

Fantasy And Legends Organization
SpringFest XXXI
The Year of Head Games



Would you put your mind in peril
to receive a Fairy's kiss?
Would you battle with an elf
and put your head at risk?
Would you let the sweetest voices
confuse you with a song?

The Fay are playing head games,
care to play along?

Festivities to be held at Camp Bullowa
Stony Point, New York

Saturday June 13, 2009 and Sunday June 14, 2009

Advance registration required

RSVP and payment due by May 30, 2009

FALO is a unique, live role-playing group based on contemporary fantasy and historical myth. Contact the festival reeve or your host for more information about this in-character, fantasy weekend featuring on-site camping, sumptuous fare, games, music, evening entertainment, and above all, the opportunity to meet kindred spirits.

FESTIVAL REEVE: springfest@fantasyandlegends.org

Or come chat with us at:
www.fantasyandlegends.org/phpBB2/

www.fantasyandlegends.org

Directions to the Festival

Street Address: Camp Bullowa, 15 Franck Road, Stony Point, NY

From Palisades Parkway: Take Exit 15 onto County Rte 106, head east towards Stony Point. Go approx 1.8 miles and make a Left onto County Route 47 N (Reservoir Road). Go approximately 1/2 mile to stop sign (Junction with Rte 108) & take hard Left onto Rte 108 (also known as West Main St.). Follow Rte 108 road approx 4/10 of a mile to intersection with Rt 65 (you will see Road closed/construction to your left at this intersection). Turn right and go about 1/10 of mile and bear right onto Rte 112 (Wayne Ave.) Follow Rte 112 to 4-way stop sign intersection. Turn left at 4-way stop intersection onto Franck Road, take first Right through Camp Bullowa Gateway.

From 9W Going South: Turn right onto Wayne Ave (Rte 112), just past Cove Deli & a Gulf gas station. Turn right onto Franck Road at 4-way stop intersection. Take first right through Camp Bullowa Gateway.

From 9W Going North: Turn left onto Wayne Ave (Rte 112) just before Gulf gas station. Turn right onto Franck Road at 4-way stop intersection. Take first right through Camp Bullowa Gateway.



Ed Dempsey

Some of the Day's Events



Martial Tournaments

Boffer Sword Tourney: My Lords and Ladies. Pick up thy padded sword and join us in the Weapons Tourney. Dare to enter the warriors' ring and challenge your opponents' skill. This is not a tourney for the *feint* of heart. Approved padded weapons will be available. If you are bringing your own weapons please bring them to the Weapons Tourney ring for inspection prior to your duel. One of the judges will be there to make sure the weapon is legal. Please make sure to visit the Enchanted Tankard before and after the tourney, as no good can come from mixing fighting and empty stomachs. A prize awaits the winner. Give honor to those about you. Give honor to your opponent. Lay on!

Light Archery Tourney: Never picked up a bow and arrow before? Not sure that you're ready to play in the masters archery tourney? Skills not up to snuff yet? Not to worry. My Lords and Ladies, the Light Archery Tourney is here for you. It's the first archery event of the day so make sure you get over to the archery range early to get your practice in. Skilled archers will be available to assist you. We have a bow and a supply of arrows for those that are in need. A prize to the winner of the Tourney. Food and drink are available at the Enchanted Tankard.

Masters' Archery Tourney: My skilled Lords and Ladies. Feeling a bit brave this day? Think you can hit a fist sized object from a distance? Join us for the Masters' Archery Tourney. A prize awaits the winner. Yes, of course you'll be able to practice, and make sure you visit the Enchanted Tankard before stringing your bow. It's no good competing on an empty stomach.

Spell or Sparklie: Having vanquished a few dragons, one wizard has a few extra sparkly treasures at his disposal. There are trinkets for the taking if you've got the courage to read a few scrolls. Some scrolls win treasure and some cast a spell. You might lose your head for a short spell, but it's all in good fun. Even a master wizard needs to amuse himself once in a while.

Heroes wanted: The Druto tribe have lost their sovereign. Well they haven't lost him completely. They still have the head. Where the rest of him might be, they aren't sure. Perhaps they can find the rest of him and make him better. At least, they believe it can be done. The ancient tome of wisdom states that only a great hero of pure heart can help them fix their problem. Hopefully the ancient tome will also tell them how to discover exactly who this valiant hero is. Could it be you?

Scout's Fury: You're out on scouting mission and discover a patrol of four lethal enemy warriors. You should probably just let them pass, but that's not your style. With a yell, you attack the brutes all by yourself. Can you take off their heads before they get yours? [This game will utilize SCA style rattan swords. Feel free to bring your own.]

The Enchanted Tankard Tavern: Bring your mug and feast gear! Quench your thirst and break your fast while getting acquainted with fellow adventurers, playing games and solving puzzles, and listening to wandering minstrels. Light fare (including cheese, fruit, veggies, hard-boiled eggs, pickles, and snack bowls) will be available for purchase, and a free trial-mix snack will be on hand. Also be sure to peruse the pastries and confections of the BAKE SALE... just step away if you feel the urge to drool. Champions from last year's tournaments who wear their sashes receive one free drink at the Enchanted Tankard! Visit the Enchanted Tankard throughout the day to enter a drawing for any of the marvelous items that will be on display.

RAFFLE ITEMS!!!

Garb, Weapons, Armor, Feast Gear, Musical Instruments, Pottery, Jewelry!! All sorts of lot can be had if you are lucky enough (and buy lots of tickets!!).

Medieval Feast and Entertainment: The celebrations continue through the evening with a grand feast followed by entertainment featuring dancers, musicians, storytellers, laughter, and much more. **THE SECOND HALF OF ENTERTAINMENT MAY BE OUTDOORS, PLEASE BE PREPARED**

Dessert Contest: Bring a dessert for entry into the dessert contest. A prize will be awarded for the best dessert based on taste and presentation.

Fire-Side Bardic Circle: After the fighting, feasting, and cavorting, join your fellow adventurers in the Wayward Wood for stories and songs around a roaring fire. Become a bard for the night or simply take your ease as you listen to the verbal tapestries woven around you by others.

Festival Schedule



Saturday, June 13

- 8:00 am Setup - vendors, ministries, encampments
All vehicles must be out of festival area by 10:00 am
- 9:00 am Festival gates open - welcoming table will close at 1:30 pm
- 10:00 am** **SPRINGFEST OPENS!!!**
The Enchanted Tankard Tavern opens (performers welcome)
Merchants open for business
Tourney practice and weapons inspections begin at the weapons ring and archery range
Sign-up for Tournaments at the Tavern
Maypole Dance
Light Archery Tourney Begins - *Archery Range*
Spell or Sparklie - *Begins at the Tavern*
Weapons Tourney - *Weapons Ring*
Masters' Archery Tourney (Round 1) - *Archery Range*
Hero's wanted
Mastery Archery Tourney (Round 2) - *Archery Range*
Scout's Fury
Masters' Archery Tourney (Round 3) - *Archery Range*
Masters' Archery Tourney Finals - *Archery Range*
Weapons Tourney Finals
Enchanted Tankard Closes
Free Time - finish camp setup, get your feasting gear, and report to the Feast Hall
- 6:30 pm** **THE FEAST IS SERVED!**
- 8:15 pm Announcements and Awards
- 8:30 pm Evening Entertainment with raffle drawings held throughout the evening
- 11:00 pm Bardic Circle

Sunday, June 14

- 8 to 10 am A breakfast spread of muffins, bagels, butter and jam, cheese, coffee, tea and juice will be available for an additional fee (*to be paid with registration*).
- 11:00 am Camping area must be clean and cleared of tents and gear
Unwinding of the Maypole
- 12:00 noon All adventurers must be off Camp Bullowa premises
SAFE JOURNEY & FARE YOU WELL...

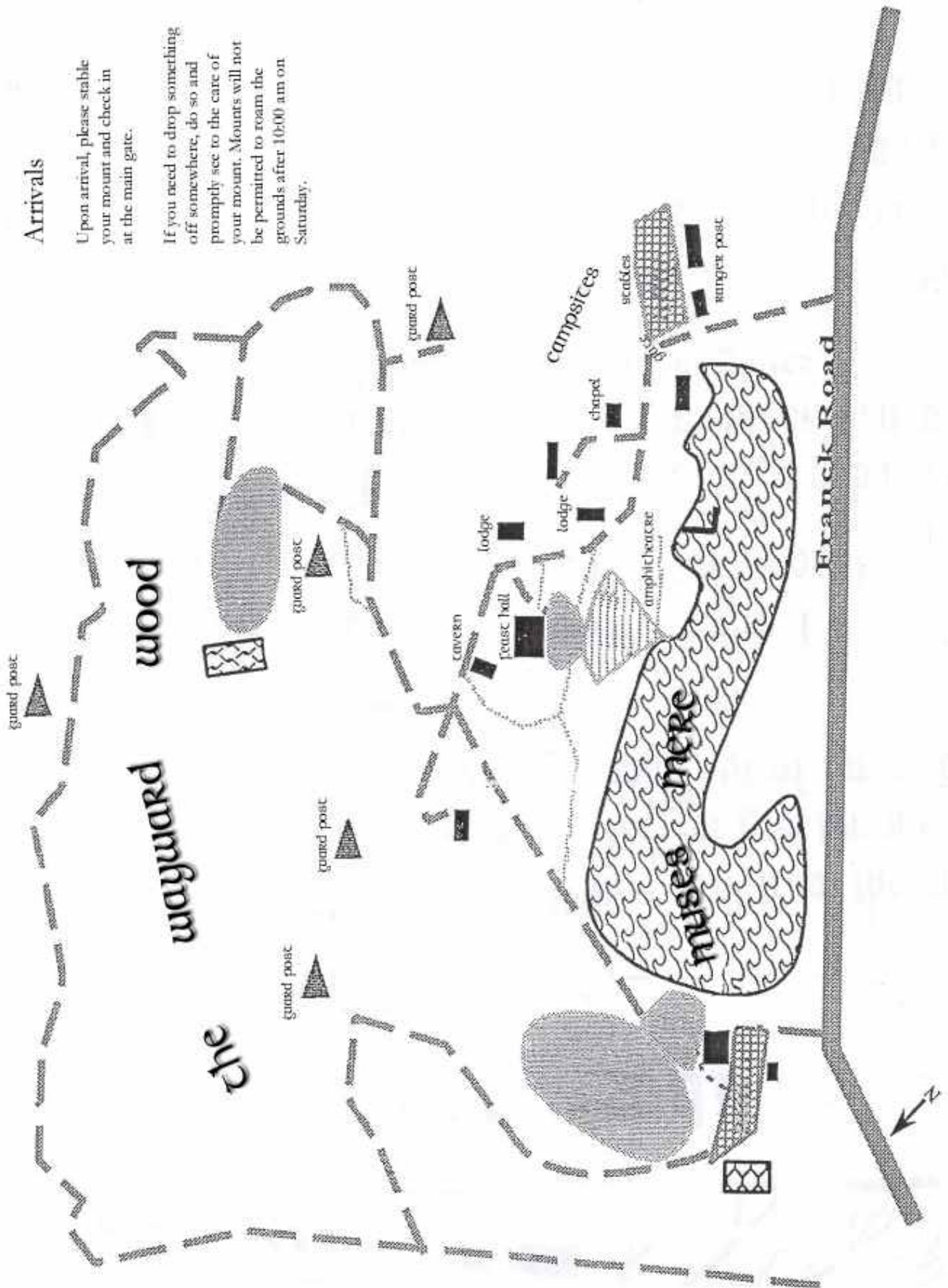
~ The Feast ~

- Assorted Breads and Herb Butter
Assorted Cheeses and Spreads
Salad of Fresh Spring Greens w/ Cranberries and Nuts
- Marinated Grilled Beef with Sauteed Onions and Peppercorns**
Roast beef marinated in herbs and garlic, grilled, sliced, and served with an Onion/Peppercorn Au Jus on the side
- Chicken Breasts Milanese**
Chicken breasts cooked in sauce of white wine, garlic, olive oil and lemon
(a vegetarian version will be provided upon request)
- Roasted Vegetables**
A medley of tomato, peppers, zucchini and other veggies
Roasted in olive oil, fresh basil, garlic and spices
- Chive Baked Potatoes**
A fluffy baked potato with butter and fresh chive
Lemonade, Ice Tea
- Dessert contest entries, Coffee, and Tea
-

Arrivals

Upon arrival, please stable your mount and check in at the main gate.

If you need to drop something off somewhere, do so and promptly see to the care of your mount. Mounts will not be permitted to roam the grounds after 10:00 am on Saturday.



Laws of the Land

1. Please be advised that this is a “period” event, meaning that garb befitting a medieval fantasy setting must be worn while on the event site the day of the festival (i.e. no sneakers, plastic, neon colors, etc.) Any non-period items that are of an obvious necessity should be kept hidden from view as much as possible or camouflaged appropriately (i.e. cameras, cell phones, and flashlights hidden in a basket, cameras covered with a cloth, modern-looking walking-aides wrapped with fabric or replaced with a wooden staff, etc.).
2. No admittance without prior registration (see attached Registration Form). If your registration check bounces, you will not be admitted into the festival and will be responsible for all bounced check fees.
3. There are *no* pets allowed on site – the only exception to this rule is the use of Seeing Eye Dogs.
4. All attendees must check-in at the Welcoming Table upon arrival. The Welcoming Table will be open from 8:00 am until 1:30 pm. Instructions for late arrivals will be posted at the Welcoming Table.
5. Vehicles are not to be driven onto the festival grounds unless you have received prior approval from the Festival Reeve. All vehicles, except for purposes of medical emergency, must be off the grounds and into the designated parking area no later than 10:30 am on Saturday. All vehicles must be off the Camp Bullowa premises by 12 noon on Sunday.
6. The supreme law of the land is courtesy. Treat every living thing with respect and harm nothing. No live trees are to be cut or damaged. No littering will be tolerated. This is the way of the Fey.
7. Camping is permitted only in designated areas. The buildings are not to be used for sleeping unless designated for such. Camping areas must be kept clean and safe. Anything brought onto the site, must be carried out. All sites must be cleaned and cleared by 11 am on Sunday; please provide your own garbage bags for such purposes.
8. Fires may be lit only in designated areas, and must be supervised at all times. A bucket of sand and/or water must be present beside all fires. No standing trees may be cut for firewood. “Courtesy piles,” stacks of firewood found throughout the camp areas, must be replenished if used. No open and unattended flames are allowed in the camping areas (tiki torches, candle lanterns, etc.).
9. *All* prohibitions of the State of New York will be upheld. This includes use and/or possession of illegal/recreational drugs, firearms, fireworks, theft, etc.



10. The site is a Boy Scout Camp and is a *dry site* (no alcoholic beverages allowed on the premises).
11. *This is an adult event.* Although children are welcome, some things may not be suitable for their eyes, ears, and/or hands; thus, all children must be supervised at all times. Any adult who brings a child will be held fully responsible for the actions of that child.
12. Mind thy weapons! Keep all weapons safely secured and do not brandish them on the grounds. Feel free to bring your bows and target arrows, but leave behind all compound bows, aluminum shafts, and arrows with hunting tips. You may also bring your own padded sparring weapons. All weapons must be used in designated areas only, and only with the approval of, and under the supervision of, the Gaming Ministry. All participants in martial/physical events understand that such participation carries a risk of injury and accept full responsibility for their participation in such events.
13. There is *no* swimming allowed. There are kelpies and nixies in the waters and the grounds surrounding the lake are off limits.
14. Besides being a fire safety hazard, cigarettes do not fit a fantasy medieval environment, and butts on the grounds are unsightly and typically not biodegradable. Please dispose of cigarette butts in sand-filled buckets provided throughout the Main Festival Site and outside the Dining Hall. In accordance with New York State law, there is no smoking allowed inside any structures (including tents) at any time. Also, please note that smoking is *not* permitted in/around the open air pavilion.
15. Report all injuries to the elders and/or camp officials immediately.
16. Obey instructions of the people in charge. This includes the elders of FALO, event ministers, the camp officials, and all members of FALO. Alert an elder immediately if you witness transgressions of these laws.

Transgressions of the Laws may result in expulsion from the festival grounds



ELDERS OF FALO

Hoot Dreaminger, Loquitor Braethen,
Aranek, Angelica, Rinka Tur

Additional Festival Information

Merchants: There is no additional merchant fee beyond registration. Simply help us add to the festive atmosphere by bringing your wares and displaying them on your own table (covered with a table cloth), laid out on a blanket, hawked throughout the site, etc. Non-roving merchants will be assigned spaces. Items sold are to be of a style consistent with a medieval/fantasy setting. There should be no plastic or modern items that would not be available in a medieval fantasy period. Dress, displays, and shelters must also be suitable for a medieval/fantasy environment. Merchants may drive their vehicles up to the main festival site between 8 am and 10:30 am on Saturday. All vehicles must be in the festival parking area by 10:30.

Entertainment: Those wishing to perform during the day at the Tavern, must see the Barkeep on the day of the festival for permission. Anyone with an interest in performing in a more formal setting during the day or in the evening must check off the appropriate box on the registration form (please include your email address on the form). It should be noted that formal performance slots are very limited and will be offered only at the discretion of the entertainment minister.

Dessert Contest: All desserts must be prepared in advance off-site and brought to the kitchen before 3:00 pm. Refrigeration will be available. All major preparations must be made in advance. Minor assembly (sprinkles, whipped cream, cherries, etc.) will be permitted in the kitchen.

Games: Please stay on main paths when entering any Gaming Groves to ensure safe passage around tourney areas. Only approved equipment will be allowed on the tourney fields.

Facilities: There may be a limited number of bunk spaces in cabins available for use; however, availability is not guaranteed, so be prepared to supply your own tents. One bath-house with showers will be available. Bathroom facilities consist of out-house style privies. Running water is available at most privies.

SPRINGFEST MINISTERS

FESTIVAL CO-REEVES: *Shani and Loquitor*

SET-UP: *Firesmith, WELCOMING: Alfreida, GAMES: Stalzer, TAVERN: Loquitor*

COOKING: *Cianna/Fiona, DAYTIME ENTERTAINMENT: Hoot,*

EVENING ENTERTAINMENT: *Aranek, CLEAN-UP: Rinka Tur,*

SECURITY: *Elders and all members who will be wearing blue FALO sashes*

Things to Bring

- Bring this invitation packet: it includes a lot of necessary and helpful information about the weekend—including how to get there!
- Your tent and camping accessories.
- **BUG REPELLENT!**
- Everyone hopes for a beautiful, warm and sunny Festival weekend, but be prepared in the event of inclement or cooler weather. Bring a blanket, a cloak, cool-weather (or very warm-weather) garb, a change of garb and footwear in case it rains, for dinner, etc.
- Feasting gear (plate, bowl, mug, chalice, eating utensils) as none will be provided, and maybe a picnic blanket/ground cloth in case you'd like to sit/eat on the ground during the day.
- Flashlight: while not in keeping with the atmosphere, for some it is a necessity when trying to make it through the dark woods or finding things in your tent at night (and safer than candle and oil lanterns).
- Garbage bags for your personal use at your campsite - remember, you brought it in... you bring it out!
- Toiletries: toothbrush/toothpaste, soap, towels, etc., and although there is supposed to be toilet tissue in the privies, it never hurts to bring an extra roll along.
- While an afternoon snack will be provided and limited fare will be available for purchase at the tavern, you may wish to bring supplemental fare to sustain you through Saturday's events. In addition, you may want to consider provisions for Sunday morning. Those who prepay for a Sunday breakfast will have access to the items listed on the menu. Although there are several eateries located within 1/2 an hour's drive of the festival site, you are not advised to go out for breakfast Sunday morning unless it is as you are heading home because you are required to be permanently off site by 12 noon.

LOST-AND-FOUND

Daytime - see barkeep at the Enchanted Tankard Tavern

Nighttime - see one of the Elders in the Dining Hall

FALO's 22nd Annual Springfest Registration Form: June 13 - 14, 2009

~Attach additional sheets for different households~

By submitting this form with payment in full, you acknowledge that you have read this packet in its entirety and agree to all rules of the Fest and acknowledge that failure to abide by the rules may result in expulsion from the site. This registration form is valid only for those who have been directly invited by the Clan of FALO or its members, or by guests with express permission from the elders of FALO. Invitations are non-transferable. Registration fees are non-refundable. All registrations must be pre-paid. No one will be permitted upon the festival grounds without pre-registration. No payments will be accepted at the Welcoming Table, and no one is exempt from these rules, be they FALO member or guest. This registration form is not valid unless accompanied by the proper registration fees.

ATTENDEE INFORMATION

_____	_____
_____	_____
_____	_____
_____	_____
LEGAL NAME	CHARACTER NAME

Address: _____

Phone Number: _____ E-Mail Address: _____

REGISTRATION DETAILS AND FEES*

Early Registration (must be postmarked on or before **May 16, 2008** in order to receive the discount)

Members: _____ x \$0.00 (must be signed up for a ministry) *Annual Dues:* _____ x \$35.00
 Adults: _____ x \$30.00 Children (12 and under): _____ x \$15.00 Sunday Breakfast: _____ x \$2.00

Standard Registration (must be postmarked on or before **May 30, 2008** to be accepted)

Members: _____ x \$5.00 (must be signed up for a ministry) *Annual Dues:* _____ x \$35.00
 Adults: _____ x \$35.00 Children (12 and under): _____ x \$20.00 Sunday Breakfast: _____ x \$2.00

Total amount enclosed: _____
 (make checks payable to FALO)

*The Registration Fee covers all events, evening feast, and entertainment

Additional Information

- Member of similar group? Yes / No Group's name: _____
- INVITED BY: FALO Member:_____ / Other:_____ (legal name of inviter): _____
- Number of people who will be: CAMPING:_____ / NOT STAYING ON SITE:_____
- Please list any medical problems, allergies, disabilities, etc. that you would like us to be aware of:

- If you would like to volunteer for a ministry, please make note of it on the lines below, and the minister will contact you and let you know how you may be of assistance. Ministries to choose from: *Set-Up, Welcoming, Games, Cooking, Tavern, and Clean-Up*. Please note the following: all committees have a limited number of spaces open; if you are a member of FALO, being a merchant and/or entertaining does not fulfill the requirements of serving on a ministry. With regards to the Clean-Up Ministry, all who join this committee will assist with dinner clean-up.

- **Entertainers:** Check here if you would be interested in performing during the day or evening. If the schedule permits, the minister of entertainment will contact you: day _____ evening _____
Performance: _____
- **Merchants:** Check here if you wish to bring your wares for sale during the day so that the festival reeve may contact you in advance:_____
- **Dessert Contest:** Check here if you are bringing a dessert for entry into the dessert contest: _____
- **Hotel Information:** Check here if you would like information on local hotels: _____
- **Vegetarian Entrée:** Check here if you would like a vegetarian entrée at the feast: _____

Make all checks payable to "FALO"; mail Registration Form and payment to:

**Springfest Central
c/o Birmingham
53 Buckley St.
Kingston, NY 12401**

You know you're coming, so mail this in today!