

## POETRY PALOOZA VIKING CHALLENGE

*Poetry is sacred to the Vikings, celebrate with our two-day poetry fest at Storvik's Novice Tourney 2025*

### LIMERICK CONTEST (Friday Night Tavern)

- Themes: Storvik, Vikings, SCA, Boasts, Drinking, Your Martial Activity, Craft or Art
- Must be entrant's own original work(s)
- Keep it PG-13 (unless there are no minors there)
- Must be performed (but can be done by proxy)
- Multiple entries by same person accepted

### EDDIC-FICTION STORY CONTEST

(can write ahead, Sat. afternoon performance 3:15)

- Submit an original third person omniscient point of view story (introduces a conflict, climax, and resolution) of **300 words maximum**.
- **Theme:** a fairy tale parody/fractured fairytale
- **Eddic-fy your story:** must use each of the following old Norse Eddic Narrative Poetry devices at least once (and italicize usage): *alliteration* (2+ words with same first letter or sound ex "healthy happy home"), one original "*heiti*" (simple one word metaphor ex. "steed" for "horse") and one "*kenning*" (metaphorical compound phrase ex. "wave-runner" instead of "ship"). **No rhyming**.
- Must be descriptive and dramatic. Focus on word sounds and presentation. Viking sagas were oral.
- Must be original works written by entrant
- Must be performed (but can be done by proxy)
- Judging criteria: technical requirements, entertainment value and performability.
- Bring extra story copies.
- One entry per person

### RAIN GUTTER POET'S BOAT RACE

(Saturday: Boat Building, Testing, Races 11-3)

- Bring your own boat or build one on-site (\$1)
- One entry per person
- No pre-made boat kits
- The boat length must be between 6-8"
- The boat's width must be between 3.5-4"
- The boat **must** float
- The boat must have at least 1 sail
- Sail(s) height(s) must be at least 6" (any shape)
- The front of the main sail must include the boat's name, but any sail(s) can be decorated
- Boat are powered solely by using straws to blow wind into the sails (no other power source allowed)
- Loser of the race has a handicap in poetry portion
- Multiple races (and poems) accepted

### BOARDGAME POET'S COMPETITION (Sat. 1-3)

- Vikings love of board games is legendary. Test your skill with 9-Man's Morris board game competition
- Loser of each match has a handicap in poetry portion

### 3d EPIC RAPP FLYTING BATTLES OF

MYTHISTORY (Sat. sign-up by 2:30, performance: 4)

- Team up (2-3 people) for a poetry "rapp" battle.
- Each team will be assigned a mythical hero/heroine from the list below to praise and another to denigrate.
- **You will be expected to rapp in rhyming couplets**
- Each match has 2 bouts: each team having 60 seconds in their first bout and 30 seconds in their rebuttal bout.
- **See complete rules below.**
- Winners: by audience acclaim.

### Historic Mythical Figures For Battle:

- Lancelot (of Arthurian legend)
- Gilgamesh (first hero, King of Uruk, Mesopotamia)
- Beowulf (slayer of Grendel of Old English lit.)
- Mulan (female Chinese warrior and folk hero)
- Hercules (Greek demi-god known for strength, labors)
- Brunhild (Norse Valkyrie/shield maiden)
- Sun Wukong (monkey king)
- Atalanta (female Argonaut, hunter, foot-racer)
- Baba Yaga (Slavic witch and hero helper)
- Robin Hood (archer and fights Prince John)
- Cu Chulainn (Irish demi-god, warrior of Ulster cycle)
- Anansi (trickster demi-god of central African myths)
- Maui (trickster demi-god of Polynesian myths)
- Sinbad the Sailor (hero of Baghdad, many adventures)
- Odysseus (champion Trojan war, many adventures)
- Scheherazade (tells Arabian Nights)

### POETRY PETTING ZOO (PPZ) RETURNS (all day)

- Want to practice your period poetry writing skills?
- This is a low-key, no judgment opportunity for you to practice wordsmithing.
- Come try one, or several, period poetic forms that we will have available or view our small poetry library.

### VIKING POETRY CHALLENGE

- Each participant in each event (including each PPZ attempt) is automatically entered in the challenge.
- Points are earned for each written poem/story/oral rapp battle, quality of poems/story/rapps, winning best poems/story/rapp battle in each category.
- Prize for the poet with the most points.

### **3d EPIC RAPP FLYTING BATTLES OF MYTHISTORY ADDITIONAL RULES**

#### **At Sign-up**

- Sign up to participate by 2:30 p.m.
- Teams will be assembled
- Each team will be assigned 2 mythological figures from the list opposite: one to praise and the other to denigrate.
- You will also be assigned a performance time-slot and opposing team.

#### **Teams:**

- Come with your own team or have a team built for you (teams of 2 - 3)
- While one person rapps, your team mates should ad-lib in the background to help hype the audience (e.g. saying things like “word” “burn” or repeating a zinger) and/or make (G or PG-13) gestures)
- If one rapper gets stuck, tag team one of your team mates. You can continue tag-teaming until your time runs out.

#### **Rapp Notes**

- Limit your rapp comments to the mythological figures and **not** the Rappers
- ***Consider Rappers as just Minions, save your sting for the mythological figures only***
- SCA anti-bullying policy is in effect in regards to Rappers
- Keep rapp comments G or PG-13
- ***You will be expected to rapp in rhyming couplets***
- Single elimination knockout matches
- If there are enough teams participating, winning teams from each match may battle each other in a new match (with the option of choosing another mythological figure from the list).

#### **Match Length**

- Matches start at 4 p.m.
- Each match will have 2 bouts, each team will have:
  - 60 seconds in their first bout, and
  - 30 seconds in their rebuttal bout.
- Winner of the coin toss goes first.
- While you are encouraged to practice and plan out your rapps before the final stage performance, only your final stage performance will be judged by the audience.
- It is up to you and your opposite team as to whether you want to plan out and practice your battle before the final stage performance.

**Winners:** Based on team stage performance, chosen by audience acclaim. Prizes for the winning team(s).

#### **Historic Mythical Figures For Battle:**

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