

CANADA'S LARGEST AMTGARD EVENT!



WOLVEN FANG PRESENTS

BATTLE OF THE DENS IX



BATTLE OF THE DENS IX SCHEDULE

FRIDAY

9:00 – 5:00: Sign in, general set up stuff, and miscellaneous games (ditching)
5:00 – 6:00: Archery tourney
6:00 – 7:00: Ladies Favour
7:00 – 8:00: Supper Break
8:00 – 9:00: Company Battle
9:00 – night: Bardic



SATURDAY

9:00 – 10:00: Breakfast
10:00 – 11:00: BotD Champion Tourney
(A&S entries due at noon so judging can start)
11:00 – 1:00: Swim break/ CTF preparations
1:00 – 5:00: CTF round 1
5:00 – 7:00: Supper intermission
7:00 – 11:00: CTF round 2



SUNDAY

9:00 – 10:00: Breakfast
10:00 – 11:00: Quest set up
11:00 – 2:00: Quest
2:00 – 3:00: Swim Break/ Juggling field set up
3:00 – 4:00: Juggling tourney
4:00 – 5:00: Spell Weaver Competition
5:00 – night: Feast, court, auction



SIGN IN

Forms should be filled in prior to the event.

At the sign up table you can pay your 10\$ entrance fee, get your weapons checked, as well as hand in the waiver and event registration portions of the registration form, a garbage bag (More garbage bags will be available at troll throughout the weekend) and a bracelet to show legal drinking age or non legal drinking age will also be handed out. The juggling sheet will be found at troll and teams may register anytime during the event. There will also be a vegan/vegetarian sign up sheet posted in troll for those who are interested.



ARCHERY TOURNAMENT

This is a skill of Amtgard legal Archery equipment.
Win your chance at the coveted Golden Arrow.

LADIES FAVOUR

The ladies of BOTD choose 2 fighters to fight in their name each. Each lady then sends out one of her 2 choices. Every win the lady gains the losers fighters as "trophies".
The winner of the ladies favor is determined by the lady with the most "trophies".



COMPANY BATTLE

This is a non class battle game where you can pin your Company against others. Each company must have a banner. Try to keep your banner while capturing others by the end of hour long battle.

BARDIC

This is your chance to hear or perform. Sing, dance, play an instrument tell a joke, or even a story. Everyone is welcome to take part or just merely listen in around the Bardic fire.

CHAMPION OF THE DENS

This tournament holds different weapon styles. Points are awarded for each win, and the person with the most points is hailed Champion of the Dens!



BOTD CAPTURE THE FLAG

CTF is a long standing tradition in Wolven Fang, a tradition that BOTD was created around. **please see page 5 for the full BOTD CTF rules**

You are placed in 1 of 3 forts with the rest of your team to capture as many of your opponents flags as possible while trying to fend off other flag hungry bases. And watch out for the Barbarian Hut, they're looking for any excuses to attack invaders of their land. This site will also be active with small quests happening randomly, which is another way to score points for your team. And don't forget about the "Red Assassin" he could bring your team luck if he's captured or killed, but for every person from your team he kills, your team loses points. So join the battle to win your team the BOTD CTF Banner.



QUEST

What can you expect from a BOTD quest? Quests with multiple ways to win, quests with side quests, quests with interesting characters to interact with and an open atmosphere of Roleplaying you can't find anywhere else.. Year after year, BOTD holds some of the best quests ever!

JUGGING TOURNNEY

Jugging is the closest thing your going to get to an Amtgard sport. The "Dogskull" is placed in the middle of the field wich is surrounded by a circle. There is only 1 member of your team who can touch the dogskull. The "Quick" must attempt to grab it before his opponent's Quick grabs it. And attempt to put the dogskull on the post at the opposite end of the field. A Jugging team consists of the following members: a Quick, Shield, Heavy, Chain, and Slash. For further information on the game of jugging please visit

<http://amtgard.com:8080/jugging.html> or ask one of the representatives at the sign up table.



SPELLWEAVERS COMPETITION

A competition for all magic wielders. Test casting skills in this spell slinging tournament! Bard, Druid, Healer, and of course wizard.

FEAST/COURT/ AUCTION

Along with two breakfasts and a lunch, your entry fee pays for a feast of flame-kissed smoky pork riblets, fresh garden variety salad, fried rice, French-Canadian style baked beans, and the finest carbonated non-alcoholic drinks on the market. Of course, a vegan/vegetarian meal will also be available. We then move onto WF's court where all awards will be handed out for the weekend, along with the governments awards.

Then stay to help us raise money for next years BOTD by contributing or purchasing items at the auction. Popular items at BOTD's auction are Garb, weapons, jewelry and art !



DIRECTIONS TO BOTD

BOTD is held at 236 Woodland Road in Wahnapiatae, on Paul Gryll's forested property.

From 17 traveling West (From Ottawa)

Drive towards Sudbury, until you enter the town of Wahnapiatae. You will make a left turn onto highway 537. Follow the road for about 4 km (2.5 miles) until you reach Red Deer Lake Road NORTH. Turn left. If you reach Red Deer Lake Road South you have gone too far. Go to Red Deer Lake Road NORTH section.

From 17 traveling East (from Sudbury):

Drive towards North Bay, until you enter the town of Wahnapiatae. you will make a right turn onto highway 537 after a large bridge. Follow the road for about 4km (2.5 miles) until you reach Red Deer Lake Road NORTH. turn left. If you reach Red Deer Lake Road South, you have gone to far. Go to Red Deer Lake Road NORTH section.

From 69 traveling North (from Toronto)

Drive towards Sudbury until you see the turnoff for Wanap and Wahnapiatae. This will be highway 537 on your right side. Drive down the road for a while. you will need to make a right turn on Red Deer Lake Road NORTH. You need to drive by Red Deer Lake Road South, so be careful and take Red Deer Lake Road NORTH. Continue with next section.

Red Deer Lake Road NORTH section:

the rest of the trip from here is straight down the road for 6 km (less than 4 miles). After about 4 or 5 km, you will reach what appears to be some sort of fork in the road. To the right, Red Deer continues. You want to go straight onto Woodland. If you miss this "fork" (or keep going the correct way) you will arrive at a one-lane bridge. Cross the bridge, and begin looking for the address 236. (Entrance is at the bottom of a hill) Look for a Big Sign.

MUNDANE RULES

-This is a wet site (Alcohol allowed) to those 19 and over. Any others found drinking or intoxicated under the age of 19 will have their parents or legal guardian contacted.

Those found giving alcohol to those under 19 will also be dealt with. Drugs will not be tolerated at all. We will have 3 off duty law enforcers along with other volunteer security.

-No driving, tenting or fires will be permitted on the ditching field this year. It's a ditching field and nothing else.

-All waivers must be filled out to enter BOTD 2005, no waiver no entrance.



NEW AMTGARDERS GET IN FREE!

More information on who is qualified
for this offer will be posted soon!

CTF RULES

SCORING

- 10 points per capture of main flag
- 1 point deducted when a player loses all class lives
- 1 point deducted when a player switches class, with lives remaining

FLAGS

- must be placed at same location, at ground level, in the base, throughout the campout
- when holding a flag, it must be the only thing in that hand
- if flag is hit while holding it, the flag must be dropped immediately
- if you retrieve your own flag before the enemy successfully captures, it must be returned to your base immediately
- flags may NOT be thrown. They may be handed off.
- to capture, must bring enemy flag to the fixed location of your main flag and touch your flag with it. Should your flag be missing, you may still capture by touching the enemy flag on the ground where your flag was planted
- flags are unaffected by magic and class abilities, thus cannot be teleported or entangled, though an entangle that hits the flag would still affect its holder
- many abilities and spells cannot be used within twenty feet of flags or bases (ex sanctuary, commune). Bases are considered walls and everything inside them.
- when returning a flag after a capture, proceed with no weapons. You may not be harmed on either way of your trek.



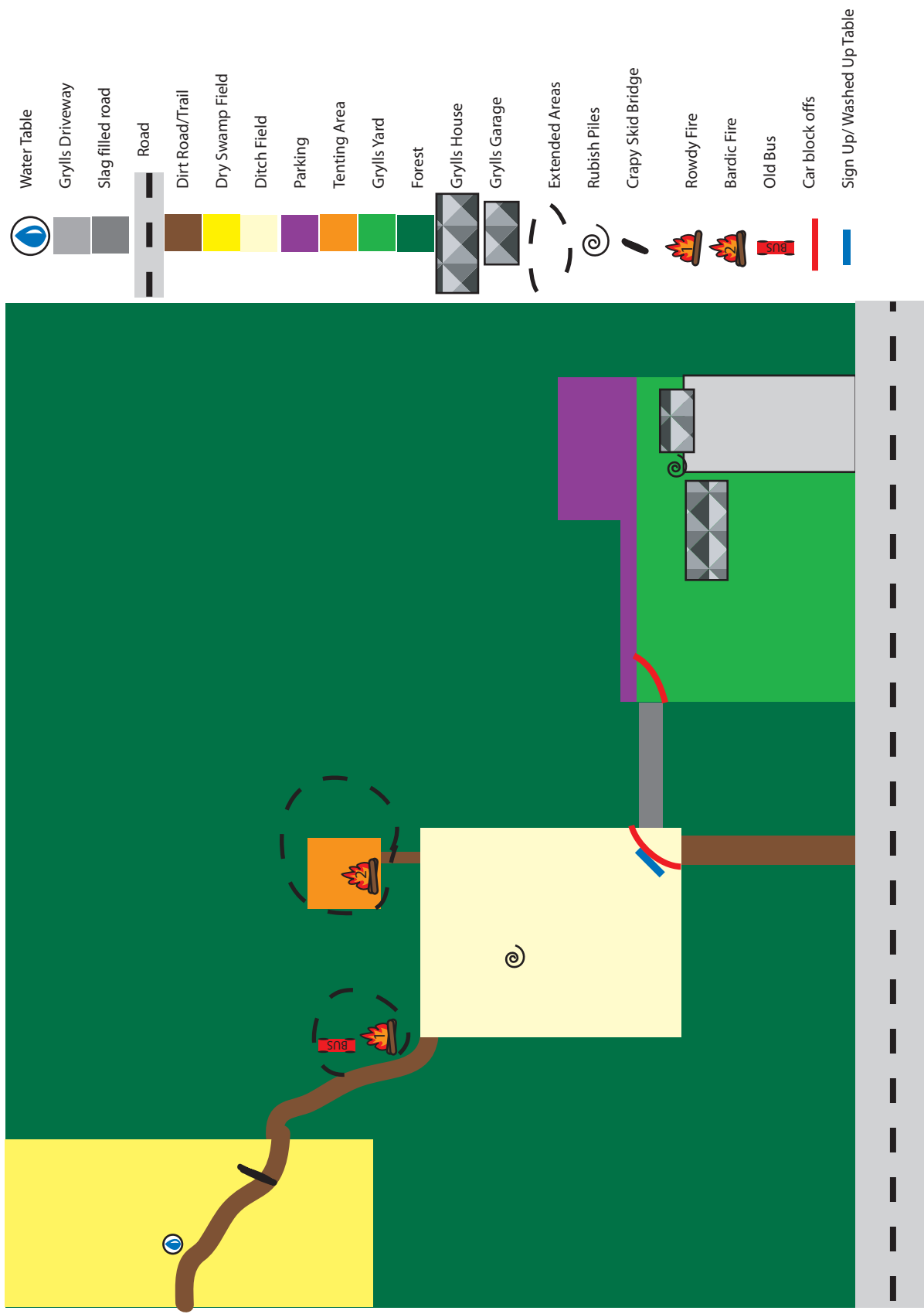
DEATH AND LIVES

- when dead, must return directly to main base. Once there, a 300 count will begin. Must shout alive (loud enough to be heard fifty feet away) to come to life
- while counting, you may do mundane things (eat, add wood to the fire), however you may not influence the game
- if someone switches classes, then switches back to the same class later that day, they return to the same amount of abilities used and lives lost, while incurring the penalty. (Exception, after the break, all resets)

MISCELLANEOUS RULES

- flashlights are not allowed
- siege weapons are as rulebook states. They have no special powers. (Need 3 people to operate, and kill on a direct hit only)
- doors and walls will be treated as game items, thus are indestructible.
- each base must consist of two doorways, which must be accessible in some form. Should doors actually be built, at least one must remain unlocked, and the locked door must be locked by a simple mechanism
- after a battle, you may ask the other team to have your projectiles back, but you must wait until the battle is over. After receiving your projectiles, you must return to your base (you may not just begin to attack right away). If you die and want your projectiles back, make sure not to interfere with the game while retrieving them.
- we will abide by the 1 per 10 magic user rule as well as the 1 per 5 bow rule as last year this seemed to cause problems. Therefore, when changing to or from a magic class, notify your base reeve.
- if you find a loophole in the rules, don't abuse it.

MAP OF BOTD SITE



Battle of the Dens 2005 Waiver/Sign In & Information

Personal & Safety Information

Full Name: _____
Name of a contact in case of emergency: _____
Contact's relationship: _____
Contact's Phone number: _____
Health card number: _____
Insurance number?: _____
Date of birth: _____
Allergies (Be Specific): _____

10.00\$ CDN payment:
Chancellor's signature: _____
Signature: _____

In game information

Main character name (character name on the ORK): _____
Credits for the weekend: _____
Classes likely to be played during the CTF with levels: _____

Game registration Information:

Capable and willing to Reeve? __ Yes __ No
(If yes, you will be asked to reeve during the events you are NOT signed up for)

NOTE: If you would like to participate in any of the events but do not have a team, arrangements can and will be made to accommodate those people in particular. i.e. Want to jug but not on a team, we will find you a team.

Company Battle: Name of Company Only _____ Not participating __
CTF: Active team __ Neutral team __ Hut team __ Reeve __ Not participating __
Quest: PC __ NPC __ Monster __
Juggling tournament: Participant __ Non-Participant __ Team name (only if applicable) _____
Champion tournaments: Participant __ Non-Participant __
Newbie tournament (Must have less than 6 months experience): Participant __ Non-Participant __
Archery Tournament: Participant __ Non-Participant __
Spell Weavers Tournament: Participant __ Non-Participant __

Disclosure of Risk and Indemnification and Hold Harmless Agreement

I, the undersigned, and my parent or legal guardian (if I am under eighteen (18) year of age), do hereby understand, acknowledge, and agree that from this date forward I may knowingly and willingly participate in a Medieval Recreational Society, known in part as Amtgard, Inc., that may require some strenuous physical activity which may include physical contact with others and/or their equipment being employed during said activity.

I and my parent or legal guardian (if I am under eighteen (18) years of age) hereby agree to indemnify and hold harmless the owner and management of any premises upon which these activities will be conducted, to specifically, include but not limited to:

Mike Grylls
Aline Grylls

Wolven Fang, Sudbury Ontario Amtgard, Inc., and any of it's associated/ elected officers; and all other participants who are parties to this or a similar agreement, from any claim for injury or damages resulting from participation herein.

Note that all participants must be over the age of fourteen (14) to participate in the "Combative" portions of Amtgard activities.

Signed: _____
Date: _____
Name:(Please Print) _____
Address: _____
Telephone: () _____
E-Mail: _____
Date of Birth: _____

Signature of Parents or Legal Guardian (If participant is under 18 years of age)

Signed: _____
Date: _____

Witness: _____
Date: _____