



# Medieval Games

Volume: 1 October 2024

*Hear Ye, Hear Ye!*

Calling all Rising Knights of the Realm

Wednesday, April 30<sup>th</sup> - Saturday, May 3<sup>rd</sup>, 2025

## Hail All!

We are looking forward to welcoming all of the 6<sup>th</sup> Grade squires, teachers and volunteers to our 16<sup>th</sup> Annual Medieval Games event! This will be our 4<sup>th</sup> year hosting it at the beautiful Wilderness Ranch in Lakeside, AZ.

If you have heard rumor of chilly mornings and very cold nights, you have heard correctly. It can be bitterly cold in Lakeside.

It is incredibly important that everyone bring layers of clothing, jackets, and a very warm sleeping bag. Possible fire restrictions may keep us from warming by the heat of an open flame.

We encourage you to check out our website, which offers a wealth of information for both teachers and families. You will find information about food, camping, schedules, and much more. You can visit the website at [arizonamedievalgames.org](http://arizonamedievalgames.org)



## The Shires

The Games are organized over three evenings and two and one-half full days. Schools should plan on arriving between 2:00-3:00pm on Wednesday, April 30<sup>th</sup>. Dinner will be served after all have arrived and camp is set. Long before arriving, we ask that teachers divide their students among the six shire groups, making sure that there are at least 2 students per shire, if possible. We encourage fate to be your guide in sorting the young squires into shire groups. Often this is done by putting the names of the shires into a hat and allowing squires to draw the shire to which destiny has led them.

Each school will set up their own campsite in the shire village. This allows you to accommodate any specific needs your squires may have. Every school must have their own chaperones in their campsite. Although squires will be camping with their classmates, after dinner on Wednesday they will be spending most of their time with their shire mates. On Thursday morning the Opening Ceremony will mark the official start of the Medieval Games.

*Hip, Hip, Huzzah!*



*To become a great knight a squire must first embrace*

## **The Seven Virtues of Knighthood**

**Faith:** *Complete trust, confidence and reliance*

**Fortitude:** *Strength and mind to bear misfortune.*

**Hope:** *To cherish a desire with an expectation of fulfillment*

**Justice:** *Treating fairly, conformity to truth, to uphold what is right*

**Love (Charity):** *Unselfish, loyal and benevolent concern for the good of others; mercy*

**Prudence:** *To discipline oneself with reason in speech, dress and behavior*

**Temperance:** *Moderation in all things, including thoughts and actions*

*The demise of a great knight was often his succumbing to one of*

## **The Seven Vices**

**Anger (wrath):** *Exhibiting fury instead of love*

**Envy:** *A desire for others' traits, status, abilities, situation*

**Gluttony:** *An inordinate desire to consume more than one requires*

**Greed (avarice):** *Desire for material wealth and gain, with disregard for the Realm of the spiritual*

**Lust:** *Inordinate wanting for an object or circumstance fulfilling the emotion*

**Pride (vanity):** *Excessive focus on one's self, and often the sin from which all other vices arise*

**Sloth:** *Avoidance of physical or spiritual work*

## **Squire's Challenge**

Teachers, we strongly encourage you to take up the Squire's Challenge with your young squires. This challenge involves working with the Seven Virtues at home and school. Those of you that accept this challenge can use it as a requirement for your squires to be able to participate in the Medieval Games and Knighting Ceremony. For the squires to get the most out of the Challenge, teachers and parents should both participate. The Squire's Challenge packet is available on the Teacher's page of the [website](#). If you have any questions, email: [arizonamedievalgames@gmail.com](mailto:arizonamedievalgames@gmail.com)

## **To the Squires:**

Each squire is asked to look for examples of the Seven Virtues in their everyday life. Any of the teachers at your school may ask you to provide an example of the virtues in action at any time.

Between now and the time you receive the next newsletter, memorize the meanings of each of the Seven Virtues and record living examples of the first 3 virtues: Faith, Fortitude, and Hope. Come to class ready to talk about how you recognized these virtues, either within your own family or by witnessing a classmate's living embodiment of these virtues.



## For the Classroom

There are a few things that each classroom must do to prepare their squires for the Games.

- 1) All schools are asked to practice Archery, Stave Fencing, and Javelin Hunter's Throw.
- 2) Each class is asked to prepare a 2–5 minute piece to be performed for the King and Queen. It may be a song (vocal or recorder), a skit, a poem, or whatever else you deem appropriate and in keeping with the Medieval theme.
- 3) Each squire will need to wear a tabard for the Games. We ask that Squires create a personal coat-of-arms for the front of their tabard. Please put the name of the school on the back of the tabard. More details on this will follow.
- 4) Memorize the Knight's Oath, which will be recited before their Majesties.



*Squires, it will serve you and your shire well to remember this:  
Sometime on Thursday, before the hour strikes four o'clock, seek out dame Maria and greet her by saying "Good morrow (or good den). I am squire (state your first name) of (state your shire's name). How goes your morning (or afternoon)?"*

## Did You Know?

Most great medieval authors didn't write.

We tend to think of literacy as one thing, but, in fact, it combines different skills; the art of writing is only one of those skills. For much of the Middle Ages, working as a scribe - writing - was seen as a kind of labor. It was considered something that was not tremendously clever. 'Important people,' like theologians and intellectuals, would not bother with writing.

Instead of writing things themselves they would use the medieval version of voice recognition software: a scribe would write down what the author dictated.



# Thy Old English Tutorial

## INSTEAD OF SAYING...

Do you know the time?  
 You are very pretty.  
 Your pants are purple.  
 You are quite handsome.  
 I have been admiring you.  
 Where is the restroom?  
 Let's go there.  
 Come here.  
 Do as you will.  
 I'll see you later.  
 Perhaps we'll meet then.  
 Maybe I'll bring the beer.  
 What do you say?  
 Alright! Cool!  
 He has a lot of money.  
 Good morning, ma'am.  
 Good day, sir.  
 Good evening, bud.  
 Get lost, bud.  
 (how to greet) ladies/gentlemen  
 It's quite beautiful.  
 Yes, I think so.  
 No, I don't think so.  
 Why do you need it?  
 I ask you.  
 Please, what is the cost?  
 Thank you, you are kind.  
 I think we're late.  
 I swear!  
 Truly, that's a fact.  
 A long time ago.  
 Hey King!  
 Hey Queen!  
 The Queen is coming.  
 Good afternoon, Duke / Duchess.  
 Good evening, sir.  
 Good morning, ma'am.  
 Hello, Constable / Knight.  
 Good morning.  
 My friend, how are you?  
 Come here, kid.  
 What's your name, kid?  
 Waitress, drinks all around!  
 I don't know him.  
 I have but nothing.  
 Goodbye, my friend.  
 Goodbye, ladies.

## Modern / Medieval

Do / Dost  
 You are / Thou art  
 Your / Thy  
 You / Ye  
 You / Thee  
 Where / Whither  
 There / Thither  
 Here / Hither  
 Will / Wilt  
 Later / Anon  
 Perhaps / Perchance  
 Maybe / Mayhap or Belike  
 You say / Say you  
 Alright / Splendid!  
 Has / Hath  
 Morning / Morrow  
 Day / Den  
 Evening / Eventide or E'en  
 Bud / Sirrah  
 Gentlemen / Good Gentles  
 Beautiful / Beauteous  
 Yes / Yea or Aye  
 No/ Nay  
 Why / Wherefore  
 Ask You / Bid You  
 Please / Prithee or Pray  
 Thank you / Grammarcy  
 I think / Methinks  
 Swear / Troth  
 Truly / Verily  
 Long / Goodly Length  
 Addressing the King  
 Addressing the Queen  
 Speaking of the Queen  
 Addressing a Duke / Duchess  
 Addressing Nobility  
 Addressing Nobility  
 Addressing Officeholders  
 Addressing Well-Dressed  
 Addressing an Equal  
 Addressing Children  
 Addressing Children  
 Addressing a Serving Woman  
 Don't Know / Not Know  
 Nothing / Naught  
 Goodbye / Fare Thee Well  
 Goodbye / Adieu

## SAY YE THIS...

Dost thou knowest the time?  
 Thou art very pretty.  
 Thy breeches are purple.  
 Ye art quite handsome.  
 I have been admiring thee.  
 Whither is the privy?  
 Let us go thither.  
 Come hither.  
 Do as thou wilt.  
 I will see you anon.  
 Perchance we will meet then.  
 Mayhap I will fetch the ale.  
 What say you?  
 'Tis most splendid!  
 He hath a lot of money.  
 Good morrow, my lady.  
 Good den, my lord.  
 Good e'en, sirrah.  
 Make your leave, sirrah.  
 Greetings, good gentles/ladies.  
 It is most beauteous.  
 Yea, me thinks so.  
 Nay, me thinks not.  
 Wherefore needest it thou?  
 I bid you.  
 Prithee, what is the cost?  
 Grammarcy, you are most kind.  
 Methinks that we are late!  
 By my troth!  
 Verily, it is so.  
 A goodly length in times past.  
 Your Majesty or Majesty  
 Your Highness or Your Grace  
 Her Grace Cometh.  
 Good den, Your Grace.  
 Good eventide, My Lord.  
 Good morrow, My Lady.  
 Your Honor (or Your Worship)  
 Good morning, Sir (or Mistress)  
 Goodman /wife, how fare thee?  
 Come hither, my lad / lass.  
 What be your name?  
 Wench, beakers all around!  
 I know not that name.  
 I have but naught.  
 Fare thee well, My Goodman.  
 Adieu, My Good Ladies.