

TRYGGVYS WAR III



KID'S COPY

Site copy for people 12 and younger

All of the kids' events are at the kids pavilion just off the Warfield unless otherwise noted.

FRIDAY

Game Station-Friday 4pm-7pm (all ages)

▲ Games of all types.. come learn one (or teach us one)



SATURDAY

Dragon Egg Hunt - 10 years and under

10am

We've been invaded by dragons! Luckily the War elephants have chased them off..... however the dragons left a hidden hoard... come help us find the hoard.. who knows-- they may have left an egg or two too

Something Bigger- Begins 10 years and over

Begins at 10am - turn in no later than 4pm

Pick up a small item from the kids pavilion. You can keep the item, or you trade that item with other people at the event for something bigger. Try to trade up to bigger and bigger items

Remember: All items must be non-living and must be willingly given by the actual owner of the item.

SCAvanger Hunt - 10 years and over

Begins at 10am - turn in at 4pm

The SCA is full of living history- come pick up a quest scroll to seek out the living history among us. Signatures will need to be collected as you go on your quest.

Make a Siege Engine - All ages

10:30am

War elephants make for a great first line defense, but we need a backup plan....come make your very own miniature siege engine. All pieces provided. Our engineers constructed 12 siege engines kits – only the first 12 junior engineers will be given kits.

Note – the siege engines require several hours to dry – once constructed, they can't be fired until 3pm.



Hunnic Lasso and Axe Throw – All ages

11:30am – 1:00pm

See who can lasso the Hunnic horse and throw axes at miniature enemies.

Youth Combat

2:00pm Armor inspection
2:30pm Tournament combat begins



Elephant costume making - All ages

1:00pm – 3:00pm

Come make some ears and tails to complete the party. We are available for help with costumes, and face painting.

Felix's fables

Come to court and flock together with friends for a fantastic fun fable.
After the crown gives leave, the youths will be led to a spot near court for fables during court.



A Hunnish prince on horseback.

Information for Parents

Be aware there is a large lake on site – there are no life guards.

Kingdom Children's Policy

In the interest of keeping the children of An Tir safe and allowing them to enjoy our SCA events, it has become necessary for An Tir and all of the SCA to have rules in place regarding youth at events.

Most outdoor sites have some natural hazards for children, such as lakes and fast moving rivers and streams. These should be noted in the site handout. You will of course want to be familiar with these natural features.

In addition, please read over these rules and discuss the importance of them with your children.

The Society Seneschal Policy for Youth Activities has been expanded to clarify requirements, responsibilities, enforcement, and repercussions for noncompliance.

Parents or Guardians who bring minors to an event must ensure their children's' activities are compliant with SCA Laws, Policies and site rules that require minors 12 and under to be within sight/sound of a responsible parent/guardian at all times.

All youth activities must have two adults, unrelated to each other, at all times and the activity must stop if that number falls below the required 2.

This policy does not relieve parents or guardians of their primary responsibility for the welfare and behavior of their children.

All youth attending youth activities and classes will need to be accompanied by a parent or guardian. The SCA youth events and classes should not be considered a babysitting service for youth.

Youth over the age of 12 will be allowed to attend youth activities without a parent at the discretions of the teacher of the class or leader of the activity.