

Wetlands Presents: Island Fever! Endreign /Coronation XXII

Autocrat: Baron Chip Infero

Date: December 1st – 3rd, 2006

Location: Alabama Coushatta Indian Reservation Camp Grounds
(Section A) is reserved for Wetlands Inc. (Directions below)

Cost: Age 6 and under Free / Ages 7 -13 \$10.00 / Ages 14 and up \$15.00

Camping Sites include: Electric/Water/Fire Ring/Cooking Grill
(2) Bath houses on site/ Restrooms in Section A
Cover Feast Pavilion/ Lighted Ditch Field/ Laundry Facility on site
Convenience Store just before you reach the reservation.
Beer/wine etc available in Livingston, possibly at the Conv.Store.

RV Camping Area: Additional \$20.00/night (Section B)

Link to Alabama Coushatta Site Photos

<http://s13.photobucket.com/albums/a296/Ladyhawkmd/Alabama%20Coushatta%20Site/>

WarOcrat: Khan Kane

GateOcrat: Sir Jiffie Mourningwood

FeastOcrat: Sir Zachry Ironwolf (Meal TBA)

Tri-Kingdom Dragonmaster: Regent Sir Slyddur Rahbet

Dragon Art: 2D art, 3D art, Banners

Owl Construction: Active & Passive - Armor, Weapons, Shield, etc.

Rose: Any Item entered to be judged for its usefulness to Amtgard

Friday: 4pm- Gate Opens / Highlander sign up begins

12 Midnight - 6 Warrior or Less Tourney. ****Live Steel Prizes!****

Single Sword, Florentine, Sword and Board, and Open. (Ditch Field)

Saturday:

10am- Dragonmaster sign up,

10am - Highlander sign up ends/Highlander game begins ****Live Steel Prize****

12pm- Dragonmaster judging begins

1pm- Island Battle

3pm- No Limit Warrior Tourney- Single, Florentine, Sword/Board, Great Weapon, Archery

(kills count toward total score to find the best rounded fighter) (Ditch Field)

6pm- Feast followed by The Court of King Redhawk Longwing

Post Court - Party! Bardic!

Sunday:

10am - Kingdom Althing

Clean up! Off Site by Noon

Highlander Tournament:

Bring your best blade for a day full of competition for the prize. Identify the other immortals by their special badges and challenge them to a battle to the last. When you register for this event you will be given a special badge to identify you as a participant in the Gathering. Feel free to challenge other immortals when they are not engaged in other events. Fight as many duels as you like. Registration for the Gathering will start Friday night. The tournament begins Saturday at 10:00am, and continues until the final duel right before court Saturday night. There are no time limits on the duels, and duels only end when a player is loses his/her head. A prize will be awarded to the winner.

Rules:

1. Duels may take place anywhere after the deadline for entry.

Exceptions: no duels at court/feast (aside from final battle) or in campsites, as these are considered "Holy Ground". In any case, all Immortals must keep those around them in mind during a duel.

2. Only a single, edged melee weapon 5' or under may be used (no exceptions)

3. All duels must be overseen by a Watcher (distinguished by a Watcher symbol)

Wanna duel? Call for watcher, they will be nearby.

4. All Immortal duels should be treated as honor duels (no outside interference).

5. Immortals must wear their symbol openly and make their presence known to each other if they pass within 10ft. of one another. A symbol will be provided for each Immortal.

6. All limb hits regenerate and are completely healed after a 20 count.

7. Any Amtgard legal kill counts as a victory.

8. No class abilities or armor.

9. When a victory is achieved, the winner must proclaim "There can be only one!" and pantomime cutting the loser's head off. If this is not done the loser regenerates after a 20 count.

10. Sharpen your blades. There can be only one!

Island Battle:

The main battlegame is a 4 team, 4 flag, full class flag capture game.
5 'islands' (on corners and one center) with a flag and small boat at each corner 'island'.
Center island will have regenerating, coconut flinging 'monkeys' and 2 small boats
(coconuts have a 'stun' effect for a 150 count charged by 'monkey 'saying 'Eek Eek').
Team must bring all flags to one 'island' and keep for 5 min. to win.
'Sharks' may be in water to liven things up a bit.

For ease in Reeving;
Water extinguishes fire and dissipates lightning
Only monkeys fling coconuts
Leg shots do not count while in boats or swimming
Must be on knees while swimming in water
'Damaged' boats must be brought to shore for 'repairs' and all aboard are now swimming
(if the PVC boat comes apart, you gotta be on land to fix it)

Directions:

Alabama Coushatta Indian Reservation Camp Grounds
(Section A) is reserved for Wetlands Inc.

Directions from the North and South: Hwy 59 to Livingston, East on Hwy 190 towards Woodville, go 17 miles, campgrounds will be on your right. Follow the road through the Reservation (Observe speed limits) to the Wetland's Gate.

Directions from the East: Take Hwy 190, 22 miles past Woodville, campgrounds will be on your Left.
Follow the road through the Reservation (Observe speed limits) to the Wetland's Gate.

Directions from the West: Take your usual routes towards Livingston, at the Intersection of Hwy 190 and Hwy 59, Take Hwy 190 East towards Woodville, go 17 miles, campgrounds will be on your right. Follow the road through the Reservation (Observe speed limit) to the Wetland's Gate.

When contacting the Reservation, you should refer to our group as:

Wetlands Incorporated.

Site Map / Phone Number <http://www.alabama-coushatta.com/Portals/0/campground-map.pdf>

FIRST COME FIRST SERVE - Cabin #4

There is 1 small cabin (see picture) available in Section B. One room with AC, NO facilities. These rent for \$40.00 per night. They may be rented by individuals on their own. Wetlands Inc is not reserving these under our name.