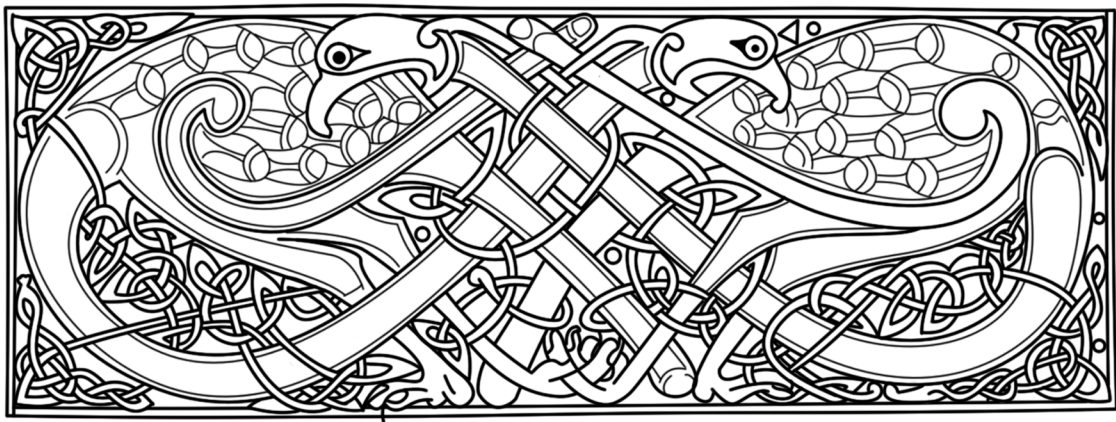


ROWANY FESTIVAL



NEWCOMER'S GUIDE

2023

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Welcome to the Newcomer's Guide for Rowany Festival 2023. I sincerely hope that you will find this to be a useful resource as you navigate your way around the event.

This guide is intended for people that have some familiarity with the SCA, but are new to large events such as Rowany Festival.

You can find a full activity schedule, A&S guide, and a Rapier Guide for this event at the Rowany Festival website. A full accounting of all rules and regulations are available at the Gatekeeper's Lodge, as well as on the website.

This is the first year that this guide has existed, and so I am sure that there are many aspects of it that will be reviewed and written for next year. Thank you to all those that aided in this guide coming to fruition.

Warm Regards,
Master Bjorn Saemundarson

CARS ON SITE

Cars will be permitted on site at the following times. For more information on parking, please see the When You Arrive section of this guide.

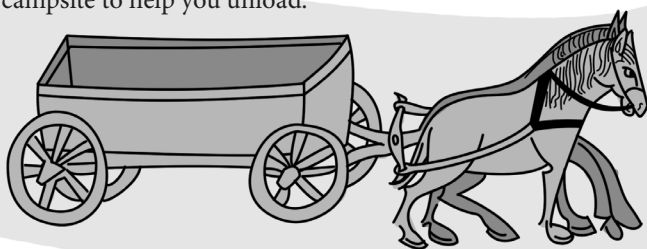
During Opening Court – between 10am-12pm Thursday 13 April – we request that no cars be driven on site, and any cars arriving wait at the gate. Cars are allowed on site at the following times:

10am Sunday 9 April (set up day) until **9am Wednesday 12 April**

Quick Unload Only: 9am Thursday 13 April until **8am Friday the 14 April***

Pick up only: From After closing court (roughly 3pm) Monday 17 April until **3pm Tuesday 18 April** (site closed)

*Quick Unload Only means drive on site, unload, drive off site and then deal with your gear. If you are arriving on Thursday, you might like to organise with people in your campsite to help you unload.



WHEN YOU ARRIVE

You **must stop** at the **Gatekeeper's Lodge** on your way to the camping area.

If you **haven't booked in advance**, you will need to **register, read, and sign the site rules and waiver**.

You will need to show **proof of membership** at the Gate. Proof of membership can be your membership card, a photo of your membership card, a confirmation email of your membership, or the email that comes with Pegasus. If you're not a member, or can't show proof, you will need to pay the insurance surcharge.

Electronic payments are accepted at Gate. Sign-in is done by mundane surname.

Have your **car registration number** handy - take a photo of your number plate if you may not remember it.

Your **token is proof of payment**, please keep it with you!

You will need **torches or lanterns** at night. Avoid very bright white LED torches, and never leave any candles unattended inside tents.

PARKING AND DRIVING ON SITE

Although this may seem like a lot of rules, they are fairly straightforward - don't worry! They may change during the event depending on weather, though, so please keep an ear out for announcements.

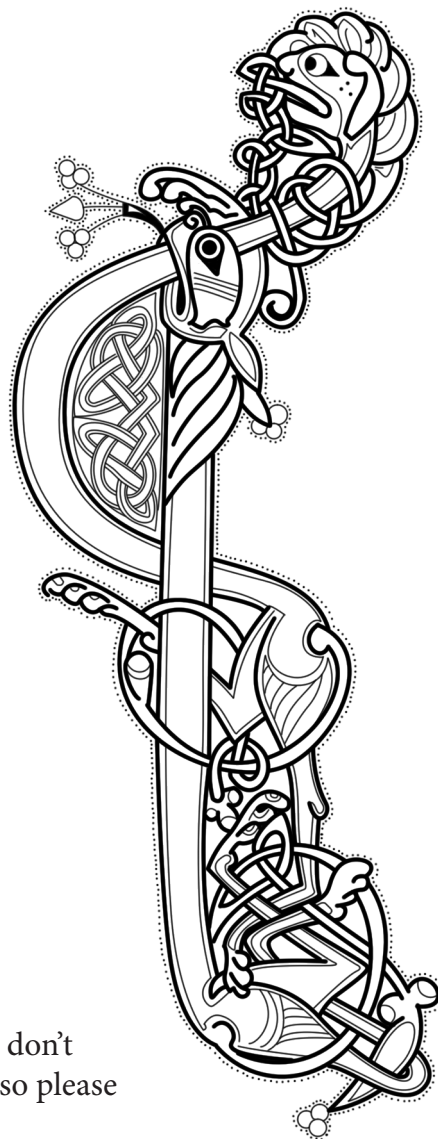
Cars can only be driven on roads. Some roads are permanent roads. Some roads will be marked by a line of white rocks for our event. You may park your car on the edge of these roads to allow others through. Do not leave the roads to park in your campsite.

Please be mindful of others who need to use these roads. Unload as quickly as you can, and move your vehicle as soon as possible.

If the access road next to Gate has a barrier blocking access, that means that entry to the site is currently closed.

People arriving on site outside of the times listed will need to unpack their gear by the gate tent. There may be carts available for you to move your gear to your campsite. You are urged to ask your campsite to assist you.

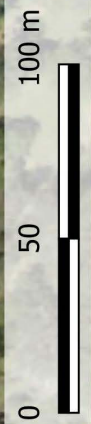
**Please take care when driving on site, and keep your speed to 5km/h.
The roads can be dusty, wet or full of wombats.**



Merchants

- Golden Griffin
- Elvira's Emporium
- Emylns Adornments
- Tales, Tatters and Trinkets
- Flaming Gargoyle Pottery
- Black Squirrel Feastware
- Medieval Attachments
- Elisabet's Handspun & Mikhaila's Unmentionables
- Midgard Designs

- Sword Shop (Krae Glas/
Stormhold
- Leaf, Loom & Lathe
(Mordenvale)



SURVIVING FESTIVAL

Do you need access to First Aid, or other medical help? Please find your nearest Chirurgeon or St John's Ambulance staff for assistance. Between 9am and 5pm First Aid is available to all on the Village Green, and the Officers are on call outside of those times.*

*The St. John's tent is next to the Information tent on the Village Green. Overnight there will be a walkie talkie attached to the information tent. If you do need to use it, and there is no answer, head to the St John's Overnight Room.

If you're drinking alcohol, please drink responsibly! Stay hydrated and stay safe.

A full Health and Safety guide can be found at <https://festival.lochac.sca.org/healthandsafety/>

CAMPSITES

It's always polite to **ask before walking through campsites!** For the duration of the event, think of the tents as bedrooms, and communal spaces as living rooms. If you need to get to something on the other side of the campsite, a simple "Good Gentles, may I please cross through your campsite?" will suffice. People will usually gladly let you through with no problems, but please respect their wishes if they ask you not to.

Campsites will usually, but not always, have a rope or bunting barrier around them. If you can't see a barrier, please still try to ascertain whether you will be walking through a campsite or not whenever you leave the path.

TITLES

People appreciate it when you use their titles, if you know them! If you see someone you know as you walk by, a "My Lord" or "My Lady" will go a long way to creating a pleasant atmosphere.

If you don't know the person, or you're unsure of their preferred title or pronouns, please consider using a non-gendered term such as "Good Gentle."

CHILDREN

You are always responsible for your children and their actions, and there are several activities and areas of the site that your child is prohibited from engaging with.

If you're unsure of the rules and regulations that apply to you and your child, you should read the entire list at <https://festival.lochac.sca.org/child-safety/>

GENERAL SURVIVAL TIPS

- Wash your hands regularly!
- Wash the rest of your body regularly, too!
- Wear shoes, sunscreen, and a hat around the site.
- Be careful around any bushland.
- Watch out for wombat holes, around the site and on the battlefield!
- Don't leave things outside at night if you don't want them to get wet. Frosts are very common in Autumn and will soak everything, even on very warm days.

Oh no! Did you just unload your car and realise that you left your tent pegs or toothpaste at home? Don't worry! There are a variety of stores in Mittagong, including BCF, Bunnings and several supermarkets.

WHAT TO DO AT FESTIVAL

Festival is a great time to meet new people, try new things, and find your place in the SCA community. There are a million things to do, and even just walking a lap of the site at any given time will present you with dozens of opportunities to get involved.

On the **Village Green** you will find a selection of permanent stallholders who will be open to trade for the entirety of the event. Have a look at one of Flaming Gargoyle's famous tankards, see the beautiful dyed yarn in Elizabeth's Handspun, or browse the large selection of items available from other vendors.

The **market on Saturday** is a great opportunity to meet some of Lochac's finest artisans and converse with them about their wares. From stunning hand made glass beads to handwoven items, there is a lot to see and experience.

Attending **A&S classes and workshops** is a great way to learn more about a field of study, or making a thing - workshops are often hands-on experiences, whereas classes are more theory based.

Experience the sheer joy of seeing real horses participating in medieval activities at the **Equestrian** field, and then make your way over to the **archery range** during a scheduled shoot - The Novelty Shoot and the Practice Shoot are tailor made for new or interested archers!

If you're interested in seeing some **fighting**, there is a huge amount of it on offer at this event. There are regular tournaments and war scenarios in many formats, for both Armoured Combat and Rapier, throughout Festival. The **Fire Tourney** on Friday night is a breathtaking display of flame and steel as various nominated champions face off in a grand melee.



After dinner, consider heading over to the **Tavern** for a drink amongst your new friends, or consider attending one of the scheduled **Bardic Circles** to experience some wonderful examples of music and poetry in a non-judgmental space. If you have a song in your heart, you may well find yourself participating.

If you have the inclination, there isn't much that you can't experience at Rowany Festival.

Full schedules for all planned activities are available through the Rowany Festival website.

YOUR FIRST COURT

Court is a part of the SCA which is steeped heavily in pagentry and ceremony. It can be a deeply moving and meaningful part of the experience, but your first Court can be very intimidating.

HOW DO I BEHAVE?

Wear your medieval clothing and attempt to be quietly respectful. It's normal to be curious about what's going on, however Court can be an important and meaningful part of many peoples experiences, and it is polite to watch and quietly listen. Put your phone on silent, or turn it off, and do your best to not block anyone's vision. Follow the cue of the people around you for when to stand, sit or cheer.

A herald will call out that everyone should **gather for the court**. A clear area will be left around the thrones, as well as the centre aisle.

Stand when the people in the crowns process in, after which time the herald will instruct everyone to make themselves comfortable. If the Crown are already present before court starts, remain standing until the Herald instructs.

Official business will take place, such as **announcements**, and then people will be **called up to receive awards**. The herald will name the recipient, who will approach the thrones, and explain the award. The Crown, or the landed gentry presenting the award, may say something about the recipient. After the award is given, the **herald will call for three cheers (or huzzahs)**, and the recipient will return to their place.

When the business is ended, the herald will once again call for everyone to rise, ask for further cheers, and then dismiss the populace.

WHAT TO DO IF YOU'RE CALLED UP

- **Put anything you're carrying down**, and especially make sure to remove any weapons before moving forward. If you are wearing a hat you can take off easily, it is appropriate to remove it when approaching the thrones.
- When you're a few paces away **give a bow or curtsy** (or other appropriate sign of respect) before finishing your approach.
- **Kneel on the cushion provided** and listen to what's being said. If you're unable to kneel, say so quietly and you'll either be brought a chair or allowed to stand.
- When the herald calls for **three cheers, stand, bow or curtsy, and back away from the thrones**.
- When you're a few paces away from the thrones, **bow or curtsy again**, and then go back to your place.



CAMPING AT FESTIVAL



SETTING UP YOUR CAMPSITE

- (1) **Mark your guy ropes with white material** to avoid accidents.
- (2) **All fires and flame sources must be attended** at all times.
- (3) **Campfires must be in a 4 metre diameter cleared area**, with no long grass, tents or overhanging trees.
- (4) If you have brought your own **brazier**, it must be **above ground** and the **ground beneath it must be protected**. **No pits may be dug** to accomodate fires.
- (5) All campsites must have a **clear method for extinguishing their fires** - a chemical fire extinguisher, multiple buckets of water or sand, or a fire blanket.
- (6) Please make arrangements to bring your own firewood on site. There is a small amount of firewood to be collected - it is already in piles. Please **don't take wood which is not in piles**.

Please **do not split or divert water sources** without seeking permission from the Stewarding Team prior to set up.

Don't dig soak pits for wastewater disposal. Wombaroo supplies waste water points around the site, marked on the Campsite Map as Shower Zones.

No powerful electric light sources may be used outside or in public areas.

Don't forget to keep your campsite clean!

In your campsite, gather waste and recycling in a bin or bag that will prevent it blowing away or being eaten by native animals.

Note: The location of your allocated campsite can be found on the campsite map.

CAMP SHOWERS AND WATER

- **Showers can drain onto the grass** as long as **perforated matting** is down to prevent mud forming and to protect the grass. Showers **must not drain into other campsites** or onto **public spaces**.
- **Shower Zones** (marked on the campsite map) have been provided for campsites unable to meet the above requirements. **Matting will still need to be provided** for showers set up in this area. **Showers cannot be set up in bush areas, or any non-campsite area**, other than the Shower Zones.
- **All other wastewater must be gathered in containers, strained if required, and disposed of at greywater drain sites**, shown on the Campsite map as Shower Zones.
- **Chemical toilets are not to be emptied on-site.**
- In case of **heavy rain, do not dig trenches.**

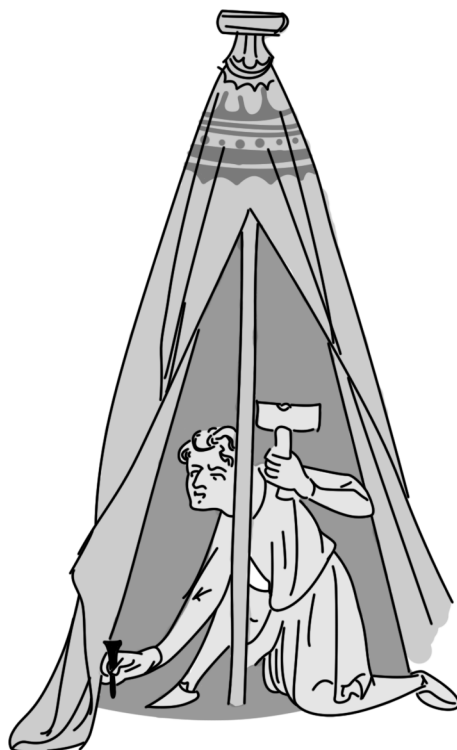
Showers in the permanent block may be available to campers. Ask a member of the stewarding team or a constable for more information.

WASTE

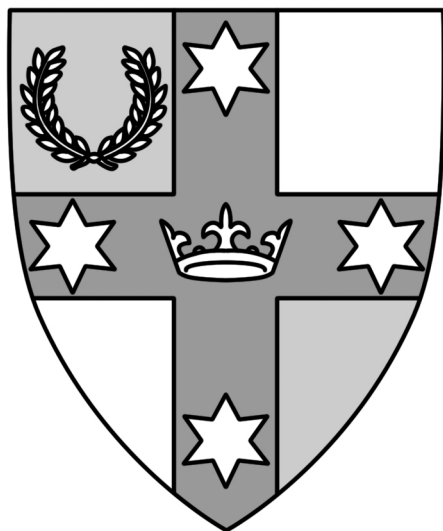
During the event, please collect your campsite waste and recycling in a bin or bag. Wherever possible, please take your rubbish home with you after the event.

Recycling is to be deposited in communal recycling bins (at Village Green and near most toilet blocks). If the bins are full, please alert the constabulary team rather than overfilling it.

Waste is to be disposed of in the general rubbish skip behind the Hall rather than the communal garbage bins on the Green.



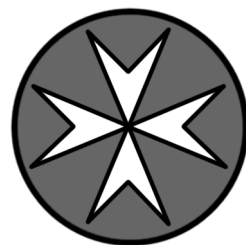
USEFUL SIGNS AND SYMBOLS



Navigating your first event can be tricky, so the SCA employs the period practice of **heraldry** to help you along. Designed to be visible across a battlefield (or a village green), almost every group and aspect of the SCA has its own device which can be used to find what you're looking for.

To the **left** is the symbol representing the **Kingdom of Lochac**, which encapsulates Australia and New Zealand.

To the **right** is the symbol for **St. John's Ambulance**, who are at this event in case of medical emergency.



Below are some more common and useful signs and symbols.



Seneschal



Constable



Herald



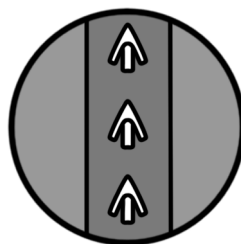
Chirurgeon



Armoured Combat



Rapier



Archery



Arts & Sciences

In addition to these symbols, some officers will also be wearing specifically coloured tabbards - such as green for herald, black for marshal, and blue for constable.

WHAT DOES THAT MEAN?

Anno Societatis (A.S.) A dating system used within the SCA. A.S. 1 began at the first ever SCA event, on May 1st, 1966.

Arts & Sciences (A&S) Generally non-combat activities, this term covers a wide variety of, you guessed it, arts, and also sciences.

Award of Arms (AoA) This award is given by the Crown to show that you have become known as a valued member of our community. It grants the bearer the right to name themselves “lord,” “lady,” or a non-gendered alternative.

Baron and Baroness (B&B) These are the figureheads of a barony, and may be referred to as “Your Excellency”. Court Baronies, a ceremonial title, may also be granted by the Crown, generally in recognition of some profound service.

Chirurgeon A First Aid officer.

Consort A ceremonial partner.

Constable The officer responsible for ensuring that all rules and laws are followed.

Coronet A piece of circular ornamental headwear worn by those who have been granted permission by the Crown.

Count/Countess Have previously been King or Queen once previously.

Court A formal assembly led by a ceremonial leader, often in the service of recognising members of the populace.

Crown Refers to the reigning monarchs if written with a capital C, otherwise refers to the circular ornamental headwear worn by the Crown.

Device A coat of arms.

Duke/Duchess Someone who has been Crown twice.

Garb Historically informed clothing.

Gate An event’s sign-in and payment desk.

Herald Someone who announces things in an official capacity. May also refer to someone who designs and registers names and devices.

Hold A warning of danger. If you hear someone yell “hold,” your best course of action is to stop what you’re doing, repeat the command loudly, and look for the problem before resuming your activity.

Huzzah A cheer of approval, very common in the SCA.

Knight (or Master at Arms) An officially recognised master in the field of armoured combat. They often wear an unordained chain and white belt. They often use the title Sir or Dame.

Laurel An officially recognised master craftsman/researcher in the Arts and Sciences. They often wear a medallion with a laurel wreath on it. They often use the title of Master or Mistress.

List Field A marked out area for combat to take place.

Lord/Lady/Gentle/Noble Someone who has received an AoA.

Marshal A safety officer for combat activities.

Master of Defence (MoD) An officially recognised master of rapier fighting. They often wear a white collar and a medallion showing three rapiers meeting at their points. They often use the title of Master or Mistress.

Mundane Modern or non-SCA

Oyez A call for attention, pronounced ‘oh yay’

Peer Someone who has been recognised as a master in their field and an integral part of the community

Pelican An officially recognised master of the art of service. They often wear a medallion with a pelican on it. They often use the title of Master or Mistress.

Period Belonging to the time period covered by the SCA; generally pre-1600

Populace Used similarly to ‘the people’.

Prince/Princess The next pairing in line for the throne, having recently participated in and won Crown Tourney. They may also be referred to as the Heirs.

Regalia Items which are worn by the holder of a particular title or office.

Steward The event organiser.

You are now standing in the **Kingdom of Lochac**. Kingdoms are the largest territorial groups within the SCA, and contain subgroups. In order of size, these groups are:

Kingdoms

Baronies

Shires

Cantons

Hamlets

Baronies may also have **Colleges** attached to them. Colleges are SCA groups formed at a mundane university.

Households are an unofficial social group, often with shared interests such as a time period, fighting, or A&S.



HERALDS AT FESTIVAL

Heralding at Festival is one of the big ways that anyone can volunteer to help keep the event running. There are over 100 slots to be filled that suit a full range of skill levels - you can volunteer to have a go at the officers tent and you can be assigned a more experienced herald to mentor you! Heralds at Festival have three main ways that they make announcements:

Tournaments: All the tournaments that you see over the course of Festival will have someone (often in a green tabard with yellow trumpets, but not always) who is announcing each round. They call up the combatants who are going to fight next, say some ceremonial words, and announce the victor afterwards. They help all the viewers follow what's going on, and keep the action moving for fighters. They also have handy palm cards to remind them what to say so they can get it all right!

Daily announcements: News at Festival is communicated by roving heralds who work much like town criers. Three times a day - at morning, noon and dusk - they wander a prescribed route through the campsites, and periodically read out the list of announcements for the day so that everyone stays up to date with what's going on, such as reminders of site rules, or any changes to the published timetable. If you find these announcements helpful, consider coming by to volunteer to do one yourself.

Court: Royal and Baronial Courts occur a few times throughout Festival - they're a big ordeal as explained earlier in this handbook. One of the people standing behind the thrones with a book and a loud voice is also a Herald! They call forward members of the populace who are summoned to court, and read the various ceremonies that may ensue. These roles are appointed by the rulers themselves, and don't have such a demand for volunteers.





ARTS & SCIENCES

You can view the full A&S handbook with a schedule and all activity descriptions at www.tiny.cc/ashandbook

The Rowany Festival Arts & Sciences schedule is busy and varied. There probably won't be time to go to everything that interests you! **Before you arrive**, check out the activity descriptions online to see what interests you, and print your own copy if you want one.

A note for families: In most cases, teens are welcome at A&S activities. Children old enough to sit, listen, and learn are also welcome, but need to be accompanied by an adult. Be aware that the teachers probably designed their class for adults, and may not have much experience with children.

SOME OF THE ACTIVITIES YOU'LL FIND AT ROWANY FESTIVAL ARE:

Classes and workshops. Unless it is specifically listed in the class description, you don't have to book ahead. If there is any fee for materials, this will also be specifically listed. Otherwise, everyone is welcome to show up and join in. Chairs are provided, though sometimes extras are needed if a class is popular. Some activities are held in A&S Pavilions, some are in the Great Hall, some are in the Meeting Room, and some are in campsites. Make a note of the location when you decide what classes you want to attend!

Guild meetings are gatherings of people with a shared interest, like brewing, cooking, or embroidery. Guilds are organised groups, but you don't have to already be a member to attend. If you're interested in joining, you're welcome to come along.

Laurel Prize Tourney is an annual show-and-tell. Entrants bring a craft and/or research project they have been working on, and sit with their project to discuss it with interested people. (You don't have to reserve a place, just show up and find a table.) The first hour is reserved for Laurels to talk to the entrants, but after that, everyone is welcome to come and ask questions. Laurels (and others) may give out small tokens to people they think have done something impressive.

The Rowany Festival Costume Competition is a costume-focused show-and-tell. The specific entry requirements change each year, and are listed in the activity description. Entrants bring their work, and talk about it in front of the group for about five minutes each. It's a great opportunity to meet other people enthused about costuming. You don't need to register in advance.





The Fire Ball is a casual, friendly ball held on Festival Friday. All are welcome, including beginners. The Caroso Ball uses a period format, where the dancers take turns to name the next dance. The 'chooser' names a dance, and selects a partner from those standing on the dance floor. Their partner becomes the next 'chooser'. The dances can be more challenging at this ball.

The Courtly Music Recital is a performance event for those who wish to perform or listen to period music and spoken word pieces. No advance sign-up is needed, just speak to the coordinator when you arrive.

The Boar's Head Tavern is Rowany Festival's largest performance event, held every year on the evening after closing court. Performers sign up in advance with the coordinator, and almost all performances are welcome (so long as they are of reasonable length). The first part of the event is family-friendly, so if you'd like to perform, please let the coordinator know whether your piece is suitable for children or not.

Bardic Circles are held near the Great Hall on specific nights. (Individual campsites may also have their own bardic circles.) These circles usually use a 'pick, pass, or play' system, where each person around the circle gets a turn to either choose a song, perform a song, or pass. (People sometimes also perform poems or instrumental music.) If you have your own copy of any SCA songbooks, like the Known Words, bring it along! Songs can be SCA, period, or period-ish - it's all welcome.

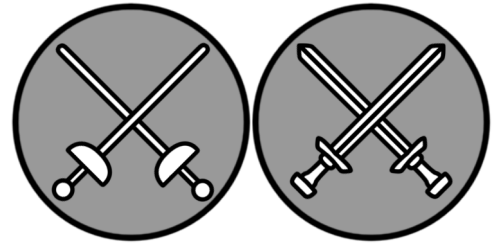
A&S ACTIVITY HIGHLIGHTS!

Early Scottish Garb	A&S One	Thursday 3pm - 5pm
Family Friendly Bardic Circle	Bardic Circle	Thursday 7:30 - 8:30
The Rowany Festival Costume Competition	Great Hall (Lower Room)	Friday 11am - 1pm
The Fire Ball	List Field	Friday 6pm- 7pm
Laurel Prize Tourney (Public)	Great Hall	Saturday 3pm - 5pm
Courtly Music Recital	Great Hall (Upper Room)	Sunday 10am - 11am
From T-tunic to Thirteenth Century: Developing a Period Look	A&S One	Sunday 4pm - 5pm
Boars Head Theatre	Tavern	Monday 8pm - Late

SCHOLA FOR ALL AGES

The Rowany Festival A&S Handbook, available at www.tiny.cc/ashandbook, contains a great breakdown of which classes and activities are suitable for various age groups. If you're wondering whether a class is appropriate for you or your child, this is a wonderful resource.

COMBAT AT FESTIVAL



SO YOU WANNA FIGHT AT FESTIVAL?

You need to be authorised for fighting in tourneys, melees, wars, and the various unscheduled fighting (pick-ups) that occur, but there will be plenty of opportunities for lessons and other training for those who aren't authorised yet.

If you're watching, feel free to cheer or huzzah at the end of a fight you particularly enjoyed. Fighters like to know that they have put on a good show for the crowd.

If you hear the word "HOLD!" called loudly, repeat it so that everyone can hear. This is our safety system to stop a fight immediately if something unsafe is happening. And if you see something unsafe (broken armour or weapon, someone walking onto the list field, etc.) you can call a hold too.

For safety, keep at least 2m away from the edge of the list rope (tournament edge) at all times. Weapons can swing outside the ropes.

INSPECTIONS

You need to be inspected by an authorised marshal before you can fight. As it's a long event you get inspected once before the first time you fight, and that carries through the whole event.

If anything changes (you're using gauntlets instead of a sword & shield, something breaks and gets repaired) you need to have that item re-inspected.

Armoured authorisations are usually done in campsites, with one person signing up and being responsible for inspecting everyone in their campsite.

You can find out more about the inspection procedures for Festival this year by going to <https://festival.lochac.sca.org/martial-activities/inspection-procedures/>



COMBAT EVENTS

Heraldic Melee (Armoured Combat)

The traditional opening armoured combat event for Festival is a team melee. Groups and friends form teams (the rules for team make-up change each year, keep an eye on the Festival Discussion group) and they fight each other in a round robin format.

As the name suggests this is a display of heraldry and pageantry, and the display of that (banners, tabards, shields, etc.) is greatly encouraged. Many groups would be happy to take fighters in.

The winner of the tourney is decided by The Crown & Their Excellencies Rowany and awarded in the closing court of Festival. They take into consideration recommendations from the populace of teams that had outstanding presence, grace, and courtesy on the field.

Fire Tourney (Armoured Combat)

Fought during the evening under torch light, this invitational tourney has had a few variations over the years. Initially imported from Great Northern War, at Festival it is a grand melee with representatives from each Barony, Shire and the current Crown & Heirs.

Rose Tourney (Armoured Combat)

The Rose Tourney is an open tourney hosted by the Companions of the Order of the Rose & Coronaria. Its format changes each year but there is always the opportunity for lots of fighting and displays of courtesy. There is often a fundraiser run during the tourney to raise money for charity (Beyond Blue, The Black Dog Institute, etc.)

Combat of The Thirty (COTT) (Armoured Combat)

This is a specialized tourney that seeks to recreate a historical event that took place in 1351. Combatants put together a period kit and fight under special rules for either the French or the English. They must all bring a ransom, as they can be taken captive and must give part of their ransom to their captor at the end of each battle. This is often a display of some very fine armour and an awful lot of fun to watch. If you're interested in taking part in future years, please join the "Lochac COTT" group on Facebook for more information.

Polearm Tourney (Armoured Combat)

Started by Count Henri de Montferrant as a way for polearm weapon fighters to display their skills against other like minded folks, this has now grown to be a staple of the Festival calendar. It is an open tourney fought as a king of the hill with points scored for each fight won, and there is a time limit. So the more you fight, the more chances you have for points.

There is a metal glaive blade that is given to the winner as a perpetual trophy they may have their name engraved on, to be returned to Festival each year to pass on to the next victor.

Fighter Auction (for both Armoured and Rapier)

The final tournament at Festival each year, and often the biggest (in number of entrants) of the Kingdom.

The night before those who wish to compete can be auctioned off in the Tavern (this can be done anonymously) to a Patron who may ask them to wear a favour, promote a business, or wear a silly hat on the field the next day.

The tournament starts off with an even number of pools of 6-10 fighters, who all fight each other in a round robin. The top 2 fighters from each pool then go into a final series to determine the ultimate winner of their respective Fighter Auction Tourney.

War (for both Armoured and Rapier)

War is an opportunity for any authorised fighter to fight in sides and see what tactics and strategies work when you have 50 people to command.

There is sometimes an overarching story line for Festival and sides are determined by who they support, or it can be something more trivial like “Do you prefer tomato or BBQ sauce”. Sides get re-balanced across the day to ensure everyone has as much fun as possible.

Ranged weapons such as archery and rubber band guns play a larger part here so be aware, and for armoured combat don't forget your archery mesh!

Brush up on your unit and 1-on-1 engagement rules!

Welcome and Newcomers Tourney (Rapier)

The opening tournament for fencing at Rowany Festival. There are two hours set aside for as much fighting as you can fit in. For the purposes of this tourney A Newcomer is any fencer authorised since last Rowany Festival.

One Newcomer, chosen for a combination of prowess, grace and courtesy will be declared Newcoming Champion and be granted custody of the eternal prize. If you see a Newcomer exhibit particular grace and courtesy, please let us know!

Ladies and Gender Minorities Tourney (Rapier)

Come meet your fellow fencers in a fun, low stakes tournament. We will compete with each other, but we're also getting to know each other as we traditionally use this tournament to learn new faces and names. This will be a challenge tourney, so try to fence everyone at least once (there is no test for remembering peoples names). The two fencers with the highest number of wins will face off for the prize. The prize is a parti-colour red/blue fencing hood, the cheers from your peers, and the honour of running the tournament next year.



Melee War Games (Rapier)

A nice relaxing set of games to enjoy after you've spent all your money at market day.

Some examples of games from previous years include:

Fencing soccer – No fancy rules – kick the ball through your opponent's goal without being murdered!

Sheep stealing – An innocent Crescent Isles sheep has lost its way. Capture the sheep and take it to your opponent's starting point to win! The sheep cannot be used as a defensive item and the arm holding the sheep cannot be used for anything else. Do not throw the sheep or it will become sad.

Consorts Glove of Courtesy (Rapier)

A tourney sponsored by the Crown Consort, open to all who wish to compete. The winner is decided by the Consort who shows exceptional grace and courtesy during the tournament.

Teams Rapier Tourney (Rapier)

The Teams Tourney gathers groups of four to display teamwork, strategies, and enthusiasm on the field. Live together, or die together, each team will gain points for the number of combatants left standing at the end of each match. Given the expected low numbers this year, fencers may participate in multiple teams.

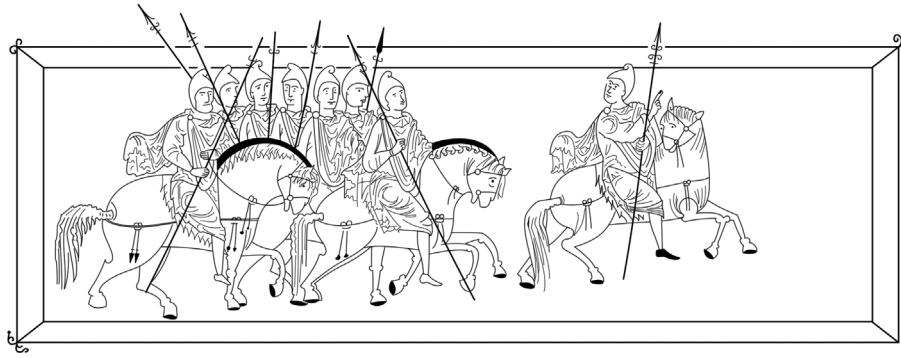
Baronages Rapier Tourney (Rapier)

A tourney traditionally sponsored by the Baroness's of Lochac, open to all who wish to compete. There are two traditional tokens gifted by Their Excellencies at the conclusion of the tournament; a buckler and the sword of chivalry. The buckler is gifted to the winner of the tournament. The sword of chivalry is given by Their Excellencies by whom they deem worthy of the honour. The sword's scabbard is adorned with the heraldry of each of the previous owners of the sword.

During Guild Prizes, candidates are examined by the Lochac Guild of Defence to test the quality of their swordsmanship.

Ranks in the Guild include Free Scholar, Journeyman, Provost, and Guildmaster. Guildmasters are rare, some of the finest wielders of swords in Lochac, and must be invited to be examined.

This year, there'll be a Guildmaster's Prize held on Saturday on the Village Green; don't miss it!



Have a great time at Festival? Join us at one of these

UPCOMING EVENTS

40 Years of Music and Mayhem

29 April

Yarraville Senior Citizens Club, 48 Fehon St, Yarraville VIC 3013

Come one, come all to the Barony of Stormhold for a Royal Visit from their Majesties King Thibault Nesti and King Jayne Hunter. Pray gather for Master Dafydd of the Glens' elevation into the Order of the Pelican and join us in celebrating Dafydd's 40 years as an authorised heavy fighter. There will be a lunchtime feast, music, dancing as well as a heavy and rapier tournament. Booking form - <https://forms.gle/XFwXWhjWzUqumPem9>

Steward: Amelia de la Mere

Email: Amelia.delamere@yahoo.com

May Coronation (Politarchopolis)

6 - 7 May

Saturday 11am to 11pm: St Johns Church Hall, 45 Constitution Ave, Reid ACT

Sunday 10am to 3pm: Ainslie Scout Hall, Corner of Hassall and Ebdon streets, Ainslie ACT

Sunday Morning Archery 10am to 1pm: Tuggeranong Archery Club, Soward Way, Tuggeranong ACT

Come join the celebrations of the coronation of the 42nd Crown of Lochac, with Heavy, Rapier, Archery, Arts and Sciences, court and feasting. The event will include Saturday lunch, Saturday Feast, Sunday lunch, morning and afternoon tea.

Steward: Crispin Sexi

Email: crispin.sexi@protonmail.com

Western Raids

2 - 5 June

Wandi Progress Association Lot 302 De Haer Road, Wandu WA 6167

Come One, Come All and enjoy the splendour of Western Raids. There will be Arts & Sciences Classes and Competitions, Rapier, Childrens Activities, Archery, Merchants Heavy Tournaments and of course the Grand Raid(WAR).

Steward: Galen Wulfric

Email: adblower37@gmail.com

Find information on all upcoming events, no matter where in the Kingdom of Lochac you live, at
<https://lochac.sca.org/calendar/>