

Medieval Games

Volume 1 October 2026

Hear Ye, Hear Ye!
Calling all Rising Knights of the Realm
Wednesday, April 28th - Saturday, May 1st, 2027

Hail All!

We are looking forward to welcoming all of the 6th Grade squires, teachers, and volunteers to our 18th Annual Medieval Games event at the beautiful Wilderness Ranch in Lakeside, Arizona.
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 brings 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.



The Shires

The Games are organized over three evenings and two and one-half full days. Schools should plan on arriving at 1:30pm on Wednesday, April 28th.

This fall each class will be divided among the six shire groups, making sure that there are at least 2 students per sire if possible. We encourage fate to be your guide in shorting the young squires into shire groups. Often this is done by putting the shire names 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 that your squires may have. Every school must have their own Camp Watch (campsite and overnight chaperones). Although squires will be camping with their classmates after dinner on Wednesday, they will be spending most of their time with their shire mates. 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

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.

Adapted from historyextra.com

Thy Old English Tutorial

INSTEAD OF SAYING...	Modern / Medieval	SAY YE THIS...
Do you know the time?	Do / Dost	Dost thou knowest the time?
You are very pretty.	You are / Thou art	Thou art very pretty.
Your pants are purple.	Your / Thy	Thy breeches are purple.
You are quite handsome.	You / Ye	Ye art quite handsome.
I have been admiring you.	You / Thee	I have been admiring thee.
Where is the restroom?	Where / Whither	Whither is the privy?
Let's go there.	There / Thither	Let us go thither.
Come here.	Here / Hither	Come hither.
Do as you will.	Will / Wilt	Do as thou wilt.
I'll see you later.	Later / Anon	I will see you anon.
Perhaps we'll meet then.	Perhaps / Perchance	Perchance we will meet then.
Maybe I'll bring the beer.	Maybe / Mayhap or Belike	Mayhap I will fetch the ale.
What do you say?	You say / Say you	What say you?
Alright! Cool!	Alright / Splendid!	'Tis most splendid!
He has a lot of money.	Has / Hath	He hath a lot of money.
Good morning, ma'am.	Morning / Morrow	Good morrow, my lady.
Good day, sir.	Day / Den	Good den, my lord.
Good evening, bud.	Evening / Eventide or E'en	Good e'en, sirrah.
Get lost, bud.	Bud / Sirrah	Make your leave, sirrah.
(how to greet) ladies/gentlemen	Gentlemen / Good Gentles	Greetings, good gentles/ladies.
It's quite beautiful.	Beautiful / Beauteous	It is most beauteous.
Yes, I think so.	Yes / Yea or Aye	Yea, me thinks so.
No, I don't think so.	No/ Nay	Nay, me thinks not.
Why do you need it?	Why / Wherefore	Wherefore needest it thou?
I ask you.	Ask You / Bid You	I bid you.
Please, what is the cost?	Please / Prithee or Pray	Prithee, what is the cost?
Thank you, you are kind.	Thank you / Grammarcy	Grammarcy, you are most kind.
I think we're late.	I think / Methinks	Methinks that we are late!
I swear!	Swear / Troth	By my troth!
Truly, that's a fact.	Truly / Verily	Verily, it is so.
A long time ago.	Long / Goodly Length	A goodly length in times past.
Hey King!	Addressing the King	Your Majesty or Majesty
Hey Queen!	Addressing the Queen	Your Highness or Your Grace
The Queen is coming.	Speaking of the Queen	Her Grace Cometh.
Good afternoon, Duke / Duchess.	Addressing a Duke / Duchess	Good den, Your Grace.
Good evening, sir.	Addressing Nobility	Good eventide, My Lord.
Good morning, ma'am.	Addressing Nobility	Good morrow, My Lady.
Hello, Constable / Knight.	Addressing Officeholders	Your Honor (or Your Worship)
Good morning.	Addressing Well-Dressed	Good morning, Sir (or Mistress)
My friend, how are you?	Addressing an Equal	Goodman /wife, how fare thee?
Come here, kid.	Addressing Children	Come hither, my lad / lass.
What's your name, kid?	Addressing Children	What be your name?
Waitress, drinks all around!	Addressing a Serving Woman	Wench, beakers all around!
I don't know him.	Don't Know / Not Know	I know not that name.
I have but nothing.	Nothing / Naught	I have but naught.
Goodbye, my friend.	Goodbye / Fare Thee Well	Fare thee well, My Goodman.
Goodbye, ladies.	Goodbye / Adieu	Adieu, My Good Ladies.