

NJARDARHEIMR

ÞYRÞIR*HÞYR ÞNÞÞIR ÞRÞIR

RULES OF ORDER IN NJARDARHEIMR

THE PURPOSE OF THESE RULES IS TO ENSURE THE BEST POSSIBLE EXPERIENCE FOR VISITORS AND FELLOW VIKINGS.

§1 Clothing must be made from authentic materials. Machine sewn is acceptable. Linen should be unbleached and preferably uncoloured as it was very hard to fix colours to on linen using historical methods. So unless you plant dye linen yourself, try to avoid it. Wool is different - you can use many colours, but it is restricted to those that are or could have been, plant dyed. Silk is also ok, but unless you're nobility or a trader, you probably couldn't afford it!

§2 Shoes should be leather and based on Viking age finds. Rubber soles are ok. Unless you have authentic shoes you should be bare foot. Children may use discreet leather shoes or walking boots, or if raining, discreet wellies. No flip-flops, crocs or pink trainers! Viking shoes for children are usually reasonable priced. We might have a shoemaker living in the town, so buying shoes should also be possible.

§3 Weapons must be handled and used with care at all times. Weapons, whether sharp or not, can cause injury. When not in use, weapons should be stored responsibly and preferably locked up and out of sight. When using weapons for display or demonstration, please ensure that they are handled only by yourself, or another trained user, or under close supervision by yourself or a trained user. If you allow visitors to handle weapons for the purpose of taking photographs, or for any other reason, carefully consider that you are entirely responsible for the way your weapons are used. Please remember at all times, that consumption of alcohol and the handling and use of weapons does not mix.

§4 If you stay in a tent it should be a period tent, for example Oseberg A-frame, Saxon or other shapes. Linen or wool fabric is correct but treated cotton is acceptable. Try to avoid metal poles.

§5 Modern furniture is not acceptable. However it may be possible to use a well hidden mattress, preferably with a linen cover – please seek our advice on this. No African birth-chairs or any kind of camping chairs, not even with a sheep skin on it, will be allowed.

§6 During opening hours, and the half hour before and after, the Town shall be in Viking order.

§7 All plastic bags and modern items (especially rubbish) shall be out of sight at all times. This includes phones, cameras, wine-boxes, modern food and drink packaging, watches etc. There will be space to store these safely in the Freeman's room in the back office area.

§8 Necessary health aids, for example glasses and hearing aids, are obviously allowed. Still, try to avoid glasses if possible.

§9 Cars and modern vehicles will not be seen on site during opening hours, or without the permission of Njardarheimr staff. Restricted time for loading or unloading will be given by arrangement only.

§10 All Freeman of Njardarheimr on site, must be ready before the gates open. If you are not ready, then you must accept that you are on display to the public.

§11 Fireplaces must not be built without permission, then only on assigned locations. Please ask a member of Njardarheimr staff for help.

§12 Use of mobile phones is forbidden in Njardarheimr ALL day, EVERY day – you can, however, store and use your phone in the Freeman's room in the back office area. They can also be used outside the site, but only if you change into civilian clothes if you will be seen by the public.

§13 Smoking, "snus" and chewing gum is prohibited inside Njardarheimr ALL day, EVERY day – there will be smoking areas provided for Freeman (as well as the public). Please ask a member of Njardarheimr staff for help.

§14 Tattoos, piercings and body modifications (hairstyles & colours as well) are ok to a certain extent but you need to seek advice from Njardarheimr staff for agreement. Modern makeup should be discreet. Please be presentable and clean. Vikings actually had a weekday for washing, and combs were a major archeological item in Viking graves. If your hair for some reason doesn't "look Viking" you should wear a headscarf.

§15 Consumption of alcohol within opening hours is allowed, but you should be responsible and understand that you may be seen by visitors. Outside opening hours modern containers are still forbidden. No tins, wine boxes, cans or bottles! All drinking vessels should be historically accurate. If you do get drunk do not forget we still open at 10am next morning. If you have any kind of responsibility - don't get drunk – you must be in shape to perform any agreed duties when required.

§16 Coffee will not be drunk in Njardarheimr during opening hours. It will not be available to tourists, so it will not be available to us. You can always have a coffee break in the Freeman's room in the back office area.

§17 If you need to do some shopping at the gas station or elsewhere, we would prefer you to change into civilian clothes (basically a t-shirt is ok). You can also go to the shop in your Viking outfit BUT only if you use a linen bag, or other historically appropriate carrier, approved by Njardarheimr staff.

§18 If you want to take any photographs, the rule is simple – please change into civilian clothes (basically a Njardarheimr t-shirt is ok) – then you can bring your camera inside.

§19 Illegal drugs are obviously forbidden.

§20 Please remember, if we have children living in town, there will be extra considerations for Freeman in relation to consumption of alcohol, use of weapons, bedtimes etc.

§21 Njardarheimr is open to people from all kinds of beliefs, colours, ideas... But, ANY religious or political discussions are forbidden in Njardarheimr during opening hours. In Njardarheimr EVERYONE is welcome - except anyone who thinks someone should not be welcome.

§22 In Njardarheimr we are a community living closely together. We therefore expect everyone to keep an open mind and tolerant attitude towards one another.

§23 We reserve the right to refuse the sale of articles, or demonstration of crafts, which are not obviously historically appropriate. This also includes your own clothes and equipment. If in doubt ask a member of Njardarheimr staff.

§24 In Njardarheimr there is 'always a market on', therefore always 'market peace' applies. Trouble makers will be asked to leave the town. Threatening/aggressive behaviour will not be accepted and might lead to expulsion and even permanent exclusion.

§25 Pets are not allowed in Njardarheimr, unless agreed in advance by Njardarheimr staff. This is because we will at times, have a lot of animals of different kinds, like cats, chicken, pigs and sheep. Pets that have been allowed must be kept on a leash at all times.

§26 Any animals being kept in Njardarheimr must not be fed or disturbed without permission from the person in charge of their welfare. Please be aware of any instructions or advice given by the animals' keeper when you are near their enclosures.

§27 If you want to stay in the town when you are 'off-duty' during opening hours, you can choose to be in Viking or modern clothes. In modern clothes you will be treated as a guest/tourist. If you are in Viking clothes then you must be aware that tourists do not know that you are not working. So, please, still answer any questions and behave politely!

§28 Everyone has a responsibility to keep the town clean and attractive at all times. You do not walk past rubbish on the floor! Report to a member of Njardarheimr staff if you see that any bins are full or that toilets require cleaning or toilet paper. We always want the town to provide the best experience for visitors and fellow Vikings.

§29 We request your co-operation in keeping quiet between midnight and 7am, unless there are authorised arrangements. This concerns drumming, loud singing or discussions. Quiet conversations around the fire are ok. Remember that there may be young children staying on site.

§30 Every Freeman of Njardarheimr is responsible for our experience of life in the town and to ensure that it will be a pleasant memory for the future.

Please respect any instructions, requests or advice given by Njardarheimr staff. It is in all of our interests to make sure the rules are followed. Staff members' authority is given by the Njardarheimr management. Please remember, our staff are here to help you, and are trained to answer your questions.

Please enjoy your time in Njardarheimr, and remember that these rules are only designed to give us all - Vikings and visitors alike - the best possible experience of being here.