

Medieval Games

Hear Ye, Hear Ye

Calling all Knights of the Realm

May 1st - May 4th, 2024

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The Shires

Hail All!

We are looking forward to welcoming all of the 6th grade squires, teachers and parent volunteers to our 15th Annual Medieval Games event! This will be our third 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, in May, and therefore incredibly important everyone bring layers of clothing, jackets and a very warm sleeping bag. Possible fire restrictions could keep us from warming by the heat of an open flame.

We encourage you to check out our website which houses a wealth of information for both teachers and families about this event. You will find information about food, camping, schedules, volunteering, testimonials and much more. Your feedback is welcome as we continue to update the site as needed. You can visit the website at arizonamedievalgames.org.



The Games are organized over three evenings and two and a half full days. Schools should plan on arriving between 3:00 - 4:00pm. 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 there are at least two students per shire if possible. Traditionally, we have encouraged 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 they are destined to be in.

The shire village campsite will be setup by schools to accommodate any specific needs your squires might have. Every school must have their own chaperones in their campsite. Although squires will be camping with their classmates, starting Wednesday evening, they will be spending most of their waking hours with their shire mates.

The Games will officially begin the following morning with our Opening Ceremony.



To become a great knight a squire must first embrace
The Seven Virtues of Knighthood.

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

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

Fortitude: Strength and mind to bear misfortune.

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

Faith: Complete trust, confidence and reliance.

Hope: To cherish a desire with expectations of fulfillment.

Love (charity): Unselfish, loyal and benevolent concern for the good of others, mercy.

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

The Seven Vices

Pride (vanity): Excessive focus on one's self and often the sin from which all others arise.

Envy: Desire for others' traits, status, ability, situation.

Gluttony: Inordinate desire to consume more than one requires.

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

Anger (wrath): Fury instead of love.

Greed (avarice): Desire for material wealth and gain, ignoring the Realm of the spiritual.

Sloth: Avoidance of physical or spiritual work.

Squire's Challenge

Teachers, we strongly encourage you to take up the Squire's Challenge with those students who will be participating in the Medieval Games. This challenge involves working with The Seven Virtues and demonstrating them at school as well as at home. Those of you that do partake in this challenge can use it as a requirement for your squires to be able to participate in the Medieval Games and Knighting Ceremony, upon successful completion of the challenge. This activity is something parents and teachers will want to be involved in for the squire to get the most out of it. The Squire's Challenge packet is available on the Teacher's page of the [website](#). If you have any questions please email us at arizonamedievalgames@gmail.com.



*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?"*

For the Classroom

On the classroom level there are a few things that you need to do to prepare 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 throughout the event. 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. Ideally, we would like to see the name of your school on the back of the tabard as well. More details on this will follow.
- 4) Learn the Knight's Oath which will be recited before their Majesties.



Medieval Vocabulary Words

E C N T A T S S G C Y X G D H
 D E H E E Q S N G E T W X I U
 A V B A U M P U D Q I K F S M
 L R W I R K P U O Q R N L C I
 O R R Z C I T E F J G I K I L
 C E C S I I T G R M E E L P I
 C J R W T P M Y U A T M E L T
 A P E R S E V E R A N C E I Y
 D O O H T H G I N K I C S N L
 K F C H I V A L R Y A U E E O
 H E R A L D R Y R O L A V G Y
 Y T I L I B O N E O A S E A A
 C R L M F Q A M Q I Q D D P L
 J B J Z T S A I S X K G E U T
 D W Y Y O D F K L J Y Z M E Y

ACCOLADE	DISCIPLINE
CHARITY	CHIVALRY
DAME	FORTITUDE
HERALDRY	HUMILITY
INTEGRITY	JOUST
LOYALTY	KNIGHTHOOD
PAGE	NOBILITY
PERSEVERANCE	

DID YOU KNOW?

Most great medieval authors didn't write.

We tend to think of literacy as one thing, but in fact it combines various different skills, of which the physical act of writing is only one. For much of the Middle Ages, working as a scribe – writing – was seen as a kind of labor, and was not something tremendously clever that important people like theologians and intellectuals would bother doing themselves.

Instead, they would use the medieval equivalent of voice recognition software: a scribe who would write down what the author dictated.

Taken from historyextra.com



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.
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.
Good evening, sir.
Good morning, ma'am.
Hello, Constable (or 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.

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 or
Addressing Children
Addressing Children
Addressing Serving Woman
Don't know / Know Not
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, methinks so.
Nay, methinks 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