

The Adrian Empire's National Steel Tournament 2015 Final Schedule

Wednesday October 7th, 2015

9am – Adrian Empire Encampment and Group Set up begins. Use South Sunset park entrance, The Adrian Encampment is on the south shore of the lake east of the Playground. Set up runs as long as the populace is willing.

Thursday October 8th, 2015

8am – Personal Camp set up begins. Check in with camp Autocrat before setting up an encampment for final location.

Friday October 9th, 2015

8am – Event Sign-ins begin.

9am – Camp to be finalized. All Mundane Items to be put away, all members to be in garb.

9am+ - Opening Court will be called at the conclusion of opening guild notes. All attending members are expected to be present to receive vital information about the weekend

Demo Schedule TBA

10am Kids Day Activities begin.

1030am Cut & Thrust (if list) Begins 2 of 3 Points to progress. Semi Final and final best of 5 points

11:30am Sgt Shanai Tournament begins. 2 of 3 Points to progress. Semi Final and final best of 5 points

2pm Kids Day ends

2:30pm Queen's Tea

4pm Sgt Rapier Tournament Begins. 2 of 3 Points to progress. Semi Final and final best of 5 points

10pm Faire Closes – All mundane Items are expected to remain hidden and members to remain in persona until the all clear is given and the park is empty (usually about 10:20)

10pm+ Revelry begins (reminder, fire's in approved fire pits only)

11:59pm – Quiet time.

Saturday October 10th, 2015

8:00 to 9:15 am – **Archery tournament** at the Archers of Ravenwood range at the fair. The list will close for the day at 9:00. The tournament will be the best of 2 rounds of 6 arrows. If there is a tie, the second round will be the tie breaker. If there is still a tie, the highest 1st round will be the secondary tie breaker. If there is still a tie, it will stand.

9am – Camp to be finalized. All Mundane Items to be put away, all members to be in garb.

9am+ - Interim Court will be called at the conclusion of opening guild notes. All attending members are expected to be present to receive vital information and updates about the weekend

10am Park Opens. All activities begin

10:30 List Closes for Steel – begin arming - Arts list Closes

11am Parade

11am Steel Begins – pod elimination

12pm Arts Judging begins

1:30pm – Steel elimination concludes

2pm - Semi Final Steel Begins followed by final round Best of 5 Passes
3pm – Steel Ends
4:15pm – Grand Melee, main jousting arena
5pm – Sgt Rawlings Begins. 2 of 3 Points to progress. Semi Final and final best of 5 points
5pm – Horatio's 20th Anniversary Extravaganza
10pm Faire Closes – All mundane Items are expected to remain hidden and members to remain in persona until the all clear is given and the park is empty (usually about 10:20)
10pm+ Revelry begins (reminder, fire's in approved fire pits only)
11:59pm – Quiet time.

Sunday October 11th, 2015

8:00 to 9:15 am – **Archery tournament** at the Archers of Ravenwood range at the fair. The list will close for the day at 9:00. The tournament will be the best of 2 rounds of 6 arrows. If there is a tie, the second round will be the tie breaker. If there is still a tie, the highest 1st round will be the secondary tie breaker. If there is still a tie, it will stand.
9am – Camp to be finalized. All Mundane Items to be put away, all members to be in garb.
9am+ - Interim Court will be called at the conclusion of opening guild notes. All attending members are expected to be present to receive vital information and updates about the weekend
10am Park Opens. All activities begin
10:30 List Closes for Rapier – begin arming
11am Parade
11am Rapier Begins 2 of 3 Points to progress. Semi Final and final best of 5 points
12pm Arts Judging Resumes
1:30pm – Rapier concludes
2pm – Knight's Rawlings begins
4pm – Knight's Rawlings Ends
4:15pm – Closing Court
5pm Faire Closes – Tear down may begin at the end of closing court, but not before 5pm
6pm + - Vehicles will be allowed on site following the all clear that all patrons have left the park.