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# Blackstone Raíd XIX

**April 24, 2010 - April 27, 2010**

**Cedarlakes Conference Center  
Rípley, WV**



**Barony of Blackstone Mountain**

## Welcome from the Baroness and Baroness

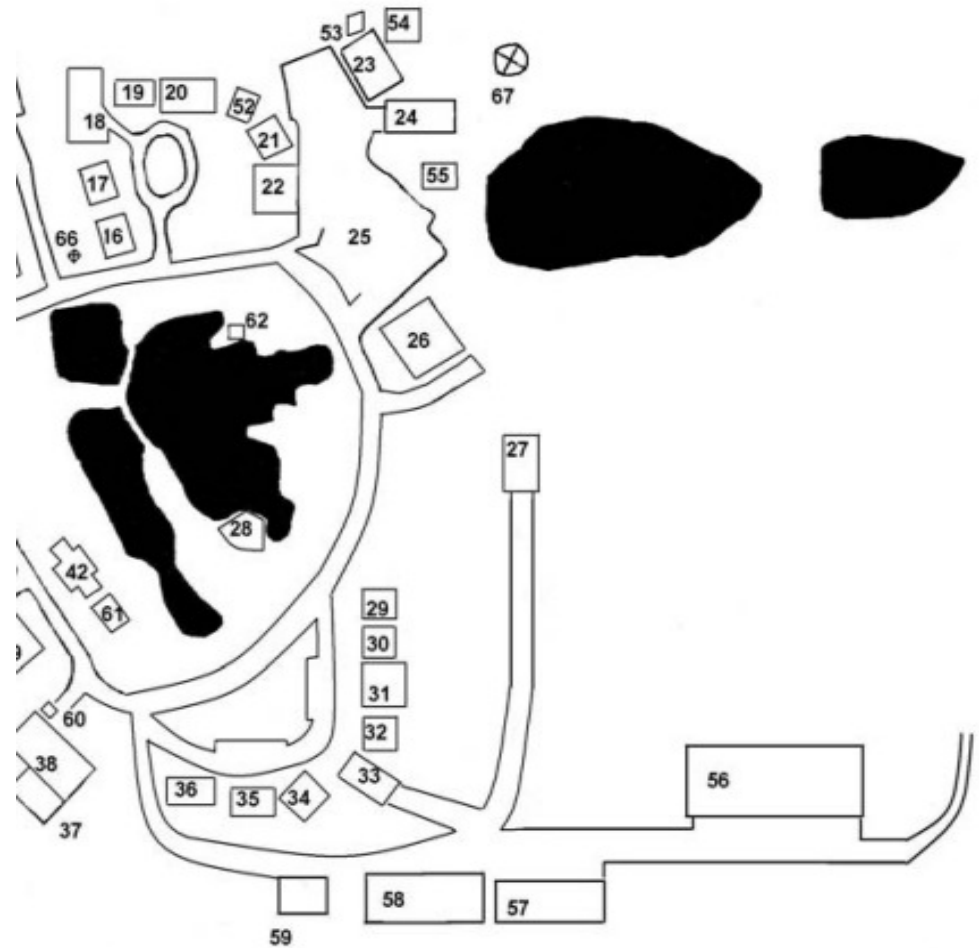
Greetings from Kire MacUrsus and Katherine Wert, Baron and Baroness of Blackstone Mountain!

Welcome to Blackstone Raid XIX and we hope that you enjoy all the pleasures and activities that are presented this weekend, as we prepare to defend ourselves against the onslaught of the Kingdom of the Middle and their allies. Please help us defend the black stones of Sylvan Aethelmearc from the Midrealm raiders in tournaments of single combat and field battles as well as in fencing and archery. We also value the gentler arts and have prepared classes for the furtherance of this in Our Barony. So let us feast, fight, and be festive and live to tell about it another day.

In your service,  
Baron Kire and Baroness Katherine

### Site Rules

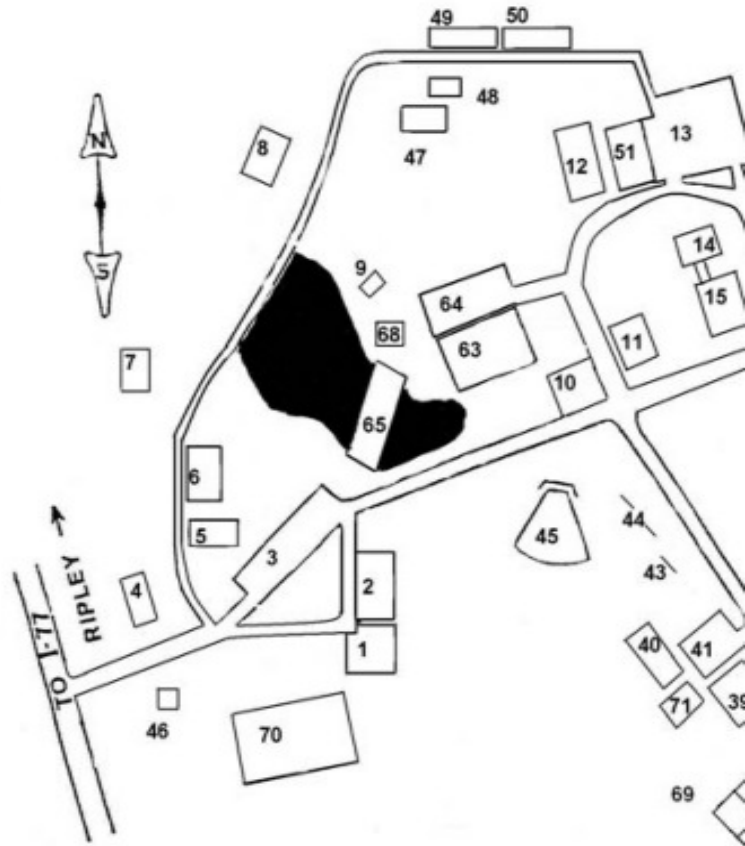
1. You are given a medallion at troll. Your medallion must be worn and displayed at all times. To re-enter the site you must display your medallion and/or receipt, or you will pay the entry fee again.
2. All alcoholic beverages must be in a period container. This is a DISCREETLY DAMP SITE. After one warning, you will be asked to leave the site with no refund. No alcoholic beverages area allowed in the feast/dining hall due to facility regulations.
3. No under age drinking or contributing to underage drinking will be tolerated. Anyone involved with underage drinking will be ejected from site with no refund and the local authorities will be notified. Remember the drinking age in West Virginia is 21.
4. Any parties held at Blackstone Raid must check ID's or medallions for proof of age. Hosts are accountable for the behavior of their guests.
5. You have two hours to unload your vehicle, after which time you will be asked to move your vehicle to one of the designated parking areas. You risk having your vehicle towed at owner expense after two hours.
6. Once you have parked your car, please leave you car in the parking area unless you are going into town. There will be a courtesy town run done several times during Blackstone Raid. Please check at troll for information and times.



34. Mason Cottage  
35. Vo-Ag Cottage  
36. VFW Cottage  
37. Bath House  
38. Swimming Pool  
39. Tennis Courts  
40. Basketball Courts  
41. Parking Lot #41  
42. Craft House  
43. Badminton Court  
44. Volleyball Court

45. Softball Field  
46. Guard House  
47. Heritage House (Log Cabin)  
48. Old Field House (School)  
49. Fair Barn  
50. Metal Storage Building  
51. Lions Shelter  
52. Game Room  
53. ETC Storage Building  
54. Sewage Treatment Plant  
55. Water Treatment Plant  
56. Manpower Building

57. Maintenance Storage Building  
58. Garage & Shop  
59. Audio Visual Building  
60. Pool Admission Building  
61. Seasonal Bathrooms  
62. Paddle Boat Building  
63. Holt Lodge  
64. Parking Lot #64  
65. Covered Bridge  
66. Council Circle #66  
67. Council Circle #67  
68. Council Circle #68  
69. Pool Shelter  
70. Miniature Golf  
71. Horseshoe Pits



## Cedar Lakes Conference Center

- |                            |                         |                                   |
|----------------------------|-------------------------|-----------------------------------|
| 1. Administration Building | 12. Jackson Hall        | 23. Environmental Training Center |
| 2. Parking Lot #1          | 13. Parking Lot #13     | 24. Curriculum Lab                |
| 3. Parking Lot #2          | 14. Classroom Building  | 25. Parking Lot #25               |
| 4. Picnic Shelter #4       | 15. Assembly Hall       | 26. Lakeview Dining Hall          |
| 5. Picnic Shelter #5       | 16. Lions Cottage       | 27. Superintendent's House        |
| 6. Trailhead Restrooms     | 17. Wayne Cottage       | 28. Chapel                        |
| 7. Picnic Shelter #7       | 18. Parking Lot #18     | 29. Lakes Lodge                   |
| 8. Blacksmith Shop         | 19. FFA Cottage         | 30. Cedar Lodge                   |
| 9. Picnic Bathrooms        | 20. Main Lodge          | 31. Mountaineer Lodge             |
| 10. Parking Lot #10        | 21. Marshall Cottage    | 32. WV Bankers Cottage            |
| 11. Vocational Building    | 22. FHA (FCCLA) Cottage | 33. Housekeeping Building         |

7. No pets are allowed in any buildings, period. Only service animals with documentation will be allowed in buildings.

8. No ground fires are allowed except in one of the two designated fire circles. Chimeras and portable fire pits are permitted.

9. There are NO firearms, fireworks, chemical weapons or weapons of mass destruction of any kind permitted at Blackstone Raid.

10. No fighting or marshal activity of any kind is permitted without a marshal present.

11. No tents are permitted in front of any buildings.

12. No smoking in any building or within 15 feet of building doors by state law. This includes public use tents. Please dispose of cigarette butts in a proper manner. Anyone caught disposing of cigarette butts in potted plants may be asked to leave the site with no refund.

13. Trash is to be disposed of in designated trash receptacles. There are for this purpose on site, use them. DO NOT dispose of trash by burning it. We are currently in fire season in West Virginia.

14. No swimming or boating is permitted in any of the three ponds our upper lake. Fishing is allowed but is catch and release only.

15. Quiet camping area hours are from 9 PM – 7 AM. If you camp in or are near the quiet camping area please respect those hours.

16. Channel 6 of the FRS (Family Radio System) is reserved form Blackstone Raid Staff.

17. Anyone under the age of 18 must have a parent or legal guardian present on site at all times. Additionally, make sure you and your child knows where each other are at all times.

18. This is absolutely no cutting of trees, dead branches, shrubbery or any foliage for any reason including but not limited to use as firewood. Your must provide your own firewood. A limited amount of firewood is available for the fire circles and fire circles only.

19. Picnic tables are to remain in the picnic shelters. They can only be moved by Cedar Lakes and then only with the express permission of Blackstone Raid Staff or Autocrats.

20. If you rent a bunk or cabin you do not have sole access to the bathroom provided with it. Bathrooms in cabins are open to ANYONE who attends Blackstone Raid.

21. Any person who – tampers with, moves, vandalizes or destroy any facility or property of Cedar Lakes or the Barony of Blackstone Mountain without the express permission of Cedar Lakes and Blackstone Raid Staff, or anyone who harbors or abets them is subject to possible immediate ejection from the site without refund, and possible barring from future Blackstone Raids. Facilities and properties include but are not limited to in no particular order – road signs, tents, golf carts, picnic shelters, bathrooms/bathhouses, cabins, dorms, motel/lodge rooms, battlefield setups, tables, chairs, picnic tables, zoning and planning markers, and any items non-staff members are not entitled to use.

### Pet Rules

No pets are allowed in any buildings. Only service animals are allowed in buildings with documentation.

Shelter – Assure your pet has adequate shelter for the varied weather conditions. Ample shade if it's sunny, a dry place if it's raining or wet, a warm place if it's cold and fresh water despite the conditions.

Restraint – All pets must be leashed, in a kennel, or "tied out" while on site. This is for both your safety and your pets.

Waste – Pickup any solid waste your pet leaves. Not doing risks this becoming a non pet site.

Children – Not all animals are accustomed to children, individuals other than their owners, or large gatherings of people. You or your child should not approach an animal you are unfamiliar with, and then only with the owners permission and co-operation.

Bugs – Be aware fleas and ticks are already out in West Virginia. Please prepare your pet accordingly.



### Saturday

2:00 AM

Troll Closes

7:00 AM

Brunch for all until it runs out. Located on the Main Battle Field.

8:00 AM

Troll Opens

4:00 PM

Troll Closes

6:00 PM

Court of Malcom and Tessa

8:00 PM

Halfla in Assembly Hall



The Quick, upon gaining the dog skull, must circle behind his Guardian before heading into enemy territory to score.

A Quick carrying the dog skull, killed by an opponent must drop the dog skull when dying defensively.

The Quick when in possession of the dog skull, has 360 degree engagement.

The Quick's hand must be on the dog skull in the scoring area to count as a point.

A loose dog skull on the ground may be struck by weapon in order to "pass" it towards the teams Quick (i.e. a hockey style pass).

## General Schedule

### Thursday

12:00 PM

Troll Opens

6:00 PM

Barony's Birthday Party—Come join us for dinner.

11:00 PM

Troll Closes

### Friday

9:00 AM

Troll Opens

2:00 PM - ?? PM

Her Majesty Tessa's Workshop @ Assembly Hall

## Fighting Schedule

### Thursday

4:00 PM – 9:00 PM

Armor Inspections and Pickups @ Main Battlefield

9:00 PM – 10:00 PM

Armor Inspections & Tourney Sign Up @ Assembly Hall List Field

10:00 PM

Fallen Comrades Tourney

### Friday

1:00 PM

Main Battlefield Opens for Armor Inspections and Pickups

4:00 PM – 5:00 PM

Combat Archery Duel and Mixed Pairs

5:00 PM – 6:00 PM

Dinner Break

6:00 PM – 7:00 PM

Allied Champions

8:00 PM – 9:00 PM

Bear Pit

9:00 PM – 10:00 PM

Juggling Sign Up @ Assembly Hall List Field

10:00 PM

Juggling Tourney

## Saturday

9:00 – 11:30 AM

Armor Inspections, Authorizations, Classes and Pickups

12:00 PM

**The Armies Skirmish** -The opposing forces of Midrealm and Aethelmearc finally meet and begin to test each other's weaknesses.

3 Field Battles, no resurrections, 3 minute break between battles. Combat Archery allowed in 1st & 3rd battles. The Loser of the preceding battle gets a 10 second "start" advantage- that being they can start moving and 10 seconds later the other side is allowed to move.

**The Denial at the Fording** - The Midrealm Army pushes deeper into Aethelmearc Territory, seeking to cross the river and enter the foothills of the Black Stone Mountains.

3 Bridge Battles, 7 minute resurrection battles with NO combat archery. 3 Random time checks for control of the middle of the bridge. The loser gets a 5 second Lead for the next battle.

**The Battle for the Foothills** - 3 more Fields Battles. Rules the same for the first three field battles. Combat archery in the 1st and 3rd battles.

**The Battle for the Blackstone Hold** - 3 Dynamic Gate battles, 10-15 minute resurrection battles.

1 Main Gate & 2 smaller side gates. Combat archery is allowed in the back field only, not at or across the gates. The Gates may be overrun and sacked by taking down the banners behind those gates. Conditions for win are the control of the majority of the Gates or the capture of the associated enemy Gate banners. Again, winner gets a 5 second "delay" on "go".

**Allied Champions Style "Capture the Flag Battle."** - 30 minutes, with resurrections every 2 minutes. Banner bearer has 360 degree engagement.

Difficult of project  
Judge's impression

In addition, we will also conduct a populace bean count to help in breaking ties!

Each area of judging may receive from 0 to 5 points, with half points being allowed. In the event of a tie score, the populace bean count shall sway the decision.

## Juggling Rules

All Heavy Weapons policies and standards for Aethelmearc and SCA apply.

Games will last for 100 stones. Winner being highest number of scores during that time period. Scoring will not stop the stone count. There will be no local holds, only General Holds- which will stop the stone count.

Teams must consist of the following: 1 Guardian, 3 Maulers & 1 Quick.

Team weapons must include one of each of the following: 1 pole arm, 1 great sword, 1 2-weapon, 1 weapon-shield, dagger optional for Quick (dog skull will count as weapon in hand for the Quick)

The Quick may be armed w/a dagger if they so wish, but is capable of attacking w/ the dog skull. Face thrusts w/ the dog skull will count as kills. The Quick is the only player allowed to touch the dog skull with their hands, and the only player allowed to score points. Full hand protection required.

The Maulers will have the full range of the field, engaging any opponent they wish.

The Guardian may only cross to the half way point in the field, not crossing into enemy territory.

Standard blows recognition applies. Upon combatants "death" they will initially fall and die defensively before gaining their feet and proceeding to the resurrection point. They remain dead until physically touching the resurrection point on their side. There upon they may re-enter the game. Exception being a "pinning" occurring after death blow. As long as a weapon remains in contact w/ the downed/dead fighter- they may not rise or take any action. The fighter executing the pinning may not take any other action while engaged in a pinning. Once the pinning is released, they would still have to proceed to the resurrection point before entering the game.

Judging begins. All items and documentation must be in place.

2:00 PM

All judging to be complete.

3:00 PM

Entries may be picked up.

6:00 PM

Court – Winners of the individual categories and the overall A&S Champion are announced at Court.

After Court – all entries are to be picked up.

## Arts and Sciences Competition Rules

There shall be five divisions that contestants can enter, with a divisional winner recognized from each division. This will allow more of the populace to be awarded for their A&S efforts with five "winners" instead of just one. Additionally, an overall winner will be chosen from among the five Divisional winners.

Costuming/Fiber Arts

Leather/Wood work

Metalwork/Armor

Paper Arts – Calligraphy and Illumination, book binding, paper making, etc.

Miscellanea – will include food/drink entries this year as well as entries that do not fit into other categories.

Entries in these divisions must have been completed in the past 18 months.

Documentation may be simple, just what the item is, time period, materials used to construct. Of course, more complex documentation will earn extra consideration!

This contest will be judged by a panel of volunteer judges using basic judging criteria, looking at:

Documentation

Authenticity

Creativity

## Youth Schedule

### Friday

8:30 – 9:00 PM

Armor Inspections & Tourney Sign Up @ Assembly Hall List Field

9:00 – 10:00 PM

The first Division 3 Torchlight Tourney in Aethelmearc

### Saturday

10:00 – 11:30 AM

Main Battlefield Opens for Youth Armor Inspections, Authorizations, and Fighting for all Divisions

## Fencing Schedule

### Friday

9:00 PM

Holt Lodge Lounge Meet and Greet  
We will get together and discuss Saturday Melees.

### Saturday

10:00 AM

List opens warm-ups and auths for 30 mins.

11:00 AM

**Cavalier Breakfast** - Just like those heroes of olde Athos, Porthos and Aramis you too have the honor of fighting for your breakfast! 3 man teams. Each team must get one of each breakfast item back to their fort from the tavern. The first team to complete the task is the first to enjoy breakfast! There will be 2 res points, no death from behind. the swordsman carrying the "food item" must fight single rapier, If the carrier is killed the food is considered blood-spattered and spoiled and cannot be "stolen". There is no

fighting in the tavern and no more than 1 food item can be carried at a time.

12:30 PM

**Battle of LePetite LaRoche** - OK so the fort is way over there at Pennsic but the guard tower is right here at Blackstone! Timed melee the team that takes the fort the quickest is the winner. Attackers are unlimited res, defenders get 2 res. Death from Behind is allowed. Then we will switch sides and go again!

1:30 PM

**We are Marshalls Games** - Pay heed unto the marshalls, and get in line. After a whole day of making sure your having fun and being safe it's time we honor our Marshalls by stabbing them (gently of course) 1st round, Marshalls hold the fort against the World. Then Bear pits – marshalls are invited to get some fencing in while others break for lunch.

3:00 PM

**Grande Sheep Raid!** - Paying homage to the very first Steele Bonnet melees we will conclude our day of melee with a grande sheep raid. There will be three teams, all sheep are in the center. The goal is to have as many sheep in your pen when time is called as possible. 3- 15 minute rounds w/ 5 min rests between. All sheep are replaced to the center after each 15 min, segment. If you are carrying a sheep you must fight single rapier! If you die, the sheep remains in play dropped where you met your untimely demise. This is a res battle. Death from Behind will be allowed at the Marshall's discretion. Careful sometimes sheep run away!

I am looking forward to seeing you all there for a full day of melee and fun! I may have more to add later but this is a good outline for what is planned for the day.

## Archery Schedule

Greetings from Master Robert the Grey Archery Marshal in Charge of Blackstone Raid.

The Range will be set up and open for practice beginning on Friday evening as long as there are marshalls present. Saturday the range will be open from 10 am until late afternoon.

For your enjoyment we will be offering the following opportunities to test your skill.

On Friday and Saturday nights after dark we will be holding the following shoots.

**Attack of the Goblins Shoot** - This shoot consists of 6 shooting stations with one target at each station. An archer will begin in start position and at a signal from the marshal, he will proceed to the first shooting stake and loose up to two arrows at the first target. Only one hit will count. After hitting the first target or loosing both arrows, the archer will move on to the second station. So on and so forth. The archer will be timed and the clock will start with the Marshal's signal and will end when the Archer has attempted each station and returns to the starting position. A miss on a target will add 5 seconds to the archer's time. The winning archer will be the one with the shortest time. The shooting positions will be lit by torch light. This shoot may also be offered during the daylight hours if there is enough interest.

**Clout Shoot Challenge** – We will be setting up a full 100 yard clout range. This will be a 30 ft diameter castle constructed of hay bales. There will be a life size fighter target in the center of the clout. There will be a 6 inch circle on the chest of the Fighter. A prize will be given for the first archer to place an arrow inside the ring.

There will also be various novelties throughout the day. These will include such challenges as the Partheon Shot, Wands, tennis balls and anything else we can devise. There will also be ample opportunity for Royal Rounds and tutoring.

## Arts and Sciences Schdule Competition Schedule

9:00 AM

Registration opens in the A&S area for entries.

11:30 AM

Registration closes. All entries must be registered.

10:00 – 11:00 AM

Judges check in and receive their judging packets.

11:30 AM