



Medieval Games

Volume 3 March 2026

Hear Ye, Hear Ye!

Calling all Rising Knights of the Realm
Wednesday, April 29th - Saturday, May 2nd, 2026

Hail all Ye in the Realm!



All is well in the Kingdom as we enter the final stretch of preparation! It is hard to tell what the weather will be like a month from now but I say, plan for it to be very cold at night and sunny during the day. We strongly recommend bringing extra layers of clothing with a warm hat and gloves, and even a rain jacket, just in case. His majesty even shared a recommendation for a hand warming product called "Hot Hands," which he uses to warm his hands and bed on cold nights. Please be sure to pack a few extra-long, heavy-duty stakes for your tents. We don't want anything to blow away!

Check-in time is 2:00p.m. on Wednesday, March 29th. The event will end around noon on Saturday, May 2nd, when everyone has worked together to break down camp, and cleaned the grounds and kitchen.

It is important to note that electronics, including watches and cell phones, are not allowed for squires unless medically necessary and approved by the class teacher. We will be transporting ourselves back in time where these devices were not a part of daily life, especially for a squire on their journey to knighthood. Books and writing utensils are welcome.

Thank you. We are looking forward to seeing you very soon!

Squires, it will serve you and your shire well to solve and remember this.....

The King & Queen wish to bestow their blessings upon the smallest creatures of their realm. Their royal advisors have told them that in each of the six shires that make up the realm, there are twenty-five orchards and twenty-two fields. Each orchard is home to five hives and each field is home to eight hives. If the King & Queen visited five hives per day, could they visit all the bees in the realm in one year?

Parent Involvement

With all of the excitement of the Medieval Games, many parents wish to come and watch their young squires as they journey through this "rite of passage."

Although we understand your desire to do so, we ask that you refrain from coming out and watching. As you may be aware, most children act differently and become more self-conscious when their parents are nearby.

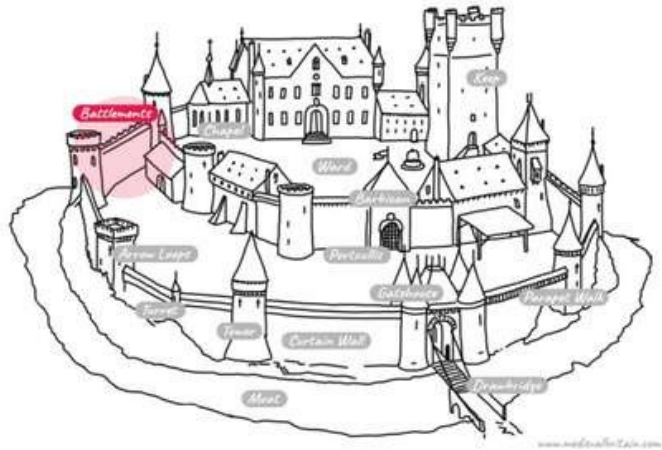
We want them to be in the moment with their peers and the activities they are involved in, not wondering if their parents saw them do this thing or that thing.

With that being said, there are times when we invite parents to partake in, or even watch, such as the closing ceremony on Saturday morning.

Our expectation is that parents will support the event by volunteering throughout our time at the Ranch. Many hands make light work. We are incredibly grateful for those parents who will be joining us this year.

The Castle

The main center of
military and
political control



Arrow Loop: A narrow vertical slit cut into a wall through which arrows could be fired from inside.

Bailey: The yard or ward within the walls.

Barbican: The gateway or outworks defending the drawbridge.

Bastion: A small tower at the end of the curtain wall or in the middle of the inner curtain.

Battlement: A narrow wall built along the outer edge of the wall walk for protection of the defenders.

Curtain Wall: The outer wall, usually lower and not as strong as the inner curtain.

Daub: A mud and clay mixture applied over wattle to strengthen and seal it.

Drawbridge: A heavy timber platform built to span a moat between a barbican and the surrounding land. It could be raised when required to block entrance to the castle.

Dungeon: The jail, usually found in the base of the main tower.

Finial: A slender piece of stone to decorate the tops of the merlons.

Gate House: The complex of towers, bridges and barriers protecting the entrance to a castle.

Great Hall: The building in the inner ward that housed the main meeting and dining area for the castle's residents. Often the residents slept there as well.

Hoarding: A temporary wooden balcony suspended from the tops of walls and towers before a battle, from which missiles could be fired toward the base of the wall.

Merlon: The high segment of the alternating high and low segments of a battlement.

Crenel: The low segment or the alternating high and low segments of a battlement.

Portcullis: A heavy timber grille that could be raised or lowered between the towers of each gate house to open or close the passage.

Postern Gates: A side or less important gate into a castle.



Arrow Loop Inside View



Bastion



Portcullis

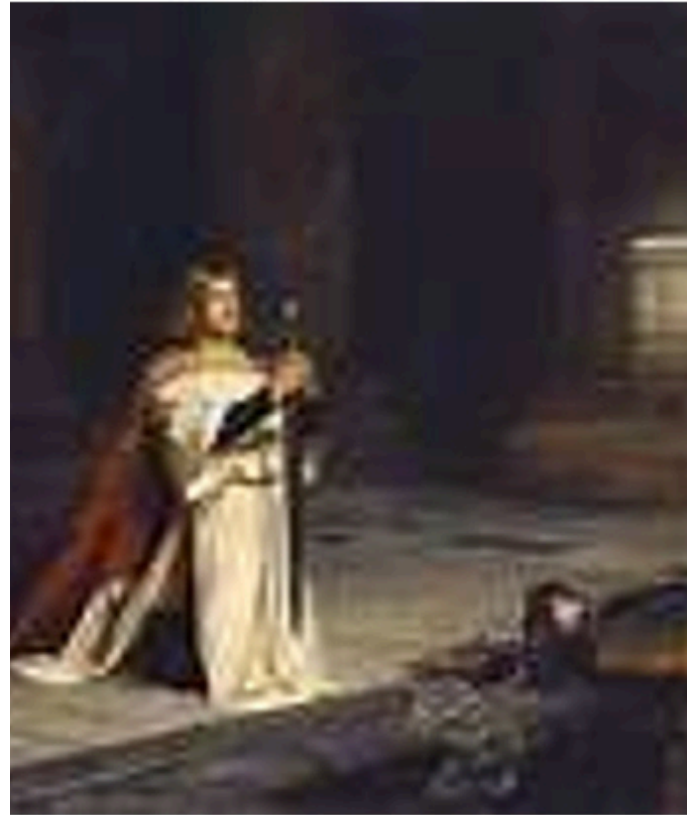
The Medieval Code of Chivalry

In medieval myth and legend, nothing has held more fascination or mystique than the tradition-shrouded ceremony which preceded a knighting ceremony. This initiation ceremony, known as the Vigil of Arms, has captured the fantasy of knighthood long after the actual practice became an anachronism. But what was this forgotten ceremony and what made it an integral part of medieval society?

The Medieval Code of Chivalry was documented in 'The Song of Roland' in the early medieval period of William the Conqueror. The 'Song of Roland'; describes the 8th century Knights and battles of the Emperor Charlemagne and has been described as Charlemagne's Code of Chivalry.

The ideas of the Code of Chivalry were emphasized by the oaths that were sworn in Knighthood ceremonies. These sacred oaths were combined with the ideals of chivalry and with strict rules of etiquette and conduct. The idea and ideals of the Medieval Code of Chivalry was publicized in the poems, ballads, writings and literary works of medieval authors.

The myths of Arthurian Legends featuring King Arthur, Camelot, and the Knights of the Round Table further strengthen the idea of a Medieval Code of Chivalry. The Arthurian legend revolves around the Code of Chivalry followed by the Knights of the Round Table: Honor, Honesty, Valor and Loyalty.



The Vigil

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There are two forms of vigil which were performed in correspondence to knighthood in the Middle Ages. The first was a standard vigil, a trial run for the lesser experienced combatants on the night before a tourney or joust. This was the ceremonious Vigil of Arms, which a squire was required to keep the before he became a knight. It is this latter ceremony which is the focus of so much secrecy and significance.

Originally, during the Dark Ages, knightly was done on the battlefield, or shortly thereafter. If a squire performed some act of high bravery, he was knighted by this liege-lord directly after the day's battle, with no pomp or ceremony. Then, around the year AD1200, the Catholic Church took over the dubbing of the Knights and imposed its rituals and obligations on the event, turning the knighting into both a ceremony and a sacrament.

Esoteric Theological Seminary

DID YOU KNOW?

Pigs could be a real danger.

In medieval times, pigs were kept as meat animals, often in a type of extensive husbandry that included foraging in forests and on common grounds. People thus had much more contact with live pigs than we do today – this could be dangerous and even deadly.

There were multiple accounts of pigs eating children.

From the 13th century, lawsuits could in theory be filed against the porcine perpetrators – this usually resulted in a death sentence for the pig. Such lawsuits were rare in England but were more common in France, especially in the region around Paris.

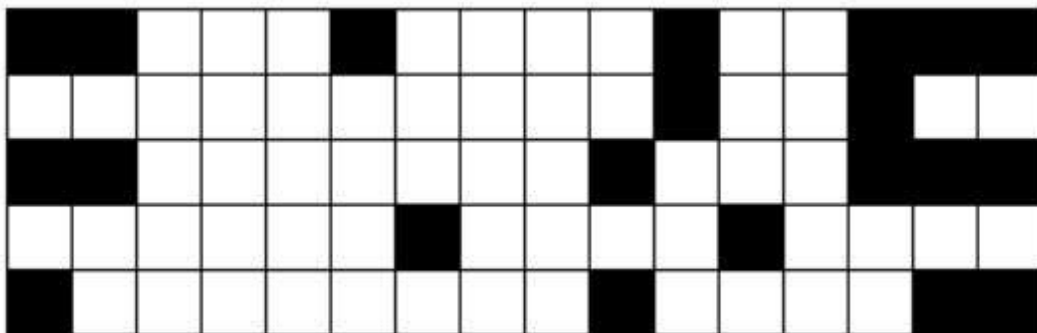
Taken from: <http://www.historyextra.com/article/animals/7-weird-and-wonderful-medieval-facts>



KNIGHTHOOD PUZZLE

Use the letters below to solve the puzzle by completing the phrase. Each letter can only be used once.

T H D O S S L G H U R W O I T
 N I L E T H O A T O T O F V I R T D O U I D H N M S N N
 K I A R E U O U S D A C E A A Y



Solution to Vol. 2 puzzle Down: 1. Minstrel 2. Temperance 3. Armor 7. Drawbridge 10. Mace 12. Faith 13. King Across: 2. Tabard 4. Vigil 5. Castle 6. Lord 8. Justice 9. Lance 11. Prudence 14. Virtue



COSTUME INFORMATION

Here are some general costume suggestions for the adults and teen volunteers attending the Medieval Games. Costumes can range from “peasant” attire to elaborated outfits for lords and ladies. Keep in mind that costumes should allow for ease of movement. **The early morning and nights are quite cold. No costume is complete with out warm layers.**

Please note that there is only one King and Queen, who will preside over the event. No crowns, other royal insignia, or purple garments are allowed for any other participants.

For the Ladies

Ankle-length, voluminous skirt

Large, scoop-neck peasant style blouse

Full-length dress, with fitted bodice and wide skirt

Flower garland with ribbons or a silk veil as head covering



For the Gentlemen

Knee length pants or knickers
(could be as simple as a pair of sweatpants pushed up to the knee)

Full length exercise or bicycle tights

Large, peasant style shirt that comes down to the mid thigh, worn with a leather belt or cord

Felt hat or medieval bonnet with a feather