

12th Night Schedule from 2013

Friday

- 1pm Gate opens
3pm Scribal activities begin *Halsey room*
4pm Merchants open *Exhibit Hall*
6pm Family activities: active games & teen bardic *Exhibit Hall*
7pm Sable Lion Masked Ball *Ballroom*
9pm Merchants close
Family activities end *Exhibit Hall*
Midnight Gate closes

Saturday

- 8am Scribal display opens *Halsey room*
9am Gate opens
Arts & Sciences display set up begins *Exhibit Hall*
Embellishers guild meeting* *Morrison room*
Apothecary group meeting* *Ross Island room*
Youth armored combat marshals meeting* *Sellwood room*
Pelican meeting‡ *Oregon room*
Merchants open *Exhibit Hall*
Family activities begin: classes, active games & scavenger hunts *Exhibit Hall*
Arts and Sciences activities begin *Exhibit Hall*
10am Embellishers guild contest *Morrison room*
Chiurgeons meeting *Sellwood room*
Heralds meeting* *Hawthorne room*
Laurel meeting‡ *Idaho room*
10:30 List opens: Queen's Rapier Champion Tournament *Salon*
Fighter and marshal authorizations open *Salon*
11am Arts and Sciences display begins *Exhibit Hall*
Archery Guild Meeting* *Morrison room*
Seneschals meeting** *Hawthorne room*
Chivalry meeting‡ *Oregon room*
Noon Chatelaine meeting** *Sellwood room*
Exchequers meeting** *Hawthorne room*
Scribes meeting* *Halsey room*
Knights Auction *Ballroom*
White Scarf meeting‡ *Idaho room*
Family Activities end *Exhibit Hall*
12:30 List closes: Queen's Rapier Champion Tournament
Fighter and marshal authorizations close
1pm Marshals meeting* *Sellwood room*
Web minister meeting** *Hawthorne room*
Family activities begin: classes & games *Exhibit Hall*
2pm Final Court of Vik Vikingsson and Astrid of the Fjordlands *Ballroom*
Family activities: quiet activities during court *Exhibit Hall* 3pm Family activities end
5pm Coronation of Ulfr Blodfotur Fallgrson and Caoimhe (Keeva) ingen Domnaille *Ballroom*
6pm First Court *Ballroom*
After Court Teen bardic *Exhibit Hall*
List opens: Queen's Rapier Champion Tournament *Salon*
Fighter and marshal authorizations open *Salon*

8pm Queen's Rapier Champion Tournament *Ballroom*
Brewers' competition *Three Mountains Hospitality Suite*
9pm Ladies of the Rose and of Valorous Estate‡ *Ballroom*
Merchants close
10pm Bardic circle *Ballroom*

Sunday

8am Financial meeting* *Oregon room*
Scribal display opens *Halsey room*
9am Merchants open *Exhibit Hall*
A&S activities begin *Exhibit Hall*
Curia meeting* *Oregon room*
Armored combat practice begins *Ballroom*
Youth armored combat practice begins *Ballroom*
10am Equestrian guild meeting Ross *Island room*
Kingdom Feast 2013 event meeting *Sellwood room*
Noble Estate meeting‡ *Idaho room*
Family Activities: classes, games & scavenger hunts *Exhibit Hall*
11am Grey Goose meeting‡ *Oregon room*
Ordo Equis / Lion et de la Lance meeting‡ *Ross Island*
Noon Closing *Court Ballroom*
Merchants close
Family activities end
2pm Site closes

Schedule subject to change without notice
*Meeting open to everyone who is interested
**Meeting for officers
‡Meeting restricted to members