

Shire of Lost Moor Presents

Vertigo: Other Worlds

September 6th-8th 2024



Barnes Acres

15609 Co Rd 344, Savannah, MO 64485

Table of Contents

Vertigo: Other Worlds	1
Table of Contents	2
Good to Know	4
Inn Menu	5
Vertigo Staff	6
Stores/Food Nearby	9
Hotels Nearby	10
Map	11
Basic Schedule	12
Arts And Science Competition	13
Class Schedule	14
Archery Schedule	15
Archery Descriptions	16
Throwing Weapons Schedule	19
Armored Fighting Schedule	21
Steel Fighting Schedule	22
Bardic Schedule	24
Merchants	26

Vertigo

"Other Worlds"

Come to a new world with the Shire of Lost Moor
Bardic, Archery, Cut and Thrust, Armored Combat, Classes,
Arts and Sciences, Youth Activities and Merriment.

Where: Barnes Acres at 15609 CO Rd 344, Savannah, MO 64485

When: September 6th - 8th, 2024

Non-Member Registration -- \$35

Member Registration -- \$25

Youths 6-17 -- \$10

Children 5 and under -- Free

Family Cap of 2 adults plus 2 children

Prepay link: <https://forms.gle/e942i2e1CfVdu12h7>

For further questions please contact:

Getinfo@lostmoor.calontir.org

Mb Mkty Nakhthor (James Bylewski): (414) 306 - 4002

Andrea Inez Errotabahere (Lauren Bylewski): (816) 719 - 3461

<https://lostmoor.calontir.org/vertigo>

फिरि का वरुणर

فیرتیجو

眩暈

Good to Know

Gate: Friday: 5-9, Saturday: 8am-3pm

Pets – Pets are allowed but must be picked up after.

Fires – All fires must be above ground and not damage the ground underneath it. A fire extinguisher is required for all fires.

Parking in the main lot – blue cones for handicapped, yellow cone for TRM. Overflow parking on main road left side only as well as trailer area.

Showers/Archery/MISC room – Feel free to take drive to the location. Showers can be found on map.

Smoking – Private camp, away from group, or consenting group. Please ensure no trash is left behind.

Offsite – Please be offsite by noon on Sunday.

Cabins - Cabins are available but extremely limited. To book you will need to go to <https://www.barnesacrescampground.com/>

Bathrooms – There are port-a-johns located around site. (1 at the archery range, 1 at the war field, 2 in the main area, as well as some inside the main hall.)

Trash – There is a dumpster at the bottom of the hill. Trash bags will be set up across site. Any help getting them to dumpster is appreciated.

Water – There is running water in the hall as well as spigots throughout the site.

Wet site – Please make sure all trash is cleaned up.

Inn Menu

Pita Pocket Buffet

Regular and Gluten Free Pita

Meat Options:

- Smoked Chicken Shawarma (Gluten Free)
- Smoked Pork Shawarma (Gluten Free)

Sides:

- Greek Salad (Vegan, Gluten Free)
- Hummus (Vegan, Gluten Free)
- Tzatziki (Vegetarian, Gluten Free)
- Basmati Rice (Vegan, Gluten Free)
- Lentil Soup (Vegan, Gluten Free)

Dessert:

- Vanilla Ice Cream with fruit compote (Vegetarian, Gluten Free)

Note: With the exception of the ice cream, everything else is scratch made. All the sauces, the soup, every single item is home made.

Vertigo Staff



Mkty Nakhthor – Event Steward
(414) 306 – 4002
seneschal@lostmoor.calontir.org



HL Inez Errotabehere – Event Steward
(816) 719-3461
chatelaine@lostmoor.calontir.org



Countess Elspeth of Stonehaven
A and S Officer
artsandscience@lostmoor.calontir.org



HL Rufus Tenstone
Missile Weapons Marshal
missileweapons@lostmoor.calontir.org



Lord Giovanni Di Angelo
Marchisetti

MIC: Cut and Thrust
steelenink@gmail.com



HL Jawhar ibn Akmel

MIC: Armored
knightmarshal@lostmoor.ca
lontir.org



HE Nadya Helming
War Practice: Cut and Thrust
Nadya1500@gmail.com



HL Visvamitra Vimala Yavana
War Practice: Armored
Vim.yavana@gmail.com



HL Inez Errotabehere
Merchant Coordinator
chatelaine@lostmoor.calontir.org



HE Gerald Kendall
Throwing Weapons Marshal
Kendall1138@yahoo.com



HL Janos Katona
Bardic Coordinator
jharvre@gmail.com

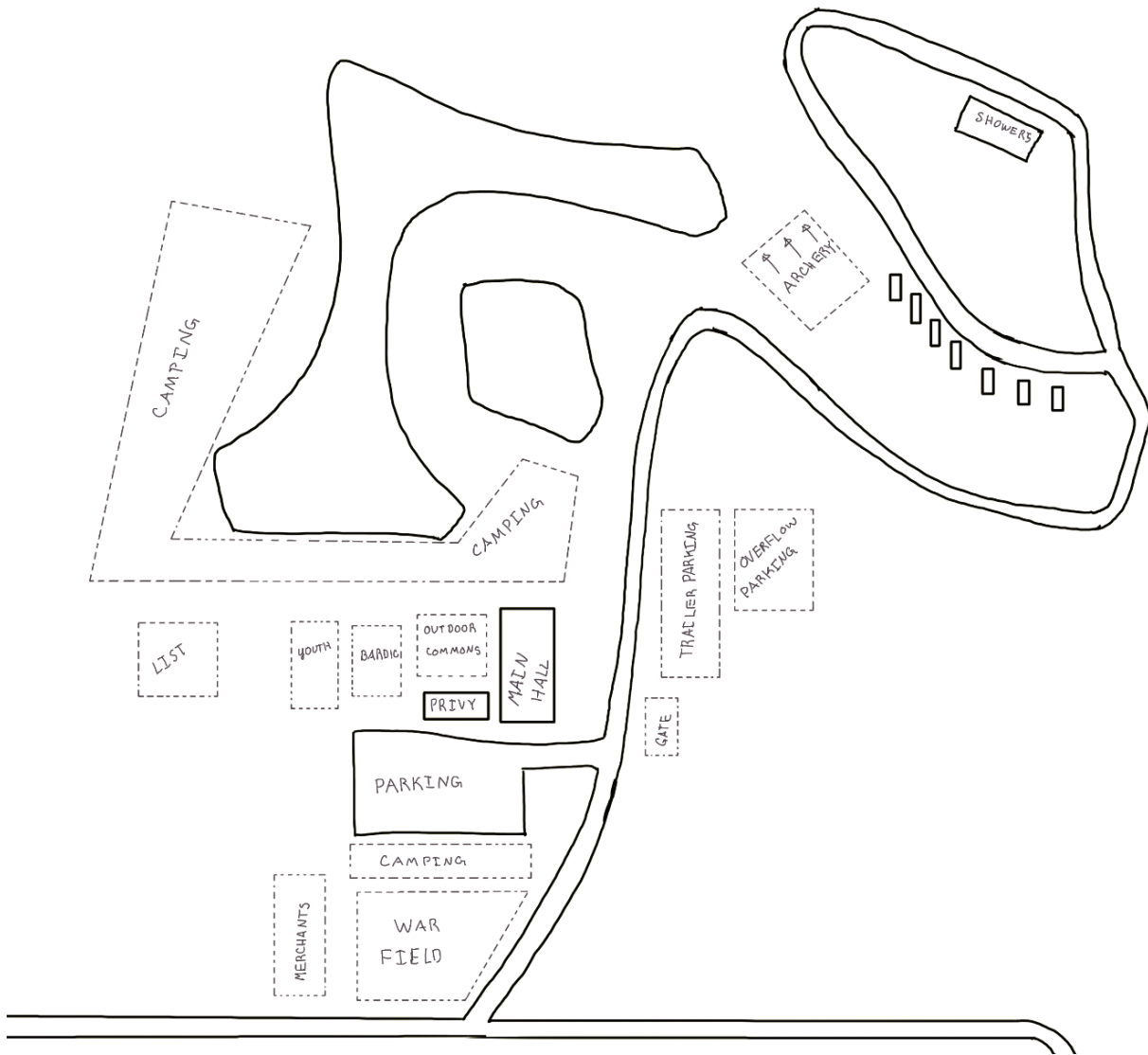
Stores/Food Nearby

Name	Address	Distance Away	Hours
Savannah Family Restaurant	302 N US Hwy 71 Savannah, MO 64485	1 mile	Friday/Saturday 5:30am – 9pm Sunday 6am – 9pm
Pasture Café	1605 West Business, N Us Hwy 71, Savannah, Mo 64485	1 mile	Friday-Sunday 7am – 3pm
Senor Barrigas Mexican Restraunt-Savanna	107 US Hwy 71 BUS, Savannah, MO 64485	.5 miles	Friday/Saturday 11am – 10pm Sunday 11am – 9pm
Pizza Hut	202 N US Hwy 71, Savannah, MO 64485	.7 mile	Friday-Sunday 10:30am-10pm
Dairy Queen	108 S US Hwy 71	1 mile	Friday-Sunday 10am – 9pm
Sonic Drive-In	300 E William St. Savannah, MO 64485	.6 miles	Friday-Saturday 6am-12am Sunday 6am-11pm
Subway	501 A N US Hwy 71 Savannah, MO 64485	.4 miles	Friday-Sunday 8am-9pm
Taco Bell	3301 N Belt Hwy, St. Joseph, MO 64506	11 miles	Friday-Saturday 7am-3am Sunday 7am-2am
McDonald's	3504 N Belt Hwy, St. Joseph, MO 64506	11 miles	24 hours
Walmart	4201 N Belt Hwy St. Joseph, MO 64506	11 miles	Friday-Sunday 6am-11pm

Hotels Nearby

Name	Address	Distance Away	Phone Number
Holiday Inn	3600 N Village Dr. St. Joseph, MO 64506	10 miles	1-888-465-4329
Quality Suites	917 N. Woodbine Rd, St. Joseph MO 64506	13 miles	816-232-6557
Candlewood Suites	3505 N Village Dr. St. Joseph, MO 64506	10 miles	816-232-2600
Drury Inn and Suites	4213 Frederick Ave. St. Joseph, Mo 64506	13 miles	816-364-4700
Stony Creek Hotel	1201 N Woodbine Ave St. Joseph, MO 64506	13 miles	816-901-9600

Map



Basic Schedule

Morning Activities: 8am to 11

Steel on War Field

Armored on Lysts

Lunch from 11-12:30,

Afternoon Activities: 12:30-3:30

Armored on War field

Steel on Lysts

5pm court

Arts And Science Competition

The Theme for the Arts and Science Competition is "Other Worlds". The focus is on non-European or uncommon personas in any medium.

The entries will be placed on a table in the main hall at the back of the stage. Please take write down the entrant, as well as any other information vital to understanding the piece.

Voting will begin from site opening on Saturday to just before court.

Class Schedule

	A	B	C	D	E	Outside
Time						
9:00	Pick Up Inkle Weaving	Tokugawa Shoguns				
10:00	Moy Gown		Needlework Roundtable	Scour Fleece	Kumihimo	
11:00	Moy Gown cont.	Native American Flutes	Needlework Roundtable	Brocade Weaving	Indigo Project (tent)	
12:00	LUNCH	LUNCH	LUNCH	LUNCH		
1:00	Panel Discussion					
2:00	Sashiko	Kumihimo	European Contact	Spinning on Hand Spindle		Pewter Casting
3:00	Sashiko	Porcupine Quills	How to Weave Without S & Z		RUSH Discussion	

Archery Schedule

8:30 am – Range Opens/Practice

9:00am – V – Shoot

10:00am – Ferrara Ring

11-12:30 – Lunch Break

12:30- Range Opens/Practice

1pm – Popinjay Shoot

2pm – Lucky Dip

Range closes after final shoot.

Archery Descriptions

V Shoot

A large "V" shape is drawn or made with tape the full height of a target. Archers each shoot to see who can get closest to the bottom of the V without touching the line or shooting outside the lines.

Variation: Next archer must shoot below the lowest arrow to stay in the game. Next game the archer who was first out shoots first, and the winner of the last game shoots last.

Ferrara Ring

The target is a set of metal rings in two-inch increments, 12 to 2 inches inside diameter. The metal macramé rings can be found at most craft stores.

Running the shoot

Each target is shot from 20 yards. The targets are shot one at a time starting with the 12 inch and working down to the 2 inch. The archers shoot three arrows at each ring. To advance to the next smaller ring an archer must have at least one arrow within the current ring. This continues until the two inch ring is reached or no archers have hit within the current ring. To count, arrows must hit completely within the ring, touching the outside edge does not count.

Scoring

One point is given for each arrow that strikes completely within the ring and up to three points per target for three hits. Only one arrow within the ring is needed to continue on to the next smaller ring.

Popinjay Shoot

The target is a wooden cutout of a bird, placed on a perch one yard in front of the backstop or butt.

Running the shoot:

Each target is shot 19 yards from the bird, 20 yards from the backstop. Each archer will shoot 12 arrows at the bird. If multiple birds are used the bird farthest to the archer`s left is the first target. If several archers are shooting at the same line, they must shoot in turns so that only one archer is shooting at any time. If all the birds are knocked off, a hold is called and the birds are reset on the perches.

Scoring

Points are scored when the bird is knocked off its perch by the arrow. Hitting the perch or the dowel does not count. Brushing the bird off with the fletchings, the side of the arrow or the draft created by the arrow does count. Knocking a bird off with the first arrow scores 12 points, the second arrow 11 points, third arrow 10 points, etc. Clarification: hitting a bird with the third arrow will always count as 10 points, no matter if the arrows before it hit birds or not.

The best scoresheet for use at the range is simply row of the numbers 12 through 1. You circle the number if you hit the bird, X out the number if you miss the bird, add it up later. This also tracks which number you are on if you need to use multiple ends due to a shortage of arrows or resetting birds.

A perfect score would be: 78 points

Lucky Dip

This works better with target sizes and distances that challenge the archers and won't have all of their arrows in the gold. From Wikipedia: "Each archer shoots six arrows and then, before scoring, a piece of paper with scoring instructions is pulled out of the bag containing several different slips of paper. This means that an archer has no idea what their score will be when they are shooting," making the game random. You can make the game more strategic by creating cards in a ratio that mostly rewards something similar to standard shooting, but with enough wild cards that grant big points to an oddball score, giving people incentive to shoot normally, or to take a chance on a known risk by shooting for the white or what not. You can also have each of the team players submit one instruction of their own, either undisclosed or open.

Some sample scoring instructions (these can also each be used as scoring systems for stand alone target games):

Normal scoring.

Inverse scoring

Ignore all golds

Whites score 20

Only lines count, and they count for double score.

Two or more arrows in the same color score nothing for those arrows.

All of an archer's arrows must be in the same color to count.

Missing the target scores 10.

Negative scoring (you lose the number of points that you have scored).

Evens score normally. Odds score negatively.

Throwing Weapons Schedule

9:00am Range Opens/Inspections

10:00am Cricket Competition

12:00pm Tic Tac Toe Competition

2pm Climb the Ladder Competition

Cricket (First to 21)

Try a little twist to League Style play with another points-based game: First to 21. Take turns throwing as if you're playing cornhole: 3 throws per turn and record the points of each axe throw that stays stuck until the end of the turn. You win when your score reaches 21 points EXACTLY. If, at the end of a turn, you have over 21 points, you've busted! Reset your score to 13 and continue playing until exactly 21 is hit.

Tic Tac Toe

We've all played Tic Tac Toe growing up, but now your throwing skills are on the line to win! Using a target where the ring's point value corresponds with placement on the classic tic-tac-toe board configuration (see example below), take turns throwing with another player, landing in unclaimed squares and marking them with your signal of choice: 'X' or 'O.' For example, if you throw a bullseye, place your "X" or "O" on the grid showing the 6. If you throw your axe and it lands in the "1" ring, mark your "X" or "O" in the space on the grid that has a "1". You win the game when (you've guessed it) you've made three in a row on the target! If there's a tie, each square on the board has a point value, in this configuration:

1 2 3

4 6 4

3 2 1

Whichever player has the highest single throw point value wins the tie.

Climb the Ladder (Around the World)

Each team must hit every part of the board from left to right in consecutive order. In other words, starting on the left side and moving to the right, each team must hit a 1, 2, 3, 4, 5, Bullseye, 5, 4, 3, 2, 1. The participant to complete the loop wins. This is a game of accuracy, not speed. Both teams should end the game with an equal number of throws.

Armored Fighting Schedule

9:00am Inspections/Authorizations

10:00am Bear Pit on Iyst field

11:00am-12:30pm Lunch Break

1:00pm War Practice

Bear Pit Rules

- Pit will be 45 mins with wounds retained
- Every 15 mins there will be a speed round for 5 mins in which the points are doubled
- Double kills are not refought and both fighters go back to the line

Steel Fighting Schedule

8:30am Inspections/Authorization

9:30am War Practice

11:00am-12:30pm Lunch Break

12:30 - Bring your best Tourney on lyst field

Following BYB tourney - Tavern Brawl on lyst field

Tavern Brawl

Do you like creating and/or using strange offhand parry devices?

How about tasteful (you see what I did there?), and silly remarks to get a rise out of your opponent?

... How do you feel about.. daggers...?

If you like any of these things, come fight in the Tavern Brawl!

(Tavern themed offhand parry's are HIGHLY encouraged) ie: an offhand parry device that looks like a fully cooked ham from your table, pot lids, a rubber fish, a large wooden spoon- get creative and let's have some fun on the field!

- Melee format- fighters may be broken into several groups to account for field size
 - Last man standing each round, please report to the list. You will get a "win" recorded.
- Top 4 fighters with most "wins" will duel it out at the end in one final melee
- Offhand parry's must be DEFENSIVE only. These may be soft or rigid and must be safe and inspected prior to use.
- Fighters must fight with a dagger, and an offhand parry device. The tavern theme for the offhand is highly encouraged but will not be required in order to participate.

Bring Your Best Tourney

- Cut and Thrust double elimination tourney
 - Mixed weapons systems encouraged
 - Spear and longsword will be permitted

Bardic Schedule

Friday

7:00 PM Informal Bardic Circle – come join in and sing!

No plan or formality – come by and join in if you are on site! Running until we run out of steam.

Saturday

9:00 AM Running, Fleeing, Hitting & Hacking: Lyrics with Verbs!

Dorcas Whitecap

This class explores the most important item in the writer's toolbox: the verb! Don't send your enemies running, drive them fleeing! A discussion of verbs and their uses to spice up your lyrics and poetry!

10:00 AM Meter in Poetry and Song

Janos Katona

This class discusses how poetic forms and stressed/unstressed syllables work with poetry and lyrics, with special attention to song.

11:00 AM Memorizing Music

Janos Katona

Memorization is a skill that can be learned and practiced by most people. Here, I share the techniques that work for me in terms of memorizing songs, and we'll even learn a song together!

1:00 PM Storytelling by the Beat

Irial Mac Uillian

Don't try to memorize your stories word-for word, but instead, learn and tell stories by breaking them down into core elements or beats.

2:00 PM New Bard Performance Space

Janos Katona (and others!)

This is a performance space specifically for new bards. A chance to get up and perform and receive feedback and ideas if desired – or just have a chance to get more experience performing in a friendly, accepting space!

3:00 PM Composition Workshop

Janos Katona (and others!)

Bring by your unfinished pieces, things you have in progress, etc. We can help you set words to music, provide constructive feedback, and perhaps help provide suggestions and a receptive audience for things you're working on!

8:00 PM Bardic Circle

Come and enjoy a bardic circle, with plenty of singing. Formal or informal depending on the wishes of those who attend. All are welcome!

Merchants

Calontir Trim

Andrixos Selijukroctonis

Wide Array of Trim

Vele's Vault

Oleg Veleslavich

Metal, Wood, Bone, and Leather Viking. Tus, and Slavic Wares

Raven's Wing Clothing

Eadaoin inghean Chionoidha

Clothing and Accessories (available for commission)

Bawdwyn's

Bawdwyn Kaye

Jewelry and Accessories