

Place	Marquee	Lodge	Loft	Workshop	Archery	Field/Fort	Dubh-Linn Encampment	Ancients Encampment
7am								WAKE UP TRUMPET: GUARD START ON GATE
7:30am								
8am				Casting			Registration for	
8:30am								
					Practice and Familiarisation Time			
9am								
9:30am								CLOTHING WORKSHOP
10am		Dyeing Discussion Group						GAMES:
10:30am								ATHLETIC GAMES:
11am		Anglo-Saxon Reading Group Beginner						INSPECTION OF ARMS.ARMOUR & COSTUME
11:30am					Archery Contest 1st round heats	Holy Icon parade		RITUAL, SACRIFICE & AUGURIES
12pm	Lunch							COMBAT
12:30pm	Lunch							
1pm	Markets and	Bellydance Workshop		Casting				
1:30pm						NON FORT COMBAT	Field or Forest	LUNCH
2pm								
2:30pm								CRUCIFICTION
3pm		Medieval Shoemaking						
3:30pm								ROMAN PAY CEREMONY AND CAMP OATH
4pm								DANCE LESSONS
4:30pm								
5pm	The Marquee will be set							
5:30pm								
		The Lodge will be open with powered lighting for continued work on projects or further discussions and workshops. Not as a Social Venue						
6pm								DISPLAY
6:30pm								
7pm								
7:30pm		Bardic Competition						
8pm								
8:30pm		Alternate Tavern venue						
9pm								
Midnight								

2001 CONVENTION - ANCIENTS DAY					W: WORKSHOP		
					P: PUBIC INVOLVED		
GOOD FRIDAY					G: ANCIENTS GROUP NEED TO ORGANISE		
					D: DISPLAY BY ANCIENTS		
TIME		ACTIVITY	GROUP	PUBLIC	PRESENTER	R: PRIVATE	
7	AM	WAKE UP TRUMPET: GUARD START ON GA	G	D	CRAIG & DEAN		
9.30	AM	CLOTHING WORKSHOP		W	MR PAUL ANDERSEN		
10.00	AM	GAMES:	G	P	TBA		
		<i>BOCCE, QUOITS, DARTS, CIRCLE & STICK RACES,</i>					
		ATHLETIC GAMES:	G	P	TBA		
		<i>JAVELIN, DISCUS, SHOT, STATIONARY JUMP,</i>					
		<i>RUNNING, WRESTLING, ARMoured RACE & BALL GAMES</i>					
11.00	AM	INSPECTION OF ARMS.ARMOUR & COSTU	G	P	RAIG GASCOIGNE& MARK KELLY		
11.30	AM	RITUAL, SACRIFICE & AUGURIES	G	D	DISPLAY		
11.50	NOON	COMBAT	G	P	ALL	<i>If people meet Criteria</i>	
1.00	PM	LUNCH	G	PR			
2.30	PM	CRUCIFIXION	G	D	ALL		
3.45	PM	ROMAN PAY CEREMONY AND CAMP OATH	G	D	ALL		
4.00	PM	DANCE LESSONS	G	W	MR PAUL ANDERSEN		
6.00	PM	DISPLAY	G	D	ALL		

Saturday 14th April 2001								
Place	Marquee	Lodge	Loft	Area2	Archery	Field/Fort	Tavern	Dubh-Linn Encampment
7:30am	Breakfast							
8am		Spinning with Drop Spindle		Casting		Dark Age		workshops
8:30am						Forest/Gully battle		
9am		English Costume			Practice and Familiarisation time	500 to 1100		
9:30am								
10am								
10:30am								
11am	Ass. Prof. Dan Carlsson Lecture 1							
11:30am								
12pm	Lunch				Archery Contest 2nd Round			
12:30pm	Lunch							
1pm		Longsword Combat		Casting				
1:30pm								
2pm		Tablet Weaving				High Medieval field battles		
2:30pm						1100 to 1330		
3pm								
3:30pm								
4pm								
4:30pm								
5pm	The Marquee will be set up as an all-weather (5am) venue for					Throwing the Cod.		
5:30pm								
		The Lodge will be open with powered lighting for continued work on projects or further discussions and workshops. Not as a Social Venue.						
6pm								
6:30pm								
7pm								
7:30pm								
8pm							Virulent Curse and Boasting Contest	
8:30pm								
9pm								

Sunday 15th April 2001									
Place	Marquee	Lodge	Forge	Workshop	Archery	Field/Fort	Tavern	Field 2	Dubh-Linn Encampment
7:30am	Breakfast								
8am				Casting		Formal fort combat (500 to 1330)			Workshops - silversmithing, horn and bone working. These are ongoing workshops throughout the event. Make a booking with Chips.
8:30am									
9am		Manuscript Illumination and Gilding/Celtic Design	Blacksmithing Workshop - Beginner						
9:30am									
10am									
10:30am									
11am		Bowmaking - display and discussion group							
11:30am									
12pm	Ass. Prof. Dan Carlsson Lecture 2								
12:30pm									
1pm	Lunch				Archery Contest				
1:30pm	Lunch								
2pm		Lecture - Women in Outremer at the Time of the Crusades	Blacksmithing Workshop - Intermediate	Casting	Finals and Presentation	Sword and Buckler Workshop			
2:30pm									
3pm		Anglo-Saxon Reading Group Advanced			Kubb Championships	Tourney		Projectile combat	
3:30pm									
4pm									
4:30pm			English Dress Accessories						
5pm	The Marquee will be set up as an alternate /Family venue for those who don't wish to take children to the Tavern.								
5:30pm									
6pm		Anders Soderberg Lecture							
6:30pm									
7pm			The Lodge will be open with powered lighting for continued work on projects or further discussions and workshops. Not as a Social Venue.						
7:30pm									

Monday 16th April 2001								
Place	Hall	Marquee	Loft	Area 2	Archery	Field/Fort	Tavern	Field 2
7:30am								
8am								
8:30am						Pike and Musket Display		
9am				Casting				
9:30am								
10am								
10:30am								
11am						Plate Battle 1330-1650		
11:30am								
12pm								
12:30pm	State of the Movement Discussion							
1pm								
1:30pm								
2pm								
2:30pm				Casting				
3pm						NON FORT COMBAT Field or Forest no set time period.		
3:30pm								
4pm								
4:30pm								
		The Marque will be set up as an alternate /Family venue for thos who don't wish to take children to the Tavern.						
5pm								
5:30pm								
	The Lodge will be open with powered lighting for continued work on projects or further discussions and workshops. Not as a Social Venue.							
6pm								
6:30pm								
7pm								
7:30pm								
8pm								
8:30pm								
9pm								