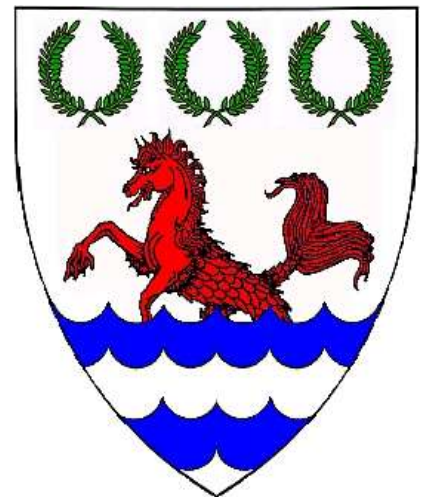


# The Barony of Stromgard Welcomes you to Grand Thing VIII



We have tried to include a little bit of everything, so that all may participate in something that they enjoy. Whether that means the vigor of combat, the learning of new lore, the challenge of games, both mental and martial, or the simple comforts of a jar of mead shared amongst friends over a fire, there will be something for everyone of all ages. Our focus for the Grand Thing is two-fold: The first is to learn and the second is to have fun as a community. The heart of the event is the Grand Thing itself, a short look at how the laws of the North were made and bound the Nordic cultures together. While it is purely theatrical, the main ideas expressed at the Grand Thing are merely a glimpse of how things might have been. In the end it is a chance for the entire event to come together under one roof, enjoy good food and song and to learn about our past.

So sharpen your spears, fill your cups and raise your voices in cheer and song.

All mundane laws apply including leash laws for pets (please clean-up after them).

We say thanks to the Baronies of Stromgard and Three Mountains, and the village of Bjorgvin for helping put on this event.

Yours in Service,

Earl Sir Edward Ean Anderson Grand Thing VIII Autocrat

HL Sgt. Ivon Dreng, Squire to Master Grendal and Grand Thing VIII Co-Autocrat

# Schedule of Events

## Friday

- 10 AM Gate opens for merchants
- 12 PM Gate opens for populace
- 3 PM Equestrian: Open practice / Authorization (3 hr)
- 9 PM Teen: Meet and greet at the Teen Hall (2 hr)
- 12 AM Gate "officially" closes, if you arrive later call the Autocrat, no one is turned away.

## Saturday

- 8 AM Gate opens
- 8 AM Archery: Range open for practice (1 hr)
- 9 AM Archery: Parent / Child Prize Tournament (1 hr)
- 9 AM Class: Don't be "Skyred" to Make Viking Age Cheese at BBQ area (2 hr)
- 9 AM Class: Viking Navigation and the Sunstone at Great Hall (2 hr)
- 9 AM Equestrian: Open practice / Authorization (1 ½ hr)
- 10 AM Archery: Children's Prize Tournament (1 hr)
- 10 AM Thrown Weapon Practice: Knives, axes, and spears at archery range (1 hr)
- 10:30 AM Armor inspection begins at fighting field
- 11 AM Opening Court at Monastery Barn (Declaration of intent for equestrian championship)
- 11:30 AM Multi-Weapons Tourney begins at fighting field (3 hr)
- 12 PM Class: How to Sharpen Knives and other Tools at Great Hall (2 hr)
- 12 PM Class: Men and Women's clothing in Iron Age Finland at Great Hall (2 hr)
- 12 PM Thrown Weapon: Practice and scoring knives, axe, and spears at archery range (1 hr)
- 12 PM Teen: Lampwork demo/class by Sanan, Enid, and Aesa at Great Hall (3 hr)
- 12:30 PM Children: Grand Thing lunch at Bjorgvin camp with Master Lonergan (1 hr)
- 1 PM Equestrian: Norse Themed Tourney (2 hr)
- 1 PM Archery: Adult Prize Tournament (1 hr)
- 2 PM Archery: Range open for practice (3 hr)
- 2 PM Children: Active and Passive Games at Pied Piper Area (2 hr)
- 2 PM Children: Swing Joust (50lbs & under) near Monastery, parents required (2 hr)
- 2 PM Games: Caber Toss competition near erics (open to all ages) (2 hr)
- 2 PM Class: Finnish Coil Embellishment at Gazebo (2 hr)
- 2 PM Class: Fingerloop Braid outside of Great Hall (2 hr)
- 2:30 PM Tiernan's Domination Tourney at fighting field (2 hr)
- 3 PM Feast set-up begins (Great Hall closed to everyone else until 5 PM)
- 3 PM Equestrian: Mounted Archery (2 hr)
- 4 PM Teen: Kumihimo Weaving Class by Sannan (2 hr)
- 5 PM Feast / Great Hall open to populace for setup
- 5:30 PM Potluck Feast begins in Great Hall (1 ½ hr)
- 7 PM Final Baronial court of Tiernan and Miranda / Royal Court at Great Hall (1 hr)

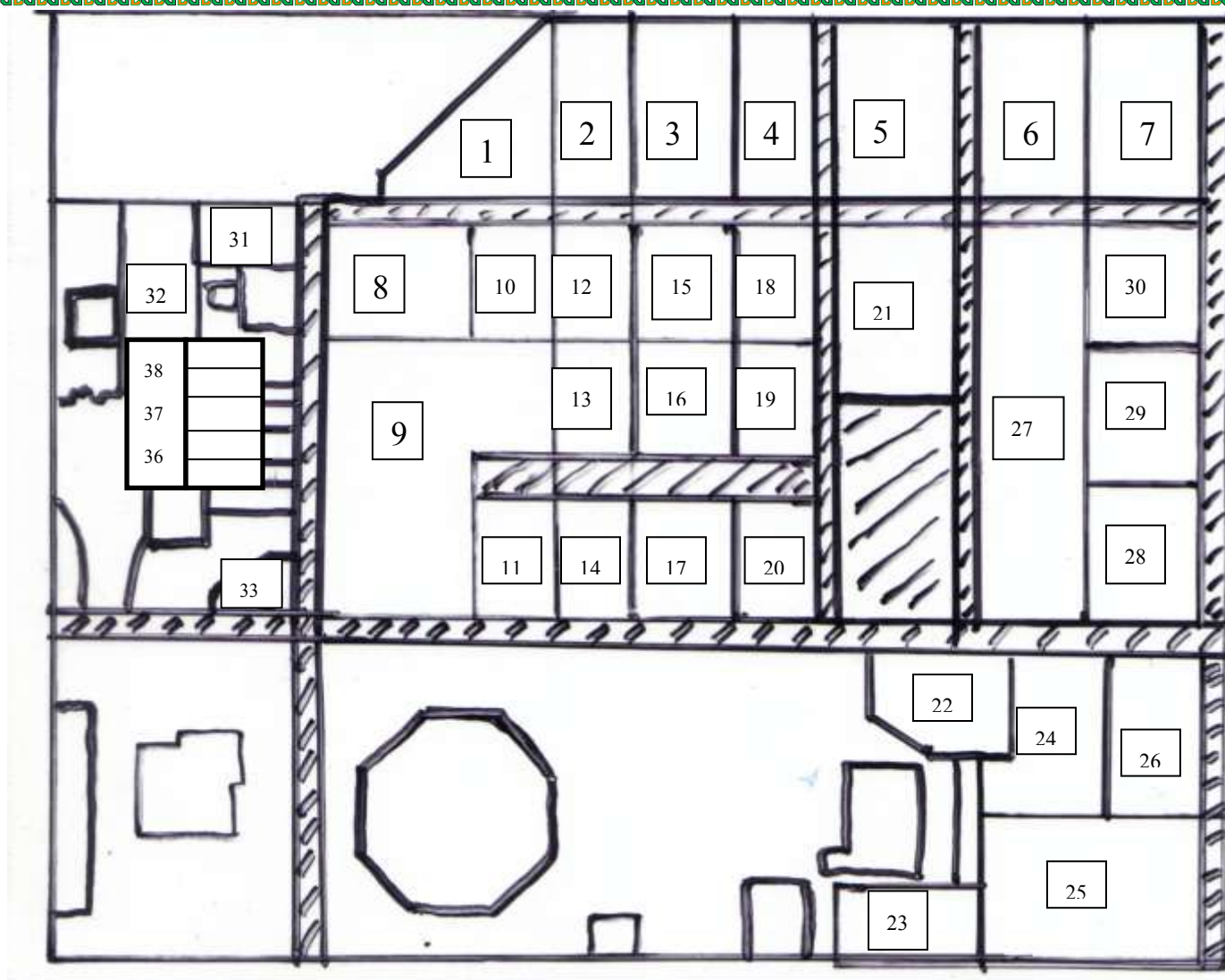
- 8:30 PM Grand Thing law giving ceremony at Bjorgvinn or Monastery if it rains (45 min)
- 8 PM Teen: Dance at Grand Hall (4 hr)
- 10 PM Norse Trade Blanket at Monastery (3 hr)

Sunday:

- 6 AM Class: How to Roast a Pig at BBQ area (throughout the day)
- 8 AM Gate opens
- 9 AM Archery: Range open for practice & Royal Rounds (3 hr)
- 9 AM Class: Cheesmaking 101: Mozzarella at Great Hall Kitchen (3 hr)
- 9 AM Class: Cast Iron Cookware 101: Proper care and feeding of at Great Hall (7 hr)
- 9 AM Class: Viking Design for Embroidery and Decoration at Great Hall (2 hr)
- 10 AM Teen: Bigger and Better SCA style by HL Lissette De La Rose at Teen Hall (2 hr)
- 10 AM Equestrian: Mounted Games practice and qualifications at arena (2 hr)
- 10:30 AM Armor inspection at Castle
- 11 AM Monastery Raid at Castle (3 hr)
- 11 AM Thrown Weapons: knives, axes, and spears at archery range (3 hr)
- 1 PM Equestrian: Demo Horses vs Humans at Monastery Hall (1 hr)
- 1 PM Children's Tea Party at Great Hall, parents required (1 hr)
- 2 PM Thrown Weapons Competition: Knives, axe, and spears at archery range (2 hr)
- 2 PM Children: Active and Passive games at Pied Piper area (2 hr)
- 2 PM Teen: Youth Heavy Armor Tournament at fighting field (1 hr)
- 2 PM Memorial Axe tournament at fighting field (2 hr)
- 2 PM Class: Camping without a cooler, Viking Style at BBQ Area (2 hr)
- 2:30 PM Equestrian: Crest Combat / Mounted Combat an Area (1 ½ hr)
- 3 PM Teen: Norse Wire Weaving Class by Aesa at Teen Hall (2 hr)
- 3 PM Games: Sheaf Tossing near erics (2 hr)
- 3 PM Equestrian: Open riding practice at arena (2 hr)
- 4 PM Archery: Range open for practice & Royal Rounds (2 hr)
- 5 PM Baronial and Prize Court at Grand Hall (1 hr)
- 6 PM Pig Feast fund raiser for Dragon's Mist (please bring side dish and cash donation) at BBQ (2 hr)
- 7 PM Games: Baron Raul's "Cut the braid contest" (Adult only women's and men's division)(1 hr)
- 7 PM Teen: Bardic by Gwyn at stage behind merchants row (3 hr)
- 8 PM Adult Bardic in Monastery (2 hr)
- 8 PM Archery: Dismantle the backdrop and clean-up area (1 hr)
- 9 PM Equestrian: "Torch Light" Tourney at Arena (1 hr)
- 10 PM Games: Adult Hops recycling competition (Spear the Beer) by eric (2 hr)

Monday:

- 9 AM Equestrian: Open riding practice at arena (2 hr)
- 10 AM Castle tear down (1 hr)
- 11 AM Teen: Clean-up and tear down at Teen Hall (1 hr)
- 11 AM Equestrian: Tear down and packing up at arena (1 hr)
- 1 PM Site closes you must be off site or YOU are charged extra!



- Birkilundi - 30
- Bjorgvin - 9
- Blue Tulip - 16
- Camp Trouble - 14
- Dragon's Mist - 1
- Fletchers - 4
- Golden Bee - 5
- Harold's Point - 33
- Hauksgardr - 22
- Italia - 15, 18
- Kate and Dublin - 31
- Kladivo - 23
- Loose Confederacy - 8
- Port Payne - 25
- Ravenstead - 19
- Shire of Rivers Bend - 24
- Sleeping Dragon - 29
- River Dragons - 2
- Roaming Rogues - 32
- Royal Retinue - 17, 20
- St. Ireney - 3
- Three Mountains - 27
- Ulfredsheim - 13
- Vinderbek - 21
- 3 Mountains - 27

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- RV Camping -
- Aelfwynn - 35
- Duchess Mary - 36
- Morgan - 37
- Red Bear - 34
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- RV overflow -
- Baroness Caressa
- Duncan MacDuff