

Oktoberfest 2026

Official Schedule

General Information

Fighting Events

Classes

Special Events

Trials & Elevations

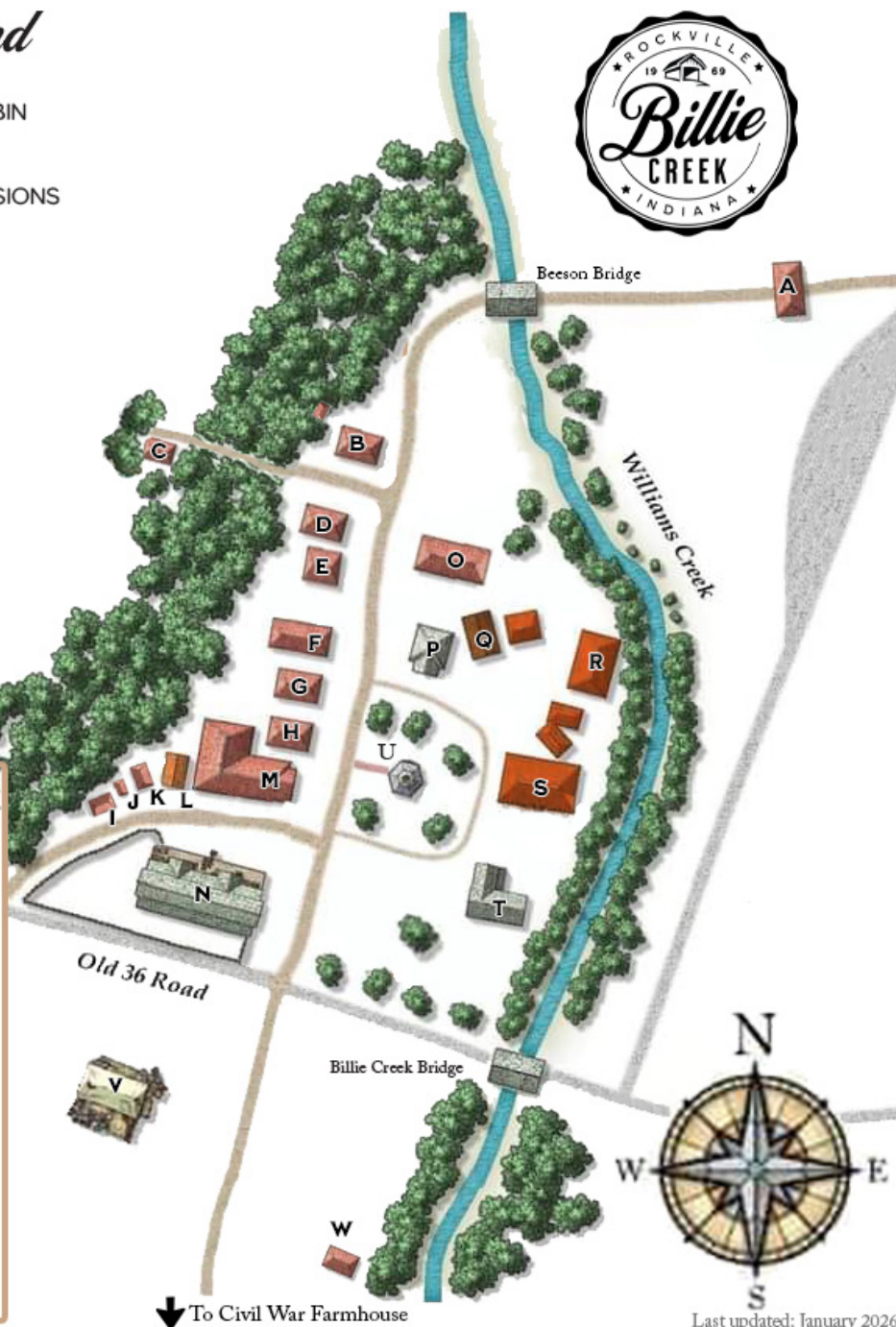


**Scan this QR
code to view the
schedule online!**

Billie Creek Village Site Map

Village Legend

- A. WELCOME CENTER
- B. BEESON-DEPLANTY CABIN
- C. SUGAR CAMP
- D. TINTYPE STUDIO
- E. CHAUTAUQUA CONCESSIONS
- F. THE GAEBLER CAFE
- G. PRINT SHOP
- H. DOCTOR'S OFFICE
- I. BURR MILL
- J. WOODWRIGHT SHOP
- K. BLACKSMITH SHOP
- L. BATHROOMS
- M. GENERAL STORE
- N. LIVERY BARN
- O. ST. JOSEPH CHURCH
- P. SCHOOLHOUSE
- Q. SIKKLES STUDIO
- R. EXCHANGE BUILDING
- S. BAPTIST CHURCH
- T. GOVERNOR'S HOUSE
- U. VILLAGE SQUARE
- V. PAVILION
- W. SORGHUM PAVILION
- X. CIVIL WAR FARMHOUSE



Last updated: January 2026

Oktoberfest 2026: General Information

Troll Hours

Wednesday: 12PM-Midnight

Thursday & Friday: 9AM-Midnight

Saturday: 9AM-4PM

Head of Troll: Althea

Security Hours

Daily: 8PM-2AM

Heads of Security: Vexon and Squire Merlin

Other Information

- The General Store is open 8AM-Midnight daily.
- The village will be open to the public from 10AM-4PM daily.
- All attendees are expected to be off site by 12PM on Sunday, October 4th.



Please scan this QR code to view the
Billie Creek Village site rules.

Oktoberfest 2026: *Fighting Events Schedule*

Weapons Check | Pavilion

Thursday, Friday, & Saturday 9AM-12PM

Weapons check will be conducted “DMV style.” We will stop accepting new polearms and missiles 15 minutes early at 11:45AM in case a backlog has accumulated. **There will be a mandatory crossbow/bow class run by Khadine Kalika every half hour from 10:30AM -12PM (10:30/11/11:30/12:00).** Please note there is a minimum crossbow range of 10' on the field and crossbow checking will be done with hit test of 5' and bounceback of 10'

ALL WEAPONS MUST BE CHECKED TO BE USED IN COMBAT. Gear will be checked on the following schedule unless weather conditions require adjustments.

- Shields & Armor: Once
- Blues: Every other day
- Polearms, Missiles, and Bows: Daily

Field Fighting and Scenario Battles | Main Field

Thursday, Friday, & Saturday 11:30AM-4:30PM

Thursday Highlights: Get Bessie, Super Blood Bowl, Region Battles

Friday Highlights: Unit Battles, Bridge Battles, Ring the Bell

Saturday Highlights: Realm Battles, Unit Battles, Peerage vs. Peasants

- *The March of Monsters – 12:30PM:* A glorious battle with an obvious outcome; come and fruitlessly try to stop the Skaven from taking their victorious victory as they have through all of history and time.



Please scan this QR code to view the scenario battle details.

The following changes will be made to the Belegarth rules regarding field fighting:

1. There will be a minimum crossbow range of 10' on the field.

Oktoberfest 2026: *Fighting Events Schedule*

Night Fighting | Tournament Field

Thursday 8PM-Whenever

Friday & Saturday 9PM-Whenever

The following changes will be made to the Belegarth rules regarding night fighting:

1. Class 4 & 5 weapons (projectiles): There will be no Class 4 or 5 weapons of any kind allowed during night fighting.
2. Class 1, 2, & 3 weapons (blues, reds, & spears): Must be 6' and under.
3. Armor will not be allowed.

Please note this additional information for night fighting:

1. Although the night fighting field is lit, please remember that you are still fighting in a low-light situation. Be careful.
2. The dead should clear the field as soon as they die to avoid creating a tripping hazard.
3. At no time should there be fighting happening in the pavilion UNLESS it has been previously approved.

PLEASE NOTE: If unsafe behavior is seen on the main field OR the night fighting field, the individual will receive a warning, then be pulled from the field for the day, and if the incidents continue the individual may lose fighting privileges for the event.

Main Combat Tournaments | Tournament Field

Friday & Saturday 5:30-9PM

Friday Tournaments

- **Single Blue:** 1v1 fights, best of 3. Any 1 Blue (Class 1) or Blue/Green (Class 1/3) weapon that is no longer than 40in and passed at weapons check for the day will be allowed with the exception of flails and quarterstaffs. Any changes will be left to the marshal's discretion.
- **Florentine:** 1v1 fights, best of 3. Any 2 Blue (Class 1) or Blue/Green (Class 1/3) weapons that are no longer than 40in and passed at weapons check for the day will be allowed with the exception of flails and quarterstaffs. Any changes will be left to the marshal's discretion.
- **Sword & Board:** 1v1 fights, best of 3. Any 1 Blue (Class 1) or Blue/Green (Class 1/3) weapon that is no longer than 40in and 1 shield that passed at weapons check for the day will be

Oktoberfest 2026: *Fighting Events Schedule*

allowed with the exception of flails and quarterstaves. Any changes will be left to the marshal's discretion.

- **Short Red:** 1v1 fights, best of 3. Any 1 Red (Class 2) or Red/Green (Class 2/3) weapon that is 66in or under and passed at weapons check for the day will be allowed. Any changes will be left to the marshal's discretion.

Saturday Tournaments

- **Spear:** 1v1 fights, best of 3. Any Green only (Class 3) weapon that is 5ft or greater and passed at weapons check for the day will be allowed. Should a fight stall due to grappling or other circumstances (i.e. one or both opponents grabbing the other's weapons) there will be a five count. After the count, the match will be paused and the fighters will be reset, retaining wounds and spacing to a marshal's discretion. Any changes will be left to the marshals' discretion.
- **2v2 Tournament:** 2v2, best of 3. Any weapons including projectiles (weather permitting) as well as helmets that passed weapons check for the day will be allowed. Any changes will be left to the marshals' discretion.
- **4v4 Tournament:** 4v4, best of 3. Any weapons including projectiles (weather permitting) as well as helmets that passed weapons check for the day will be allowed. Any changes will be left to the marshals' discretion.



Please scan this QR code to view the dossier with common tournament rules clarifications.

Other Fighting Events

Legendary Boss Battles

Thursday 3:30-5PM | Tournament Field – North Pit

Heroes wanted! To face a fighting challenge of skill, logic and determination. Come face mythical creatures such as a Hydra, Phoenix, and many more. Upon slaying the beasts, you will earn a custom leather medallion of the creature you defeated. The Creature is made up of 6 or more fighters that are fragile. Any successful legal hit counts as a kill. No projectiles. Come partake in a multi-year story line! Are you up for the challenge?

Oktoberfest 2026: *Fighting Events Schedule*

Mercenary Moot

Thursday 5-7PM | Pavilion

Are you a solo mercenary or a mercenary company? Are you looking to hire mercenaries for battles or events? Come join us at the Mercenary Moot! Hosted by Black Company and featuring Dunland Dagger Fights.

New Person Tournament

Friday 3:30-5PM | Tournament Field

This tournament will be open to all fighters with two years (24 months) or less of foam fighting experience. All weapon styles are allowed. No projectiles or armor.

Collegiate Tournaments

Saturday 10AM-12PM | Tournament Field

The Collegiate Tournaments are open to any undergraduate student who is part of a college Belegarth group. No armor allowed, but helmets may be worn for safety purposes.

- **Newbie Sword & Board:** Open to any undergraduate student who has been fighting for less than 18 months (1.5 years).
- **Sword & Board:** All collegiate fighters INCLUDING new fighters are eligible for this category.
- **Team Fights (3v3s):** Each team must have three fighters. No more than two schools may make up a team. Any weapon kits are allowed.

Wonky Bats

Saturday 5-7PM | Main Fighting Field

Mekoot Coat, Dame Flower and Mekoot Kodite, Troll King are hosting a Tournament of Wonky fighting! We have spent hours upon hours creating a game of currently over 100 cards. Come hang out and watch, or join in on the fun! (Spectators have a chance to be a part of the games as well!)

What to bring: No projectiles; only weapons 6ft and under. Bring up to 3 weapons and 2 shields per person; bring at least 2 weapon styles if possible (S&B, Single Blue, Red, exc.)

How does the game work? This will be played out in 1v1 (for the most part) fights; you will fight the same opponent until one of you wins.

- Winning 2 fights in a row draws you a card.
- First fighter to win 2 fights in a row while having 3 cards is declared the victor!

Oktoberfest 2026: *Classes Schedule*

Thursday, October 1st

Elevating Your Bean and Leaf Water with Apprentice Marus

Thursday 9:30-10:30AM | General Store

Hello caffeine (and caffeine-free) enthusiasts! Whether you are new to the world of brewing, drinking for the morning energy, or knee-deep into the world of what these beverages have to offer, you are welcome to treat yourself and make a neat little drink! From loose leaf to powders and grounds to the instant stuff, learn how to make the most of what you've got.

Become an NPC – Illuminate your name with Lyra Oaksong

Thursday 10-11AM | Livery Barn

Want to have a fun way to introduce yourself this Okfest? Come learn how to write like an Old medieval Scribe and make a colorful name tag to display above your head with wire. The first half of class we will learn about writing, and then it's crafting time. All paper, wire, tape, and writing utensils shall be provided along with bobby pins.

Tie-dye with FARZU

Thursday 11AM-1PM | Livery Barn

A simple class where FARZU will teach you the basics of tie-dye, then you will get to make and take home your very own tie-dyed bandana! Participants are welcome to bring their own materials to tie-dye and for best results try to make sure that it is white cotton-based material THAT'S PRE-WASHED. All materials will be provided free of charge including basic pattern guides and dyes and soda wash.

Introduction to Weapon Construction and Repair with Faolan

(Session A)

Thursday 1-2PM | General Store

This lecture-based class will introduce basic concepts for weapon construction and repair for Class 1 weapons. Discussion will span weapon anatomy and composition, types of cores and foam, how to identify common failures, types of reblades and how to use them, and review commonly used tools and materials.

Oktoberfest 2026: *Classes Schedule*

Blackstone Cooking with Serra Belle (Session A)

Thursday 1-2PM | Camp Arda (Ranger Camp)

Rangers, wanderers, and hungry adventurers, have you heard the whispers of Onyx the Firebreather? Some call it a Blackstone, but we know it as a relic worthy of its own cult. Join the Cult of Onyx and uncover the ancient mysteries of Blackstone care, seasoning, and maintenance before taking your turn wielding the mighty paddles like a true camp cook. Together at Camp Arda, we'll awaken the Firebreather, get some hands-on practice, and prepare a humble offering upon its sacred griddle. No experience is required, only curiosity and a hearty appetite for adventure. Not all who wander know how to cook on a Blackstone, but by the end of this class, you just might. *Max 15 attendance.*

Speed Shooting for All with Kiba Casanova (Session A)

Thursday 1-2:30PM | Tournament Field – North Pit

This class is to help develop the skills of loading and shooting a bow quickly and is geared towards players of all experience levels. Never picked up a bow? Come on by! Been playing for a while and want to optimize your options? Come on by! We have loaner gear of various styles.

How to Insult Your Friends in Troll! with Maytan High Priest Weasel

Thursday 2:30-3:30PM | General Store

A short introduction to Troll pictos. Learn to write in the pictos we use to communicate! We will cover the basic pictos (mostly for insulting your friends) as well as discuss the nature of pictos. Please bring some form of writing utensil and paper if you wish to take notes or write things. We will also have time at the end for questions and discussion!

Belegarth 101 with Ares (Session A)

Thursday 4-5PM | Gazebo

Bring out your Newbs! This class goes over all of the basics of Belegarth, from weapon types, combat basics, terminology, and time for questions any new folks may have about how all this nerd stuff works and the different things they can get involved in.

Fantastic Fabrics with Riswynn Desvanas (Session A)

Thursday 4-5:30PM | General Store

Missing Joann Fabrics? Scared to order online? Come join us for an interactive lecture with real fabric samples to learn what the online listings mean and leave confident in knowing exactly what you are ordering!

Oktoberfest 2026: *Classes Schedule*

Combat Archery with Journeyperson Sir Desi

Thursday 5:30-6:30PM | General Store

Join Sir Desi as you review everything about combat archery! From historical references used to guide our strategies, tried and true fundamental body mechanics to boost your fundamentals, and beyond into Bel philosophical and cultural ideals within the sport.

Wellness 101 with Shadow (Session A)

Thursday 6:30-7:30PM | Livery Barn

This class is designed to help grow people's knowledge of what they can do both on and off the field to keep them going. We will be doing coached stretching, discussing hydration, nutrition/diet (especially while at events), and reviewing various tools that can be used at home to help manage pain.

Friday, October 2nd

A Belegarth Realm's Guide to Nonprofit Status with Journeyperson Sir Desi

Friday 9-10AM | General Store

Join Sir Desi as she walks you through the differences between different nonprofit statuses, their pros and cons, and how we can use them to benefit our community!

Vectors for Fabrication 101 with Apprentice Marus

Friday 10-11AM | General Store

In every artist's life, there is the inevitability of learning to wrestle a .svg file. Learn how to use a vector art editor to use for embroidery machines, laser cutters, and printers. Come with Inkscape or an equivalent downloaded on a device if you want to follow along, or just yourself.

Tips and Tricks for Neurodivergent Larpers with Squire Merlin

Friday 12-1PM | General Store

LARP events can be incredibly rewarding, but they also come with unique sensory, social, and environmental challenges. This class shares practical tips, tools, and strategies to help neurodivergent participants prepare for and navigate outdoor events with greater comfort and confidence. Topics include managing sensory overload, planning for changing conditions, creating routines, communicating needs, and building a personalized toolkit for a successful event. Whether you're new to LARP or a seasoned player, this class offers ideas you can adapt to fit your own needs and experiences. Free gift while supplies last!

Oktoberfest 2026: *Classes Schedule*

Celtic knot work is easy, fun, and pretty with Mazog (Session A)

Friday 1-2PM | General Store

If you'd like to learn Celtic Knotwork, I'll teach you the fundamentals and then you can make your own. For those who are interested in going beyond the basics, I'll show you some of the things I have done and how to go about it.

Blackstone Cooking with Serra Belle (Session B)

Friday 1-2PM | Camp Arda (Ranger Camp)

Rangers, wanderers, and hungry adventurers, have you heard the whispers of Onyx the Firebreather? Some call it a Blackstone, but we know it as a relic worthy of its own cult. Join the Cult of Onyx and uncover the ancient mysteries of Blackstone care, seasoning, and maintenance before taking your turn wielding the mighty paddles like a true camp cook. Together at Camp Arda, we'll awaken the Firebreather, get some hands-on practice, and prepare a humble offering upon its sacred griddle. No experience is required, only curiosity and a hearty appetite for adventure. Not all who wander know how to cook on a Blackstone, but by the end of this class, you just might. ***Max 15 attendance.***

Wax Sealing 101 with Sir Bukor Ebon

Friday | Livery Barn

Session A: 1-2PM

Session B: 2-3PM

Learn the basics of wax sealing! Participants will learn three different wax-melting techniques before making wax-sealed envelopes, magnets, and coins of their own. ***Max 8 attendance per session.***

Speed Shooting for All with Kiba Casanova (Session B)

Friday 1-2:30PM | Tournament Field – North Pit

This class is to help develop the skills of loading and shooting a bow quickly and is geared towards players of all experience levels. Never picked up a bow? Come on by! Been playing for a while and want to optimize your options? Come on by! We have loaner gear of various styles.

First Aid for Events with Squire Merlin

Friday 2-3:30PM | General Store

This hands-on class will cover the recognition and initial management of common injuries and medical emergencies you may encounter at events. Topics include bleeding control, head injuries, fractures and sprains, burns, heat-related illnesses, and serious medical emergencies. Participants will learn practical

Oktoberfest 2026: *Classes Schedule*

skills, discuss real-world scenarios, and build confidence in providing safe, effective first aid until more advanced care is available. No prior experience is required.

Class: How not to F up your wrists in 3 years with Mazog (Session A)

Friday 3-4:30PM | Pavilion

Do you like your joints and want them to keep working without pain? If so, this class is for you! I've been playing for two decades and had wrist braces on for extended periods three times and elbow braces a couple of times, too. I'll teach you the rules and techniques I have learned through all of this misery so hopefully you can LFMF. As time permits we will go through the whole biomechanical/anatomical chain of delivering a strike or block while minimizing damage to your joints and body. Bring a blue weapon but it won't be used most of the time.

Class: Lift Weight Get Strongk: Beginner and Advanced Sessions with Sir Bammock

Friday 3-4PM | Livery Barn

Learn how to build strength twice a week by moving weights up and down. This is a beginner, followed by advanced course in strength training. Learn how to build muscle, avoid injury, and overcome obstacles in building strength. Get strong. Thwomp Belegrim.

Class: Belegarth 101 with Ares (Session B)

Friday 4-5PM | Gazebo

Bring out your Newbs! This class goes over all of the basics of Belegarth, from weapon types, combat basics, terminology, and time for questions any new folks may have about how all this nerd stuff works and the different things they can get involved in.

Class: Fantastic Fabrics with Riswynn Desvanas (Session B)

Friday 4-5:30PM | General Store

Missing Joann Fabrics? Scared to order online? Come join us for an interactive lecture with real fabric samples to learn what the online listings mean and leave confident in knowing exactly what you are ordering!

Intro to Divination with Alphir (Session A)

Friday 6-7PM | General Store

The only class that will teach you actual magick. A brief introduction to a variety of methods of telling

Oktoberfest 2026: *Classes Schedule*

the future and communicating with the spiritual world. You do not need any prior experience, nor any belief in the spiritual, to participate.

Saturday, October 3rd

Intro to Swordfighting Anatomy with Squire Nivjarl

Saturday 11:30AM-12:30PM | General Store

Come learn how your muscles interact with you! A small intro course to the muscles and movements of your body, to spread awareness and teach of the importance of not throwing your arm out! I will cover: teaching about the structure and the science of the musculoskeletal system, the muscle groups mainly used in fighting, and then a small open discussion on ways to be aware and safe by not working those groups in the wrong way!

Speed Shooting for All with Kiba Casanova (Session C)

Saturday 1-2:30PM | Tournament Field – North Pit

This class is to help develop the skills of loading and shooting a bow quickly and is geared towards players of all experience levels. Never picked up a bow? Come on by! Been playing for a while and want to optimize your options? Come on by! We have loaner gear of various styles.

Celtic knot work is easy, fun, and pretty with Mazog (Session B)

Saturday 1-2PM | General Store

If you'd like to learn Celtic Knotwork, I'll teach you the fundamentals and then you can make your own. For those who are interested in going beyond the basics, I'll show you some of the things I have done and how to go about it.

How to Photograph a Knighting with Journeyman Daguerre

Saturday 1-2PM | Gazebo

Learn how to photograph elevations of all kinds! Peek inside the mind of a veteran professional wedding photographer for tips and tricks to improve your images as well as the entire experience for yourself and the person being recognized. While professional equipment will be briefly discussed, this class is open to photographers of any camera type or skill level.

Recruiting Without a College with Journeyman Daguerre

Saturday 2:30-3:30PM | General Store

Learn the basics of how to run recruiting event booths and hands-on demonstrations at community

Oktoberfest 2026: *Classes Schedule*

functions like conventions, pride, and more. We will cover everything from how to book the event, what type of setup to have and how to design a layout, volunteer etiquette and conduct, and lots of tips and tricks. We'll learn how to pitch the game and community beyond just basic rules explanations, but the entirety of our society and the Belegarth experience.

How not to F up your wrists in 3 years with Mazog (Session B)

Saturday 3-4:30PM | Pavilion

Do you like your joints and want them to keep working without pain? If so, this class is for you! I've been playing for two decades and had wrist braces on for extended periods three times and elbow braces a couple of times, too. I'll teach you the rules and techniques I have learned through all of this misery so hopefully you can LFMF. As time permits we will go through the whole biomechanical/anatomical chain of delivering a strike or block while minimizing damage to your joints and body. Bring a blue weapon but it won't be used most of the time.

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Oktoberfest 2026: *Special Events Schedule*

Wednesday, September 30th

Camp Master Meeting

Wednesday 6-7PM | Pavilion

All camp masters are encouraged to attend this meeting, especially if they have any questions for the event coordination team.

Thursday, October 1st

Magic: The Gathering Draft Night

Thursday 7:30PM-Midnight | General Store

Hosted by Tempest Hadrada of Dunland in honor of Juniper Vera Preece.

This draft night is open to a maximum of 16 people. Please arrive 5-10 minutes early to ensure your spot.

How the tournament works:

The draft will be played in 8-player “pods.” Each participant will be given 3 MTG booster packs. Each player opens their first pack, picks a card, and passes the rest of the pack to the right, passing the packs until the 1st pack is gone. The same happens with the 2nd and 3rd pack, alternating the direction the packs are passed. At the end of this process, each player will have 45 cards to build a 40-card deck from. Lands will be provided. After drafting, there will be three 45-minute rounds with participants playing to best of three. There will be a tie-breaker round if necessary, and then a winner will be crowned and prizes distributed.

Dunland Flock Party

Thursday 8PM-Midnight | Pavilion

Hosted by the Realm of Dunland, we are taking over Thursday night with a party that is absolutely packed with things to do! We’re bringing the ultimate vibe with non-stop music, karaoke, and a mix of intense “fighter challenge” style games alongside crowd favorites like cornhole and giant jenga. To keep everyone fueled up, we’ll be serving delicious Mexican street corn and custom-crafted drinks straight from the Poisoner’s Guild. Finally, come dressed to impress for an epic garb contest. **ID required to consume alcohol.**

Oktoberfest 2026: *Special Events Schedule*

Friday, October 2nd

Battle of the Bands: Meetup and Band Formation

Friday 1-2PM | Pavilion

What to bring:

An instrument would be good, but most important is to bring a song you know fairly well and want to perform. The song can include sheet music (though don't expect everyone to be able to sight read music) or a scribbled sheet of the chord progression or just the tune that you can whistle.

What to expect:

This event will be split into two parts. The first part will be meeting your bandmates (today), deciding your set list, and practicing. **The second part is performing on Saturday from 7-10PM at the Pavilion.**

Collegiate Realms Meet-Up and Discussion

Friday 1:30-3PM | Gazebo

Running a realm that is part of a college or university comes with its own unique challenges to navigate. Come meet with fellow realm leaders and students tackling similar problems! This session serves as a space for students to mingle as well as discuss recruitment and other issues during the school year.

Goblyn Meetup

Friday 2-3PM | Pavilion

Come rub elbows with ur fellow goblins, kazoos provided.

Houses Valkyrie, Stonewall, and Bifrost Meetup

Friday 5-6PM | Pavilion

Dame Black Betty and Squire Cardinal are coordinating a three house meeting! All are welcome.

Bardic Competition

Friday 7-10PM | Pavilion

This year we're running a carnival themed bardic competition! The theme means we're looking for sword dancers, fire breathers, fire spinners, crazy clown shenanigans, and belly dancers. Now, this doesn't mean that if you're a singer, storyteller, or a jokester that you can't compete. We encourage you all to stretch yourself and develop pieces and stories that match this challenging theme. Performances

Oktoberfest 2026: *Special Events Schedule*

need to be 6 minutes or less and must be rated PG-13 or lower. **Only 24 participants will be able to compete.**

Gilded Tankard Tavern

Friday 7PM-Midnight | Livery Barn

Returning for the 4th time to Oktoberfest on Friday Night to bring you new drinks, new games upon which to gamble, an experimental snack station of various foods and a wondrous auction of fabulous prizes. Please plan to visit us starting at 7PM with last call at midnight and the auction at the 11PM. Bring your best self to take part in what is the hottest nightlife event in Belegarth.

Magic: The Gathering Draft Night

Friday 7:30PM-Midnight | General Store

Hosted by Tempest Hadrada of Dunland in honor of Juniper Vera Preece.

This draft night is open to a maximum of 16 people. Please arrive 5-10 minutes early to ensure your spot.

How the tournament works:

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Saturday, October 3rd

Arts & Sciences Competition

Saturday 10:30AM-5:30PM | Livery Barn

The Arts & Sciences Competition offers members of the Belegarth community the opportunity to showcase and be recognized for their creative projects. Competitors may submit artwork in a range of categories, and awards will be offered for pieces of particular excellence, both as determined by judges and as voted on by members of the public.

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The artwork showcase is open to the public, and all event attendees are encouraged to come out and support our talented crafters!

Arts & Sciences Competition Schedule:

- Entry Drop-off: 10:30-11:30AM
- Showcase: 11:30AM-4PM
- Awards: 4-4:30PM
- Entry Pickup: 4:30-5:30PM



Please scan this QR code to view the A&S judging rubric, entry forms, competitor accommodation request form, judges sign-up form, and more!

Battle of the Bands

Saturday 7-10PM | Pavilion

Please attend the meetup and band formation session on Friday 1-2PM at the pavilion if you would like to participate! But if you miss it, you can still show up and see if a band will have you! Bring an instrument and a song you know fairly well and want to perform. The song can include sheet music (though don't expect everyone to be able to sight read music) or a scribbled sheet of the chord progression or just the tune that you can whistle.

Carnevil

Saturday 7-11PM | Livery Barn

Carnevil is back so get ready for shenanigans! Join a bunch of Jesters for a night of games, snacks, and fun. Play games (duh), earn tickets for prizes, gamble with friends, and more! **IDs will be checked for alcoholic beverages**

Frosty's Speakeasy

Saturday 7:30-11PM | In front of the Scorched Leather Arts tent in Merchant's Row

Slip away on the last night of the event and break out your finest garb, or just come as you are! Recharge by the fire, share a drink and a story, and settle in with neighbors old and new. Beverages and s'mores fixings while they last. **IDs will be checked for alcoholic beverages.** Non alcoholic options available.

Oktoberfest 2026: *Trials & Elevations*

Squire Wanderer and Squire Fumbles

Vigils: Thursday 7PM-Midnight | Gazebo

Trials: Friday 11AM-1PM | Next to Pavilion

Elevations: Friday 5-6PM | Livery Barn

Squire Zerelius

Trial & Elevation: Friday 8-11:30AM | Tournament Field – South Pit

Squire Snake Eyes

Trial: Friday 9AM-12PM | Tournament Field – North Pit

Elevation: Friday 12:15-1PM | Gazebo

Squire Stormcrow

Elevation: Friday 11AM-12PM | Livery Barn

Journeyman Daguerre

Chronicler Elevation: Friday 4-5PM | Livery Barn

Journeypersons Sir Desi and Sir Nea

Seneschal Elevations: Friday 5-7PM | Gazebo