

Estrella War XXXIII Treaty

Hard Suit Scenarios

General Conventions

It is the intention of the Principal Kingdoms to allow no more than 15 minutes between the scenarios, and when possible no more than 10 minutes. To ensure this:

On Friday and Saturday, each army shall be mustered on the field before 10:00 AM and battles shall begin at 10:00am promptly. Fighters or army not on the field at this time shall not enter until the next battle.

Battles will begin when stated, at the sounding of an air horn.

Three short blasts will signal fifteen minutes to lay-on.

Two short blasts shall signal ten minutes to lay-on.

One short blast shall signal five minutes to lay-on.

Lay-on shall be one long blast with a verbal "lay-on!" from the Marshals.

Each principal Kingdom shall provide a banner which will be used to show the muster point for each army. After "lay on" is called in each battle, the muster banners will be moved, if needed, to their location for the following battle.

If Their Royal Majesties find a severe imbalance in the size of the armies, they may choose to correct it.

Combat Archery Weapons shall be allowed in designated scenarios,

Society legal thrown weapons shall be allowed in all scenarios.

Siege weapons shall be allowed in designated scenarios and can be used against personnel and siege engines but shall have no effect on buildings or terrain.

All structures and terrain are "what you see is what you get". If a wall, hay bale, or tree can be fired over or around, then it is allowable. [POSSIBLE EXCEPTIONS BEING WALLS OF BUILDINGS IN TOWN using hay bales]?

Armor Standards

1. Armor standards for each combatant shall be of their Kingdom of residence. Society minimum requirements, and the minimums stated in this policy, will be strictly enforced.

2. All combatants on the field must have a current Estrella War Inspection Sticker displayed on their helm to indicate their armor has passed inspection for combat at that Estrella War. Fighters must report to Marshal's Point to receive their armor inspection stickers. Hours and location for Marshal's Point shall be published in the event gate book.

Weapons Standards

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1. Spears shall not exceed nine feet in length. No Mandrake tips on any 2 handed mass weapons or on spears.
2. Combat archery weapons and projectile standards must conform to Society standards.
3. Thrown weapons must resemble a period weapon (i.e. no “pork chops” or other goofy weapons)

Friday:

Armies of the Outlands and their allies have crossed into Atenveldt lands, and Morgan, King of Atenveldt, leads his forces to meet his most Noble cousin Robert, King of the Outlands. The armies first face one another upon the broad fields of Twin Moons’ lush lands

Scenario: Open Field

Description: An open field battle fought between armies of Atenveldt and Outlands with guests and allies as equalizers for numbers.

Starting Positions: One army will start on the east edge of the open field and the other will start on the west edge.

Victory Requirements: Last man standing

Number of battles fought: Be 3 of 5. Winning side gets to choose to attack or defend town first.

Allowed Weaponry: All weapon types will be allowed.

Missile Weapons: Thrown, CA allowed every other battle (1st, 3rd, and 5th battles), no siege

Fierce battles have broken out all across the Solar Kingdom, and the Shire of Burning Sands’ lands are threatened! This veritable gateway to Atenveldt from nearby Caid is critical to securing the Aten borders!

Scenario: Town Battle

Description: Attack and defense of a town consisting of 5 buildings. Will be run twice and attackers will have unlimited resurrections. Defenders must hold the buildings for as long as possible but are not required to be in the buildings. With one resurrection point (need to state where it is N, S, etc) on the field.

Starting positions: Defenders in town Attackers outside but must form as one army until lay on.

Victory Requirements: The army that takes possession of all 5 buildings with at least one soldier in it and no enemy the fastest time. At the conclusion of the first battle, armies will switch sides.

Number of Battles: 2

Allowed weapons: All

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Missile Weapons, CA, in 1st and 3rd battles, Thrown in all, no siege

The bridges that span the great canyon in the northern portion of the Kingdom are all that stands in the way between the Aten army and their Artemesian foes!

Scenario: Double Bridge

Description: Double bent bridge battle

Victory Requirements: Possession of 50% of bridge at 30 minutes or to last man standing. Winner of most battles chooses to attack or defend castle first following day.

Number of battles fought: 2

Allowed Weaponry: All weapons will be allowed.

Special Notes: Only the bridge itself has no projectiles. The army areas on each end are eligible targets.

After a long day of war the armies come together with each person striving for excellence and glory seek out challengers to fight in single combat for the sheer joy of combat.

Scenario: Battle of the 5

Description: Melee teams meet to do battle under the conventions of the battle of the 5 to determine the champion.

Location: Town Square

Saturday:

Trade routes through the woods are being threatened by the opposing armies and the watch towers must be secured.

Scenario: Towers in the Woods

Description: 2 towers will be in the woods one north of center and one south of center both will have flags in them to show which sides controls them. This is a resurrection fight until one side controls both towers, or fight goes over 15min time limit after the 15 minutes is up fight continues to last man, or both towers are captured.

Starting Points: Armies will start on the north and south end of the woods. Armies will switch sides every battle. Resurrection points will be at Starting points.

Victory conditions: Battle will continue until one side controls both towers. Control of the tower is 10 fighters in the tower and no opposing troops in Tower.

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Number of Battles: Best 2 of 3.

Allowed weapons: 6 foot and under only.

Missile Weapons: CA in every other battle, Thrown weapons in all, Siege in all.

In the mountains of this mighty Kingdom, war has come to the Castle walls! The two great armies clash in an epic battle to determine who shall have the advantage of controlling the Kingdom's keep.

Scenario: Castle with Sally port

Description: The castle has a front gate, a gate protected by a bent causeway leading to it, and a breach point in the wall. The attacking force will have unlimited resurrections and the defenders have none. Wall can be breached with Siege weapon fire 5 strikes through the siege target.

Starting Points: 1 army starts inside the castle. Army outside must deploy in front of castle 50' from the castle and causeway.

Victory conditions: Battle will be fought 2 times the winner will be the side with the fastest time taking the castle. Castle is considered taken when all defenders have been defeated. The winner will choose the starting position for the woods battle.

Number of Battles: 2

Allowed Weapons: All weapons will be allowed.

Missile Weapons: Thrown, CA, and siege in both fights.

War has broken out across the mighty Kingdom of the Sun, from border to border. Armies converge at the strategic points across the Kingdom, each vying to emerge victorious!

Scenario: Fields of War!

Description:

The battle field will consist of the Castle the Bridges and the town. 30 minute limited resurrections (rez's every 5 minutes) All terrain is in play walls are walls doors are doors if you can fight over it you may fight over it though you must use doors and gates to enter and exit buildings. The river is in play though its entire length is fordable all fighters must walk while in the river no running or trotting or anything other than a walk. (River bottom is unsafe for horses bearing any weight)

Starting Points: Armies will start on the west and east side of the field and will swap sides each battle. Resurrection point will be at the army's starting points with a marshal timing the resurrections every 5 minutes.

Victory conditions: There will be 3 flags placed on the field 1 flag will be placed in the castle 1 will be on the bridge and one in the town. Each flag is worth 1 point. If sides are tied at end of 30 minutes fight will

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go to last man standing. Control of the flag is 10 fighters on the flag. Flags do not count as controlled unless there are 10 fighters around it even if it is behind current battle lines.

Number of Battles: 2

Weapons Allowed: 6 foot and under first battle all weapons in 2nd battle,

Missile Weapons: Thrown in both, CA in 2nd all weapon fight. Siege in both.

For all of our recently lost friends, let us come together for fun and friendship.

Sunday:

Scenario: The Lycurgus Cup

Description: The 2 armies have come together in friendship after a gallantly fought conflict to make sure that everyone has had their fill of fighting.

This will be a 3 hour resurrection fight with resurrections happening every 5 minutes (can be shortened if there are small numbers of people)

Starting Points: Armies will start on the east and west side of field. Resurrection points will be set up on the north and south side of the field with flags to show what side they are for. There will be a marshal timing resurrections at each point.

Victory conditions: This battle, fought for the love of friendship and camaraderie, will have no victory or loss conditions, as all combatants win! Resurrection battle is fought merely for the love of fighting and to honor those who have moved on from this world.

Weapons Allowed: All Weapons will be allowed.

Missile Weapons: CA, Thrown weapons. No siege.

Rapier Scenarios

Conventions and Marshalling Concerns Rapier Combat Estrella War 2017

Estrella Rapier Marshals and Rapier Marshaling Team

1. The Estrella War Rapier Marshal in Charge (RMIC) and their designated Deputy will serve as the primary marshals for armor/weapon inspections and marshaling of rapier scenarios.

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2. The RMIC shall form a Rapier Marshaling Team (RMT) that works together to administer and manage all rapier activities.
3. The RMT holds primary responsibility for:
 - Coordinating setup for all rapier scenarios defined in this Treaty and marshaling of the combat fields for those scenarios.
 - Ensuring the safety of spectators, unarmored participants, marshals and rapier combatants. In this capacity they are responsible for defining boundaries and guidelines to minimize the risk to spectators, participants, and bystanders within the constraints of the site.
 - Holding a Marshals' Court at the end of each day of fighting to address any issues of the combat field.

Marshaling

1. At least one member of the RMT must marshal the field during all melee scenarios.
2. There shall be at least 1 marshal for each 25 fighters on any melee field.
3. There shall be at least 1 marshal for each 2 active arenas during tournament combat.
4. A marshals-and-commanders meeting will be held in the Estrella War Knowne World Rapier Camp at 5:30 pm on Wednesday, February 22, 2017; prior to the first day of combat.
5. All field marshals will have notepads available to record incidents that arise during the Rapier Scenarios. The RMT may choose to address incidents immediately and/or at the Marshals' Court.
6. Marshals shall use the phrase "edge of the world" or other similar phrasing to warn combatants when melees approach the edge of the field. "Edge of the world" in no way implies a hold. Any fighter(s) that continue to retreat and touch the edge of the field are "killed" and will be informed of such by the marshal.
7. Unless otherwise published, the "Kingdom of Atenveldt Rapier Marshal's Handbook, October 2015" and the "SCA Rapier Marshal's Handbook," November 2015, along with subsequent addendum and rulings, will be the default for all tournaments and melees.
8. If the condition of the melee field is found to be a safety concern for either melee or tournaments, an alternative combat venue will be used. This decision must be made by the RMIC in consultation with Estrella War Staff and/or the Crown.

Armor & Weapons Guidelines/Inspections

1. Atenveldt and Outlands allowable blade conventions will be observed; Light Rapier blades will not be permitted.
2. Parrying devices and rubber band guns need to be inspected only once during the War.
3. Armor and Weapons must be inspected daily. Fighters will observe the armor requirements of their respective Kingdoms.
4. Inspections must be from a member of the RMT or a marshal designated by them.
5. Inspections will be available at Rapier Marshals' Point, Principal Kingdom Musters, and any official tournament.

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6. Any Rapier Fighter from any Kingdom under the age of 18 years:
 - May only be inspected at Marshals' Point by a Youth Marshal, one of the Principal Kingdom KRMs, or the RMIC.
 - Must have a parent or legal guardian on site and with them at daily inspection to sign paperwork.
 - Must display a yellow diamond "Youth Fighter" mark on the glove of their dominate hand; another yellow diamond MAY be displayed on their mask.
7. Rubber Band Guns (RBGs):
 - RBGs will be used in scenarios throughout Estrella War.
 - Generally, each side will have ammo equal to 10-20% of the opposing force, rounded down.
 - Ammo may never be gleaned
 - Dead fighters may not pass off guns or ammunition.
 - Spent ammo may not be re-used in the same scenario.
 - RBG ammunition may not be filled with material or otherwise artificially weighted.
 - RBGs and simulacra may not be modified to falsely appear loaded.
 - Non-standard RBGs will be considered on a case by case basis with final say belonging to the RMIC. Non-standard includes but is not limited to RBGs modified to serve as a dagger, sword, or spear in addition to its RBG function.
 - RBG rounds DO NOT ricochet; for our purposes, hitting a single target removes all deadly force from a fired round. Fighters MAY CHOOSE to accept a ricochet at their own determination, but it is NEVER required.
 - Menacing with unloaded RBGs; see Conventions and Rules of Engagement.
8. Thrown Weapons. SCA Rapier rules allow for use of various projectile weapons in rapier melee combat. Estrella War Rapier will employ previously tested and demonstrably safe thrown weapons as part of some scenarios. Thrown weapons will use the following guidelines:
 - Generally, each side will have a roughly equal number of thrown weapons at the start of a scenario.
 - Thrown weapons will be commercially purchased foam axes modified for SCA rapier combat.
 - The RMIC and RMT will provide all thrown weapons during these scenarios. Fighters wishing to bring thrown weapons of their own construction must have them inspected and approved by the RMIC. It is recommended anyone with questions contact the RMIC early to determine acceptable thrown weapons.
 - Thrown weapons may be used as rigid parrying devices
 - Thrown weapons may only be used to attack at range; they may not be used to strike an opponent while held in the hands of the wielder. Thrown weapons may employed within engagement distance by throwing them.
 - Any **MOSTLY** unimpeded hit by a thrown weapon should be considered a valid blow and the fighter should react appropriately. Fighters should not try to determine if the hit was with a blade or haft; ALL such hits are considered injurious.

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- Glancing hits as a result of impeding a thrown weapon or a thrown weapon rebounding are considered non-injurious.
 - Thrown weapons may be blocked, parried, caught on weapons and defensive devices, and gleaned by either side.
 - Thrown weapons MAY be handed off by dead fighters by dropping to the ground where they die.
 - Thrown weapons may NOT be caught in a fighter's hands. Such practice will result in the loss of the fighter's hand catching the weapon.
 - Thrown weapons will NOT be intentionally thrown at fighters from outside the 180 degree engagement of a fighter. Because combat is fluid and fighters are mobile, fighters should accept unimpeded Thrown Weapons even if they hit outside the 180 degree engagement.
9. Spears / Pikes / Polearms. These weapons are specifically allowed in scenarios already designated for their use. KRMs from each participating Kingdom must have trained and authorized all spearman from their Kingdom. Spears will use the following guidelines:
- Generally, each side will have spears equal to 10-20% of the opposing force, rounded up.
 - Spears will be employed only by fighters approved by the RMIC and participating Kingdom KRMs.
 - All weapons will meet Society standards and will be employed as described in Society rules.
 - Rapier fighters are encouraged to provide feedback on spears in melees to the RMIC and KRMs following these scenarios.
10. Two-Handed Swords. The 2015 Society Rapier Handbook provides guidelines to define dagger, single-handed swords, and 2-handed swords with greater clarity at inter-Kingdom events. Two-handed swords will use the following guidelines:
- All weapons meeting the Society standard for 2-handed weapons will be noted and approved for use by the RMIC and/or the KRMs of Atenveldt and Outlands prior to use on the field.
 - Questionable weapons (e.g., those with handles longer than 1/3 the length of their blade) will be approved for use on a case by case basis by the RMIC and/or the KRMs of Atenveldt and Outlands prior to use on the field.

Conventions and Rules of Engagement

1. Rules cannot replace common sense, good judgment, and concern for the safety of all participants. "Rules Lawyering" is unacceptable and will not be tolerated. Anyone trying to bend or break rules to gain unfair advantage will politely be asked to stop. If the questionable action persists or constitutes a safety violation, any Marshal from the RMT may remove the offender from the field and they may be subject to further sanction by the RMIC or their respective KRM.
2. Target Areas and Valid Blows:
 - As with any event with multi-Kingdom participants, there will be differences in blow calling, what is considered a "valid" blow, and other conventions.

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Communication—both between fighters, and fighters and Marshals—is key to reducing misunderstandings and frustration.

- The entire body is a legal target.
 - There is no “armor as worn” during melee combat and all combatants are assumed to be unarmored when judging the validity of blows. Combatants need only make their blows felt through their opponent’s clothing.
 - Valid blows are thrusts, draw cuts (See below), and tip cuts. A slap, flat, or skipping blow does not constitute a valid blow. **As is the accepted norm, fighters will chivalrously determine the validity of and accept blows dealt to them.**
 - Cuts
 - A valid draw cut is any cut delivered by placing the edge of the offensive weapon against the opponent and drawing (**pulling AND/OR pushing**) the blade. No contact should be made with either the quillions or any other part of the guard during the execution of a push cut.
 - A valid tip cut is delivered by placing or laying on an edge in the last 2 inches of the blade against the opponent and drawing it across their body.
 - In all cuts, continuous pressure and a draw length of at least **4** inches are required for the completion of the cut; merely laying the tip or edge of the blade against an opponent is not sufficient to be considered a valid cut.
 - If the blade is drawn all the way across a limb or the throat and this distance is less than 4”, this shall also be considered a valid draw cut.)
 - Society rules will be utilized for determining the validity and result of blows.
 - Unless a scenario specifically forbids it, a combatant that loses the use of both arms/hands may step off the line of combat and remain active. If any armed opponent then enters engagement distance, the “disarmed” fighter must immediately yield and quit the field.
3. “Capture for Ransom” will not be used in scenarios.
4. “Death from Behind” and “180° Engagement” shall be used in all melee scenarios.
- “180° Engagement” is a safety convention that defines the “front” and “rear” of an opponent for determination of delivering Death from Behind attacks. An attacker will be considered in a “front” attack zone if he/she is at least even with and parallel to the opponent’s shoulders and torso. The attacker may deliver a standard blow to their opponent if they are within this zone. If an attacker is outside the “180° Engagement” zone, attacks will be considered and performed as “Death from Behind” attacks.
 - “Death from Behind” is safely performed by approaching an opponent from behind and laying a sword blade (not a dagger blade) upon their shoulder. A minimum of 1/3 of the blade should be visible to the opponent. The attacker must then give a verbal cue of “You are dead from behind m’lord/m’lady.” or other equivalent before continuing on. Daggers may **NOT** be used to execute “Death from Behind.”

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- The attacked fighter is considered dead upon seeing a blade over their shoulder, feeling the touch of the blade, or hearing their opponent call them dead. Fighters may not spin, dodge or otherwise evade a properly executed “Death from Behind”.
 - Fighters are encouraged to use good judgment in accepting blows if they turn towards an opponent either in the midst of executing “Death from Behind” or when close enough to have actually struck them from behind.
 - A fighter may only perform “Death from Behind” on one opponent at a time.
5. “Killing” Touches and Exiting the Melee Field:
- Upon receiving a “killing” touch, fighters must clearly identify themselves as “dead”. Preferably, this is done by carrying their weapons crossed over their head or held in front of them by the blade, point down. Any fighter seen carrying their sword reversed by the blade will be considered dead by the RMT and will be expected to exit the field or Res, as the case may be.
 - A fighter may utter a single word or short phrase when they are killed. Any subsequent communication with “living” fighters is prohibited, except for marshaling and safety concerns.
 - A dead fighter must attempt to exit the melee field in a timely manner. When exiting the field, they should do so in a direction that is away from active combat. During a press, dead fighters should signal their status, make themselves as small a target as possible, and exit in the most expeditious direction that limits the disruption of either side’s movement (this maybe through the opposing side’s line or your own). If there are no feasible exits from the current combat, the fighter should signal their status and remain stationary until a hold is called or opportunity presents. Stalling to block or obstruct opponents, or using a “Dead” fighter as a barrier, is expressly forbidden and may result in marshal sanction.
 - Legged fighters will remain stationary except to change direction on the field. Legged fighters may be moved by being “carried” by 2 other fighters. Carrying fighters must have a free hand to hold the arms of the legged fighter.
 - Legged fighters **MAY** be engaged from behind/outside the 180° arc of engagement. Fighters will execute Death from Behind on legged fighters using the same procedures cited above, paying special attention to a legged fighter potentially flinging themselves back.
 - Any fighter who removes their mask or other safety equipment before fully exiting a live field can be required to marshal the next scenario.
6. RBGs on the Melee Field
- Safety with gun simulators is of utmost importance. Loaded RBGs will not be pointed at anyone except during active melees; nor will they be pointed at any individual not on the melee field and engaged in the melee. This includes the RMT, field support, and spectators.
 - “Menacing” with unloaded RBGs. Gunners **may** menace other fighters with both loaded RBGs without firing; and with unloaded RBGs. There is no way of determining if a “real” black powder weapon was loaded until such time as it

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was fired. As such, RBG simulators should be treated as very real threats. It is up to the fighter to remain aware of and observe their surroundings, and react appropriately.

- Fighters hit by RBG rounds will treat them as they would any other blow. Fighters may take hands, arms, legs, suffer a stapling attack, and be “killed” as a result of RBG attacks.
 - Once discharged, RBG rounds may **NOT** be dodged, ducked, parried, or blocked. Bullets are considered to pass through bucklers/shields and weapons to strike the body behind. Fighters will treat such hits as though they would have continued and struck the body part in its path. Fighters **MAY** throw themselves in front of incoming RBG rounds, sacrificing themselves to spare the intended target.
 - RBG rounds **DO NOT** ricochet. Only the first fighter struck by the RBG round is required to accept the attack. Fighters struck **MAY** decide a particular incident is amusing and fun and allow for ricochets if they so choose—but it should **NEVER** be expected.
7. Resolving Conflicts: Fighters who have a conflict should accompany each other to a marshal. The name of each combatant and the nature of the dispute will be heard and recorded. The issue can be resolved either immediately or at the Marshals’ Court. Any fighters leaving the field without pursuing this process forfeit their right to make a legitimate complaint at a later time.
8. Sealing the field: The fighting field will be closed at the beginning of each scenario. In a normal scenario, fighters not on the field will not be allowed enter the field until the beginning of the next scenario. In the case of a resurrection battle, latecomers may enter the field at their resurrection point.
9. Holds:
- A hold will be called whenever there is a clear safety hazard due to conduct or equipment.
 - When a hold is called, all combatants should assume a non-threatening posture, point their weapons vertically, and await direction by the marshals. If possible, fighters are encouraged to kneel or sit during a hold.
 - Combat shall not resume until the cause of the hold is resolved and reported to a member of the RMT.
 - There is no convention for “local Holds”; fighters are encouraged to pause in a localized area in a chivalrous and honorable manner if a situation warrants it but a “Hold” for the entire field is unnecessary. Fighters should not be chastised for calling “Hold” in any situation.
10. Lay on:
- Fighters may engage in melee combat only after the primary marshal has received acknowledgement of readiness from both Allied Realms and has instructed them to begin.
 - At “lay on” of a melee, or anytime thereafter, any fighter on the field who is not fully armored may be called dead by a marshal and must immediately exit the field of combat.

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Exposition and alternative scenarios

1. Combat Archery. SCA Rapier rules allow for use of Archery in rapier melee combat. To that end, the RMIC will be testing bows and padded arrows during Estrella War. The scenarios in which archery is employed will not affect other scenarios or the overall victor on the battlefield. Combat Archery will use the following guidelines:
 - Bows will be 20-30 lb draw hand-bow, acceptable for archery tag and for SCA rapier combat.
 - Arrows will be fiberglass or carbon shafts with broad, padded foam arrowheads with $\frac{3}{4}$ " flat surfaces interior to the foam to prevent penetration by the shafts. They will NOT contain sharp points.
 - The RMIC and RMT will provide all Archery Equipment during these scenarios.
 - Archers will be designated and approved by the RMIC prior to scenarios. They will be authorized in Target Archery and Heavy Rapier.
 - Fighters will not bring their own bows and/or arrows without approval by the RMIC well before Estrella War. It is recommended anyone with interest in archery or other questions contact the RMIC early.
 - Combat Archery will have a minimum range of 10'. Combat Archers will be stationary and the minimum range will be marked. Those wishing to distract or disrupt Combat Archers will have a 5' safety range. Closing inside that range is prohibited. Combat Archers may choose to join the fray if they are made ineffective due to range or depletion of their arrows.
 - Arrows may not be gleaned during the scenario. All arrows will be inspected at the end of the scenario in which they are used to determine their suitability for continued use.
 - Any unimpeded hit by an arrow should be considered a valid blow and the fighter should react appropriately.
 - Glancing hits as a result of impeding an arrow or an arrow rebounding are considered non-injurious.
 - Arrows may be blocked, parried, and caught.
 - Arrows may be caught in a fighter's hands.
 - Arrows will NOT be thrown at fighters.

Field Set Up

The Open Field will be set up with a castle and a town with several buildings set at opposite ends of the field, with a large "marshland" between them. The "marshland" will consist of several large islands with bridges and stepping-stones to traverse between them.

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The woods will be set up with a “dungeon” in the center; otherwise, the field will have designated resurrection points and other locations as dictated by the scenarios

Sequence

Thursday, February 23, 2017

Muster and inspections will be at 1:30PM; fighting starts at 2:00PM. Location to be determined.

- **Battle of Five—Team Tourney:** A mini-melee tournament will take the place of scenarios. Battle of Five will be held to practice and show off our melee skills as skirmishers. Teams will consist of up to 10 fighters. Only 5 fighters will take the field at any time, with no more than 2 fighters on the field being Masters of Defense and/or Defenders of the White Scarf and equivalent.

Friday, Feb 24, 2016

- **Mixer - Don't Split the Party:** Small bands of “heroes” (3-5 random fighters) are out to make a name for themselves by destroying the “monsters” (Defenders of the White Scarf or their equivalent and the Masters of Defense). The mixer will be fought for 10 minutes; if either side is eliminated before time, the field will reset and fought again. Death from Behind, RBGs, Thrown Weapons, and Spears are not allowed during the mixer.
- **Scenario 1- Dungeon Keys:** Both sides will attempt to find and recover mystical “keys” to enter the Dungeon where a Mighty Dragon hoards its treasure. Victory conditions are met when either side successfully retrieves all of their “keys” and places in the “lock”. The side who achieves overall victory in this scenario will receive a “bonus” in the next scenario. The scenario is a limited resurrection, and will be fought 2-3 times for a total of 30-45 minutes.
- **Scenario 2 - Dragon's Treasure:** One side will attempt to loot as much treasure from the Dragon's lair as possible within the allotted time and take it back to a designated collection point while the opposing force attempts to stop them. Victory conditions are met by taking the most treasure to the collection point in the allotted time or killing the other side. The victor of this scenario will be given a “bonus” to use in the next scenario. This scenario is a limited resurrection battle and the scenario will be run an even number of times, with each army taking a turn as both looters and defenders, for a total of 60 minutes.
- **Scenario 3 - Rescue the Hostage:** Noble hostages are being held in the opposing force's prison. Each side will attempt to rescue their hostage and escort them safely back to

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the middle of the Dungeon, while simultaneously trying preventing the opposing side from doing the same. Victory conditions are met when one side successfully rescues their hostage. The victor of this scenario will be given a “bonus” to use in the next scenario. The scenario is a unlimited resurrection, and will be fought 2-3 times for a total of 30-45 minutes

Total Time for Friday: 2 – 3 hours

Saturday, Feb 25, 2016

- **Mixer - Every Blade for Themselves:** Fighters will face each other with single sword to see who will be the last man standing. The mixer will be fought for a total of 10 minutes; if a single fighter stands victorious before time is up, the field will reset and fought again. Death from Behind, RBGs, Thrown Weapons, and Spears are not allowed during the mixer.
- **Scenario 1 - Raid the Town:** A legendary flag is being flown over a town. Attacking force will attempt to steal the flag and present it to their general, while the defense force tries to keep it flying. Victory conditions are met when the attacking team returns the flag to their resurrection point or the defense force keeps the flag until time has elapsed. Each side will be given the chance to attack and defend. The victor of this scenario will be given a “bonus” to use in the next scenario. The scenario is an unlimited resurrection, and will be fought 2-3 times for a total of 30-45 minutes.
- **Scenario 2 - Marshland Defense:** Gold and jewels simply are not enough for some people they want the land too. Each side will attempt to control the land leading up to the castle keep with the cunning use of flags. Marshals will count controlled flags at pre-determined intervals; Victory will go to the side that has the highest overall count at the end of the scenario. This scenario is an unlimited resurrection and will be fought for a total of 30 minutes.
- **Scenario 3 - Castle Fall:** The Raiding force will attempt to loot as much gold from the castle, marshland, and town as possible and return to the wilds from which they came before the defense force can stop them or an all-consuming fire destroys everything. Victory conditions are met when all of the gold is looted, or time has elapsed. This scenario is a modified unlimited resurrection battle and the scenario will be run an even number of times, with each army taking a turn as both looters and defenders, for a total of 45-60 minutes.

Total Time for Saturday: 2 - 3 hours

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Estrella War Archery

Basic Schedule for Adults

Tuesday Morning – Opening the practice range

Wednesday Morning – Opening the practice range

Wednesday Afternoon – Royals officially opening the Scenarios Range

Thursday Morning – KRA Prize Shoot: Dream Together.

Thursday Afternoon – Queen’s Champion Shoot

Friday Morning – Ivarr’s 2nd Annual Estrella War Traditional Shoot

Friday Afternoon – Baronial Prize Shoot: The Hunt (hosed by the Barony of Ered Sul)

Saturday Morning – The Lord of the Rings Estrella Champion qualifying shoot

Saturday Afternoon – The Estrella Championship Finals (Zombie Race)

Ivarr’s 2nd-Annual Estrella War Traditional Shoot

To be styled based on the shooting at the Mark the Yeoman did on the way to Sunday praise in England.

The shoot will be held Friday morning, first arrows at 10am. The targets will be clout. Single arrow per target, closest arrow wins that point. 6 targets each round, then they are moved. Shoot will consist of 7 or 9 rounds, dependent upon time.

Due to the nature of this shoot, all entrants MUST be present at 10 to participate. Bow shooters will be divided into two groups: 34lb draw and lower, and 35lb draw and above. Any adjustments will be posted at the range. Targets will be set at distances from 35 to 80 yards.

Youth Archery

Thursday: 10:00 am-Noon

1:00 pm -3:00 pm

Friday: 10:00 am – Noon

1:00 pm – 3:00 pm

Saturday: 9:00am – Noon

Estrella War XXXIII Treaty

As before, Thursday and Friday is for teaching rules, range etiquette and target practice using standard target faces. Saturday morning there will be a tournament with 1 winner going to each of the following age groups; Ages 5 -7, 8-10 and 11-13

Note: Children or youth older than age 13 are welcome to come and shoot with the younger kids but may find it too slow or boring and are encouraged to shoot with the adults.

Scenarios for the tournament will be Grimm's Fairytales themed.

This year, the winners will receive a scroll presented by a crowned dignitary or other representative as determined by the KRA and the EW Mains, on the range at noon on Saturday after the tournament. Last year, we had our own Queen Melissa of Atenveldt perform the honors, while in years past we've seen the Princess from Oertha, the Queen of the East Kingdom, and more. This is a big deal for the kids, as they are not often called up in court or receive scrolls. We refrain from awarding these scrolls in Grand Court because our youth are most often not in attendance at such long courts.

Thrown Weapons

Schedule to be posted at the range at War, dependent upon the number of available TW Marshals. The range will include throwing fun for both youth and adults.

The following are the Arts and Sciences categories Estrella War 33:

Middle Eastern Dance: A pre 17th century, Middle Eastern Dance presentation that is appropriate to the Middle Eastern region. Acceptable dance formats can include Persian, Court Persian, Folk Persian, Ottoman Turk, and Whirling Dervish. The dance presentation should not be composed from Tribal, ATS, or Cabaret. Documentation should include all materials used and a detailed description of the process. Include specific time period or region and appropriateness for the material.

Archery Equipment: may include bows, arrows or archery related armor. Pieces must be pre 17th century equipment used by archers during this time period. Documentation should include all materials used and a detailed description of the process. Include specific time period or region and appropriateness for the material.

Painting on Fabric: any pre 17th century application of paint on natural fiber fabric. This can include, but not limited to clothes, walls, and silk banner. Documentation should include all materials used and a detailed description of the process. Include specific time period or region and appropriateness for the material.

The following selections have been made for Estrella 34 Arts and Sciences Categories:

- Crowns and Coronets
- Tooled Leather (small item)
- Shoes - cobbling