

The Barony of Settmour Swamp

This guide is an expansion of a 2006 original by Celestina Pompeii Arcadia.

PENNSIC PARTY

Come ye faithful! Come ye sinner! Come ye saint! Let it be known that on Thursday evening of War Week the gods shall walk among us! Settmour Swamp, located at E12 Brewers Road, have opened their gates to all faiths and pantheons in the known world. All are welcome be ye god, mortal, or somewhere in between. We encourage bringing your own deific entities and as always please dress accordingly. It shall be a glorious celebration of Deities and Demigods.



Our Barony hosts an awesome party every Pennsic. Long ago, we've decided the best way to ensure that everyone has a good time is to divide the chores and burdens of hosting a pennsic party between as many fellow campers as possible.

CADRE OF SWAMP REVELRY

Of course, someone has to organize the camp and help light the way to a successful night. This year's Cadre (who volunteer at Quest) is:

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Any thoughts, questions, donations, and/or volunteering can be directed to these swampies.

SWAMP REVELRY THEME

Deities and Demigods is our theme. This can be reflected in decor, food, attractions, or costuming. For example, someone could dress as Kali, while someone else paints golden apples with food-safe paint. Or we could come up with party games that resemble the trials of old myths, such as Thor attempting to drink the ocean (this is an irresponsible example).

MUSICIANS, DRUMMERS, FIRE DANCERS AND OTHER PERFORMERS

The live-in array of performers at Settmour Swamp has been dwindling, so every year a select group talks to people before and/or during pennsic --especially drummers and fire dancers-- inviting whomever will listen to join us on Tuesday night. All Swampies are heartily encouraged to do the same: work their connections, talk to performers at other events, and so on.

Obviously people who will perform for the love of it are great, but if you are talking to pros or semi-pros, please report to the party cadre thusly: "Joe Drummer is interested and would charge \$75 for a half-hour gig". They will work out who and what we can afford.

DONATIONS

Tradition holds that donations (suggested \$20-30 [or more!]) are collected throughout the two weeks by the Cadre. These donations go to food, alcohol, decor, and other party specific bills, and are **strictly** segregated from encampment and baronial funds.

PARTY SHIFTS

Every camper is encouraged to sign up for at least one hour-long shift, to perform minor duties that are described later in this document. Sign up for an hour slot in which ever role strikes your fancy -- or more than one, should you desire. More hands make for less work, and all roles are made to be as simple as possible. Sign up sheets should be posted all pennsic long next to the Camp Duty schedule in the Refectory.

PREPARATIONS BEFORE PENNSIC

Quest, playing host to our yearly Pennsic Encampment meeting, is the start of the Pennsic Fever Months. The Cadre of Revelry who volunteers at this meeting begins preparing.

The Google Drive that hosts this document also contains files outlining finances, inventory, and other historical data to ease in this process.

ADVERTISING:

- Write an ad for the Party, such as this example:
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- Post to various online recipients
 - Baron David's Party Calendar
 - <https://www.facebook.com/groups/PennsicParty/>
 - Pennsic Independent
 - <https://www.facebook.com/groups/233895127075/about/>
 - pennsicads@gmail.com

RESTOCK:

- Review the previous year's inventory list, and purchase more as needed
- Find cheap prizes for the games

HAGGIS:

- http://www.stewartscottishmarket.com/Haggis_s/177.htm
- Order online before war, and write a comment on the order:
This order is for a campground event, and best when delivered on Wednesday, 8/9, but not before 8/7.
- Ship to:
[name], % UPS Store 5097
620 Butler Crossing Ste 3,
Butler, PA 16001

BEER:

- This order is made with Bill's Beer Barn
724-287-6923
253 New Castle Rd, Butler, PA 16001

THEMATICALLY APPROPRIATE PARTY ASPECTS:

A number of items are created with the theme of the party in mind:

- Building an Effigy to burn at midnight
- Putting together cocktails, to be served out of 2 or 3 water coolers
 - Include a mocktail as well
- Dreaming up and building one or more games in addition to the two traditional Swamp Party attractions
- Crafting decor such as painted wall hangings

PREPARATIONS AT PENNSIC

CRAFTING:

Any thematically appropriate party aspects that are not completed before Pennsic are usually done during peace week. Usually, this includes:

- Building an Effigy to burn at midnight

BOTTLE CAP COLLECTION:

The beakers game requires a pile of bottle caps to denote kings. Have containers for bottle cap collection at all public bottle openers in camp.

Make sure to wash and dry before using them, and remove heavily dented caps.

TOWN RUN:

The day before the party, two volunteers make a town run together. They collect the haggis from the UPS Store, and shop at the Giant Eagle nearby (700 Moraine Pointe Plaza, Butler, PA 16001). Suggested items are:

- Cheese and Cured Meats
- Crudite Vegetables
- Grapes, Melons
- Dips, Hummus, and Salsa
- Potato Chips, Tortilla Chips, and Pretzels
- Crackers, Brown bread for the haggis
- Small amount of sodas, and anything needed for cocktails/mocktails
- Meat dish (In 2019, this was a number of hams that were easy and quick to heat)
- Any missing supply items, such as paper plates, solo cups, etc.

PARTY DAY:

The day of the party, All campers clean up camp, and decorate. The beer pit is set up. The cocktails are made. All stations are outfitted with any equipment needed. With **all hands on deck**, this is a piece of cake.

DURING THE PARTY

9-10:

Not much is needed in the first hour. A skeleton crew is fine. Start cooking some haggis. Why not engage patrons in conversation?

10-12:

- Party stations should be in full operation
- Occasionally, The Poi Master will give the stage to a performer. This is played loosely, whenever people are ready
- Other entertainers may share or alternate performance times (musicians, carnival acts, etc)

12:

A loud person halts the party and directs the attention of the patronage to the baron/ess by the fire pit. They thank everyone for coming, say a few words, and announce the burning of the effigy. Two volunteers use rope to position the effigy over the pit and lower it onto the fire. The rope is tossed in with it.

12:30-??:

- Party stations continue as before, until the end

AFTER THE PARTY

CLEANUP

The trashed camp is cleaned up. Left over food and drink is shared with the camp (Must empty the kegs for returning!)

PACKING THE TRAILER

When it's time to pack everything up, take inventory of the remaining party stock for next year's planning.

AFTER PENNSIC

RECORDS UPDATE

Record donations, tips, expenses, and other financial bits. Also file the inventory taken at pennsic so that we know what we need next year

PLOTTING, PLANNING, AND POSSIBLY SCHEMING

Think of things to do next year!

The Beer Pit Baron/ess is challenged with manning a traditional Attraction: the Beer Pit, in which patrons bob for beer. A plethora of bottled delights -- both good and gross -- are laid in an icy kiddie pool, and guests are enticed to Bob for Beer. A demonstration will be planned before Tuesday. This is a lively attraction.

VOLUNTEERS PER SHIFT: 1

EQUIPMENT:

- lantern
- kiddie pool
- icy water
- bottled donations
- towels
- church key
- distracting devices
(example: during an Egyptian party, we used crocodile bath toys)

INSTRUCTIONS:

Bobbing is more fun when the patron is charged. The pool water should be icy cold, and it should be *gently* stirred so that it's more difficult to simply aim for the correct beer.

Entice people to join the fun. When someone goes in to bob, lead the surrounding patrons in a chant "BOB! BOB! BOB!"

Engage your audience in playful ribbing. If provided, and if the patron isn't squeamish, distract them during the bobbing by tossing a soft item into the water next to them.

Cheer and congratulate the patrons. Give them the towel while you open their prize for them.

Should they exist, the secret ability of nonalcoholic items is the choose your own bottle.

The Baron/ess of Beakers must oversee the smooth running of multiple games of alcoholic checkers. It's important to heckle people who stop to think, and be quick to point out rule violations. A demonstration will be planned before Tuesday.

VOLUNTEERS PER SHIFT: 2 (1 AT 9:00 SHIFT)

EQUIPMENT:

- Lantern
- 1 table
- beakers boards
- disposable shot glasses
- bottle caps (for kinged pieces)
- pitchers for refills

INSTRUCTIONS:

This is a speed style checkers game. Heckle those who take a moment to think.

- Every captured piece is drunk by the person jumping it.
- There is a ritual surrounding the act of coronation:
 - Opponent of the coronated person polishes a bottle cap
 - Then they make a trumpet fanfare noise
 - They then float the bottle cap upside down on the shot being crowned.

Things that result in Penalty Shots:

- Taking too long to move
- Not jumping a piece when they're able to
- Moving out of turn
- Neglecting part of the Coronation Ritual
- Sinking a bottle cap during the Coronation Ritual
- Spilling

VOLUNTEERS PER SHIFT: 1

EQUIPMENT:

- [Y]*2 Solo cups
- 1 table
- Towel (to wipe the table down)
- pitchers for refills

INSTRUCTIONS:

Player Numbers

- For 2 teams of 2 players, use 4 cups per team. Each player goes twice, nonconsecutively.
- For 2 teams of 3-5, each player goes once, so use 1 cup per player.

Setting Up

- This requires 2 teams of [X], and [Y] solo cups on each side
- Arrange the cups in even rows, taking up the length of each side of the table
- Fill the cups a quarter to halfway with beer

Playing

- Cheers and clink with the opponent directly opposite you
- On "Go!", the first players from each team start. Each player remaining proceeds as only when the player before them has finished.
 - Each player drinks their cup as fast as they can.
 - They then set the empty cup on the table, open side up, so that it hangs slightly off the edge of the table.
 - Tapping upward on the overhanging bottom of the cup, the player's goal is to flip the cup over and have it land upside down on the table, without interference.
- The team to finish first wins

VOLUNTEERS PER SHIFT: 1**EQUIPMENT:**

- 14 Solo cups
- 1 table
- Towel (to wipe the table down)
- pitchers for refills
- 4+ Ping pong balls

INSTRUCTIONS:**Setting Up**

- This requires 2 teams of 2, and 7 solo cups on each side
- Arrange 10 cups into triangles on either side of the table, and fill with a quarter to halfway with beer
- Fill one cleansing cup per team with water

Who Goes First?

Two opposing players look each other in the eye and without looking away or looking at the cups, shoots. Teammates alternate turns until someone makes it. The first team that makes a cup goes first. If both teams make it, you keep shooting.

Penalties

- Defender makes contact with the ball during a non-bounced shot.
 - Offensive player chooses which cup to remove. This cup is drunk by the penalized player, and is treated as though scored upon.
- Player makes contact with the table while their opponents are shooting:
 - A penalty shot is drunk.
- Ball is interfered with while inside of a cup.
 - A penalty shot is drunk.
- Player knocks over their own cups
 - Those cups are removed from play, and not replaced. Penalized player does not drink.

Playing

- Each player on each team takes their respective shots.
 - If a player makes a cup, the other team should consume this cup and removes the cup from the table.
 - Players alternate drinking removed cups.
 - If both players on a team sink his/her shot on the same turn, that team will get one additional shot. The only exception to this rule is during rebuttal.
- Bounced Shots:
 - If a bounced shot scores, a second cup of the offense's choosing is removed.
 - If a shot bounces, the defending team may deflect it, as long as the cup isn't touched.
- Rerack:
 - Each team gets 2 re-racks per game at any time. The shooting team can choose how they want their cups arranged. Reracking formation must mimic the original pyramid shape.
 - If cups naturally drift from position (not moved by a shot), they should be moved back immediately, and not counted as a re-rack.

Winner

- The team that is able to clear all of the opposing team's cups first is the winner, with the losing team splitting the contents of the winning team's remaining cups.
- Overtime
 - After a win, the opposing team has one turn (2 balls) to attempt a tie.
 - If the tie is achieved, the game is reset with 3 cups per team.

CONSTANT ROLES

GO-FERS

The Go-fer is responsible for continuously moving between each station to make sure everyone has what they need.

VOLUNTEERS PER SHIFT: 1

EQUIPMENT:

- See the equipment for each station.

GATEKEEPER

The Gatekeepers are responsible for greeting guests at the door, and convincing passersby to join the fun. This station must check ids, and stamp the hands of party goers to help us avoid cocktail service to minors.

VOLUNTEERS PER SHIFT: 2 (1 AT 9:00 & 1:00 SHIFTS)

EQUIPMENT:

- flashlight
- tower stamp
- Inkpad

FIRE LORD

The Fire Lord is responsible for tending the fire pit.

VOLUNTEERS PER SHIFT: 1

EQUIPMENT:

- poker & such
- logs
- chair

BEER MONGER

The Beer Mongers are responsible for serving beers on tap to guests, as well as filling pitchers for the Beakers games. This station should avoid serving people without towers stamped on their hands.

VOLUNTEERS PER SHIFT: 1

EQUIPMENT:

- lamp
- kegs
- ice
- tip jar
- solo cups (just in case)

COCKTAIL MONGER

The Cocktail Mongers are responsible for serving drinks on tap to guests. This station should avoid serving people without towers stamped on their hands, unless serving a mocktail.

VOLUNTEERS PER SHIFT: 1

EQUIPMENT:

- lamp
- coolers
- ice
- tip jar
- solo cups (just in case)

FOOD MONGER

The Food Mongers are responsible for restocking snacks, cleaning up after the occasional ravaging, and cooking haggis.

VOLUNTEERS PER SHIFT: 1

EQUIPMENT:

- lamp
- burner
- knife
- serving utensils
- tip jar
- Tin foil

INSTRUCTIONS (HAGGIS):

- Wrap loosely in aluminum foil.
- Add a few ounces of water and scotch into a foil
- Place on a pan and heat until food thermometer reads 170 degrees.
- Haggis should come out every half to full hour

* We highly recommend NOT boiling product

** Item in fully cooked at time of purchase

POI MASTER

The fire performance safety person must be a skilled person in the field. They are responsible for obtaining a performance permit from Pennsic for the encampment. At the party, the Poi Master assesses each performer's ability to safely conduct their routine. They provide dowsing towels and fuel, as well as a clear, cordoned-off space in which to work.

EQUIPMENT

- fuel
- water
- towels
- permit

VOLUNTEERS PER SHIFT: 1

PERFORMERS

Various paid and volunteer performers exist for a variety of acts.

Wulgemot -

Ishtar -