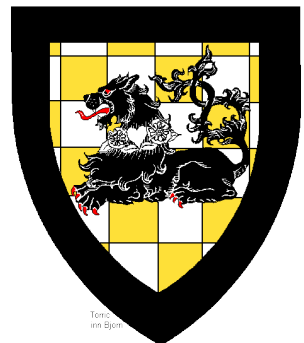
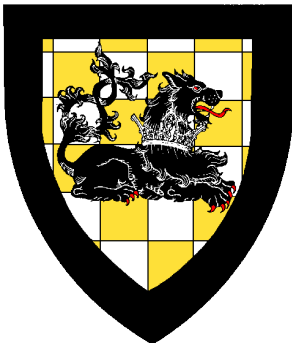


An Tír
12th Night
AS XLVII

Hosted by
The Barony of Three Mountains



Friday

Schedule subject to change without notice

- 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*
- 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

Things you need to know

Parking

Site tokens are parking passes. All attendees have free in and out privileges in the parking structure throughout the weekend. Just display your site token to the parking attendant as you leave.

Parties

It is Hotel Policy that as of 10PM any parties must be confined to private rooms (no spilling out into the hall) excepting the 14th and 15th floors where the restriction begins 12 midnight.

An Tir TV

An Tir TV is playing on a continuous loop on channel 40. Please be sure to watch!

Food and Drink

Non-hotel purchased food and drink must stay in private rooms.

Safety

- Weapons must be sheathed while in hallways and open areas of the hotel.
- Please wear masks only in the ballroom.
- Legal drinking age in Oregon is 21.
- Do not drink and drive.

Other useful information

- Event staff will be wearing chequy armbands
- Schedule is subject to change, and changes will be heralded in the *Lion and Unicorn Salon* and *Exhibit Hall* as soon as possible.
- Please utilize the recycling bins placed throughout the Hotel.

Merchants

Merchants are located in the Exhibit Hall

4 - 9 PM Friday

9 AM - 9PM Saturday

9 AM - Noon Sunday

This message included by kingdom law: BEWARE when drinking from someone else's cup. Make sure you know the person and are very sure of what is in the cup before taking a drink. Occasionally, we will be hiring mundane law enforcement officers to patrol in garb with our constables at kingdom events. Be sure to strictly observe all mundane laws.

Activities

Sable Lion Masked Ball

The Barony of Three Mountains invites you to the Sable Lion Masked Ball. Don your finest An Tir inspired garb and join us for an evening of dance. The ball will run from 7-11 pm, and will consist of four dance sets with breaks in between. All dances will be taught, so no experience is required. Masks are not required to attend.

Knights Auction

This year, 12th Night will be host to the 11th annual 12th Knight's Auction! Items for the auction will be on display Friday Night and Saturday morning. This year we will again have the ability to donate by cash, check and are working on being able to accept credit cards again.

Arts and Sciences Display and Work Area

View the wondrous skill and craftsmanship of An Tir on display in the Exhibit Hall.

Scribal Competition

Gaze on the fine creations of An Tirs' scribes and cast your vote in their competition located in Halsey. Votes must be cast before court begins on Sunday.

Embellishers Guild Contest

A Thing and Its Embellishment: Anything can be embellished! A 12th Night Contest sponsored by the Embellishers' Guild. Have you etched your drinking horn or cup with a design? Have you doodled graffiti on your sword? Have you embroidered hangings in your pavilion? Painted storage boxes? Stained some glass? Tooled a leather pouch? Decorated anything period in an appropriate manner and style? Then this contest is for you!

Brewers Guild

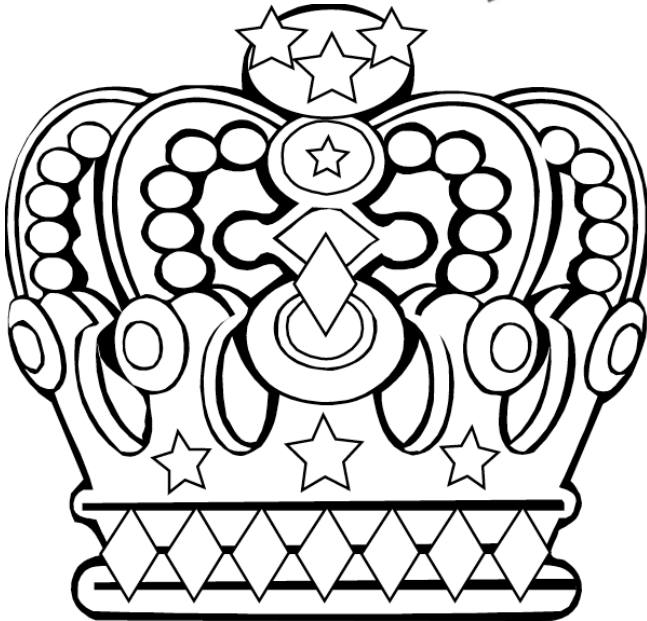
The Brewers Guild is making a comeback!! We will be having our first official guild brewing competition at Twelfth Night. The competition will be held in the Three Mountains Hospitality Suite starting at 8pm Saturday night.

Culinary Guild

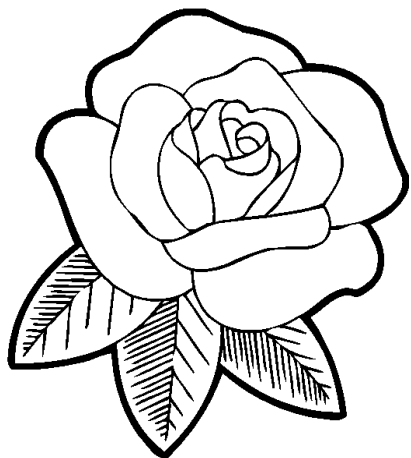
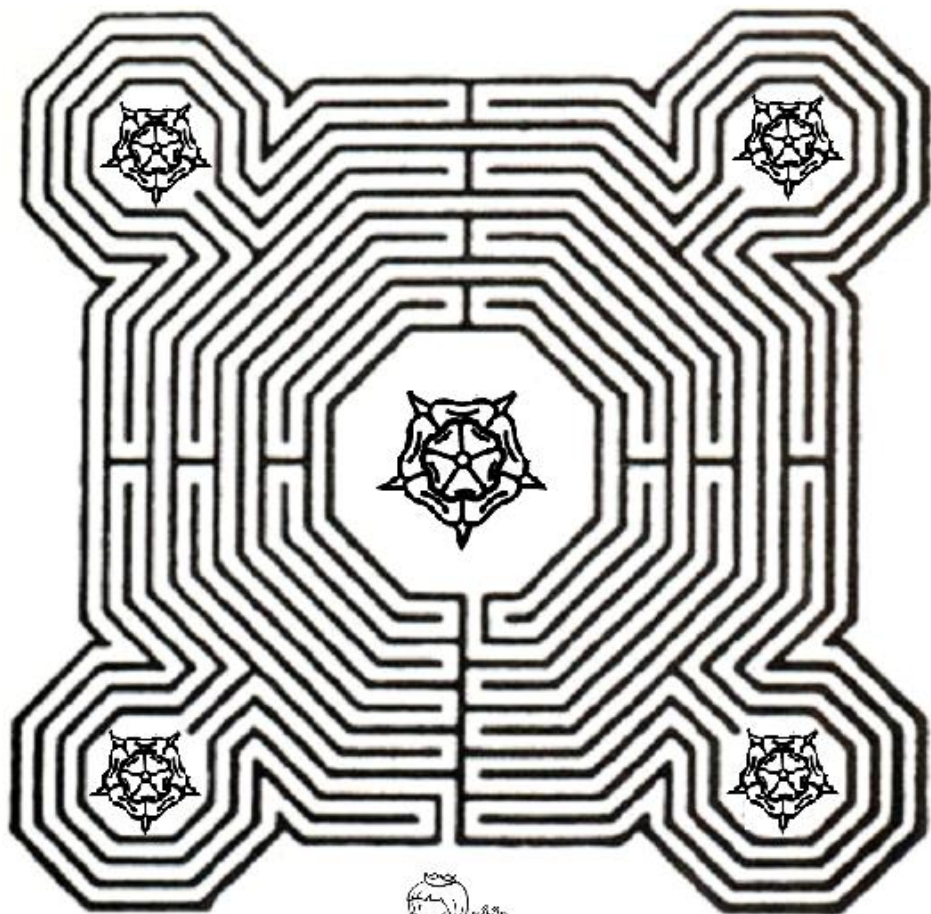
Stop by the display and learn about the West Coast Culinary Symposium happening in March 2013! The West Coast Culinary Symposium is a chance for like-minded enthusiastic people to get together and share their love and knowledge of period foods and cooking practices.

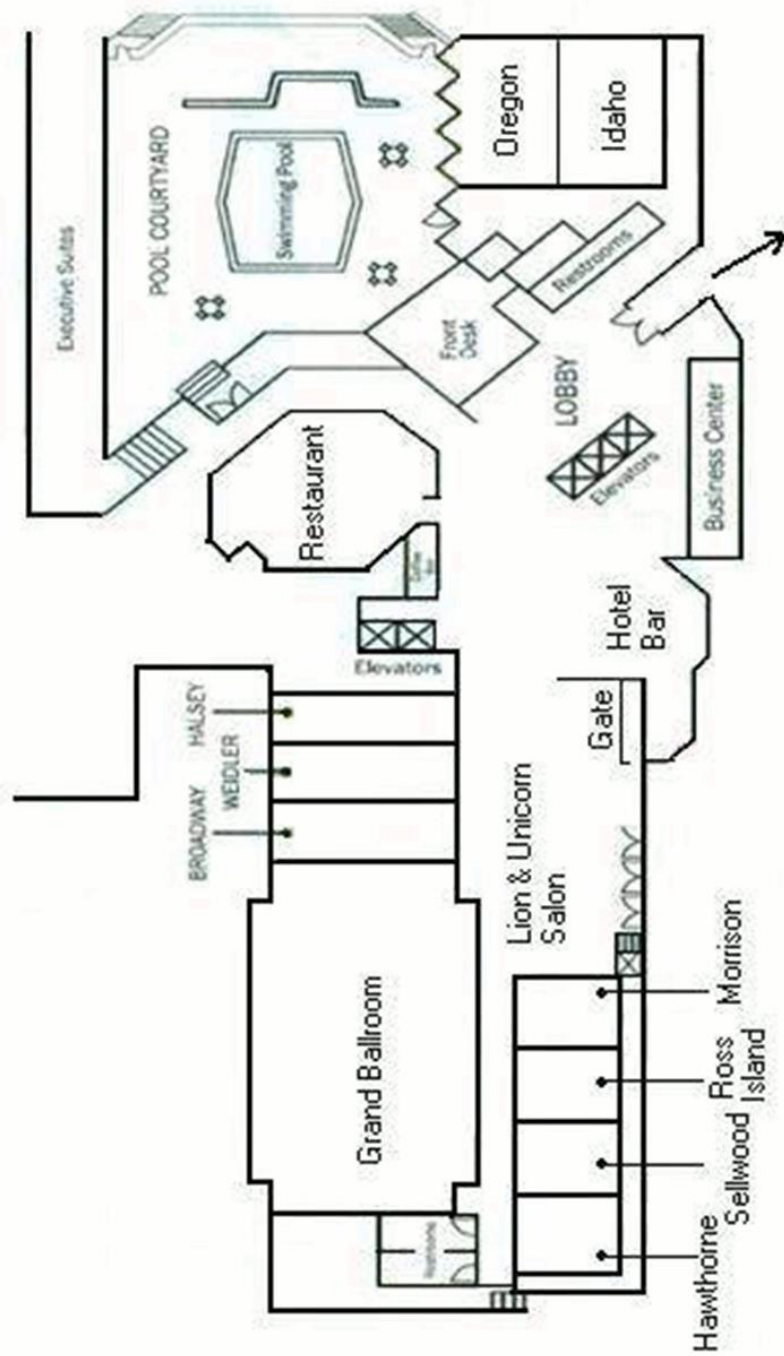
Moneyers' Guild

Stop on by and learn about our guild! The Moneyers Guild of An Tir teaches the craft of minting pre-17th century style coinage using technologies and styles appropriate to each time period. We disseminate knowledge about hand-hammered coinage and promote its use for a wide variety of SCA functions. The Guild employs a formal structure of shop keepers, apprentices, journeymen, and mastercraftsmen (fellows).



Help the King and Queen find all the roses in their garden





To Exhibit Hall: Merchants,
 A&S Display, Family Activities,
 Knight's Auction Display