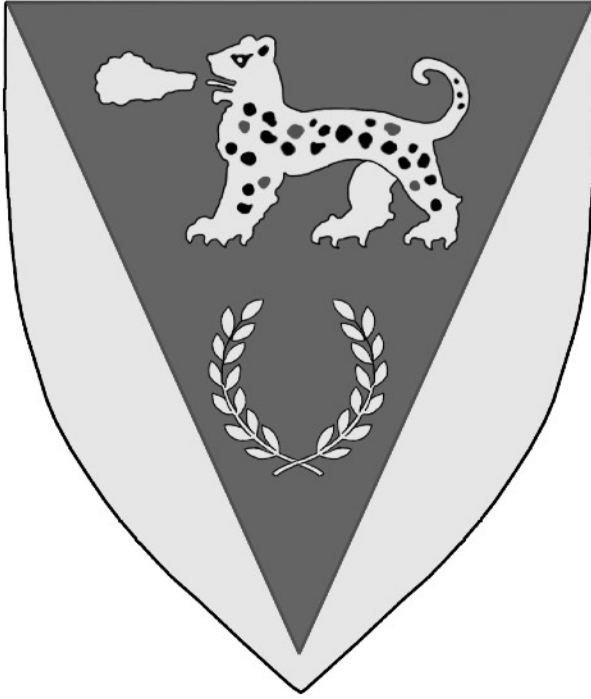


PANTERIA XXVI



SPONSORED BY

THE SHIRE OF PANTHER VALE

THE HONORABLE LADY AURELIA COLLEONI A'BUCCAFURNO
SENESCHAL

THE HONORABLE LADY ALDÍS ÞORBJARNARDÓTTIR
LADY EKATERINA IVANOVNA SCHERBATSKAYA
EVENT STEWARDS

CAMP FARNSWORTH
THETFORD, VERMONT

MAY 26-29 AS LVIII (2023)

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WELCOME, NEWCOMERS!

Greetings newcomers, and welcome to Panteria XXVI! Panteria is put on every year by our Shire of Panther Vale, your local Central and Southern Vermont chapter of the Society for Creative Anachronism (SCA). The SCA is a global nonprofit group of medieval reenactors that emphasizes the lived experience and education through experience. How can you really know how they did something in the past if you don't try it yourself?

Panteria offers Gold Key, which is **loaner garb**, for those who do not have garb to wear. This is available to you throughout the weekend. If you use Gold Key, please return worn garb to the Gold Key 'hamper' by 9am Monday morning.

We are a family-friendly and newcomer-friendly event, and offer a variety of activities for you to participate in or view. Find your way to Newcomers' Point for information, some shade, and games for all ages!

If you are on the meal plan and joining us for feast, try your hand at games and activities for a chance to sit at the high table at feast and reign for the evening!

Combat events include:

- **Archery:** Loaner equipment is available! Anytime the range is open, stop by and speak with an archery marshal and ask if you can try it.
- **Combat Archery:** Targets will be set up for you to try shooting a crossbow or a handbow, or bring your own handbow (30 pound at 28" draw). Saturday, 1-2 pm beside the battlefield.
- **Thrown Weapons:** Loaner equipment is available! Anytime the range is open, stop by and speak with the marshal and ask to try it out.
- **Fencing:** Stop by the fencing field and ask to speak to the marshal in charge.
- **Heavy List (armored combat) and Equestrian:** While we would love to be able to have you try these, it is rather difficult at events. But please feel free to stop by and ask questions! If you like, we can help you find instructors who live near you.

Site hours: 4pm Friday to 12pm Monday

Troll hours: Friday 4–10 pm, Saturday 8 am to 5 pm, Sunday 8 am to noon

SITE RULES

Alcohol: The legal drinking age in the state of Vermont is 21. We have a zero-tolerance policy for underage drinking. Really. If you choose to drink, you are still responsible for your actions, and actions that pose a danger, or are hurtful to yourself or to others, will not be tolerated and could result in expulsion from the event without a refund. We don't want to lose the right to use Camp Farnsworth.

Children: Camp Farnsworth is a hundred-plus-acre partially wooded site located in a remote rural area with a large body of water and a major highway at its edge. For the safety of the children, we require that those under 5 be with a parent or guardian, and that children between the ages of 5 and 12 be within sight/sound of a parent or guardian at all times. Parents/guardians are responsible for their children's behavior. Chronic non-compliance with this policy may result in the parties involved being asked to leave the site without a refund. Also, minors attending with an adult other than their parent or legal guardian are **REQUIRED** to present both a notarized medical consent form and a minor's release form signed by their parent or legal guardian.

Dining: The Meal Plan provides breakfast, lunch and a simple feast on Saturday and Sunday. Participants in the plan are required to bring their own diningware. Guests choosing the meal plan are strongly encouraged to help set up, cook, or cleanup for one meal. This allows everyone to take a part in the shared experience and not trap anyone in the kitchen

for the whole time. Coffee, tea & hot water are available to all in the Dining Hall.

Fire: Fires must be contained in a raised brazier or existing fire pit. There is limited firewood on site. Do not bring firewood from outside of Vermont. You must also have a bucket of water or the equivalent next to your fire. Do not leave a fire unattended. See fpr.vermont.gov/firewood-quarantine for more information.

Parking/Off-loading: When temporary parking on the roadside, park on the right side of the road. Always make sure that there is room for an ambulance to pass your car. After unloading your vehicle, please move it to one of the parking areas designated on the site map. Cars are not permitted to remain at campsites overnight unless previous arrangements have been made.

Pets: Unfortunately, the policy of the Girl Scout Council of the Green and White Mountains does not allow pets except for service animals and those integral to re-enactment. Thus, horses for the equestrian competitions are allowed, but other pets are not unless they meet the criteria above. The Girl Scouts Camp Ranger makes this determination, not the event steward. So, if you want to make the case that your pet is integral to your persona and your re-enactment, we will forward the request to the Ranger.

Quiet Hours: With consideration for the families that will be camping at Panteria, quiet hours will begin at eleven p.m. (23:00). Please continue to enjoy your friends but be considerate of those around you.

Recycling: Recycle at the zero-sort dumpster near the Dining Hall.

Showers: Two shower houses with hot running water are available. Please be considerate of time and hot water when it is your turn. Please make sure you leave the shower as clean and empty as you found it.

Smoking: Smoking and the use of e-cigarettes is allowed outside and in private campsites only. Out of respect for the Girl Scouts who allow us to use their camp, please be sure to clean up all butts!

Site Tokens: Site tokens need to be worn so they are visible at all times.

Swimming: Panther Vale's policy is that the site ends at the water's edge. We do not provide lifeguards and our insurance will not cover swimmers. Therefore, swimming is at your own risk. The pool is closed.

Trash Removal: Leave your campsite cleaner than you found it. Containers for your bagged trash will be found around the camp. Do not throw out camp trash in the bathrooms and bathhouses. Please only use the dumpster near the Dining Hall. There is a zero-sort dumpster for your recycling. Leave no trace!

Water: Potable water spigots are located in several locations around the site and will be indicated on the site map in your program.

Weather: Springtime in Vermont often has extremes in temperature. It has been known to be 90° F during the day some years. It has also been known to be 30° F overnight. Please, for your own comfort, pack with both extremes in mind. We want everyone to have a good time.

MERCHANTS

Bare Bones Boutique

[facebook.com/TheBareBonesBoutique](https://www.facebook.com/TheBareBonesBoutique)
Handmade wares & found treasures of the occult: altar furniture, tarot cards, athame daggers, incense holders, incense, candles, dice, daggers.

Bloodstone Dragon Jewelry

darkangeldragons@gmail.com

Cabochons

tchipakkan@tds.net
Silver jewelry, stockings, ceramic figurines

Diabolis Bazaar

We'll have a mish mash of stuff, jewelry, decor, saris, Turkish coffee... SCA yard sale kind of stuff, Saris as low as \$5 – bring cash!!

Firebird's Treasures

[etsy.com/shop/FirebirdsTreasures](https://www.etsy.com/shop/FirebirdsTreasures)
Natural stone, pearl and glass jewelry, Norse and Mongolian inspired hats, capes, and other accessories.

Gormancraft

[gormancraft.com](https://www.gormancraft.com)
Custom cabinets, signs, and much more. Most items are made from local wood cut at local sawmills.

Green Mountain Leathercraft

[facebook.com/jalsson](https://www.facebook.com/jalsson)
Leather goods, beads, jewelry and miscellaneous items. Specializing in Viking age silver.

Hedonist Ogre Pottery

[erikwilsonstudios.com](https://www.erikwilsonstudios.com)
I make a range of wheel-thrown and hand-built pottery. I also make ceramic pendants and enamel jewelry.

Heart of Oak Crafts

etsy.com/shop/heartofoakcrafts

Ekkehardt of Oakenwode and Samuel of Hadchester (Chris and Sam Collins) Our hand-crafted glass beads and ironwork are based upon originals from Anglo-Saxon, Roman, Celtic, Germanic, and Viking-era archaeological sites. My partner and I make everything by hand ourselves.

Lenneth's Trading

I have handmade wildlife artwork by a local artist (my brother), jewelry, homegoods, textiles, fabric, furs, garb, craft items, books, feast items.

Martin's of Sheffield

davepoul@roadrunner.com

Bargain merchandise (mostly feast gear).

Mhisty's Coven Tree

facebook.com/mhistyscoventree

A wide unique variety of supplies and gifts to help bring balance to your mind, body and soul.

Plunder Sisters

kynavt1@gmail.com

Baskets, feast gear, garb, accessories.

Postcards From The Woods

Allgrove@gmail.com

I'm an artist. I've been exhibited at Windsor Art Center, Soulbury of Woodbury, CT, and the Connecticut Science Museum.

Rock Maple Forge

rockmapleforge.com

Royal Blue Traders

royalbluetraders.com

Historically sourced wools, linen, and historical sewing tools and notions.

Steel Wool

christoff_n@yahoo.com

Metalwork, leatherwork, armor and fiber arts.

Thor's Hammer

j.vaster@hughes.net

Purveyors of ironwork, Viking jewelry, wooden spice boxes, knives, leather belt blanks, rivets and buckles.

Threaded Needle

Hoods, coifs, capes, embroidery kits, sewing kits, beads, pouches, veils, linen, kumihimo kits, and trim.

The Weaving Edge

theweavingedge.com

Supplier for fiber art needs. Mixed media fabric, European yarns, hand-spun yarn, hand-dyed and natural animal fiber. Louet equipment for order, including drop spindles, spinning wheels, looms and other tools.

Friday, May 26: Site opens at 4 pm. Bardic 7:30 pm, fire pit at the Fencing field.

SATURDAY, MAY 27

	Dining Hall	Battlefield	Bunk House	Equestrian	Fencing	Joiner
	7-8:30: Breakfast			7-8: Trail ride around site		
9:00		8-10: Inspections & Authorizations		Authorizations and Practice		
9:30						
10:00		Newcomer Tourney	Beginning Hand-sewing	Games/ Gamblers Choice/ Challenge Course	Pickups	
10:30						
11:00						
11:30		Open Field				
12:00						
12:30	Lunch					
1:00		Open Combat Archery	Knitting Mistakes and How To Fix Them		Token Challenge Tournament	Intro to Black-smithing: Making Utensils
1:30						
2:00	Chop and Chat	Small Unit/ Field Battles	Beginning Naalbinding	Games/ Gamblers Choice/ Challenge Course or Mounted Archery		
2:30						
3:00		Tourney of the Northern Seas	Soothsayers Meet-Up		Fencing Champion Tourney 2023	
3:30						
4:00					Pickups	
4:30						
5:00			Disability and Aging in the SCA			
5:30 +	6-7:30: Feast					
						8 pm: Evening at the Taverna

Metalworkers Pavilion	Mud Hut	Tree House	Tovarich	Troll/Program Building		
				All day: A&S Contest/ Viking-Age Jewelry		
				Intro to Foraging in General		9:00
						9:30
	Names to Live By					10:00
						10:30
	Heraldry for Everyone		Fire Skills			11:00
						11:30
				Newcomers Orientation		12:00
						12:30
		East Kingdom Brewers Round Table		Watercolor Landscape Drawing	Bardic in the Daytime	1:00
						1:30
Live Steel Swords Demo and Talk	Knitting Basics, Part 1					2:00
						2:30
				3:00		
					3:30	
Carve a Wooden Spatula	Rhythm and Rhyme		Intro to Middle Eastern Dance			4:00
						4:30
			Do You Want To Play for the Hafla?			5:00
						5:30 +
			8-10 pm: Hafla			

SUNDAY, MAY 28

	Dining Hall	Battlefield	Bunk House		Equestrian
	7-8:30: Breakfast				7-8: Trail ride around site
9:00		Armored Tourney			Games/ Gamblers Choice/ Challenge Course
9:30					
10:00			Beginning Hand- sewing	Swedish Huck Embroidery	
10:30					
11:00			Scribal Meet-Up		Horse Safety Class
11:30					
12:00	Lunch				
12:30					
1:00					
1:30		Woods Battle	Athena's Thimble Panel		
2:00	Chop and Chat				
2:30		Open Field	Beginner's Bobbin Lace		Mounted Archery/ Throwing Games
3:00					
3:30					
4:00					
4:30					
5:00+	6-7:30: Feast After feast: Coffee House				

Fencing	Metalworkers Pavilion	Mud Hut	Troll/Program Building	
			All day: Viking-Age Jewelry	
			Mushroom Hunting 101	9:00
				9:30
Small Format Melee		Home Sweet Home		10:00
				10:30
		Forester's Court		11:00
				11:30
			Dragon Hunt	12:00
				12:30
Random Style Tournament	Intro to Cloisonné Enameling		Try Pottery on a Wheel	1:00
				1:30
		Knitting Basics Part 2		2:00
				2:30
Pickups				3:00
				3:30
				4:00
				4:30
				5:00+

SCHEDULE OF EVENTS

FOR YOUNGSTERS

Sunday at noon, outside Troll: our traditional **Dragon Hunt!** Join (or watch!) the children of the East as they go on a mythic quest around the site of Panteria, culminating in the discovery of the dragon's treasure! Children must be accompanied by a guardian.

ARCHERY

Location: Archery Field. Hours:

- Friday 4–8 pm
- Saturday 9 am–8 pm
- Sunday 9 am–8 pm
- Monday 9–10ish am
mainly for workers tearing down

Contest is open all day Saturday. Marshals need to know how to set up specialty targets, etc. Prizes for up to 10-year-old, 11-15, & 17 and above.

SCORING

- Specialty targets: Regular target points in 30 seconds (until target stops moving)
- Apple/head, 6 arrows minus 1 for face, plus 4 for apple
- Hanging man: Regular target points on one side, double target points on other

ARTS/SCIENCES

Old and New A&S Competition

Saturday 10 am–5 pm, Troll Building

Bring in your oldest project that you can find. The older the better. Then bring in your newest project (even if it is not completed) to see how far you have come!

BARDIC/DANCE

FRIDAY

7:30 pm: Bardic

Fire pit at the Fencing field

Please join us to pass the Bardic Cup! Bring your favorite songs to sing, tunes to play, stories to be heard, or just pass time with good company. As the cup passes, each person will have their turn to contribute a piece, or to pass, so all will have a chance to entertain or be entertained! We'll have water on hand, but please feel free to bring your favorite beverage. A fire will provide light and warmth as well as an apropos atmosphere.

SATURDAY

8-10 pm: Hafla

Tovarich Barn

Join us for an evening of Middle Eastern Music and Dance! (Y)

SUNDAY

After feast: Coffee House

Dining Hall

Performers of all ages are welcome to attend and perform in this annual event. Children usually go early in the evening, as it can run late. Those choosing to perform should prepare something between two and five minutes long, and pay attention to the person organizing the order of performance so they are ready when called. Youth are welcome to stay and listen to other performances, but should not talk when others are performing.

EQUESTRIAN

Schedule subject to change due to weather and participants' desires.

SATURDAY

7 am: Trail ride around site

9 am: Authorizations and Practice

10 am–12 pm: Games/Gamblers Choice/Challenge Course

2–4 pm: Games/Gamblers Choice/Challenge Course or Mounted Archery

SUNDAY

7 am: Trail ride around site

9–11 am: Games/Gamblers Choice/Challenge Course

11 am–12 pm: Horse Safety Class for the populace (come meet a horse)

2 pm: Mounted Archery/Throwing Games

Emergency Veterinarian

River Road Veterinary Clinic

445 US-5

Norwich, VT 05055

802-649-3877

FENCING

Location: Fencing grounds, unless otherwise noted.

SATURDAY

Field opens at 10 am, with inspections

10 am–12 pm: Pickups

12–1 pm: Field closes for lunch.

1–3 pm: Token Challenge Tournament

This event will follow last year's format: each fighter will receive three wooden tokens upon which to place their mark. After each match, the loser gives the winner one of their tokens. When you run out of the tokens you created, you are out. Dead is dead, so in the event of a double kill, both fighters surrender a token to the List Minister.

3–4 pm: Panther Vale Fencing Champion Tourney 2023

The Shire Champion of Fencing will be decided based on prowess in a Bertie-Beetle Tournament, also known as a 'body parts' tourney. Each fencer must collect a "body part": left leg, right leg, left arm, right arm, body

and head. Each fencer must collect a complete set of trophies for display to the good folk of the Shire. The Tourney runs:

- During a bout, each fencer's blows to various body parts (limbs etc.) are recorded. The loser of the bout stays on.
- Once a fencer collects a 'part', that part cannot be collected by the fencer again. The blows still count, but do not contribute to the collection for the fencer.
- To collect a leg, you must 'leg' the person first before killing them in another manner.
- If a fencer happens to kill an opponent with a blow to the head, but they've already "collected" a head, the bout still ends.
- The first person to collect all body parts is the winner.

All are welcome to enter. The winner of the Tourney will be responsible for running the tournament in a format of their choosing the following year.

4–5 pm: Pickups

5 pm: Field closes for the evening

SUNDAY

Field opens at 10 am, with inspections

10 am–12 pm: Small format melee (teams of 5)

12–1 pm: field closes for lunch.

1–3 pm: Random Style Tournament

Each fighter will draw a token from a bag that has a style on it. Should they not be authorized in said style, they must fight single-sword.

3–5 pm: Pickups

5 pm: Field closes for event

Due to the small size of the field, use of RBGs will not be permitted. There is too much risk to spectators. Those authorized in spears are welcome to use them.

Inspections will include review of authorization cards, and this requirement will be strictly adhered to. Fighters utilizing weapons forms they are not authorized in during tournaments and melees will be removed from the field. Fighters using pickup time to train in a new weapons form, or authorizing in a new form is permitted, as long as the marshal overseeing the activity is aware of the situation and due caution is taken.

ARMORED COMBAT (HEAVY LIST)

Please note that all unit battles will include combat archery, if a marshal is in attendance.

SATURDAY

8–10 am: Inspections/Authorizations
Includes combat archery. Field open.

10–11:30 am: Newcomer Tourney

This tournament is open to those whose authorizations are three years or less. It is meant to be a test of comportment and conduct, as well as prowess. The tournament will be in a round-robin format, meaning that all combatants will fight all other combatants at least once.

11:30 am–12:30 pm: Open Field

1–2 pm: Open Combat Archery

Next to the battlefield

1:30–3 pm: Small Unit/Field Battles

3–4:30 pm: Tourney of the Northern Seas

This tournament celebrates the honor and glory of combatants and their inspirations. Originally held in coastal Endewearde and hosted by THL Alexander Clarke, the current Champion, Volmar Solons, calls warriors and their inspirations to the third Tourney of the Northern Seas. The combatants will test their mettle against each other, doing honor to themselves and those they represent, as they battle for the honor of carrying the Sword of Seas for the upcoming year.

SUNDAY

9 am–12 pm: Armored Tourney

The winner will be decided based on prowess in a Bertie-Beetle Tournament, also known as a ‘body parts’ tourney. Each fighter must collect a “body part”: left leg, right leg, left arm, right arm, body and head. Each fighter must collect a complete set of

trophies for display to the good folk of the Shire. The Tourney runs:

During a bout, each fighter’s blows to various body parts (limbs etc.) are recorded. The loser stays on.

Once a fighter collects a ‘part’, that part cannot be collected by the fighter again. The blows still count, but do not contribute to the collection for the combatant.

To collect a leg, you must ‘leg’ the person first before killing them in another manner.

If a fighter happens to kill an opponent with a blow to the head, but they’ve already “collected” a head, the bout still ends.

The first person to collect all body parts is the winner.

1:30–3 pm: Woods Battle

3–4 pm: Open Field

THROWN WEAPONS

Saturday and Sunday, 10 am–4 pm

Go to the field to see if the flag is up and the marshal is on the field. Loaner equipment is available!

CLASSES

Most of our classes and events are newcomer-friendly. The class descriptions include a (Y) for classes that are specifically welcoming of accompanied children. Other classes may allow children; check with the teacher. It is still expected that an adult guardian will supervise, per kingdom law.

ARTS & SCIENCES

SATURDAY

1 pm: Watercolor Landscape Drawing *Eadric*

Meet at Gormancraft Merchants, near the Troll/Program Building. Rain site: Mud Hut. *Max 10 students. No fee. Materials will be provided. (Y)*

3:30 pm: Soothsayers Meet-Up Bunkhouse

Meet your fellow practitioners of the arts of divination, whether tarot, runes, palmistry, seed-casting, scrying, astrology, or whatever else. Bring your favorite tools for show and tell.

SUNDAY

1-4 pm: Try Pottery on a Wheel! *Eadric*

Sign up for a half-hour time slot. Signup sheet available starting Saturday at Gormancraft Merchants, near the Troll/Program Building. (Y)

BARDIC ARTS

SATURDAY

1-3 pm: Bardic in the Daytime Troll/Programs Porch *Alienor Hathaway*

This is an introduction to the Bardic Arts in the SCA. Please bring any questions you have! It will be followed by a Bardic Circle in the daytime. All are invited to perform or listen. No experience required. Bring a seat if you can. (Y)

4 pm: Rhythm and Rhyme Mud Hut

Snoot Klavens

Poets and bards want to come up with lyrics that hit a rhythm, are fun, and sound good. Learn the musical and linguistic principles that make it easy to write your own poetry and lyrics, even to the point of being able to freestyle them for improvised songs. *Max 6 students.*

4 pm: Intro to Middle Eastern Dance Tovarich Barn *Guðrún Sveinsdóttir*

Join us for a movement-based Middle Eastern Dance class. All bodies and skill levels are welcome, even beginners. I will teach some of the basic movements for different regions, and break down the body mechanics, as well as teaching some ways to make your dance more in tune with the music (pun intended). Wear loose or stretchy clothing, and bring a scarf or

strip of fabric for your hips, if you can. Bring water, too. (Y)

5 pm: Want To Play for the Hafla?

Tovarich Barn

Sean o Wode

Tips and tricks for playing with a group. Bring hafla-appropriate instruments (drums, percussion, melody instruments) if you have them, and be ready to interact with other musicians.

FIBER ARTS

SATURDAY

10 am: Beginning Handsewing

Bunkhouse

K'Tusha

Learn some tricks for hand-sewing sturdy seams and hems. Bring your questions! (Y)

1 pm: Knitting Mistakes and How To Fix Them

Bunkhouse

Lucie de Bayonne

This class will take the fear out of making mistakes while knitting, and give you ideas to fix them. We will cover tinking, frogging, dropped stitches, and miscounting. Bring your works in progress, or just yourself. *Max 10 students.*

2-3:30 pm: Beginning Naalbinding

Bunkhouse

Aldis Thorbjarnardottir

Learn the basics of this ancient tech-

nique to eventually make socks, caps, mittens, and more. All you need is a blunt needle, a lot of yarn, and a few simple stitches. See how the magic happens! *\$5 materials fee; Max 10 students.*

2 pm: Knitting Basics, Part 1

Mud Hut

Signy Kraka

Learn how to cast on, knit stitch, and cast off. Five kits will be available for purchase, or bring your own size 8 needles and worsted weight wool. *Max 5 students. (Y 5+)*

SUNDAY

10 am: Swedish Huck Embroidery

Bunkhouse

Cellach Dhonn

Huck embroidery (Swedish weaving) is a pattern-darning technique that originated in Sweden in the late 15th–early 16th century. Two little projects can be finished the same day. Bring scissors and embroidery hoop if you can. *Max 6 students, 10 observers.*

1 pm: Athena's Thimble Panel

Bunkhouse

Aurelia Colleoni a'Buccaforno

The Keepers of Athena's Thimble is the Embroidery and Needlework Guild of the East Kingdom. The only requirement for membership is a desire to learn and share your knowledge and skill with others. All are welcome! Bring your work to show off or to panel for ranking in the guild. If you wish to panel for period competency, please contact Aurelia in advance.

2-4 pm: Beginner's Bobbin Lace

Bunkhouse

Ciarnait ni-Bhroin

Have you ever wanted to try Bobbin Lace, or wondered what to do with all of those wooden bobbins? Here is your chance. Students may bring their own kits or use a loaner. Have 12 bobbins (or six pairs) ready to use in your kit. I will teach kit setup separately for those who are interested. \$1 donation towards materials is appreciated. Kits will be available for up to 10 students.

2 pm: Knitting Basics, Part 2

Mud Hut

Signy Kraka

This follows Saturday's Part 1. Learn the purl stitch, and how to increase and decrease. *Max 5 students. (Y 5+)*

FOOD & DRINK

SATURDAY

1-4 pm: EK Brewers Round Table

Treehouse Pavilion

Kythe Szubielka

Come and sample your wares with the Brewers of the East Kingdom. We will talk about brewing technique, results, and experimentation in period style brewing techniques. If you have a homebrew, bring it along to share and discuss. If there are enough judges we can also hold official Panels for the Guild. You do not need to be a Guild member to attend, but you do need to be 21 or older.

2 pm: Chop and Chat

Dining Hall

Roll up your sleeves! Help prepare the evening feast. You'll be asked to do simple, guided tasks. No experience necessary, just a willing attitude. Children welcome if they are safe around knives. This is a great time to socialize with your fellow SCAdians. (Y)

8 pm: Evening at the Taverna

Vindiorix and Corotica

Private camp near Joiner and the Thrown Weapons Field.

Join us at Masculus' Letter, a late 1st-century CE Romano-Celtic taverna a day's walk from Vindolanda. Experience an evening in a tavern and learn about British Romano-Celtic life. Sample period food and drink. Learn a Roman board game from an off-duty centurion. Try your luck with a game of chance, or talk with the tavern owners and their staff. No fee, but donations accepted to offset the cost of food and drink. Bring a mug!

SUNDAY

2 pm: Chop and Chat

Dining Hall

Roll up your sleeves! Help prepare the evening feast. You'll be asked to do simple, guided tasks. No experience necessary, just a willing attitude. Children welcome if they are safe around knives. This is a great time to socialize with your fellow SCAdians. (Y)

FORESTRY

SATURDAY

9 am: Intro to Foraging in General

Meet at Troll/Programs

Ottar Manytrees

Let's take a stroll around the site and see what tasty greens and other edibles we can find. *Max 10 students.*

11 am: Fire Skills

Firepit at Tovarich

Sage

Learn how to start and maintain a fire. Firestarting items provided.

4 pm: Carve a Wooden Spatula

Metalworkers Pavilion

Sage

Carving tools and materials provided.

SUNDAY

9 am: Mushroom Hunting 101

Meet at Troll/Programs

Ottar Manytrees

Let's take a walk in the woods and see what's popping up amongst the leaves. *Max 5 students.*

11 am: Forester's Court

Mud Hut

Gilth

Foresters are invited to attend, as some Guild business is conducted. Curious onlookers are most welcome, and there will be time to ask questions about the East Kingdom Forester's Guild.

LIFE IN THE SCA

SATURDAY

10 am: Names to Live By

Mud Hut

Ulric von der Insel

Well, I guess you better get a name chosen, before your friends and acquaintances give you one! Let's look at first names and bynames and where they come from, from all over the many cultures. (Y)

11 am: Heraldry for Everyone

Mud Hut

Ulric von der Insel

So you want to design some kind of device? We'll talk about traditional heraldry as well as heraldry for the pre-heraldic cultures and times. Lots of people painted their shields distinctive colors! (Y)

12 pm: Newcomers Orientation

Troll/Programs porch

Marieke

Join Marieke on a walk through the site to discover what's happening where, get your questions answered, and we might even meet some interesting people along the way!

4:30 pm: Disability & Aging in the SCA

Bunkhouse

Findabhair

Join us for a discussion, and share your stories and ideas about how we can make improvements.

SUNDAY

10 am: Home Sweet Home

Mud Hut

Ulric von der Insel

When you're thinking about persona, do you picture a house or a home? Are you from a city, town, castle, or cottage in the wood? What about when you get an AoA or any other award? Does anything change? Let's talk together about making your persona come more alive! I have pictures of period homes and furniture, too. (Y)

11 am: Scribal Meet-Up

Bunkhouse

Aurelia Colleoni a'Buccaforno

This is a chance for current and future scribes to meet each other, share tips and techniques, and answer questions. Newcomers are welcome, especially if you are interested in learning how to make beautiful illuminated pages for East Kingdom awards!

METALWORKING

SATURDAY

All day: Viking-Age Jewelry and Silversmithing

Green Mountain Leathercraft

Ivar Njalsson

Stop by and chat with Ivar any time. He is happy to talk with you!

1-3 pm: Intro to Blacksmithing: Making Utensils

Portable Smithy near Joiner

Thomas of Mountain Freehold

Learn the basics of blacksmithing by making a fork and knife. Brought to you by the East Kingdom Blacksmith Guild. There will be a sign-up sheet at the smithy, so stop by on Saturday morning to sign up. Please bring any tools or safety gear you may have, such as eye protection, gloves, leather apron, ear plugs, hammers, tongs. There will be a limited amount available for use.

2-4 pm: Live Steel Swords/Demo/Talk

Metalworkers Pavilion

Richard Balzano

Learn about the history of swords, different types of swords, and how they were used. This class involves proximity to sharp bladed objects and is not suitable for young children.

SUNDAY

All day: Viking-Age Jewelry and Silversmithing

Green Mountain Leathercraft

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1-4 pm: Intro to Cloisonné Enameling

Metalworkers Pavilion

Ruadhnaith inghean Ruidhri

Cloisonné enameling is the art of creating a design with a ribbon of wire and fused glass. Each participant will be able to design and fabricate an enamel pendant to take home. We will be using a MAPP torch to fire the enamels. Please wear natural fiber clothing with no hanging sleeves. No

previous experience is required. If children are interested in taking the class, their parents should come to talk to me ahead of time so they know what is involved, and I can get

an idea of any extra help they might need. Bring jewelry pliers if you have them. \$5 materials fee. Max 15 students, 15 observers. (Y)

PANTERIA XXVI STAFF

Event Stewards	The Honorable Lady Aldís Þorbjarnardóttir Lady Ekaterina Ivanovna Scherbatskaya
Feast Steward	Master Aethelhafoc Keyfinder
Assistant Feast Steward	Lord Sigurd Haldorsson
Reservations/Registration	Mistress Siubhan Wallace
Class Coordinators	Duchess Marieke van de Dal Master Dafydd o Llyn Cwellyn
Merchants Coordinator	Lady Rowan Meikledale
Panther Vale Seneschal	The Honorable Lady Aurelia Colleoni a'Buccafurno
Panther Vale Chatelain	Master Tiberius Ilius Rufus
Troll	The Honorable Edward Talbot Lady Margaret of Windsor
Parking Coordinator	Lord Grumio Binnimus
Cleanup Coordinator	The Honorable Lord Thomas of Mountain Freehold
Token Mistress	The Honorable Lady Baintigheana Ruadhnaít inghean Ruaidhri

Marshals in Charge

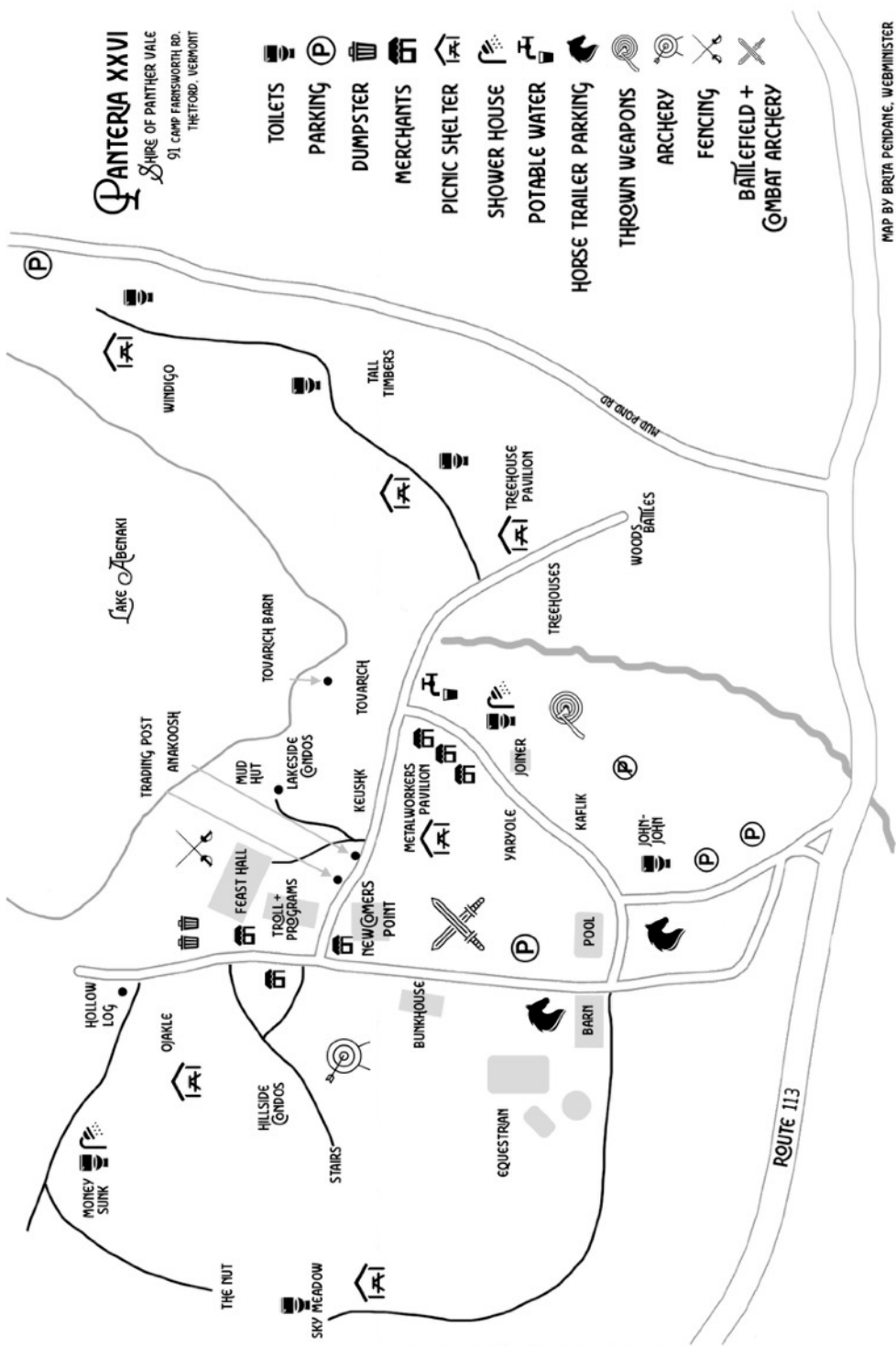
Archery: Pomesnick Ivan Sergeevich
Scherbatskoy
Equestrian: Lady Laura Flintbrook
Fencing: Lord Julien Macbain
Heavy List: Master Tiberius Ilius
Rufus Primus
Thrown Weapons: The Honorable Tighearn
Eol ua Tadhg

Additional Staff

Lord Sigurd Haldorsson
Lord Mikjall Ragnulfsson
Mistress Albreda Aylese
Lady Brigida Holtidóttir
Lady Angie of Panther Vale
The Honorable Lady Alienor Hathaway
The Honorable Lord Weehawk

Program design by Panther Vale webminister Brita Pendane

PANTERA XXVI
 SHIRE OF PANTHER VALE
 91 CAMP FARNSWORTH RD.
 THE FORD, VERMONT



-  TOILETS
-  PARKING
-  DUMPSTER
-  MERCHANTS
-  PICNIC SHELTER
-  SHOWER HOUSE
-  POTABLE WATER
-  HORSE TRAILER PARKING
-  THROWN WEAPONS
-  ARCHERY
-  FENCING
-  BATTLEFIELD + COMBAT ARCHERY