

Thursday

10:00 Gate Opens for Merchants and Early On

12:00 Gate Opens

4:00 Open Ride (Equestrian)

Friday

8:00 Authorization Fest (Chiv and Rapier)

8:00 Open Ride (Equestrian)

10:00 Honor Glory and Fun Scenario (Rapier – Single Only)

10:00 King of the Bridge (Chiv)

11:00 To the Point (Chiv)

12:30 Armand's Pumpkin Tourney (Rapier)

12:30 Small Team Melees with a Twist (Chiv)

12:30 Siege Engine Class and Authorization (Siege)

2:00 Centurion Meat and Beat (Chiv)

3:00 3v3 (Rapier)

3:00 Viking Raid (Chiv)

3:00 Royal Huntsman (Archery)

4:00 Mounted Melee Tournament (Equestrian)

6:00 Baronial Court

Immediately after court – Bardic Brawl

Saturday

08:00 – Armor Inspection Begins (Chiv and Rapier)

09:00 – Morning Royal Procession

10:00 – Dragon Quest (Equestrian)

After Dragon Quest - Calvary Maneuvers and Ride before a Prince instruction (Equestrian)

10:00 - Fort Battle Scenario (Rapier)

10:00 – Open Field Battle (Chiv)

10:00 – A/S Competition Set Up

10:00 - Archery range opens (Archery)

11:00 – Bridge Battles (Chiv)

11:00 – A/S Competitions Begin (Populace Choice and Bordermarch Championship)

12:00 – TOY (Chiv and Rapier)

12:30 – Bardic Championship Begins

12:30 - Cut and Thrust Melees (C&T)

1:00 – Town Battle (Chiv)

1:30 – Ravine or Field Battle (Rapier)

2:00 – Gate Closes

2:00 – A/S Competition Ends (Artisans can begin clearing their displays)

2:00 – IKBG Competition Begins

2:30 – Town Battle (Rapier)

3:00 – Castle Battles (Chiv)

4:00 – Valhalla Melee (Rapier)

4:00 - Archery range closes (Archery)

4:30 – Arc d’Or Circle

5:00 – Pelican Circle

5:00 – IKBG Competition Ends

7:00 – Bardic Championship Final Round (Immediately before Court)

7:00 – Court

Immediately after court – Hafla

Sunday

9:30 – Kingdom Cut & Thrust Championship