

Quest for Camelot XVI

(Lokiield's Quest)

May 14-17, 2015; AS L

Event Steward: Lord Diarmait mac Daid

Armored Marshal: Lord Turstin FitzOsbern

Rapier Marshal: Lady Beathag MacLaren

Throwing Marshal: Lord Doughal MacLaren

Archery Marshal: Honorable Lord Crispin Fletcher

Bardic Coordinator: Ban Ollamh Orlaith Ballach Inghean Fhlain

Thursday, May 14:

12:00 pm: Site opens

6:00 pm: Troll open until 8:00 pm

7:30 pm: Inspections begin for torchlight tourney

8:00 pm: Torchlight Tourney (armored combat)

Friday, May 15:

9:00 am:

Troll open until 12:00 noon

A&S displays open, please share your pieces

- 1) Armor Challenge: bring a piece of armor you've made
- 2) Tool/Utensil Challenge: bring any tool and/or utensil that you've made
- 3) Illumination Challenge: bring a piece of illumination or calligraphy you've made
- 4) Clothing Challenge: bring any piece of clothing, footwear, headwear or worn item you've made
- 5) Inspiration Challenge: bring any A&S piece you've made that was inspired by someone or something

*items may be used in more than one challenge if appropriate

9:30 am:

Inspections begin with authorizations to follow (armored and rapier)

Throwing range opens for open throwing

Archery Range opens for target shooting

Friday, May 15 (cont):

11:00 am:

Bar Room Brawl Challenge (Rapier)

Join your fellow tavern goers, grab whatever weapon happens to be on the table next to you for a free for all tavern brawl

Pick-ups will follow

3 For All Challenge (Armored)

Fighters will compete in a three stage race to include sword and shield, archery and thrown weapons

Pick-ups will follow

Shrinking Rings Challenge (archery)

3:00 pm:

Snow Man Challenge (thrown weapons)

Test your throwing skill at three stacked targets

Monster Hunt Challenge (archery)

Kube (family activity)

Sweedish style lawn game will be set up near the playground

6:00 pm:

Troll open until 8:00 pm

“Meat and Greet” at the beer garden next to the Campground office. Food provided courtesy of the Shire of Schattentor

8:00 pm:

Bardic Quest Challenge (Bardic Cabin porch)

Share a song, story, poem or other bardic piece about a quest or journey

General bardic circle to follow

Saturday, May 16:

9:00 am:

Troll open until 12:00 noon

A&S displays open, please share your pieces

9:30 am:

Inspections begin with authorizations to follow (Armored and Rapier)

Throwing range opens for open throwing and Target Challenge

Archery Range opens for Robin Hood Challenge

Sat, May 16: (cont).

10:00 am: (until Court)

Scavenger Hunt (starts at playground)

Beads have been placed around site. Players are given a string and a clue. Each clue will lead the players to the next bead and the next clue. *Must have someone able to read to tag along.

Medieval style board games will also be set up in the playground area for anyone and everyone to play.

11:00 am:

(Don't) Ring My Bell Challenge (rapier)

Blade control challenge...touch the bells without ringing them

Lokiold's Birthday Bouts (Armored)

Lokiold's shield will fight the next set of Birthday Bouts that he won't be able to. 60 bouts, any fighter is welcome to wield the shield in Lokiold's honor

Ring Shoot (archery range)

1:30 pm:

Drunken Sailor Tourney (rapier)

After a few drinks, you and your partner stumble out of the tavern and run into a pair of thieves.

Point Buy Challenge (Armored)

Available to everyone. Each participant has 20 points to "buy" a squad of fighters. Costs are:

Royal Peer: 15 points

Knight: 10 points

GOA fighter: 7 points

AOA fighter: 5 points

"Novice" fighter: 2 points

Disarm the Bomb Challenge (throwing range)

Try to cut the fuse on the bomb to disarm it

Gambling Challenge (archery range)

3:00 pm:

Lifeline Challenge (archery range)

5:00 pm: (dependent upon her Majesty)

Court at the "Chapel" area (indoor location to be determined if necessary)

Sat, May 16: (cont).

8:00 pm

Stories with Lokield (Bardic Cabin porch)

We all have a “No Sh!t, there I was” story involving or about

Lokield. Come share your stories about or inspired by Lokield.

General Bardic Circle to follow