



Medieval Games

Volume: 1 October 2025

Hear Ye, Hear Ye!

Calling all Rising Knights of the Realm

Wednesday, April 29- Saturday, May 2, 2026

Hail All!

We are looking forward to welcoming all of the 6th Grade squires, teachers, and volunteers to our 17th Annual Medieval Games event 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



The Shires

The Games are organized over three evenings and two and one-half full days. Schools should plan on arriving at 2:00pm on Wednesday, April 29th. 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 for 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*

Gulottony: *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.



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.