

About the Event

Camp Fenby is a gathering of people who want to teach or learn various crafts or skills, most of which have some relation to the Middle Ages. Teaching (and overnight camping) conditions are primitive — there's whatever shade tents people bring, a couple of old tobacco barns, and a forge. Arrangements for electricity must be made in advance. Water is out of a hose. This is a really laid back weekend. Participants do as much or as little as they want, and class times are somewhat flexible. Some people just come to talk & trade stories & songs.

Camping is strictly mundane and as simple or difficult as you choose. Camp on site near the tobacco barns or stay at one of several reasonably priced motels in the St. Mary's County/Leonardtown area.

MOTELS:

Charlotte Hall Motel,	Rt. 5 at Charlotte Hall	301-884-3172 1-800-786-3172
Super 8 Motel	9290 Three Notch Road (Rt. 235)	301-862-9822 1-800-800-8000

Other Activities

A Saturday night crab feast has been an option in past years. Again this year we will order enough crabs so that we can have a traditional crab feast near the barns. Prices and options will be discussed.

Sing-a-long Saturday evening and possibly Friday as well.

What to Bring

In General:

Food, fluids (lots of!), mosquito repellent, sun screen, notebook, camera, skills, sense of humor, something to sit on.

Camping:

Tents with screens or screen houses are a good idea.

Children:

This is a working farm in a rural tidewater setting. We have lots of briars, ticks, poison ivy, mud, and deep water. The safety of your children is your first responsibility. We will probably experiment with workshops and activities for the younger kids.

Clothing:

Comfortable civilian clothing is just fine. Dress for field conditions. Medieval clothing is strictly optional.

What to Bring...

Craft Classes:

<u>Blacksmithing:</u>	Safety glasses or goggles* leather or heavy canvas shop apron heavy trousers* handkerchief or dust mask* personal water jug or canteen (large). Also hammer, vise-grips, hacksaw.	welders or leather work gloves* long sleeve work shirt (not too loose) leather boots hat, bandana or hair band * Required safety equipment.
<u>Basic Cheesemaking (Panir)</u>	Feel free to bring herbs to flavor the panir (cheese). Supplies fee: \$0.50	
<u>Basic Inkle Weaving</u>	Preregistration is required. Jan will bring pre-warped looms for registrants. Bring a warped inkle loom if you have one. Tell Jan if you want basic or advanced (i.e., patterned)	
<u>Interpreting the Gyrfalcon for Living History Demos</u>		
<u>Making Small Copper Pennanular Brooches, etc.</u>	Bring hammers and small anvils, if you have them. Some tools will be available.	
<u>Silversmithing</u>		
<u>Brass Casting</u>	Pre-made molds: Bring pre-made, seasoned molds. Small items only. Some brass keys available for melting down. Bring brass or bronze scrap, if you have it.	
<u>Basic Medieval Woodworking</u>		
<u>Snartemo</u>	For those experienced with simple tablet weaving. Bring your own loom and cards. To speed things along, have your loom pre-warped with any number of cards, 4 colors of thread, one in each hole for each card, all in the same order.	
<u>Wood-Turning</u>	Lathe available. Looking for an instructor.	
<u>Making a Shaving Horse</u>	Hands-on class. No tools are required, but people may bring hand tools of their own if they wish to try using them. A draw knife will be an essential tool to have if you intend to actually use the shaving horse afterwards.	
<u>"Knitting" a Viking Chain</u>	If you have them, bring wire snips (aka diagonals), flat-nose jewelry pliers, awl. Small fee for copper and brass wire. Will try to have a small number of mandrels available for shaping, available at cost.	
<u>Assemble a Renaissance Junkyard Hammer</u>	Work clothes, eye protection, and maybe work gloves	
...		
<u>Longship Tapestry</u>		

Registration & Fees

\$10 site fee per person or \$30 per family required to cover the cost of the portable toilets. Some workshops will require small fees to cover the cost of materials. The (optional) Saturday night crab feast will also require some additional funding.

To register for camp, send the attached application to Camp Fenby, c/o Oakley Farm, 21924 Oakley Road, Avenue, MD 20609. **Registration is not required in advance, but it is a courtesy.**

This is a non-public official event in which non-Marklanders are also welcome to attend and participate. You can contact Thyri, the registrar, at thyri@pressroom.com or 703-359-7081. You can reach Atli (or his recorded facsimile) may be reached during working hours at (202)354-1939; e-mail at asylum@earthlink.net or evenings (19:00-22:00 hours); at 301-ROW-BOAR.

Please register in advance if possible, to give the teachers an idea of how many students to expect.

CAVEATS

Do not drive over 10 MPH on the farm road.

Atli and his family value their privacy. The portable toilets and outside hose are available for participants' needs. Please do not wander down to the point or into any of the dwellings unescorted by a family member.

Also, the Trappe house is in a state of deterioration, so large parties of folks stomping about in it will only hasten its demise. Oakley Farm consists of over a hide of land encompassing cultivated fields, marsh, forests and swamp. We will be glad to show you the delineations. If you do go adventuring, please let us know where you are, and when you expect to be back.

Lyme disease. Ticks usually have a great year. Which puts us in danger of finding unwelcome critters on our persons. Please check yourself (or a buddy!) at least once a day, preferably several times.

Advise from a Fenby veteran: I spoke to a tick expert at the USDA two weeks ago. He says that 80% of the deer ticks in Southern Maryland are carrying Lyme disease. So my advice to anyone who can document a Deer Tick bite (not just a crawling one) is to go directly to antibiotic treatment. Don't waste time in testing.

For Fenby -- use lots of DEET and protective clothing.

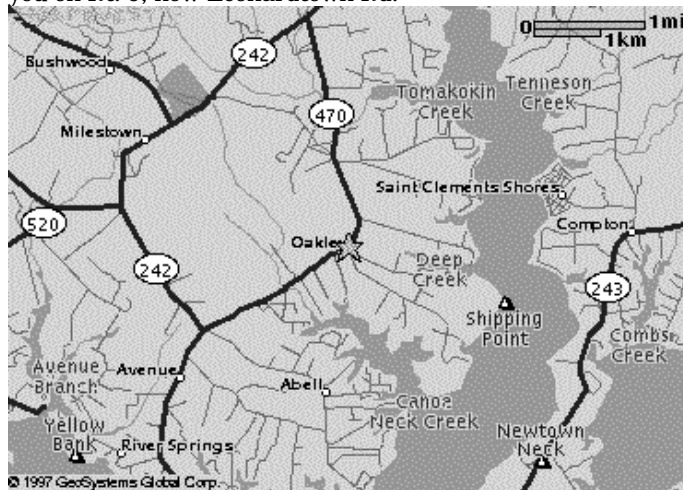
Directions to Oakley Farm

From DC and parts North:

Take Rt.. 5 south from D.C. (otherwise take Rt 301 from everywhere else).

In Waldorf, turn on Rt 5 south. Rt. 5 now forms three lanes on the left of Rt. 5/301 and turns left before you get to downtown Waldorf. *Stay out of the right lane of the left three, which disappears.* This is the old Mattawoman-Beantown Rd. cutoff.

Make a left at the light where the new Shell station going in and the old Shell station on the catty-corner. This will keep you on Rt. 5, now Leonardtown Rd.

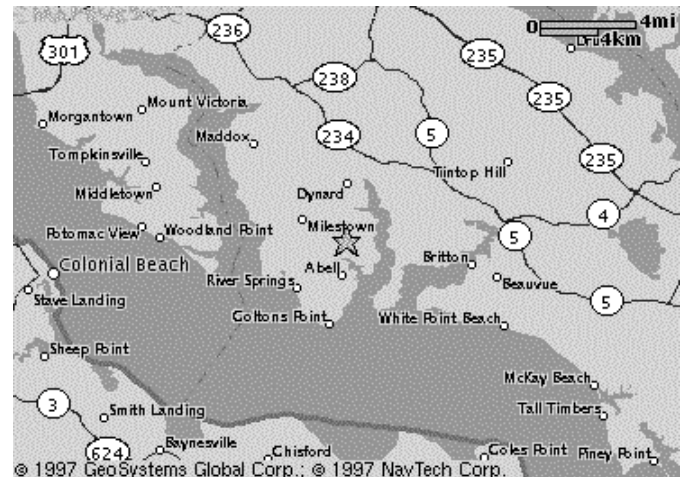


Rd. Look for the large white farmhouse with green trim (one of 235,892 in St. Mary's County). The house number, on the last mailbox and on the porch pillar, is 21924.

From southern Virginia

Take Rt 301 to Rt 234 some 5.9 miles from the Virginia shore ("You in Murlnd, boy!") and make a right.

Proceed through Chaptico (great church and long story) and make a right at Clements, at the blinking red light, onto Rt 242 and proceed as above.



Proceed through Bryantown (where Dr. Mudd was arrested), Hughesville (beware of speed zone), and Charlotte Hall/Newmarket (a great flea market site every Wednesday and Saturday) to Mechanicsville.

Turn right onto Rt 5 at the Wawa (where the Halfway House restaurant used to be). Proceed through Helen (watch the turn) to Morganza. Make a right on Rt 242 at the blinking yellow light by St. Joseph's Church. Proceed through the blinking red light at Clements.

About 1.9 miles past Clements, make a left on Rt 470, Oakley Rd. Proceed past All Saint's Church on the left; the third paved road on the left past the church is Burch Road. Oakley Farm is the first dirt road on your left after Burch

Camp Fenby Application Form

(Optional)

Name(s)	_____	_____
	_____	_____
Address	_____	

Telephone(s)	(h) _____	(w) _____
In Case Of Emergency Notify:	_____	
Please List Any Minors In Your Charge:	_____	_____
	_____	_____
Medieval Affiliation:	_____	

Sessions Attending

Friday	Morning	_____	_____
	Afternoon	_____	_____
	Evening	_____	_____
Saturday	Morning	_____	_____
	Afternoon	_____	_____
	Evening	_____	_____
Sunday	Morning	_____	_____
	Afternoon	_____	_____

Registration/Site Fee	\$10 per Person or \$30 per Family
Enclosed _____	On Arrival _____
(This fee covers the cost of the portable toilets. Excess to go to the Longship Company.)	

I/We Will Be: _____ Camping _____ Motel Ranger(s) _____ Commuting _____ Unsure

Camp Fenby, c/o Oakley Farm, 21924 Oakley Road, Avenue, MD 20609
Sponsored by the Longship Company, Ltd., a confederated organization of Markland.