

World Banner Wars

XII



Gods of the Arena

Oct 13-16 2011

Hosted by Sable Pride

The War of the Banners is here. An invitation has been sent to every corner of Amtgardia challenging any and all mighty tribes of war and magic to prove themselves the undisputed champions of the arena. You have answered the call for glory; all that remains is making your mark upon the annals of Amtgard lore.

Enter the labyrinth confines of Tanglewood Forest where the mightiest of warriors and mages have come to clash in a winner take all show down at The Emerald Hills' World Banner Wars 12: Gods of the Arena. Hope you came prepared for this jam packed event featuring exhilarating workshops and demos, heart pounding fighting, and feasts that will make the gods cry out in jubilee.

Make sure to review the schedule so you don't miss out on the excitement planned out this weekend! And remember to mind all posted site rules. We all want your stay here to be a safe and memorable one and can only do it with your cooperation.

Maybe you're not cratting or putting on a demo or have neat trinkets to hoc. Maybe you're better at helping setup pavilions, can sling a mean bag of trash or can keep the peace as a member of security? Perhaps you're a quick draw reeve or can carry 5 plates of feast grub to hungry folks?

Let one of the listed autocrats know you want to help. Your assistance will be greatly appreciated. Got questions, we got answers.

We've got an awesome core group of folks running this event and we all want to welcome you to the 2011 World Banner Wars. May your glory be everlasting and your memories stoke fires of the imagination.

Lay On!
Sutra Bahuas



BURN BAN IN EFFECT!!!!

There is a total fire ban at Tanglewood Forest. **Only** supervised propane cook stoves are allowed. Any unsupervised propane fire will be confiscated, including the stove and tank.

Any other fire is grounds for removal from site. Don't even think about it.

Tiki torch? Don't Ask.

Cook fire? Ha!

Covered with a screen? Not on your life.

If you're seen dropping a lit cigarette on the ground, you may be escorted from the site.

Zero Tolerance!

The Sheriff's department is on speed dial to help with fire enforcement.

Working Schedule

All workshops will be held at the bardic stage unless otherwise noted.

Thursday

2pm: Gate opens

2:00pm: Assassin/Gladiator Games Sign-In Opens

8:00pm - Early Bird Tournament - Open Weapon - Single elimination (Sir Avatar)

Friday

12:00am: Assassin game begins

10am: Reeves meeting for main battle game

11am: Spellcasters Workshop (Magnus)

3:00pm: Chain Match Tourney - (Sir Avatar)

4:00pm: Chain Maille Workshop (Maialee)

5:00pm: Belly Dancing Seminar/Demo/Class - (Tarakian)

6:00pm Belly Dancing Seminar/Demo/Class - (Tarakian)

6:00pm: Fire Twirling Workshop (Dominick)

7:00pm: Satyr's Ball (Zelodie/Sir Avatar) kickoff at feast area

7:00pm: Friday Night Feast at the TiT (Luna Lobos)

7:00-10:00pm Reine's Vigil

Saturday:

10am: Reeves meeting for Battle game/Team sign ins

11am: Armor/weapons check

12:30pm: Main War Starts

4:00pm: Gladiator Game Sign-In Closes (Fenris)

6pm: Feast (Sir Delphos/Shadow Legion)

6pm: Gladiator Games at Feast area (Fenris)

7pm: Court

9pm: Bardic at Bardic Stage

9pm: Assassin Game ends

Sunday:

12pm: GTHO

RULES OF ENGAGEMENT

Main Battle: The War of the Banners approaches. An invitation has been sent to every corner of Amtgardia challenging any and all mighty tribes of war and magic to prove themselves the undisputed champions of the arena.

Team Sign-Ins: 10am-11:00am @ War Field

Only the captain of the team needs to be present to sign-in. Each captain must provide:

1. A unique banner which should display your company/household/team symbol.
2. Two copies of every magic-user spell list. You may NOT change spell lists between rounds.
3. A complete listing of all team members. Members not on this list will be unable to participate. Each person may only be on 1 team roster.

Team Composition Rules:

1. Teams are comprised of 10 people and up to two alternates. One of the alternates can be the 4th magic class not included in the main team.
2. Alternates may be swapped into the active line-up between rounds.
3. Team members (including alternates) are assigned classes before the tournament starts and may not switch classes.
4. Your team may have one of each magic using class with a max of three magic users actively playing on the main team. You're fourth magic class can be an alternate.
5. Teams may have no more than two bows.
6. Players may only sign up with one team, though pages may be shared
7. Teams do not have to all be from the same company, household, kingdom, etc. They merely need to all play together and present a banner with a unique symbol
8. Banners must be a MINIMUM of 2' x 3' (2 feet by 3 feet) in size and reflect your company/household/team's symbol on it.
9. Last life scenario.
10. There is a 25pt physical armor cap per team. This cap is an average of armor per single person. Example: 3 players maxed at 7pts each with 4pts avg. left over to distribute.*
11. Physical armor cap does not count limit natural or magical type armor scenarios.
12. No siege weapons.

General Tourney Rules:

1. Tournament will be Single Elimination style. (If there are fewer than 8 teams, the tournament will be Round Robin style)
2. Teams must be ready and in the On-Deck circles for head count and safety check at the start of the round preceding theirs. When two teams leave to take the field, the on-deck teams immediately step into the circles.
3. The battle will be determined by one team completely eliminating the other.
4. Stepping out of bounds will result in a player being unable to move their feet for ten seconds and being returned to the point where they crossed the boundary.
5. Good sportsmanship will be expected and enforced. Arguing with the reeves or getting into altercations with other players will result in that person being ejected from the tournament and their team will be forced to play short a position.
6. Each team may have up to three pages. These pages may only be used to retrieve your teams spent balls and projectiles.
7. You may not use other team's magic balls, projectiles, or equipment.
8. No mass spells may be used.
9. Dead players must immediately take a knee and put their weapon on their head. You may not move from where you are when you die unless Summon Corpse is used or to avoid mundane danger/impeding play.
10. All rules disputes will be settled by the War-O-Crat, who will not be playing in the tournament.
11. All sneaky, underhanded, or questionable rules interpretations or tactics should be cleared with the War-o-Crat BEFORE attempting to use them.

Got a question or need assistance with something? Ask someone in charge AKA a “crat”. They are here to make sure you have a good time at the event.

List of Crats:

Autocrat: Sutra

War-O-Crat: Kahzee

Feast-O-Crat: Sir Delphos

Head o Security: Tuk

Gate-O-Crat: Aria/Mertag

Publicity: Sutra

Kid-O-Krat: Dame Nightie

Workshops/Demos: Sutra

Tournies/Battlegames: Sir Avatar

Facility-O-Crat (*Pavillion Setup/Take Down/Trash Master/Porto-o-John Keeper*):

TigerHawke/Ghosttiger

Newsletter-o-Crat: Magnus

Event Favor-o-crat: Alby

Merchant-Crat: Sutra

Also if you need assistance, times or directions you can always look for the Tanglewood Security Officers wearing Blue and Gold Sashes.

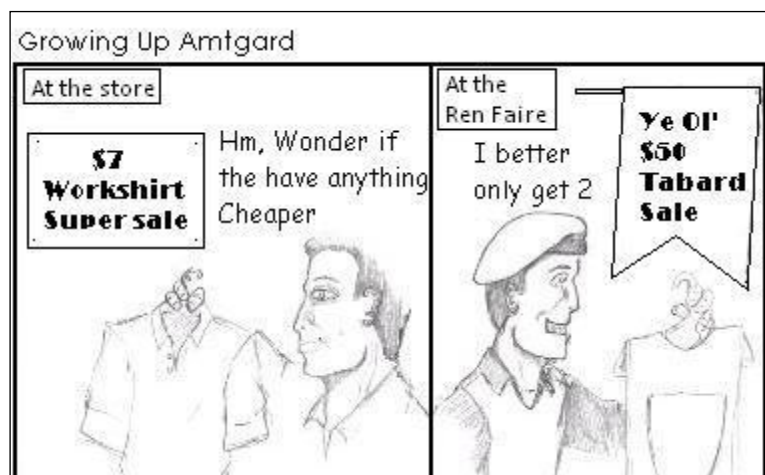
Confirmed Merchants:

Sutra's 'The Prestige'

Seal's Sword Smith and Accessories

Rogue's Hulahoop's

Mertag's Talren-Tech Swords



Public Service Announcement

The tavern is BYOB right now because hardly anyone donated at midreign and Lady ThreeJugs can't afford to restock it (almost \$700). Don't like your tavern being BYOB? Donations during Friday Night Feast in the Tavern are encouraged! All donations go toward the Tavern Fund!



Hello, and thank you for reading Ask Uncle Thorin (the Dwarven Paladin) #7.

There have not been many of these articles over the past few months, but now that they are going to be kingdom wide I do not feel that I am wasting my time. The circulation of one park is pretty sad, and most of the people who received the newsletter were saying "Holy crap, don't we get enough of this guy on Sundays?" Or at least that's what my squire was saying.

We have recently welcomed several people from other lands into our parks, both from other Amtgard kingdoms, and from other systems. There are a lot of questions and clarifications being passed around, and some of the questions have made me stop and think about the correctness of our usual answers. For example, what is a stick-jock? usually, we just say that it is someone that focuses mainly on fighting and cares little for other aspects of the game. But over the last decade or so fighting has changed and the terminology has not changed with it. Really, a stick-jock is an old school fighter that uses heavy weapons, expects to be hit hard, and may focus mainly on fighting, but still garbs out as appropriate. A face, head, or neck shot was declared and shrugged off so that fighting could continue, and safety equipment (strong sunglasses, hand, knee protection, etc) was much more prevalent. A hold was not called unless someone's eye was hanging out, and even then, that person tried to get off the field so that others could continue. If you break a bone, a hold is not going to fix it, just move so we don't need to drag you.

What we have today is a far cry from the hardcore fighters of the past, even the old ones (myself included) have picked up more of the light weight weapons than we should be proud of. So I am now proposing that more accurate terminology be applied, and stick-jock will

henceforth be replaced by "twig-jock". New twig-jocks who protest don't have an accurate enough reference to be taken seriously, and old twig-jocks probably know that I'm right. If you don't like it, pick up some heavy weapons and stop calling a hold every time someone brushes your chin whiskers with a three ounce "sword". If you are already doing this than please disregard.

Now, that being said, there is still no reason to wail on some people. When backstabbing, it is not kosher to hit hard. Firm, but not hard. The same holds true for unarmed people, magic users, children who are still learning the game, etc. It may be a good idea to look at who is fighting and try to figure out who is going to break. If everyone on the field is fragile you may want to play patty cake with the others (also called pixie-sticking), we can just call it "Amtgard Light". If everyone on the field is hitting hard and you are fragile, you may want to start your own ditch battle in a nearby location. There is nothing wrong with this, and on some days you may see me there also. I do have my slow days when I don't want to get hurt, or am hurt already.

I have seen a lot of people touch another fighter with a practice weapon and wonder why they did not take the shot, and sometimes we forget that not all touches are actual shots. An area of the rule book that is commonly overlooked is:

A Valid Hit (Amtgard Rules of Play, 7.6, p.3)

A valid hit is any shot that makes contact and stops or deflects at an angle. Occasionally shots partially meet these requirements but are not valid. The best way to learn what constitutes a good hit is to ask your Kingdom/group level Guildmaster of Reeves, but included here is a list of shots that do not count. These are just guidelines and you should never attempt to use rules to cheat your way out of a valid strike. Also remember, that in all situations the reeve's call is final.

'Wiggling' – A shot (normally a stab) that misses its initial target and is then jerked back and forth weakly in order to contact your opponent.

'Draw Cuts' – A shot that slides along your opponent with little force exerted towards your opponent. This normally happens on a missed stab. Note that a shot that hits your opponent legitimately and then turns into a draw cut will still wound or kill the opponent as per the initial blow.

'Whipping' – A shot from a non-hinged weapon that is blocked, but the weapon bends around the block to strike an opponent. These shots are common from exceptionally small weapon cores, or very long weapons, and should not be taken. This is not to be confused with your opponent pivoting or 'wrapping' a shot around your block using your weapon as a fulcrum. Whipping only applies when the core of the weapon itself bends around a block, enabling a shot that would have otherwise been stopped.

Also, I have seen someone run up (especially in a backstab situation) and strike someone else repeatedly very fast (unrealistic speed and weak hits) in order to remove armor, and the nearby reeve declares it as one hit (or two if there are two weapons involved). This is called machine-gunning. Really, do you think that pulling back your weapon three inches and flicking your wrist forward again would do anything to armor? This is a form of wiggling. The first shot is a shot, the rest is all wiggle baby.

And as always, if someone is failing to take your shots, or if someone perceives that you are not taking their shots, it is an invitation to hit/get hit harder. The older crowd, and some of the newer, expect to be hit harder and may expect more out of a fighter than a caster, and so, may not feel pathetic little scrapes and pats. Hit them harder, but this is no excuse to rhino-hide. If you don't want to be hit harder, please react appropriately when light touches or glancing blows come your way. And of course, always fight with honor and respect for your fellow fighters, even when you are backstabbing. Your reputation is at stake here.

Twig-jock out.



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REMINDERS

Having a good time? Search out a crat and thank them. They've put in a lot of time and effort into making sure your Banner Wars experience is a memorable one. I for one want to thank each and every single crat who was gullib...awesome enough to pitch in with me on making this years WBW a reality.

And to the folks who made the trip and are showing their support to the kingdom and event. Thank you. Thanks for keeping a level head and bringing your positive vibe to the event.

Lay on folks!

Sutra Bahuas

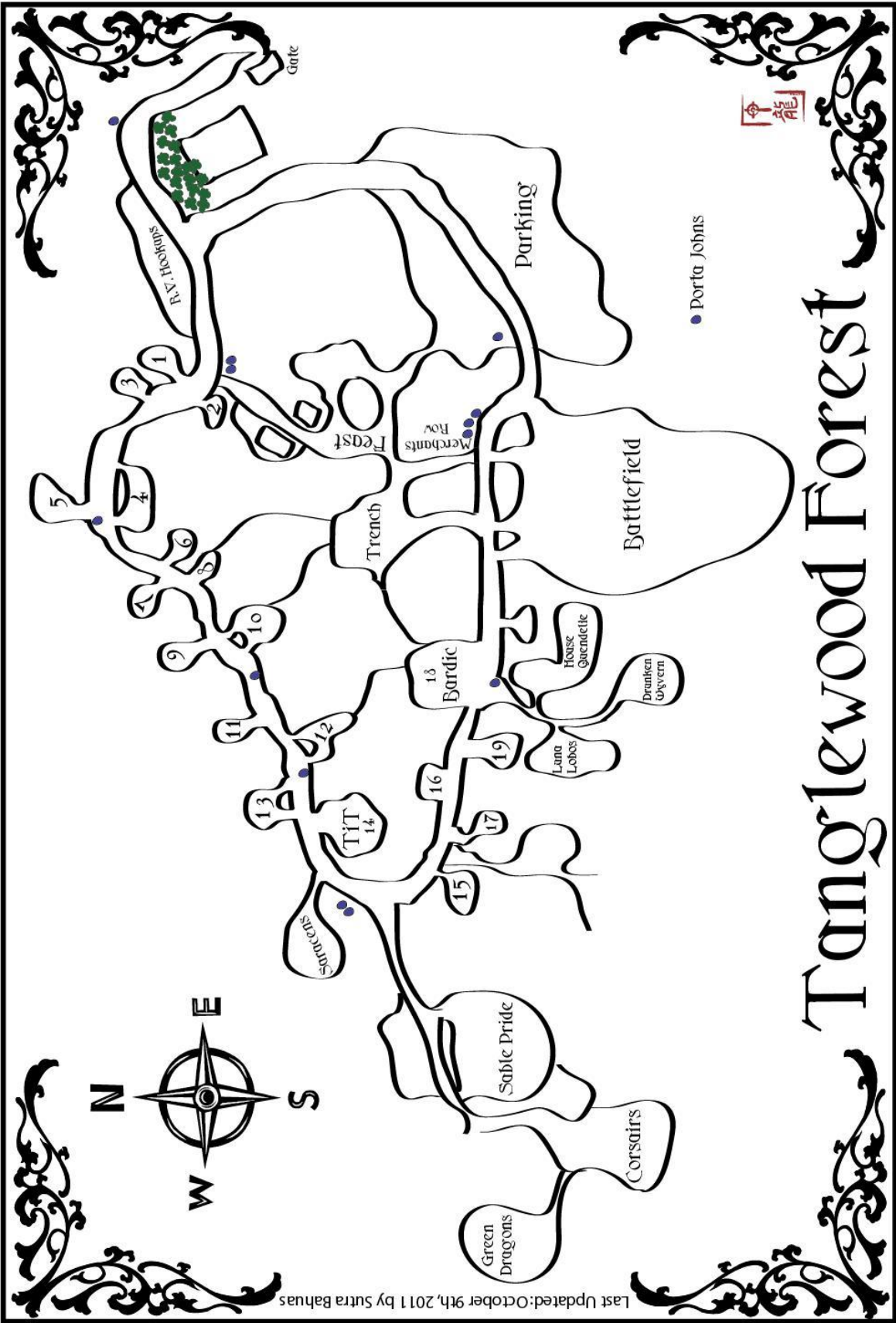
DUCHESS REINE'S VIGIL

Don't miss out on celebrating Reine's big day! Her knighting vigil starts at 7pm Friday evening till 10pm. Come by the lit ditch field/Sutra's shop and show some love folks! It's been a long time coming! ProTip: Reine is sporting a luxuriously beautiful baby hump so plan accordingly.

!!Huzzah Reine and congrats!!

TRASH RUN

Remember folks, you'll be given supplemental trash bags so you can keep your site presentable and help us keep our sanity. We'll be doing trash runs every day so if you're able to, place your bag at your camp entrance or better yet, place it in the trash bin near gate. Your help is greatly appreciated!



Tanglewood Forest

● Porta Johns



Last Updated: October 9th, 2011 by Sutra Bahuas

Green Dragons
 Corsairs
 Sable Pride
 Luna Lobes
 House Garenelle
 Branthen Oxyvern

RV Hookups
 Parking
 Merchants Row
 Fogst
 Trench
 Bardic
 Sarcens
 TIT
 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19