

Lake Selmac is a beautiful 160 acre lake with fishing, sailing, swimming and hiking available. This park has restrooms, showers, picnic shelters, ball fields, playground, and boat ramps.

There is a small convenience store located ¼ of the mile from the Park.

There is also a Sentry Grocery Store in Selma, approximately 3 miles from the park. There is a 76 Gas station in Selma also—that is about it.

We are approximately 10 miles [?] give and take from Cave Junction. There you will find approximately 2-3 restaurants, and one fast food joint.

SITE INFORMATION

There are several water faucets, a few braziers and permanent restrooms. There are two permanent shelters where meetings will be held with picnic tables and sinks.

RV's will be located in Parking.

There will be limited Handicap parking, you must have a pass per Oregon Law!

PETS:

As a first choice, Please leave your pets at home, otherwise, provide adequate accessories to clean up after your pet. Dog owners, Oregon has a leash law and requires dogs be kept on a leash at all times. Any dogs or animals which are hostile towards any attendee will be asked to be removed from site no exception.

Be a courteous pet owner and see to the needs of your pet. A barking dog or squawking bird can diminish the atmosphere and interfere with the enjoyment of the event.

FIRES/SMOKING/FIREWORKS, FIREARMS:

FIRES must be a minimum of 12 inches off the ground and contained! **(Could change at a moment's notice!)** This is a county park and no ground fires are permissible except in the fire pit by the permanent structure. Water must be on hand within reach of the fire. **NO UNATTENDED FIRES.** Any camp found in violation of this will have their fire extinguished.

Smoking is allowed in private encampments and designated smoking areas only. Smoking is not allowed in or within 50ft. of the Royal encampment, the Eric, Merchant area, class spaces, or contest areas.

Dispose of cigarette butts properly in the trash cans located around the site. Do NOT throw them on the ground.

NO FIREARMS, FIREWORKS, OR CHEMICAL WEAPONS of any kind are allowed.

WAR INFORMATION

9 FT SPEARS ONLY. NO 12 FT WILL BE ALLOWED.

COMBAT ARCHERY WILL HAPPEN AT LEAST EVERY OTHER SCENERIO.

AN-TIRIAN ARMY—PLATE WILL NOT BE PROOF!

MORE INFO TO COME LATER THIS WEEK!

Tentative Rapier Schedule

Saturday:

All Rapier activities for today will take place on the main list field.

9am-10am: Lists/armor inspection for West Kingdom rules rapier tournament. Registration for period rapier combat classes begins.

10am-12pm: West Kingdom rules rapier tournament (format TBA)

10am-4:30pm: A list field will be made available for pick-up fights

12pm-1pm: Break for lunch

1pm-4pm: Period rapier combat classes:

1pm-2:30pm: Introduction to Saviolo

Instructor: Lord Geoffrey Lessingham This class is limited to 30 practitioners, but there is no limit on passive observers.

2:30pm-4pm: Introduction to Spanish Swordplay

Instructor: Don Pachomius OneShoe

This class is limited to 30 practitioners, but there is no limit on passive observers. Information related to the subject matter is available at <http://www.destreza.us/>

Sunday:

All Rapier activities for today will take place on the melee field. Melee Scenarios will be conducted according to the Kingdom of AnTir Rapier Rules available at: <http://antir.sca.org/Pubs/Rapier/abrc071404.pdf>

9am-10am: Lists/armor inspection for AnTir rules rapier tournament & melee combat

10am: AnTir rules rapier tournament

This will be a 45 minute open field tournament with those who lose reporting who they are and who beat them. The average number of total fights will be calculated and the top four fighters (by win/loss ratio) who fought at least the average number of fights move on to a single elimination semi-final. The winner(s) of the semi-final round move on to a best of 3 final. In all cases, double kills are double losses.

Immediately following the tournament, we will have a Warlord tournament (sometimes known as a Snowball tournament).

The tournament begins as everyone against everyone. Each person picks someone to fight. The loser joins the winner and they become a two person team. That team picks another two person team to fight. The losing team

joins the winning team and they become a four person team. This progression continues until there are two large melee teams. Each team chooses their "Warlord," the person who they feel should represent their team as captain. If more than one person is in the running for "Warlord" of a team, the competitors will fight to first blood with the winner becoming the "Warlord." Once the "Warlords" have been decided, the two teams will fight each other until all of the combatants on one team have been killed.

1pm: Melee Scenarios begin:

Scenarios:

-Border Raids: Like any good war, we will begin with a series of border skirmishes. Various "treasures" are scattered around the melee field. Each team will have a base camp and a resurrection point. The goal is to, at the end of the scenario, have the most treasure at your base camp. The first 15 minutes of this scenario will be open resurrection. The last 5 minutes, however, the dead stay dead. Each treasure requires some combination of two dedicated hands to carry it and points will ONLY be awarded for treasure that is at a team's home base at the end of the scenario regardless of how many people on that team survive. Death from behind will be in effect for this scenario.

-Bridge Crossing: Skirmishing along the border has intensified and war bands have begun to form. The two kingdoms, each intending to strike the first, decisive blow, meet at the border. Whoever controls the river crossing will have a key foothold into the other's realm. Each team has a banner. The first team to get their banner (accompanied by a live combatant) across the bridge and on to the other side wins the scenario. There is no death from behind in this scenario.

-Outpost Siege: Having gained a foothold on the enemy shore, the invading army attacks the first outpost they come to. The defenders must hold the fort against the attacking army. This is a last person standing scenario. Death from behind will be in effect. This scenario will be fought twice.

-The Great Clash: The two armies meet in open battle. Only one will survive. This is a limited resurrection battle. Each combatant can resurrect five times. The scenario ends when one army or the other runs out of combatants. Death from behind will be in effect for this scenario.

-The Final Objective: War has reached the capitol city. The invading army must fight its way through the city streets to capture their opponent's flag and carry it outside the city walls. This scenario will be fought until the objective is completed or until the invading army runs out of combatants.

Death from behind will be in effect for this scenario. This scenario will be fought twice.

NEW ARCHERY INFORMATION:

- 1) Missile combat for the war will follow each kingdoms conventions as to rules and participation**
- 2) There will be absolutely no in camp inspections of armor or equipment this year, everyone will be inspected at the war field. You will be given a very distinctive marker if you do not have this marker you will not be allowed on the war field no exceptions.**

**We will have missile combat in about every other battle. Everyone have fun and be safe we don't want anyone hurt by faulty equipment.
Please contact Gawin of Kevelioc Baron Terra Pomaria for more information.**

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