanted to make sure many of our guests would depart with notable "gifts" to remind them of their visit to our event and as such, we went out of our way to procure a great number of prizes to be handed out for the various competitions and tournaments that will be taking place at the event.

In the end we felt there would be no better way to celebrate our 30th birthday and give service to the Dream, then by holding an event that will not only strengthen our community but also welcome others to it. We hope that you will all enjoy this event and join us in our efforts.

HEAT EXHAUSTION

OR

HEAT STROKE

Faint or dizzy

Excessive sweating

Cool, pale clammy skin

Nausia of vomiting

Rapid, weak pulse

Muscle cramps

Throbbing headache

No Sweating

Body tempreature above 103

Red, hot, dry skin

Nausia or vomiting

Rapid, strong pulse

May lose consciousness

CALL 9-1-1



Get to a cooler, air conditioned place

Drink water if fully conscious

Take a cool shower or use cold compresses

Take immediate action to cool the person until help arrives

Pace Yourself: Start slowly and pick up the pace gradually. Rest often so that your body has a chance to recover. If exertion makes your heart pound and leaves you gasping for breath, lightheaded, confused, weak, or faint, STOP all activity and get into a cool area and rest.

Wear Sunscreen: Protect yourself from the sun with a wide-brimmed hat, sunglasses, and sunscreen of SPF 15 or higher. Continue to reapply it according to directions.

Avoid Hot and Heavy Meals: They add heat to your body!

Drink Plenty of Fluids: Staying hydrated will help your body sweat and maintain a normal body temperature. Don't wait until you're thirsty to drink. A sports drink can replace the salt and minerals you lose in sweat. Stay away from very sugary or alcoholic drinks—they cause you to lose more body fluid.

Be Cautious if You're at Increased Risk: If you take medications or have a condition that increases your risk of heat-related problems (diabetes, high blood pressure, or other chronic conditions,) avoid the heat and act quickly if you notice any symptoms.

Come to the Norse game field and try out various Viking activities including Kubb (pronounced similar to the "oo" in "boob"), a Viking lawn game where the object is to knock over wooden blocks by throwing wooden sticks at them, Toga Honk (tug-of-war) where two people compete to pull each other over, The Leather Game, a kind of four corners tug of war, May I Strike, a blind-mans-bluff pillow fight where the two participants try to hit each other with a "salted fish" in a bag while blindfolded and keeping one hand on a chest, and Around the World and Three Legs, two games that test your strength and flexibility while using a staff. Instruction and supervision will be provided.

1300 - 1345 **Family Fun Day - Viking Storm the Castle**
Class 3 Lady Saffir Weaver

Come join Lady Saffir Weaver for the "Vikings storm the castle" mini catapult shoot. Try your skill at shooting mini catapults at various targets. Teams of one Adult and one Child will compete to see who the Champ is. Three prizes will be awarded for this activity based on team scores (1st, 2nd, and 3rd place). Awards will be presented at the FFD Awards at 3pm. This activity is limited to 15 Child/Adult teams.

1300 - **A Demonstration of Eastern Dance**
Assembly Fiona Slattry and Friends

Come and learn about the mysterious dances of the near east while you are entertained by the motion of the dancers as the move to the rhythmic beat of the music.

1300 - 1500 **Market Day Bardic Performance**
Mead Hall EK College of Performers

Come and relax at the mead hall and enjoy the skills the Bardic Colleges performers. Stories? Songs? Poetry? Music? Each performance is different...can see what they have in store.

1300 - 1600 **Beadmaking**
Class 3 Irene von Lassan

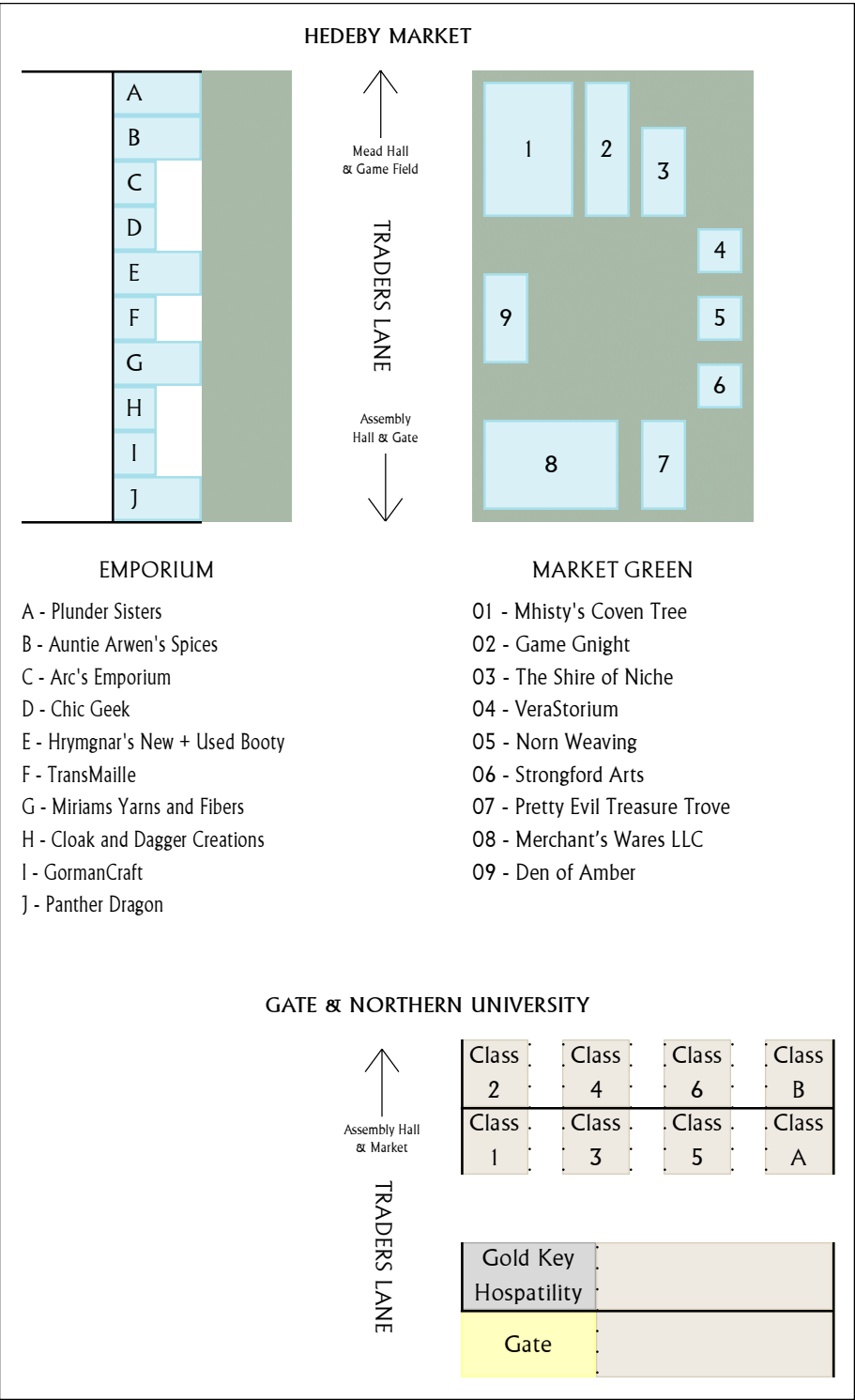
Everyone is invited to drop in and make beads. I will have 4 torch setups. If you have made beads before make more or ask questions I can instruct beginners or more advanced beadmakers. Individuals 12 to 18 may attend with an adult. Donations for supplies are appreciated.

1400 - 1445 **Family Fun Day - Monster Making**
Class 3 Lady Saffir Weaver

Come and work with your children as part of the SCAs Arts & Sciences activities to build a monster. Well he be scary? Will she be funny? You will have to decide.

1500 - 1545 **Family Fun Day - Puppet Show**
Assembly Hall Lady Saffir Weaver

Come join Lady Saffir Weaver and her puppets as they have silly and exciting adventures designed to keep the little ones amused.



FRIDAY 7/5	1500 - 1600	1600 - 1700	1700 - 1800
THYNGRIND (GATE)			
			Gate is Open -If you arrive and gate is not open, please
HEDEBY (MARKET)			
			Due to arrival and set-up, individual merchants may or may Please check with each merchant
FÓLKVANGR (COMBAT FIELDS)			
COMBAT ARCHERY			
RANGED WEAPONS FIELD			
ASSEMBLY HALL			
IDAVOLL GAME FIELD			
MEAD HALL			
NORTHERN UNIVERSITY			

INCLEMENT WEATHER: In the advent of inclement weather that prevents the use of the battle fields, Heavy List activities will be relocated to the West end of the weather barn (building 4 on the map) toward the arena. Fencing activities will be relocated to the East end of the weather barn (building 4 on the map) toward Gate. Battle Game / Boffer Combat activities will be relocated to the central area of the weather barn (building 4 on the map). Youth combat activities will be relocated to the Special Activities Hall (building 3 on the map). Combat Archery activities will have to be delayed or rescheduled to Sunday morning as there are no other locations on site that meet CA safety requirements.

FAMILY FUN DAY ACTIVITIES: All family fun day activities are designed for participation by an adult accompanied by children aged 1 to 17. Unaccompanied children will not be able to participate in any of these activities.

VIKING GAME FIELD ACTIVITIES: Youth participation will require a parent, or older teenager (13+) designated by their parent, to accompany their children ages 12 and under. (If accompanied by an older sibling contact information must be left by a parent in case any issues arise, cell phone number, camp location, etc.)

BOFFER / BATTLE GAMES: The Battle Game / Boffer combat is NOT YOUTH COMBAT, it does not use youth combat guidelines nor does it fall under youth combat rules (think of the Laurel vs. Pelican funny weapon tournaments that some events have). As such ONLY ADULTS may participate. Youth who are interested in combat should see the Youth Combat marshal on site. Remember, all youth

2000 - 2200
Hospitality
Teens Only Hang Out
The Shire of Glenn Linn
After 8pm the Hangout is only open to the teens on site, the younger kids should return to camp. The amenities remain the same however. Teens can hang out together, play games, charge their electronic devices and enjoy some snacks and beverages. Tables and electricity are available for use.

SUNDAY

1030 - 1200
Mead Hall
Overcoming Writer's Block
THL Ajir Tsagaan
All levels welcome. Even the most successful writers sometimes experience the dreaded writer's block. But you don't have to stay stuck! Based on extensive research on human creativity, this class will teach you techniques to break out of your creative funk. Come unleash your creativity!

1000 - 1045
Class 3
Family Fun Day - Saffir's Frog Clout
Lady Saffir Weaver
Come join Lady Saffir Weaver and try your skill at tossing a Frog, Clout style. No real frogs will be used in this activity. Teams of one Adult and one Child will compete to see who the Saffir's Frog Clout Champ is. Child will throw 3 frogs then adult will throw 3 frogs. Three prizes will be awarded for this activity based on team scores (1st, 2nd, and 3rd place). Awards will be presented at the FFD Awards Ceremony on Sunday at 4pm.

1000 - 1100
Assembly Hall
Introduction to Belly Dance
Fiona Slattery
Ever wanted to try belly dance? Now's your chance! Come join me in an inclusive, body positive dance class where we'll learn to dance while having fun! In this workshop, students will be learning the exciting and ever-growing art of belly dance. We will focus on executing movements with precision and strength with a focus on a healthy posture. We will learn an upbeat choreography to put our new dance moves to the test! The class is open to people of all dance abilities, gender identities, and ages. Notes: For those who are concerned about health issues and this class; I have taught a variety of people from young children to over 80 years old, and have worked with people with a variety of injuries. I can offer variations to movements and do my best to break down movements with a focus on skeletal/muscular health. With that being said, you know your body best. If you ever feel that any movement(s) are compromising your injuries, then stop. I also don't mind if participants sit out movements or take breaks and join in as they feel comfortable. I will be bringing a waiver for those to sign before the class. Please Note: While not necessary, I can provide hip scarves (the cost for this would be \$50).

1100 - 1200
Assembly Hall
Family Fun Day - Puppet Show
Lady Saffir Weaver
Come join Lady Saffir Weaver and her puppets as they have silly and exciting adventures designed to keep the little ones amused.

1200 - 1600
Game Field (N)
Charity Viking Holmgang Bearpit Tournament
Justin H. Parker
This Bearpit Holmgang will benefit the Crandal Public Library Teen Center. Entrants must make a minimum donation of \$5 in order to compete. Each five dollar donation purchases you five lives in the bear pit. You can purchase as many lives as you like, or better yet, get some sponsors to purchase them for you. The individuals with the greatest number of kills at the end of the tournament will win a battle ready Viking sword. The person with the greatest donation amount, who is NOT the winner of the sword, will win a Scramasax.

1200 - 1600
Game Field (S)
Norse Field Games
Ullach O'Slatara, Anna Elisabetta deValladolid and Balthazar Meinhardt

1600 - 1700 Youth Thyng Quest - Water Balloon Fight
 Game Field (S) Lady Eleanor Grey & Lord David Poirier
 The last challenge of the day is to join us for a water balloon fight! Remember, those who participated in acts of service throughout the day will be rewarded for their hard work with extra ammunition.

1600 - 1700 Silent Heraldry Accessibility Hour
 Class 6 Lady Lorita deSiena
 I will sit down with anyone and everyone that is interested in learning more about silent heraldry, whether as an observer, participant, or future herald. This will be a casual time to ask questions, get answers, maybe learn some vocabulary or just hang out and round table the topic. I will meet whatever needs the class attendees have.

1600 - Done Youth Combat Armor-Making
 See Below THL Eikaterine tin Elliniki of Anglespur
 Join us as we investigate the various techniques for meeting the SCA youth combat armor requirements. Class will be held at the battlefield center pavilion.

1800 - 1930 The Great Northern Thyng Moot (Assembly)
 Assembly Hall The Shire of Glenn Linn
 Please join us in the assembly hall as we recognize those who contributed to making the Thyng a success and we hand out the prizes for the various competitions throughout the day (including our fabulous, attendance based door prizes).

1800 - 2000 Teen & Tween Hang Out
 Hospitality The Shire of Glenn Linn
 In the evening our hospitality area becomes the place for Teens and Tweens to hang out together, play games, charge their electronic devices and enjoy some snacks and beverages. Tables and electricity are available for use.

2000 - 2130 Family Friendly Comedy Bard Competition
 Mead Hall Krishna Alexandra & Lauren Treidel
 Have a funny song, story, poem or other performance piece that is family friendly? Want to win some really cool prizes? Come compete in our Family Friendly Comedy Bard Competition. You can even bring the little ones!

2000 - 2300 Period Dance & Instruction
 Assembly Hall William Bornander
 Come join our Dance Master and other like minded individuals to enjoy and evening of dance. Instruction will be provided where needed. Enjoy your old favorites and perhaps learn some new favorites as well.

2000 - 2300 Fire, Drum Circle and Tribal Dance
 Game Field At Your Discretion
 The communal fire will be lit and all are welcome to come enjoy its warmth and the companionship of your friends. Bring your drum if you have one and let's try and make the largest drum circle the North East has ever seen...and, if the beat of a drum inspires you to dance, well, we won't stop you. Everyone is invited.

2130- 2300 Adults Only Comedy Bard Competition
 Mead Hall Krishna Alexandra & Lauren Treidel
 Have a funny song, story, poem or other performance piece that is NOT family friendly or fit for children? Well fear not, you can still win some cool prizes if you compete in our Adults Only Comedy Bard Competition. Leave the little ones at home!

1800 - 1900				1900 - 2000				2000 - 2100				2100 - 2200				2200 - 2300			
from Noon to 9PM				return to gate as soon as it opens the next day-															
not be open for business at their discretion.				int individually.															
				Youth Weapon Building (in the Mid-Field Pavillion)				Both Youth & Adult Torch Light Tournaments Will occur after dark on Field B											
The Children of Loki Story Reading								Movie Night Valhalla (1986)											
								Open Bardic at the camp fire											
								Welcome Stew (beef and vegetarian) Open to all - first come, first served - when it is gone, it is gone.											

combat is governed by the SCA and East Kingdom rules and must be run by a warranted youth marshal.

FRIDAY [7/5]

1800 - Done Welcome Stew
 Mead Hall The Shire of Glenn Linn
 The Shire of Glenn Linn will be providing both a beef and a vegetable stew to help feed our hungry guests Friday evening. So those of you who are arriving and setting up camp can stop buy the Mead Hall and get some supper in you. The food is free folks, just our way of thanking you for coming, but not unlimited. So arrive early because once it is gone...it's gone.

1800 - The Children of Loki [Part of the Youth Thyng Quest]
 Assembly Hall Lady Eleanor Grey & Lord David Poirier
 Gather in the Assembly Hall to hear a reading of "The Children of Loki" from Neil Gaiman's book on Norse Mythology. This story will provide background information on the Adventure Quest that you undertake throughout the day on Saturday.

1900 - Done Youth Combat Weapons-making
 See Below THL Eikaterine tin Elliniki of Anglespur
 Join us and make a SCA youth combat legal weapon. Cost will be \$5-15 (depending on weapon) for supplies. This is the perfect opportunity to make a new weapon that you can use for the remainder of

SATURDAY 7/6 -MORNING/AFTERNOON-				0900 - 1000				1000 - 1100				1100 - 1200			
THYNGRIND (GATE)															
				Gate is Open from 9am to 5pm											
HEDEBY (MARKET)															
FÓLKVANGR (COMBAT FIELDS)															
HEAVY				Authorization & Inspection - Field A								Hus-Brenn Field A			
FENCING				Authorization & Inspection - Field B								Ship Batt Field B			
YOUTH COMBAT				Authorization & Inspection - Field C								Activities Determined Field C			
FAMILY THYNG QUEST												Fencing - Footwork Games Field C			
FOAM / BOFFER				Inspection & Instruction - Field D								Activities Determined Field D			
COMBAT ARCHERY															
				Please Attend Authorization & Inspection at Field A								Activities Determined Field D			
RANGED WEAPONS FIELD															
ARCHERY / THROWN WEAPONS										Open Shooting & Royal Rounds [Royal Rounds Target Range]					
SEIGE WEAPONS															
FAMILY THYNG QUEST															
ASSEMBLY HALL															
				Thyng Quest Pancake Breakfast Gathering				Thyng Quest Belt Favor Making							
IDAVOLL GAME FIELD															
GAME FIELD NORTH															
GAME FIELD SOUTH										Assorted Norse Field Games					
MEAD HALL															
										Class: Songwriting 101					
NORTHERN UNIVERSITY															
				Twined Knitting-Short Socks: A Swedish Technique [Class A]											
										Performing in Persona [Class B]					
										Tailoring and Decorating Mail [Class 2]					
												German brick stitch [Class C]			

among the other combat arts and they will hold their own tournaments.

War God Singles Tournament: This will be a 30 min timed Bear Pit. Bring your best (you can change forms between bouts). One pass, winner gets a point, 3 passes max - reported to reeve. After 30 min there will be a 15 min break.

Semifinals: top 8 qualifiers do bouts of best of 3 passes

Final 4: best 2 of 3 passes

Finals: best of 5 passes changing forms

The top 3 finalists will receive a Viking medallion necklace.

War Lord Melee Tournament: This Starts as 1:1 paired battles, 1 pass only Winner of each battle becomes the commander for the next melee battle which progresses 2v2 then 4v4 etc. till the final 2 teams remaining battle for a best of 3.

Prize: The Winning team's commander will receive a warlords cloak

1500 - 1700 **Glima**

Sport Field (N) Jim Baker

Glima is the Norse word for wrestling. Wrestling has been used as one of the standard forms of warrior training through out history for hundreds of cultures. Norse wrestling has several variations of wrestling, from a modern form of belt wrestling, to a brutal MMA style, to a friendly sport style. Our introduction to Glima will be the Loose-grip style. (Individuals who take the class or who have taken it previously with Coach Baker, and with his approval, will be able to participate in some friendly competition after the class.

Rules to Participate

Surrounding glima is a code of honor called drengskapur that calls for fairness, respect for and caring about the security of one's training partners. Safe training is paramount. Please leave any bravado or attitude off the field. This is a beginner class, so please identify and training you have.

- All participants must be aware that period clothing, simple tunic and breeches are encouraged, but not mandatory. Clothing will get dirty, stained and possibly ripped. Modern sweats and tee shirts are permitted.

- No jewelry, belts or buckles are allowed to be worn by participants.

- All participants must have shortened and filed fingernails and long hair must be secured.

1500 - 1700 **EK Brewers Guild Round Tables**

Assembly Hall EK Brewers Guild

Do you need help, input or suggestions on brewing? Do not want to enter a competition but would like to get an opinion on your latest creation? Stop by the round tables for some friendly feedback.

1500 - 1700 **Ad Hoc Choir**

Mead Hall Lady Sólveig Bjarnardóttir

Do you love singing in a choir but don't know what events you're going to be at? Worry no further. Come join the voices of the East as we learn choral music. No experience required, just an eagerness to learn.

1500 - 1700 **Shakespeare's Advice to the Players: Authentic Ren. Acting Technique**

Class B Sayyida Laila al-Sanna' al-Andalusiyya'

All levels welcome. No prerequisites. The works of Shakespeare, Marlowe, Johnson and their contemporaries are ill-suited to modern acting technique, which tends to place feeling over form. Renaissance theatre, on the other hand, demands that we obey the dictates of form first, and let that guide our feeling. Using the techniques espoused by the great Shakespearian actor and director, Peter Hall, this class will walk students through a process designed to honor the form of Renaissance theatre, in order to produce thrilling and authentic acting performances.

Cordial, Liqueurs, Hippocras, these are some of the most luxurious and mysterious of drinks. Come learn how simple these really are to make. In fact some can be prepared overnight. We will discuss their history, ingredients and production. Please bring \$1 for handouts and a writing utensil to take notes.

1400 - 1500 Youth Thyng Quest - Bear Hunt
Thrown Royal Lady Eleanor Grey & Lord David Poirier
Rounds Field
Youth will have the opportunity to challenge themselves on the thrown weapon range as they go hunting a bear.

1500 - 1600 Tailoring Q&A
Class 1 Condessa Violante do Porto
Bring your questions and hurdles that prevent you from making garb. Intimidated by the entire process? Is it patterns? Sewing machines the work of the devil? I will have solutions and suggestions to even the most daunting challenges designed to make garb less painful. My favorite tips and tricks for making sewing suck less. You can bring problem projects if you want specific guidance.

1500 - 1600 Medieval Soda and Other Non-Alcoholic Drinks [Youth Friendly]
Class 2 Lærið Magnús Hvalmagi
We know a lot about adult beverages of medieval people, but did you know that nonalcoholic beverages were just as common (if not more)? Yup, believe it or not, soda is period! Come learn how to make some of these tasty drinks with things you can get from the grocery store! This class is limited to 15 participants aged ten and up.

1500 - 1600 Tequila: Is it a Period Beverage?
Class 4 Lord John Kelton of Greyhorn Guildmaster, The Honourable Company of Fermenters of the Bariony of Concordia of the Snows
A Brief History of Agave Based Fermented and Distilled Beverages and the Origins of Distillation in West-Central Mexico.

1500 - 1645 Athena's Thimble and Panel
Class A Briony
This is a meeting of Athena's Thimble A Panel will also be held.

1500 - 1700 Heavy List: Valknut Warlord Tournament
Combat Field B Justin H. Parker
Choose your three man team wisely. Defeat your opponents and they join your team. What begins as small team combats eventually grows into a large mass melee. This tournament was designed to simulate the "blood feud" of the ancient Saga's where more and more friends and family members would be drawn into the conflict over time. The triad who make it all the way through the tournament undefeated will each win a decorated Viking fighting ax.

1500 - 1700 Fencing: Pennsic Rapier Champs Entry Tourney
Combat Field A Don Robert Tytes & Aesa Sturludottir
This will be a Single-pass, double-elimination, bring-your-best tournament to select the best rapier fighters in the East for our Champions team at Pennsic. You will Re-fight double-kills once, and then have dead count as dead. Additionally, losses will be forgiven in the finals. The top three participants will win a bronze Vegvisir pendant with the first place winner also receiving a sword bag to carry their gear.

1500 - 1700 War God Singles Tournament & War Lord Melee Tournament
Combat Field D Lord Leo MacCullan
For the first time ever, The Great Northern Thyng will be including battle game / boffer combat in

1200 - 1300				1300 - 1400				1400 - 1500				1500 - 1600				1600 - 1700			
5pm - If you arrive and gate is not open, please return to gate as soon as it opens the next day-																			
na				Ship Battle Field B				Valknut Warlord Tournament - Field B											
le				Hus-Brenna Field A				Pennsic Qualifiers Tournament - Field A											
d by Marshal				Activities Determined by Marshal Field C															
ed by Reeve				Activities Determined by Reeve Field D				War God Singles Tournamen & War Lord Melee Tournament - Field D											
d by Marshal				Activities Determined by Marshal Field D															
				Tournament Scoring [Viking Missile Target Range]															
				Open Shooting & Practice															
								Shoot the Birds from the Sky [Archery Royal round Range]				Bear Hunt [Thrown Royal Round Range]							
EK Brewers Guild Meet & Greet				Great Northern Thyng Brew Competition (presented by the EK Brewers Guild)				EK Brewers Guild Round-Tables											
								Glima Wrestling Class & Tournament											
				Assorted Norse Field Games								Family Thyng Quest Water Balloon Fight							
				Class: Medieval & Renaissance Vocal Performance								Choral Performance							
				Intro to Brewing Mead [Class 4]				Intro to liqueurs, cordials and hippocras [Class 4]				Tequila: Is it a Period Beverage? [Class 4]				Silent Heraldry Accessibility [Class 6]			
				Meeting of Arachne's Web [Class A]								Meeting of Athena's Thumble [Class A]							
Round and Round We Go [Class B]												Shakespeare's Advice to the Players: Authentic Renaissance Acting Technique [Class B]							
								Medieval Soda& Other NA Drinks [Class 2]											
s 1]								Norse head covering [Class 1]				Tailoring Q&A [Class 1]							

SATURDAY 7/6 -EVENING-	1700 - 1800	1800 - 1900	1900 - 2000
THYNGRIND (GATE)			
HEDEBY (MARKET)			
FÓLKVANGR (COMBAT FIELDS)			
COMBAT ARCHERY			
RANGED WEAPONS FIELD			
ASSEMBLY HALL			
		Thyng Moot Recognition and Prizes Awarded	
IDAVOLL GAME FIELD			
MEAD HALL			
NORTHERN UNIVERSITY			
		Teen & Tween Hang Out Hospitality	

the event! Class will be held at the battlefield center pavilion prior to the youth torchlight tournament.

1930 - **Movie Night**
Assembly Hall The Shire of Glenn Linn

Join us in the Assembly hall for a screening of “Valhalla.” This Danish animated film tells the story two children in the Viking age who find themselves spirited away into the world of Norse Mythology through Loki's treachery. (G / 1h 16m)

2030 - 2230 **Open Bardic at the Camp Fire**
Game Field EK College of Performers

Come join the EK College of Performers for open bardic fellowship around the fire. All are welcome to both spectate and / or perform. Song, dance, poetry, stories and all other forms of performance are welcome.

o'Dark Thirty **Youth Combat Torch Light Tournament**
See Below THL Eikaterine tin Elliniki of Anglespur

Come join the youth fighters as they battle by torch light Friday night at o'dark thirty near the mid field pavilions (center of battle fields). Spectators are not only welcome but encouraged! The first place prize (a decorated drinking horn) along with additional prizes, will be awarded at the Thyng moot.

be available for competition are:

Division 1: Ales, Beer, Braggot, Lambic, Stout
Division 2: Mead, Hydromel, Melomel, Metheglins
Division 3: Cider, Cyser, Perry, Pymment

All entries must include an ingredients list at a minimum. No allergic reactions during competition please! Entries must also be identified in some way to permit scoring. Everyone who enters the competition also judges the competition (this includes their own entry!) Each beverage entered will be evaluated on the following criteria: Documentation, Presentation, Appearance, Aroma, Flavor, Body and Overall impression. Even if you have never judged in a brewing contest before don't worry, we'll train you.

1300 - 1530 **Norse Field Games**

Game Field Ullach O'Siatara, Anna Elisabetta deValladolid and Balthazar Meinhardt
Come to the Norse game field and try out various Viking activities including Kubb (pronounced similar to the "oo" in "boob"), a Viking lawn game where the object is to knock over wooden blocks by throwing wooden sticks at them, Toga Honk (tug-of-war) where two people compete to pull each other over, The Leather Game, a kind of four corners tug of war, May I Strike, a blind-mans-bluff pillow fight where the two participants try to hit each other with a “salted fish” in a bag while blindfolded and keeping one hand on a chest, and Around the World and Three Legs, two games that test your strength and flexibility while using a staff. Instruction and supervision will be provided.

1300 - 1600 **Viking Missile Tournament**

Ranged Field Lord Tomas An Bhogha Oneill & Cheryl Lineberger Vitale

There will be a Viking Missile tournament comprised of a combined score in three activities; Archery, Throwing Ax and Throwing Spear. Each with its own themed targets:

The Fleeing Monk: The archery portion of the Viking Missile tournament is the Fleeing Monk Shoot in which you attempt to stop the monks from fleeing the monastery with all of their gold and silver. The first monk target will be at 20 yards, the second will be at 40 yards and the final will be at 60 yards. This is a timed shoot in which you can fire as many arrows as you have but you will only have 15 seconds to shoot at each target, in order from closest to furthest., for a total time of 45 seconds.

Odin's Test: The ax portion of the tournament is Odin's test in which you attempt to split the braided hair of Helga and / or the braided beard of Sven without harming either of them. A total of six throws may be attempted. Scoring is based upon how many axs you stick.

Whack the Warlord Javelin Clout: This throw is meant to simulate the lobbing of javelins over a shield wall in order to hit the enemy commander. Unlike the linear throws used in Royal Rounds, the clout will require you to arch the javelin over an obstruction to hit the target hiding behind it. There will be two targets, one at 30' and one at 60'. The barrier is the beginning of the target, behind which is a circle on the ground and the warlord target. You can score points by landing your javelin in the circle (laying flat), having your javelin stick in the ground of the circle (and remain upright) or stick in the warlord.

Please Note: *There will be no practice on the fleeing monk, Whack the War Lord or Braid Splitter targets. You may shoot and throw each one once for tournament scoring purposes. Once the tournament is over, individuals may then shoot and throw at these targets for fun.*

1400 - 1500 **Youth Thyng Quest - Shoot the Birds from the Sky**

Archery Royal Lady Eleanor Grey & Lord David Poirier
Rounds Field

The Youth will have the opportunity to learn about archery when they take up a bow to try and shoot the birds (target) from the Sky.

1400 - 1500 **Introduction to liqueurs, cordials and hippocras**

Class 4 Lord John Kelton of Greyhorn Guildmaster, The Honourable Company of Fermenters of the Bariony of Concordia of the Snows

SUNDAY 7/7	0900 - 1000	1000 - 1100	1100 - 1200
THYNGRIND (GATE)			
HEDEBY (MARKET)			
FÓLKVANGR (COMBAT FIELDS)			
COMBAT ARCHERY			
RANGED WEAPONS FIELD			
ASSEMBLY HALL			
IDAVOLL GAME FIELD			
GAME FIELD NORTH			
GAME FIELD SOUTH			
MEAD HALL			
NORTHERN UNIVERSITY			

Please Note: Combat archers will go through authorization and inspection on Field A with the heavy list fighters before moving over to the combat archery field for activities.

0900 - 1000 Youth Thyng Quest Pancake Breakfast Meeting

Assembly Hall Lady Eleanor Grey & Lord David Poirier

Youth participants in the Thyng Quest should join us in the assembly hall for a pancake breakfast and some information about the days activities. It is mandatory for parent/guardian to attend this meeting so that Lady Grey and Lord Poirier can both gather and provide information to them. If it is impossible for a child's parent/guardian to attend this meeting they must either seek out Lady Grey or Lord Poirier Friday Night at the assembly hall (just before or after the reading of The Children on Loki).

0900 - 1030 Twined Knitting-Short Socks: A Swedish Knitting Technique

Class A Lady Arnleif the Red

Twined Knitting is an old technique from Sweden dating back to the 1500's. Two yarns are used-alternating with each stitch. The handling of the 2 yarns creates a nice texture plus creating a very warm fabric. This is a challenging technique for adults only who must have knitting experience - please come and give it a try! You will need worsted weight yarn (approx. 100 gr), double pointed needles size 4. Must have knitting experience. All yarn must be wound on a yarn winder because we will be using both ends of the ball of yarn. Pattern will be supplied.

and capture the enemy base.

1100 - 1230 Youth Combat Activities

Combat Field C THL Eikaterine tin Elliniki of Anglespur

Our youth combatants will be located on Field C right in the midst of all the other combat activities. The scenarios and activities they undertake will be at the marshals discretion but are guaranteed to be as enjoyable as they are skill building.

1100 - 1230 Battle Game / Boffer Combat

Combat Field D Lord Leo MacCullan

For the first time ever, The Great Northern Thyng will be including battle game / boffer combat in among the other combat arts. Those who wish to participate will do so under a unified rule set overseen by the safety officers of the various battle games. This boffer / battle game combat will take place on Field D and activities will be determined by the battle game Marshal on hand. If you are interested in participating in these battles you must attend the Rules Discussion prior to the melees. In addition, please read the unified rules and boffer construction guidelines provided on the event web site (<https://glennlinn.eastkingdom.org/tgnt4.htm>).

1100 - 1230 Combat Archery Activities

CA Field Myq LaSala

Combat archery activities will be available on the Combat Archery field that includes an obstacle course laid out to provide cover to archers. The scenarios and activities undertaken will be at the marshals discretion.

1200 - 1300 Youth Thyng Quest Service - Roots of the Society

Around Site Lady Eleanor Grey & Lord David Poirier

Youth participants will be given time to go out into the site and offer their support and service to anyone who might need them. We will have some suggested options to give you that morning. Acts of service mean extra ammunition in our water balloon fight later in the afternoon!

1200 - 1300 EK Brewers Guild Meet & Greet

Assembly Hall EK Brewers Guild

Come and meet the EK Brewers Guild. Find out what we do and how you can become involved.

1230 - 1330 Round and Round We Go

Class B Sayyida Laila al-Sanna' al-Andalusiyya'

Want to sing but choral stuff is intimidating? Look no further. Join Lady Solveig in learning period rounds and singing them. Music will be provided. If you want to take home the book, \$5.00 suggested donation. No experience necessary.

1230 - 1400 Medieval & Renaissance Vocal Performance

Mead Hall Sayyida Laila al-Sanna' al-Andalusiyya'

All levels welcome. Learn some of the fundamentals of vocal technique for early music, and get personal, one-on-one tips on song selection, tone, range, and performance. Please bring a song you'd like to work on. Auditors welcome. Period repertoire preferred but not required.

1300 - 1400 Introduction to brewing mead

Class 4 Lord John Kelton of Greyhorn Guildmaster, The Honourable Company of Fermenters of the Bariony of Concordia of the Snows

It's not just for Vikings: An introduction to brewing what some say is the oldest of all fermented beverages. At its most basic, mead is made from just three ingredients: honey, water, and yeast. Mead making is similar to winemaking and beer brewing, but there are some differences. We'll discuss its origins, equipment, ingredients and techniques. Please bring \$1 for handouts and a writing utensil to take notes.

