

June Faire XL

Public Event: June 17, 2023

SCA Event Starts: June 16 at noon

SCA Event Ends: June 18 – please be packed up and off site by 5pm

Location: Kitsap County Fairgrounds and Event Center
1200 Fairgrounds Rd NW Bremerton, WA 98311

SCA Site Fees:

Weekend: \$20 US for each Adult – only \$15 with SCA membership

Saturday ONLY: \$15 for each Adult – \$10 US with SCA Membership

FREE Youth (17 and under)

VOLUNTEERS needed:

Field marshals for Heavy Combat Rapier. A Senior C&T Marshal willing to step up and inspect/run the field for possible demo/tourney, Thrown Weapons, and Archery.

Other locations needing volunteers available. Reach out to Robert Tessier on Facebook

Link to the June Faire Facebook Event Page:

<https://www.facebook.com/events/626071646002647>

Links to the Dragon's Laire Web Page for Info:

<https://dragonslaire.antir.org/wordpress/events/june-faire/>

Baronial court

SATURDAY

10:00 AM - Baronial Court and Event Welcome

1:00 PM - Brief awards court on the Armored Combat field

5:30 PM - Evening Court

SUNDAY

9:45 AM – Invocation Court

After Championship tournaments – Closing Court

SATURDAY

Armored combat

"No battle plan survives first contact with the enemy." Popularized saying, derived from the words of Helmut von Moltke

PRAY ATTEND - Changes to location and some rules for the Armored Combat at June Faire.

- 1) Location change: We will NOT be fighting on the soccer field as previously announced. Please disregard any references to fighting on the soccer field. We will be fighting in the same area as last year, on grass, central to all the activities.
- 2) Because of the location change, missile combat will also be changed to a singular direction of fire, and used by only one army at a time, oriented in the correct direction. This is a safety precaution for everyone.

These are the modified rule sets for the Armored fighting. Remember, June Faire is a public demo on Saturday and we should be attempting to make a grand showing of our chivalry and prowess. If you are killed and can safely "die," do so. Dramatic deaths appreciated. We are playing to the audience. We are giving a performance. We are fighting because we love it so let's put on a great show for our modern visitors.

Armored combat on Saturday will be a combination of war scenarios and tournament fighting.

Armor Inspection starts at 9am

Fighting begins after Opening Court, with the General Melee as noted below

- 1) **General Melee** - Last man standing. Use as a warmup, 15 minute time period (est). No archery or thrown weapons.

10 minute rest period

War Scenarios

- 2) Open field battle. Two equal armies, with one army having combat archers - 3 res, 20 minute time limit or until one army is vanquished or their battle flag captured. Battle Flag will be at Res Point for each army. Flag can be captured or re-taken multiple times... the winner is the army with their opponent's flag in their possession at the end of the scenario.

10 minute rest period - Missile combatants glean ammo from the field.

- 2a) **Same as above, except armies will change sides of the field** and the other army will have combat archers - 3 res, 20 minute time limit or until one army is vanquished or their battle flag captured. Battle Flag will be at Res Point for each army. Flag can be captured or re-taken multiple times... the winner is the army with their opponent's flag in their possession, at the end of the scenario.

20 minute rest period -

3) **River battle with Bridge and Crossings** - Two equal armies, **with one army having archers** 3 res, 20 minutes to clear the bridge and/or capture the opponent's flag. Battle Flags will be at Res Point. The River will be clearly delineated. There will also be two shallow river crossings, in addition to the bridge, that will require those using the crossing to do so on their knees. No hand-to-hand fighting **anywhere in the water** EXCEPT at the designated river crossings. Those fighters crossing can defend themselves from all attack during this process. Any fighter in the water and NOT at a crossing area will be called dead. The use of pikes from the river bank (no water!) over the hay bales is RESTRICTED TO TWO PIKES ON ANY GIVEN BANK. This means no more than four pike fighters from each army can be on the banks (two on each side of the bridge) Combat archery and thrown weapons fighters must fight either on the bridge or the approaches to the bridge (i.e., the road) NO combat archery from the river banks outside of the bridges. This is a safety precaution. Winner will be the army in possession of their opponent's flag at the end of the scenario.

10 minute rest period - Missile combatants glean ammo from the field.

3a) **Same as above, except armies change sides and the other army will have combat archers** - 3 res, 20 minutes to clear the bridge and/or capture the opponent's flag. Winner will be the army in possession of their opponent's flag at the end of the scenario.

End of War Scenarios - There will be a lunch break, during which The Coronets of Dragon's Laire will hold a war field court. This will allow fighters to cool down, grab a bite to eat, hydrate properly and prepare for the tournaments. All are invited to attend the war field court, and those members of Dragon's Laire involved in the war scenarios are especially encouraged to be in attendance at court.

Tournaments

Tournaments will begin as close to 1:30 as possible. If you fought in the War Scenarios, you will not be required to do a full armor inspection again. If you will be fighting with different weapons than used in the War Scenarios, please find a Marshal and ask for an inspection of your weapon(s) and shield. If you did not fight in the war scenarios, please get inspected by a marshal before entering the tourney.

Pick up fighting will be allowed during the tournaments for the pleasure of the modern visitors. There will be a designated pick up fight area separate from the Tournament fighting. Pick up fights must have a marshal in attendance.

1) June Faire Prize Tournament - Reminder that JF is a public demo, so good deaths are encouraged. It helps everyone know who won and who didn't. There may even be a prize for "best death."

Tournament format - An Tir standard double elimination tournament. Semi-finals will be **best two of three** and finals will be **best three of five**. Any An Tir legal tournament weapon and shield style will be allowed.

Winner will be awarded a sword donated by HE Master Arion Wanderer, Baron of Dragon's Laire.

Chivalry prize will be based on input from the combatants themselves, with consultation among the marshals and list persons. Also donated by HE Master Arion.

Prizes will be awarded in Evening Court on Saturday.

2) Period Kit Tournament (starts after the Prize Tourney)

The Period Kit Tournament is a celebration of those fighters and their kits that inspire us, with their focus on historical appearance.

All fighters wishing to enter this tournament must meet the following criteria: 1. No visible plastic, except basket hilts. 2. Your kit must be appropriate to a given time, place, and culture. Any out of period elements needed for safety should be made as unobtrusive as possible. 3. All fighters must, at the start of the tournament, introduce themselves, and briefly tell the crowd about their persona and the kit they are fighting in.

Format will be decided by Sir Decimus Marius Gavinus Britannicus.

There will be some sunshade available. You may bring your own modern style sunshades, but check with the Marshals as to where you can place them. Hydration will be important. Please be responsible and bring your own non-alcoholic hydration of choice. The Barony of Dragon's Laire will also make water available should you forget. You will be reminded to hydrate frequently. Porta Potties will be standing by. Don't make the MIC write any incident reports because of lack of taking care of your needs.

RAPIER ACTIVITIES:

RAPIER ACTIVITIES:

<https://dragonslaire.antir.org/wordpress/2023/04/25/rapier-info-for-june-faire/>

Dragon's Lair annual June Faire is coming up in just a couple short months! I will be your Rapier MIC for the event (but will have a lot of people helping out as well.) This is a long post, but hopefully addresses a lot of questions - please read through all of it. We now have the entire grassy field (think September Crown of last year) for our use! That is at least 8 erics worth of fighting!

Some general rules for Rapier:

- You must be authorized **before** the event. I will not be doing any authorizations. But if you arrange beforehand with a senior Rapier Marshal to be authorized on site, we will honor the authorization. You'll just have to make sure it gets done early enough to register with lists before any tourney/scenario you want to participate in. **There will be hard cutoff times for lists so they can prepare.**

- Just so people get used to it: 60" Total blade length (no case). This is generally the rule for QRC, so holding to it will keep people in practice. This is for Tourneys/scenarios only - if you want to go do pickups with 60+, that is up to your opponent.

- Reduced Armor rules: Yes. So much YES! As long as you are authorized, and your opponent is okay with it. Please stay cool and comfortable. Just be aware that if an opponent has issues with it, you may need to armor up for a fight.

- There will be plenty of space for us to have pickups running all day. Just make sure you have your armor inspected and have a marshal on the field while you spar.

- **Volunteers!** If you aren't planning on fighting, but will be there, and have at least a Junior Rapier Marshal rating - we can use you as field Marshals!

- Cut and Thrust : There will be space/time for a Cut and Thrust demo/tourney. MoD Gregorio Cristovalez de la Vega will inspect/run the field.

- Spears: If you are participating in the Spear experiment, please bring your paperwork and spear. We can easily set up some space for demo/practice.

- As you all know, things happen and are subject to change at the last minute. We'll try to answer any questions you might have and do our best to make this a fun event for everyone.

Tentative Schedule for **SATURDAY** (times may change depending on number of people, Court schedule, weather, etc...)

08:30 AM - 9:45 - Lists Open/close for all Tourneys/Demos that day. Even if you have pre-registered, you still need to check in at least 15 minutes before the tourney/demo. If you do not, you may be dropped. This is asked by the List Manager. There might be exceptions, and lists may reopen/close during the day before each tourney. But it is completely up to them.

10:00 AM - Dragon's Claw tourney. This is only for authorized fighters who have not yet won any sort of tournament. There may be a prize! (Still working on that)

11:00 AM (Or thereabouts) - Open Field Tourney. Basically find someone to fight, find a field, and fight! This will be an on/off/on tourney. Meaning 30-45 minutes of fighting. Then a 15-20 minute break, and then back on for another 30-45 minutes of fighting. Report wins to Lists (only if you want). There might be a prize for this one too - (based on arcane and unknowable criteria.)

01:00 PM - MoD invitational. If there are enough MoD present, and they feel up to it, they will be asked to pick one (or two, or three) people each to fight in a single elimination tourney. No prizes, but definitely bragging rights.

01:30 - 2:30 PM – Lunch break!

02:30 PM – Scenarios and C&T tourney (depending on entries). I've got some scenario ideas : Tacoma Narrows Bridge Battle, Tavern Brawl, Hold the Field, etc. This will be just-for-fun fighting. Spear and C&T demos can also happen at this time. MoD Gregorio will be MIC for C&T.

After that, it will be free pickup time/space until Court happens.

SUNDAY

08:30 - 09:30 AM : Lists open/close for Dragon's Laire Rapier Championship. There will be no pre-reg for this. You will need to sign up that morning and be present in Court for Invocation of the Lists. QRC format will be used, and you will need to swear either an Oath of Service or Fealty to TE Dragon's Laire should you prove victorious. There may be other requirements coming, so stay tuned. HL Kate (current DL Rapier Champion) will be running this tourney.

Thanks for reading all of this through. If you have any questions, feel free to post them here, DM me, or email dragonslaire.rapier@antir.org

Merci,

Baron Jacques de Normandie, OWS, GdS

Provost to Master Andrew Williams

Protege to Countess Aryana Silknfyre

Artisans' Village

Come Meet the Artisans and Craftspeople of the Middle Ages and Renaissance. These good people will be demonstrating the arts and sciences of the Middle Ages. They are passionate in their chosen fields and have done incredible amounts of research, study, and practice to be able to create the works of art they do. Walk through their area and watch them in action. Ask questions! You might discover the love of the arts and sciences yourself and want to join in the fun. And you would be most welcome to come join us!

Costuming -

- Yvette du Coeur - Elizabethan Costuming

Culinary Arts -

- Ciar Ingen Fiachnae, Maenach na Cailled, Rycheza z Polska Theodoric the Scholar, Stuart of House Awry, And Friends

Cultural History -

- Italian Salon - Ataliana de Segna, Giata Magdalena Alberti, Raffaella di Contini, and Vittoria di Carducci
- Sven Red Beard Einarson - Glamfolk Norse Culture Presentation]

Falconry -

- Lady Dagrún Harasdóttir

Fiber Arts -

- Alys Graye - Narrow Band Weaving
- Angharat verch Reynulf - Needlework
- Elisabeth de Besancon - Cloth Weaving on Loom
- Elizabeth FittzWilliam of Carlisle - Fiber Arts Demonstration
- Madrun y Gwehyddes - Tablet Weaving
- Tuirrean ni Chaoilte Dal gCais - Tablet Weaving
- Sigrídr Vilhjalmsdóttir - Period Fiber Spinning

Games -

- Chrysalis of Dragon's Laire - Period Games
- Isabella de Walingeford - Period Games Demonstrations

Metal Working -

- Raymond von dem Lowengrab - Moneyers' Guild, Period Coin Manufacturing

Pottery -

- Gwenllyn Potter - Period Pottery Manufacture
- Morgaina of the Woodlands - Period Pottery Manufacture

Scribal Activities -

- Tamlyn of Wyntersea, Gracia Abrabanel, Vittoria di Carducci, Jehanne Catterill, Lundi of Summer Gate, Soraya Abdo, Nykera Drago D'Argento, and M'Lady Drifa.
- Lyndi Ten and Illuminators - Illuminators Materials Demo

Woodworking -

- Ellen Fraser, Hrollaugr Njalsson, Mateusz z Plocka

Bardic Stage

SATURDAY

- 11:00 Elizabethan Rounds Sing-a-long
- 11:30 Rowena Jade of the Lion Isles – Norse Stories
- 12:00 Elisabeth Piper – Harpist
- 12:30 Elanor of Eccleshall – Renaissance Guitar Music
- 1:00 Rowena Jade of the Lion Isles – Norse Stories
- 1:30 Open
- 2:00 Elisabeth Piper and Elanor of Eccleshall – Medieval Instrumental Music
- 2:30 Elizabethan Rounds Sing-a-long
- 3:00 Brand deus-Leons – Maypole Dance
- 3:30 Brand deus-Leons – Shakespearean Scenes & Stories
- 4:00 Gareth Hyre – Lutenist

There is an additional bardic stage inside Van Zee Hall open to performers during the day on Saturday.

Archery

Greetings from the Barony of Dragons' Laire to the Knowne Worlde!

During the Kitsap Medieval Fair, archers from all over the Kingdom of An Tir will showcase their skills for visitors to the fair. In addition to the traditional Royal Round shoot, The Arrow Slot shoot will pit archers shooting through a narrow slot against an "army" of enemies trying to storm their castle. At the end of the day, prize arrows will be awarded in the following categories: Highest score for the Arrow Slot Shoot; Highest Royal Round score for Novice/Tyro Archer; and Highest Royal Round score for Youth Archers.

This year, for the first time, the Dragons' Laire Archery Championship will take place as part of the Medieval Fair activities. All archers over the age of 18 can enter the Championship competition, regardless of ranking. Royal Round scores from Saturday will be used to select semifinalists for the Championship Rounds on Sunday morning, with the Champion being installed at Closing Court on Sunday afternoon. Be sure to visit the archery range on Saturday and Sunday for an exhibition of our archers' skill!

FRIDAY

(fair is not yet open to the public): 9:00 AM-Archery range setup. When setup is complete, the range will be opened for practice and Royal Rounds for those who need scores. At sunset, a "Torchlight Shoot" will be held if sufficient numbers of archers are available to participate.

SATURDAY

8:00 AM-Archery Championship list signup opens on the archery range. The range will be closed during Opening Court ceremonies. Range will reopen following Court, and with Royal Rounds and novelty shoots for all archers. The range will be closed prior to Evening Court so scores can be tallied to identify semi finalists and Prize Shoot winners. The names of Prize winners and Championship semi finalists will be announced at Court.

SUNDAY

8:00 AM-Archery Range opens for Royal Rounds until Opening Court. Semifinalists will declare their intention to compete and be recognized by the Coronets at Court. Following Opening Court, the Semifinal and Final rounds for the championship will commence. All other archery activities will be suspended until the final championship round is completed. The new Baronial Archery Champion will be named and installed at Closing Court.

Thrown Weapons:

Come out and test your skill at Thrown Weapons. We will have a combination of standard targets, and things that are just for fun. Bring your gear, spend time on the range, and share your knowledge with the modern public!

The range will be open from after Saturday AM Court until 5:00PM.

All range access is pending Marshall availability. If you want to volunteer to Marshal, reach out to Stephen the Sinister to be added to the list.

There will be a novelty throw on Saturday, Time to Be Determined.

By Coronet's decree, there will be no Championship this year. We look forward to seeing you for our Championship at June Faire 2024!

Target Siege:

It's an Archery Activity unlike any other. Massive Machines launch Precision Projectiles! There will be demonstrations throughout the day. SCA Members are welcome to give it a try.

We will have fun targets to try and destroy!

Maniacal Laughter and /or Joyous Giggling are likely to occur.

SATURDAY 10AM – 5PM

SUNDAY morning

Note: Unfortunately, our engines were designed by tall people. We will try to accommodate anyone over the age of 14, but if we determine we can't do so safely, we'll have to ask you to wait for the completion of the NEXT engine, which will be more adjustable. Also, due to time constraints, not everyone will be able to get in a full "Royal Round"

Culinary:

SATURDAY 10AM–5PM. Visit the Dragon's Lair Culinary Guild as they recreate and explore early and medieval foodstuffs and recipes!

Several cooks will be available to chat while prepping food for and cooking over on the brazier, using period, or period-like techniques. Bread, flatbreads, soft cheeses, fruit, and meat on a stick! Cookbooks are available for purchase exploring hand pies, vegetables, and feasts!

Equestrian Demonstrations:

SCA Equestrian Activities practice the games of skill that squires and other mounted warriors would have learned in the medieval period. These games allow the riders to display their historic gear and horse costumes, and provide true medieval pageantry.

One of these is hitting the quintain, a rotating piece of training equipment that helps the equestrian practice hitting a solid target. Another is jousting at rings. The rings range from 6 inches to a mere 1 inch, and the equestrian must spear these with their lance, usually while the horse is running at a canter! Other activities include spear throwing and stabbing objects on the ground, knocking (fake) heads off posts with a sword, obstacle courses, and archery from horseback. Often these games are combined to form a course for the rider to perform, and sometimes teams of riders are needed to do all of the activities.

SATURDAY:

10:00–11:30 AM – Various mounted games as above, and joust training

01:30–2:30 PM – Joust training and jousting

03:30–5:00 PM – Challenge course! This will involve games centering around the adventures of Sinbad and the Valley of Jewels. Riders will face such challenges as: Navigating a narrow pass, killing giant crickets on the ground, getting gem-studded joints of meat out of the Roc's nest, and carrying a message to announce the voyage's success.

Family Activities:

Looking for activities for your children at June Faire? Come out and participate in some Medieval Themed Art and Fun! Join us between 10 AM — 4 PM on Saturday!

Note: children must be accompanied by an adult at all times.

- Paper dyeing for Father's Day cards
- Heraldic device painting
- Shield painting
- Story time
- Children's parade at **12:45 PM** and **3:45 PM**
- Pennant stamping

SUNDAY

The Dragon's Laire Armored Combat Championship

The Dragon's Laire Armored Combat Championship (Sunday)

Draw nigh, one and all, to witness the bravery and chivalry of those who would contest for the right to be known as Dragon's Laire's Armored Combat Champion! Those

wishing to participate in the tournament will be required to be at Sunday Morning Court to declare their intention of competing and to take the fighter's oath prior to the tournament.

Armor inspection begins immediately after Morning Court and the tournament at 10 am or shortly thereafter. The style of the tournament is a round robin format, with each pairing being best two of three fights for the overall win. Fight your preferred weapon and shield style, consistent with An Tir rules and conventions, except one of the two opening fights must be single sword, with no shields of any kind used. Sword will be defined as any single handed weapon with a blade as defined in the An Tir Book of Combat. The top four combatants as determined by highest win totals advance to the semi finals where best two of three fights decides the two overall warriors who will meet in the finals. Finals will be best three of five with at least one fight single sword as above (so, one of the first three engagements).

The Champion must be willing to swear an oath of service to the Barony for the period of one year, to make all efforts to attend Dragon's Lair published events and to protect the Barony and its populace as needed during times of war. Any questions concerning the tournament or the duties of the Armored Champion should be directed to HL Ermanrich Goutmann (Morgan), current Champion of Dragon's Lair or to Sir Andras Truemark, Armored Martial MIC.

Rapier Championship

Calling all rapier fighters. Come compete for the Rapier Championship of the Barony of Dragon's Lair. Open to all carded fighters, who are SCA members (required), and over the age of 18.

- Time: Lists open 8:30 am to 9:30 am
- Championship: TBA, directly after court.

There will be no pre-reg for this. You will need to sign up that morning and be present in Court for Invocation of the Lists.

Format: TBA depending on number of participants All those desiring to fight in the championship MUST present themselves in Court for the invocation.

-- Fighters should be prepared to fight in any weapons style requested by Their Excellencies of Dragon's Lair, Kloe and Arion.

--Bring daggers, batons, cloaks, shields/bucklers and your sword, as they may request any and all weapons formats.

--Between each of the fighting rounds, all fighters will be required to participate in a Court of Honor, hosted by Their Excellencies to answer their questions.

Winner must be prepared to swear an oath of service or fealty to the Coronets of Dragon's Laire.

Restrictions: no case, no longsword, no more than 60" of steel. (meaning sword and dagger together may not measure more than 60 inches)

If you have questions, feel free to contact me directly,

Kate MacKim
Rapier Champion of Dragon's Laire
Provost to Sebastien de Caen

Archery Championship

On Sunday morning, after Court, those who made it through the elimination rounds will face off head-to-head in the Inter-Kingdom Combat Archery Competition, to decide who will reign as Archery Champion and Baronial Defender of Dragon's Laire! Additional Details to follow.

If there is one archer you wish to support, or if you simply love to watch arrows fly to the target, we welcome you and encourage you to voice your support for your favorites, or for all the archers in general!

HL Brian of Cardiff
Archev Officer

Merchants and Food

Merchants

From Medieval Jewelry to Hand Forged Knives, Leather works, and Pottery, to Fibers and Fabrics, and so much more. There is something waiting for you to find it, here on Merchants Row.

FRIDAY - access for set-up at 10AM, open until DUSK
SATURDAY - 9AM – 5PM
SUNDAY - morning – 12PM

Medieval Wares and Trinkets

- BB Wolf Pack - 3D printed dragons, dens, castle dices towers, dragon eggs, dragon cage dream catchers
- Bear Mountain Forge - Hand forged knives and swords
- Dark Age Games - Period (Medieval / Renaissance) Games
- Daughters of Freya Jewelry - Chainmail jewelry, crystals, necklaces, bracelets, and miscellaneous jewelry
- DragonStorm - Hand made knives, leather products, mugs, and pouches
- Frigga Green Needle - Period appropriate cloth & leather garb, quilts and accessories
- Gaeon Allusions Pottery - Wheel thrown/decorated stoneware with Celtic & Mythic designs
- Hawk and Dove Leather - Leather belts, pouches, leather mugs, and leather bottles
- Hawk's Forge - Hand forged period camp equipment
- Horse 'n' Round Studio - Handspun yarn, spinning supplies (including some raw wool from my own sheep)
- Inky Quills LLC - Handcrafted, cold process soaps, shaving soap kits, lotion bars, shampoo bars, and soap dishes
- Keltic Kraze - Wood items decorated with Pyrography, Feastware, hair accessories, brushes and combs
- Medieval Masterworks - Handcrafted leather goods made with sca period techniques
- Nordic Trader - Nordic Wares, Viking Age museum reproductions
- Red Wolf, LTD - Broaches, pins, torcs, and other nice SCA jewelry
- Reannag Teine - Pottery
- Sidhefire Arts - Ceramic wares. Pottery and primitive beads, buttons and baubles
- Tandy Leather - Raw leather and hardware
- The Fancy Accent Tea Co - Tea blends
- TursiArt - Primarily Jewelry and Scribal supplies, almost all handmade
- Vidar Leatherworks - SCA appropriate leathergoods
- Walton Enterprises - Hair pins, broaches, and other hair accessories

Food Vendors

Let them eat Cake... if cake is available!

- Belfair Pop Sweets and Treats
- Cafe Rendezvous
- Diamond coffee co
- Funnel of Love
- hot dogs etc
- Sauced Food Truck

- Smokin Robinson's BBQ Food Truck

Although the SCA complies with all applicable laws to ensure the health and safety of our event participants, we cannot eliminate the risk of exposure to infectious diseases during in-person events. By participating in the in-person events of the SCA, you acknowledge and accept the potential risks. You agree to take any additional steps to protect your own health and safety and those under your control as you believe to be necessary.

For clarification regarding the COVID policies, please visit the 'In-Person Activities and Events' Page on our website: <https://dragonslaire.antir.org/.../in-person.../>