



Celtic Highland Games of the Quad Cities
Saturday, August 22, 2009 ONLY
Mississippi Valley Fairgrounds, 2815 W. Locust St.,
Davenport, Iowa

A festival of Celtic sports, arts, music, dance, culture, heritage & fun!

Day Events - 9 a.m. to about 4 or 5 p.m.

Evening Music- 6 p.m. to about 11 p.m.

Event Admission: \$10 ages 18 & up; \$5 for youth ages 5 to 17. Free for children under five. See our website for family pass opportunities. Or check the River Cities' Reader and Dispatch/Argus/Leader for a money-saving coupon.

General Day Events Schedule:

Times and locations of all events subject to change!

8 a.m.	Gates open
9 a.m.	Opening ceremony on athletics field.
9 a.m.	Primary/Beginner/Novice Highland Dance competition begins- Starlight Ballroom
9 a.m.	Vendor and Clan Rows open
10:30-4:30	Bagpipe music by Blackhawk Pipe Band, Celtic Cross and Rockford Pipe Bands various locations around grounds. (Follow your ears!)
10 - 3:15 p.m.	Workshops - see schedule below
11:15 a.m.	Families check in at Clan Tent to participate in Parade of Tartans
11:45 a.m.	Parade Line up forms in Clan Area
Noon	All events break for Parade of Tartans /Ceremony
1:30 p.m.	Intermediate/Premier Highland Dance competition begins in Starlight
5 p.m.	Athletics wraps up with awards on field. (see note)
4:30 p.m.	Battle of the (pipe) bands. Who gets your vote?
5 p.m.	Clans and vendors pack up
6 p.m.	All day events closed
6 p.m.	Ceilidh starts inside Starlight Ballroom, on fairgrounds
11 a.m. to 3 p.m.	Lion's Lair open for Sponsors and VIPs w/ badges

Food and beverages available from Celtic Games British foods vendor and the Fairgrounds concession stands on Heritage Way. Food and beverages - including the Celtic Highland Games signature ale, Blue Cat Brew Pub "Scotch Terrier," also available for sale in the Starlight Ballroom.

Scottish Games of Strength & Agility: *This ancient Athletics competition involves **top** male and female athletes from around the country throwing in several events and classes - putting the stone, throwing the weights for height and distance, sheaf (not sheep!) toss, turning the caber, etc. We **CAN'T** tell you exactly what time they will [throw the caber, put the stone, etc.]. However, the top classes follow the traditional order of events (Distance events in the morning followed by the sheaf, caber and weight over bar in the afternoon). Usually, competition wraps up in late afternoon, and is followed by some challenge or exhibition events [tossing the barrel, farmer's walk, etc.]. Your best bet*

is to arrive early, bring a lawn chair and plenty of sunscreen, and hang out for a while. Remember, there's plenty to do and see elsewhere on the grounds if you want a break from seeing large objects fly through the air!

Highland Dance competitions, Inside Starlight Ballroom - Part of the traditional Games, Scottish Highland dance was once a man's event. At least one, the sword dance, has a connection to war. The Highland Fling, with its distinctive hands over the head pose, is said to replicate the dance of a stag in the field. Another, whose Gaelic name translates as "old trousers," celebrates the day when the kilt became legal again. Today, you'll find dancers of both genders and a wide variety of ages competing in the primary, beginner and novice contests (starts at 9 a.m.) and the intermediate/premier dancer classes (starts at 1:30 p.m.) Competition usually wraps up by 3:30 p.m.

Animal Events

Shepherding demo, from about 9 a.m. to 4 p.m.*

Celtic livestock exhibition: 9 a.m. to about 5 p.m. *

**Frequency/duration will depend on heat and other weather conditions.*

History: Learn about the Civil War history of this area (and the influence of Celtic immigrants as soldiers) by visiting the 3rd Iowa (dismounted) Cavalry camp. Re-enactors will have tents set up and be available to answer questions about life in the 1860s.

Kingdom of Andorra Living History Camp - 8 a.m. to 5 p.m. Stop by to see the camp and enjoy special games for children, such as TicTackToe, Slay the Dragon & Feed the Dragon. Ask about other fun things to do in ye old Celtic kingdom, like Design Your Own Shield and Help Build a Castle. Ask about the Celtic Trivia Game, too.

Scheduled talks include: 9 a.m. Medieval Clothing/10 a.m. Armor / 11 a.m. Weapons & Archery/
2 p.m. Hand Kissing & the Courts of Love/ 3 p.m. Armor / 4 p.m. Weapons & Archery.

Belegarth Medieval Sport Combat: 9 to 4:30 p.m., Clan / Vendor Area. See what it felt like to be a knight of old, as you learn how to parry and guard with specially padded sticks and shields. Open to kids and adults; age groups will be separated. (Participants must sign a waiver of liability. Children must have parental permission.)

Family Activities Tent: 9 a.m. to 5 p.m.: Family crafts at the Modern Woodmen Family Activities Tent. Balloon jumping castle, seven-hole mini golf for kids, Wellie toss, Make crowns, headdresses or a sock dragon, weave a Brigid's cross and make Celtic knots. Remember to pick up your "Games Passport." Fill it out with stamps or signatures and win a prize.

Workshops - Check your program for places or ask at the merchandise tent

10:15 a.m. QC Cloggers - Learn how the Irish influenced American clogging and try it!

10:30 a.m. Gaelic Lessons - Learn a few phrases and sound more authentic on St. Patrick's and Tartan Day! With Mayre Wanlass

12:30 p.m. Hammered Dulcimer with Reg and Linda Shoesmith

12:30 p.m. Gaelic Lessons - repeat of session above.

12:45 p.m. Bagpipe Appreciation: What to listen and look for in a good piper. Features Bob Gough of the Rockford Pipe Band

2 p.m. Bodhran Irish drum lessons, beginners. Randy Robinson & Kristi Rudd. Bring a drum or learn on a substitute.

2:30 p.m. Intro to Irish string music with Mike Romkey. Rosin up that bow with a friendly intro to Irish/Scottish music as played on the fiddle, mandolin & guitar. Bring an

instrument and record the class. Music provided for jig, reel and hornpipe. The group will play in an informal session afterwards.

- 3:15 p.m.** **Bodhran Irish drum lessons, intermediate.** Randy Robinson & Kristi Rudd. Bring a drum or learn on a substitute. Or visit one of our friendly vendors!
- All day** **Spinning and weaving demos/lessons** by the Spinners & Weavers Guild

“Blue Cat Ceilidh” party: Sponsored by the Blue Cat Brew Pub
6 p.m. to 11 p.m.: Starlite Ballroom, Mississippi Valley Fairgrounds
Food and drink available for purchase from the fairgrounds staff.

American bluegrass & original country music owes its start to the Scots/Irish who planted their roots in Appalachia. We'll take a look at the more traditional roots of American Bluegrass with New Grass Revue, and then kick it up a notch with the higher energy rocking bluegrass/folk stylings of Iowa City's favorite, The Mayflies.

- | | | |
|---------|-----------------|--------------------|
| 6 p.m. | New Grass Revue | |
| | | Break for bagpipes |
| 8 p.m. | The Mayflies | |
| 11 a.m. | Ceilidh closes | |

All ages Ceilidh included with Games admission.
Attending the Ceilidh only? Separate Ceilidh Admission is \$5. Wristband needed for admittance (save the one you got when you entered the gate originally!)

www.celtichighlandgames.org

More About Our Workshops

Bodhran Workshops – Dr Randy Robinson and Kristi Ruud. Beginner's workshop is aimed at players with little or no experience. Holding the tipper and drum properly and learning jig and reel rhythms will be included. Bring drums if you have them. Practice materials and a few drums will be available. Advanced players will likely find that they have already mastered most of the material in these workshops. The intermediate session builds on these lessons to add more beats to your repertoire.

Quad-City Cloggers Come learn clogging, a type of percussive dancing that originated in the Appalachian Mountains with Irish, Scottish and English roots. This workshop will consist of demonstrations of basic steps of clogging, and an opportunity to learn a simple routine.

Intro to Irish String Music: A friendly, accessible look at Irish & Scottish music as played on the fiddle, mandolin and guitar. Everyone welcome from beginners on up. Learn about jigs, reels, hornpipes, rhythms and accents, guitar accompaniment and open tunings, fiddle tunes, mandolin, tunes, songs and sets, and Irish music resources. Bring your instrument, and feel free to record the class. Music provided for one jig, one reel and hornpipe. Each tune will be taught during the session.