

Chapter 1 : Seat Map | Target Field | Minnesota Twins

Welcome, weary traveler, to the world of Folklore: The Affliction. If only your journey had brought you to some other, more pleasant land! But alas, your new home is a realm beset by horrors, foul beasts, and unnatural plagues.

Some never advanced beyond the drawing board, but of those that drew settlers, rivals competed with each other for business, industry, population, and eventually for existence. Often they sprang up in close proximity, and in many cases they merged or were incorporated with nearby settlements. A handful of villages became major towns with only six reaching a population over Farmington 1,; Keosauqua, 1,; Milton 1,; Bonaparte ; Birmingham ; and Bentonsport The following is a listing of the villages, with a brief description of each that includes location, if and when the village was settled, laid out, platted, incorporated, and the population, if any: A post office was started at Utica in , but the village was not platted until Never incorporated, it is located at the corners of Washington, Cedar, Harrisburg and Union Townships. It had 75 residents around but had declined to only 25 in The post office ceased in , but a store operated from until The post office at Philadelphia was moved to Lick Creek from to , then returned to its original location and was renamed Kilbourne. The village was located about 2 miles west of Birmingham in sections 10 and 11 of Lick Creek Township. It contained a cluster of houses until the s. Laid out and platted on March 3, , the proposed village was bounded by State and Washington Streets of the present town Section 1 of Farmington Twp. It never materialized and was absorbed into the city of Farmington. A plat map shows it as Stewarts Addition. It was platted by John Purdom in and reached more than residents by In it became part of the city of Keosauqua. A plat of six blocks with 10 lots in each was filed in under the name of Independence, later spelled Independent, in Village Township T70N R11W, Sections 8 and It was about one mile down the river from Iowaville and was commonly called "Stumptown. By the s Selma had residents, but declined to in and only has a population of about 50 remaining. John Upton platted a village along the Iowa-Missouri border Des Moines Township partial section 15 on April 14, comprised of six blocks, with a post office existing from to The sorghum mill continued operating until , and the old school building was still standing on the Missouri side in A post office named Gainsborough operated from to in the northeast part of Section 15, Harrisburg Township T69N R8W but nothing came of the settlement. In the northeast part of Section 18, Harrisburg Township T69N R8W was Pierceville, laid out and platted in with a post office existing from to The population in was about Niles was laid out and platted in , 3 miles southeast of Cantril in Sections 4 and 5 of Des Moines Twp. A post office operated from to and the population reached 50 people around It is not clear why, but adjacent to Bentonsport on the southeast, a village named Oakland was laid out on September 9, containing 13 blocks. It remained a separate village and was listed in the census with a population of Most of the area of the plat was rough terrain covered and overgrown with brush. Originally called Summit on an plat, the name was changed to Mt. Zion some time before Within sections 7 and 18 of Van Buren Township, it served as a railroad junction point, reached a population of 90 in , but has dropped to 30 according to the census. It is not known whether any other buildings existed at this location. The name of the new village was quickly shortened to Douds, but was never incorporated. The population over the years has ranged from to , and in was Home was a post office located in Section 20 of Des Moines Township, as shown on an map. The post office operated from to , attracting a small cluster of houses. A cemetery is all that remains of this venture. During the s, a railroad existed in Section 1 of Vernon Township called Willets. One building served as depot and store, with a cluster of surrounding houses. By Cantril reached a population of , but has declined to in There was a small village in the south part of Section 9, Cedar Township, built around a post office that operated from to , but the settlement disappeared by A post office existed in Section 4, Farmington Township, two miles west of Farmington from to At this location I found an old cemetery in , and the remains of a couple of buildings. In , the depot was moved to Stockport and any settlement that existed soon disappeared. Beginning in as a cross-roads hamlet, Stockport was formed and laid out as a town in , was incorporated in , and reached a population of in Stockport has gradually declined since the railroad ceased continuous operation in McVeigh was first called Zanesville and was located in the southwest corner of Section 21, Cedar Township, about 3

miles southeast of Stockport. It contained a railroad station and a post office from to Both men found the rubble of the village, but I have yet to find evidence of the existence of this village at that location from any other source. According to a photo in the Douds Depot Museum dated , taken of the area north of the railroad track, this hillside was first called New Jerusalem.

Chapter 2 : Country Facts and Folklore By Andy Reddick VAN BUREN

Spring No 1 Family History, Folklore and Prehistory sections, Prehistory Section Family History Section

The Affliction has to offer. See the reward level for more details. These rewards ship to anywhere in the world. You can see shipping estimates in the "Shipping" section below. It fits in that dungeon crawler category I love this game. A post campaign Pledge Manager will be open for a brief window after the Kickstarter ends, during which you will be able to tell us which add-ons you pledged for. You will also have an opportunity to add more funds during the pledge manager, if you decide you want to upgrade last minute. In Folklore, deceased characters carry on as ghosts, with a new set of otherworldly skills and abilities, as they work towards being reunited with their mortal body. The Ghost Miniature Pack contains alternate figures for each of the 12 playable characters in Folklore: The Affliction, cast in an ethereal blue translucent plastic. This box also contains an exclusive bonus miniature - The Wraith, a fearsome apparition, here to thwart our heroes from beyond the grave. These optional mechanics provide additional variety and tension, altering your path through the main storylines for better or for worse. Adds crafting recipes and new items to Folklore: The Affliction, allowing you to create augmentations and uniquely powerful items. Highly detailed miniatures to replace the tokens in the core game. Includes 4 doors, 2 archways, 4 tombstones, 2 sarcophagus, 2 portcullises, 4 scarecrows and the Book of Dark Dimensions. A massive affliction miniature to replace the token in the core game, the Colossal Dark Oak comes with an alternate set of head and arms that snap in requiring no glue. Encounter Record Sheet FL Character Record Sheet FL Neoprene Player Mat FL Oversized World Map FL This massively immersive map replacement is Folklore Update Pack FL Contains the rule book and cards that come in the 2nd printing that will be updated based on errata. Create your own stories, creatures, characters, afflictions, maps and much more. Everything you need to turn Folklore into your own sandbox adventure system, plus a total of six full-length stories! Get an extra copy of the core game. Get an extra copy of the expansion. Get the standees that come with the core game and the Dark Tales Expansion, along with 15 stands. An experiential upgrade that replaces the text-only character specific items and companions obtained via town services with physical cards. Ame, Corrupted Affliction FL A special jumbo-sized crossover affliction from Champions of Hara, featuring cards for both games. Includes a side quest consisting of an Off-road event and Rumor cards, as well as her affliction card for Folklore. Art and design not final. Check the updates for new previews! During its original campaign in , Folklore: The Affliction unlocked a lengthy list of SGs, which we spent the better part of a year and half developing. Our goal for this campaign is to bring the adventure to a greater audience here on Kickstarter, and then to retail. With this in mind, we will focus on social stretch goals to help spread the word about Folklore. All stretch goals will be meant to enhance the game as it stands, while having minimal development time so as not to delay the estimated delivery date. All pledge levels now include a Folklore: The Affliction cloth dice bag. A pack of updates for returning backers, including a revised rulebook, errata cards, and reprinted character booklets for The Dark Tales expansion. A pack containing cards representing the character specific items and companions that are otherwise text only. BGG Thread Participation complete! A total of 10 unlocked cards 5 Road events, and 5 Off-Road events included in the Dark Tales Expansion 2nd printing and Update Pack for returning backers. This coming July we will release the first of four chapters, unlocked by this tremendous community of a PDF side-campaign. Each chapter is meant to be played in between the main stories featured in Folklore: The Affliction, and will end in a choose-your-path moment. Chapters will be released on a monthly basis. We are now able to develop dial-based trackers to replace those found in the core game. Even more exciting, the trackers are double sided, and can be flipped over to track up to two creatures in an encounter, instead of one character. The Esoteric Order of Gamers will now be creating a comprehensive rules summary, play-through videos, live streams, and other supporting content for the Folklore: With 12 successful Kickstarters under our belt, we have learned a lot about what it takes to get our games into your hands. One of the biggest things is how variable the cost of shipping can be. As such, we will be charging shipping after this Kickstarter concludes, according to the actual costs incurred to ship to your area. We will do this through our own Pledge Manager system once this

Kickstarter has concluded. There are two reasons we do this. First, it allows us to provide a lower rate on the actual pledge levels and structure a much tighter budget for the campaign and stretch goals since we do not have to estimate for shipping costs. Though the pricing may vary due to any add-ons you pledge for by the end of the campaign, these are our closest estimates for shipping, based on region. For the Townsman level: For the Mystic pledge level: Greenbrier Games has teamed up with Twin Fire Productions to produce this amazing game. We are very excited about Folklore and we are enjoying working with Twin Fire Productions on this adventure! There are many people that have embarked together on this quest to aide in the development of Folklore: Here are a few: In between game sessions you can continue your adventures in Folklore: Their experience and professionalism has taken the development of Folklore: The Affliction to new heights. The Affliction and is responsible for bringing the depth and style that makes it such an artistically immersive game. See more of his work at [jaestudio](#). Stephen has worked on dozens of tabletop titles in the past few years, most notably his own project, Grimslingers. You can see his incredible gallery online [here](#). This way we can give you the best estimate for the day we can get our game into your hands- because we want to ship our products as much as you want to receive them! This our 12th Tabletop Kickstarter - we are seasoned veterans of the planning and logistics for production and fulfillment of large scale campaigns. Questions about this project?

Chapter 3 : Big Bass Lake History- Updated " Big Bass Lake & Beyond

Country Facts and Folklore By Andy Reddick Remembering Van Buren's 70 Villages (Continued) As many as 70 villages within the present Van Buren County boundaries were proposed, planned, platted, or settled during the first fifty years of development.

Over 2, Posts and 92 Categories. Around about he sold it to Joe Noreika my grandfather , a blacksmith who came into the area from Sheboygan, Wisconsin. He cleared off about 80 acres of the southwest portion of the property, built his home, barn, and other buildings while he plied his trade. Big Bass Lake cuts off about half of the south half of the southeast quarter of section He turned the property over to Elizabeth Norris his sister having wanting nothing to do with the land. The smaller island was purchased by Mrs. George Johnson of Luther, Michigan, and is still in the family name as I understand it. The larger of the two sister islands belonged to Mrs. The westernmost island was homesteaded by Mr. George Mac Pherson who later sold it to Mr. John Kennedy not the former President. He willed it to his niece. The island was then purchased from that niece by Albert Matson. At one time a lone home was constructed in the middle of that island surrounded by pine trees. For a time many believed that old house to be haunted. The other two islands were purchased by William Amidon Seaman. It at last report was still in the family name. Seaman sold the large island to Mr. Burhalter who later sold it to Mr and Mrs Clyde Waite. A bridge was constructed so that people would have easy access to it and a picture of that bridge is forthcoming in our regular posts. The extra island must have been an island at some time. If you get out of a boat onto it the water comes about up to a normal persons knees. From the shore it would appear that the lake was quite shallow as this sunken island is almost in the middle of that north section of the lake. Not that far away is the deepest portion of Big Bass Lake also found in the north section. He purchased the south half of Section 34 that lies east of the lake. He built a temporary log cabin and spent part of his summer there. He wintered in Sparta, Michigan. But in he said farewell to city life and moved to his cabin with a plan to build a more permanent site. Through all the years of building his home, planting an orchard, and clearing his land his thoughts drifted as to what he was doing all this for? He kept a small piece of land for his home on a life lease and gave the YMCA the rest of the property he had held at that time. He felt this action was the will of God on his life. In Part Four the death of Martin Johnson. The site overlooked the lake that he loved so well. Today in Irons, Michigan, there is a museum bearing his name where most of those paintings can be found. Instead that camp should have been allowed to continue into perpetuity as that was the desire of Martin Johnson for his beloved land and lake. Seaman by Otto Bartlett. A small tract of land remains between the two properties owned by the Seaman family that for a time served as a Real Estate office. The northeast quarter now the Big Bass Lake boat launch touches Big Bass Lake, and the northeast quarter of the northwest quarter was owned by his son Frank Benish who was married to his wife Agnes. Fredrica Baker purchased land from William P. Jones and she named her cottage Okwa Lodge Welcome. She came up with the idea to create a camp for little girls from both families she knew and also from clients she had as an obstetrician. She was the all in all at that camp. They then took the Pere Marquette train to Peacock where they were met by Anton Matson with his horse and buggy. It seemed that Anton then owned the Lakeview Resort and many of the campers had their meals either there or at the Old Homestead Resort. Baker is buried in Lakeview cemetery in a plot surrounded by an iron fence In truth this was the first camp on Big Bass Lake. In the summer of a single line to the Bass Lake area was built and put into operation June 15, Snowmobiles now use that area to plow through. This line powered up in giving residents of that area power. Now they had lights to enjoy plenty of action! The building is now used as the Sauble Township Hall. There is another old building at the Northeast corner of section 27 in Elk Township that was known as the Anderson School. An old hexagon cement block school building in section 21 of Sauble Township was called the Myers School and it is not presently being used for anything. Presently the area is served by the Baldwin School District. He and his family lived in an abandoned lumber camp. In he started to build his home to be known as The Old Homestead. In they moved into that home. This was done because her son, Henry, had become ill and doctors recommended a place with a lot of pine trees. The father, Anton, continued

his trade as a blacksmith in this location. As the Lithuanian population increased more Lithuanian priests were sent in to minister. Services were held in various places as there was no central meeting place at that time. Joe Bender and others formed a committee to find a central meeting place for the church. Two families offered an acre apiece for the church but since the priests came in by train the decision to build in Irons was pivotal. At one time there was a hotel and livery where the present St. Bernards now stands and in those days a priest was brought in by the bigger Freesoil area each week. In a priest from Grand Rapids put forth a generous donation for the start of the church in Irons and his name was Bernard McNeel. Because of that gift the church was to be named after him, thus St. More In , when Father Marcelonis was priest, the mission became a parish. Also a wood frame rectory was constructed. In , under the watchful eye of Father Al Bernott, the brick rectory was built. During the leadership of Father Ernie Bernott, the membership grew and in a committee was formed to plan and build an addition to the church. The addition was completed in the Spring of and services were first held in the new addition on Sunday, June 28, Father Joe Reitz was serving at that time and gave the first message. It was a mission in nature and different preachers used to come and hold Sunday services. Now there is a regular pastor that serves the church and he lives in a home near the church location. Irons, Michigan- Part One This township was first settled in when the lumber town of Willville, later renamed Eden, was built. Irons was begun in , named after the Irons family, early settlers to the area. Irons, Michigan- Part Two Irons is an unincorporated community in the northeast part of the township at near the boundary with Elk Township. It was platted in about by A. Glen Haslett and G. It was named for the Irons family, who were early settlers. A post office was established in July The Irons ZIP code, , serves almost the entire township as well as all of Elk Township to the west, and a small portion in the northeast corner of Meade Township to the west of Elk; a small portion in the southwest part of Norman Township to the north of Elk; an area along the northwest corner of Newkirk Township to the east of Eden; the northwest part of Peacock Township to the south of Eden; and the northern and eastern portions of Sauble Township to the southwest of Eden. He arrived in the United States in when he was 26 years old. He had two brothers and one sister. He was raised in poverty. His mother died when he was six years old. It was re-deeded on April 27, , to include his wife, Barbara Noreika, my grandmother. I would hazard to say that when my grandparents sold Albert Matson his tract of land on Big Bass Lake that they also included that part of the island that was originally theirs. Irons was an early homesteader of the area. I often wondered why they amassed such a large piece of land while only cultivating a small portion of it. This aerial shot of our former property is as it appears today. The yellow dividing line was our easternmost property line whereas the remainder of the land bordered from the now public landing all the way to Matson Road following Big Bass Lake Road. The actual farm was from the public landing to Noreika Road. That was named after my grandparents. North of that location was the forest and several swamps. We camped on our wooded beachfront end of yellow line and made good use of all our forested land. You can see Haunted Island in tis aerial view of our land. My last trip to our property was in

Chapter 4 : Folklore: The Affliction (2nd Printing) by Greenbrier Games INC â€™ Kickstarter

D.D. Kenyon had the SE ¼ of section 34 that Harold Hunt owns now. (Harold Hunt owns land in section 34 the NE ¼) W.H. Bailey (), father of Chester, bought the W ½ of the NE ¼ of the SE ¼ in

Works Not Protected 9. Notwithstanding the provisions of sections 7 and 8, Protection shall not extend toâ€™ a laws and decisions of courts and administrative bodies, as well as to official translations thereof; and b news of the day published, broadcast or publicly communicated by any other means. Subject to the provisions of sections 12 to 16 the author of a protected work shall have the exclusive right to do or authorize any other person to do the following acts in relation to the whole work or a part thereofâ€™ a reproduce the work; b make a translation, adaptation, arrangement, or other transformation of the work; c communicate the work to the public by performance, broadcasting, television or any other means. After his death, the said rights shall be exercisable by his heirs. Provided that such reproduction and the number of copies made are limited to the needs of their activities, do not conflict with the normal exploitation of the work and do not unreasonably prejudice the legitimate interests of the author; f the reproduction in the press ofâ€™ i any political speech delivered in public or any speech delivered during legal proceedings, or ii any lecture, address, sermon or other work of the same nature delivered in public, provided that the use is exclusively for the purposes of current information, the author retaining the right to publish a collection of such works. All copies of such recording shall be destroyed within six months of the making thereof or within any longer period agreed to by the author: Limitation of Right of Translation Limitation of Right of Sound Recording and Broadcasting The foregoing provisions shall apply also to any words accompanying the music. Ownership of Copyright The authors of a work of joint authorship shall be co-owners of the said rights. Transfer of Copyright Duration of Economic Rights Infringements and Sanctions Fields of Application Abrogation of Common Law Rights No copyright, or right in the nature of copyright, shall subsist otherwise than by virtue of this Part or of any other enactment made in that behalf. Rights Under Other Laws The provisions of this Part shall not affect any rights hereinbefore acquired under the common law or any other law. The protection of industrial designs provided under this Part shall be in addition to and not in derogation of any other protection provided under any other written law, in particular under Part II of this Code. Conditions for Protection The protection provided under this Part shallâ€™ 1 apply only to new industrial designs; 2 not apply to an industrial design which consists of any scandalous design or is contrary to morality or public order or which, in the opinion of the Director or the Court, is likely to offend the religious or racial susceptibilities of any community. Definition of Industrial Design For the purposes of this Part any composition of lines or colours or any three dimensional form, whether or not associated with lines or colours, that gives a special appearance to a product of industry or handicraft and is capable of serving as a pattern for a product of industry or handicraft shall be deemed to be an industrial design: Provided that anything in an industrial design which serves solely to obtain a technical result shall not be protected under this Part. Definition of Novelty Provided that a person who has merely assisted in the creation of an industrial design but has made no contribution of a creative nature shall not be deemed to be the creator or a co-creator of such industrial design. Judicial Assignment of Application or Registration Where the essential elements of an industrial design, the subject of an application for registration, have been unlawfully derived from an industrial design for which the right to protection belongs to another person, such other person may apply to Court for an order that the said application or registration be assigned to him: Provided that where, after an application for the registration of an industrial design has been filed, this person to whom the right to protection belongs gives his consent to the filing of the said application, such consent shall, for all purposes, be deemed to have been effective from the date of filing of such application. Provided that where the industrial design acquires an economic value much greater than the parties could reasonably have foreseen at the time of concluding the contract of employment or for the execution of work, as the case may be, the creator shall be entitled to equitable remuneration which may be fixed by the Court in the absence of agreement between the parties. Provided that the employee shall be entitled to equitable remuneration which, in the absence of agreement between the parties, may be fixed by the

Court taking into account his emoluments, the economic value of the industrial design and any benefit derived from it by the employer. Naming of Creator of an Industrial Design Right of Priority An application for registration of an industrial design shall not be entertained unless the prescribed fee has been paid to the Director. Examination of Application Provided that the Director shall first notify the applicant of any defect in the application and shall afford him an opportunity to remedy such defect within three months from the date of receipt of such notification. Issue of Certificate of Registration Register of Industrial Designs Examination of Register and Certified Copies Any person may examine the register and may obtain certified extracts therefrom on payment of the prescribed fee. Publication of Registered Industrial Designs The Director shall cause to be published in the Gazette, in the prescribed form, all registered industrial designs in the order of their registration, including in respect of each industrial design so published reference to such particulars as may be prescribed. Subject and without prejudice to other provisions of this Part, registration of an industrial design shall expire five years after the date of receipt of the application for registration. Provided, however, that a period of grace of six months shall be allowed for the payment of the fee after the date of such expiration, upon payment of such surcharge as may be prescribed. Joint Ownership of Applications and Registration Form and Record of Licence Contract Provided that the parties shall not be required to disclose or have recorded any other particulars relating to the said contract. Rights of Licensee The provisions of this Chapter shall apply, mutatis mutandis, to assignments and sub-licenses. Rights of Licensor Invalid Clauses in Licence Contracts Any clause or condition in a licence contract shall be null and void in so far as it imposes upon the licensee, in the industrial or commercial field, restrictions not derived from the rights conferred by this Part on the registered owner of an industrial design, or unnecessary for the safeguarding of such rights: Provided thatâ€” a restrictions concerning the scope, extent, or duration of use of the industrial design, or the geographical area in or the quality or quantity of the products in connection with which the industrial design may be used, and b obligations imposed upon the licensee to abstain from all acts capable of prejudicing the validity of the registration of the industrial design. Effect of Nullity of Registration of Licence Contract Where, before the expiration of the licence contract, the registration is declared null and void the licensee shall no longer be required to make any payment to the licensor under the licence contract, and shall be entitled to repayment of the payments already made: Provided that the licensor shall not be required to make any repayment, or shall be required to make repayment only in part, to the extent that he can prove that any such repayment would be inequitable under all the circumstances, in particular if the licensee has effectively profited from the licence. Expiry, Termination or Invalidation of Licence Contract The Director shallâ€” 1 if he is satisfied that a recorded licence contract has expired or been terminated, record that fact in the register upon a request in writing to that effect signed by or on behalf of the parties thereto; 2 record in the register the expiry, termination or invalidation of a licence contract under any provision of this Part. Licence Contracts Involving Payments Abroad Nullity of Registration Date and Effect of Nullity

Chapter 5 : Country Facts and Folklore By Andy Reddick Remembering Van Buren

The Journal of American Folk-lore, Volume 13 Volume 14 of Memoirs, American Folklore Society Volume 7 of Publications of the American Folklore Society: Bibliographical and special series.

This power would apply whether the individual took the item or was merely in possession of it, regardless of whether they knew that such items were stolen or not. This could include, for example, those suspected of picking mushrooms. This may also apply to anyone suspected of removing a dead deer whether acquired through hunting or found dead, perhaps through a road accident, as all deer belong to the Conservators. It was reported in the Daily Mail in December that Forest Keepers are now apparently stopping and searching people in relation to mushroom picking. The word "carry" could be interpreted as being narrower in scope than the word "possess", which is worthy of note. Someone could be technically in possession of an offensive weapon, although they may not actually be carrying it; such as, if it was in the boot of their car, rather than on their person. Poaching equipment The Prevention of Poaching Act creates a power of search for poaching equipment in certain circumstances that can be exercised by a constable or "peace officer". This is further reinforced by their role in enforcing byelaws that create offences relating to going equipped to engage in poaching-like behaviour. Firearms As it is an offence to carry a firearm in the forest, the power of search under the Firearms Act would apply to an Epping Forest Constable. The power of search is not restricted to seeking evidence of offences under the Firearms Act itself and as carrying a firearm is a specific offence under the byelaws, the power of search would apply as an enabling power in support of enforcing the byelaws. Power to arrest[edit] The Police and Criminal Evidence Act provides a constable with a power of arrest for any offence, providing that the relevant criteria are satisfied. The powers under Section 24 [48] would apply to an Epping Forest Constable which could, for example, allow them to arrest someone for an offence in order to allow the prompt and effective investigation of the matter, if they believed it to be necessary; this is usually used to justify an arrest where someone is detained for the purposes of an interview. Power to search upon arrest[edit] An Epping Forest Constable would have the power to search anyone that they have arrested using their constabulary powers, if they suspect that the person is in possession of evidence relating to an offence or they are in possession of an item that might be used to escape lawful custody utilising their powers under Section 32 of the Police and Criminal Evidence Act Assault, resist or obstruct[edit] Assaulting or resisting a constable, reeve, assistant reeve, bailiff, keeper is an offence under Section 44 the Epping Forest Act The offences of assaulting or obstructing a constable under the Police Act [50] would apply to an Epping Forest Constable if they are acting in their capacity as a constable at that moment in time. The byelaws include the offences of "nuisance behaviour" [52] and "engaging in disorderly conduct", [53] which would cover a wide range of scenarios in terms of addressing antisocial behaviour or public order. Within that context, there are not many situations where the powers of an Epping Forest Constable would be insufficient to enable them to make an arrest if they were in a situation where someone was committing a criminal offence, if it was necessary to pursue such a course of action. For example, offences such as drunk and disorderly, offences under the Public Order Act, some offences committed within the forest under the Sexual Offences Act, many forms of assault and the public consumption of drugs would probably contravene these byelaws. In such scenarios, an Epping Forest Constable could theoretically arrest the person using their police powers in relation to byelaws and the local police could be called to deal with the substantive criminal matter. Prosecution of offences[edit] Authorised Epping Forest Keepers prosecute cases within a Magistrates Court, whereby they have the right of audience to present and prosecute a case under Section of the Local Government Act However, it may be impractical for them to do so. Discipline and oversight[edit] The Forest Keepers sit within accountability arrangements that ultimately feed into the Court of Common Council of the City of London Corporation. The policies and directives of the Committee are carried out by the Superintendent of Epping Forest. However, advice is sought from the City of London Police Professional Standards Department in relation to disciplinary issues. The Forest Keepers are paid for out of charitable and private funds held by the City of London Corporation and, as such, their activity is not subject to the Freedom

of Information Act. Nonetheless, requests for information can still be submitted, although there is no statutory obligation for the City of London Corporation to respond to them. Criticisms[edit] An Epping Forest Keeper took the City of London Corporation to an industrial tribunal after he was dismissed following raising concerns regarding racist material being shown to him. The Corporation of London denied this. However, they accepted that he was shown racist material and that the material contained racist words. The Metropolitan Police dropped the investigation as they had been assured that the matter was being dealt with internally. The Epping Forest Keepers are paid for from private funds. This arrangement for an attested constable is unique within the United Kingdom. Appointment of Reeves[edit] The Epping Forest Act enshrines the right of certain forest parishes to nominate persons to be appointed as Reeves and Assistant Reeves, subject to the approval of the Conservators. The office of Reeve has its origins in Anglo-Saxon times [64] and Shire Reeves often had a role in the prevention and detection of crimes. The word "sheriff" has its origin in and is a contraction of the words "Shire Reeve". As such, they would be empowered to enforce the Act under the direction of the Conservators and the provision remains to have them attested as a constable. The tradition of elected Reeves within the forest predated the Act itself and the Reeves were historically concerned with estate management, including the branding of cattle. Epping Forest currently recruits uniformed Volunteer Fishing Bailiffs, [68] who patrol ponds to engage with the public on angling issues and report any issues that arise to Forest Keepers. History and notable events[edit] The Epping Forest Archive Project [69] catalogued a vast collection of long-forgotten City of London Corporation documents salvaged from the dusty attic of Warren House in Loughton - where forest superintendents were based until - and moved to a new home in the London Metropolitan Archives. The material can be viewed online [71] and includes reports made by Forest Keepers, photographs and other material about the forest. Historic forest policing[edit] Before Epping Forest was previously the Royal Forest of Waltham, which emerged as a distinct component of the larger Forest of Essex. The East End was an eclectic mix of skilled and unskilled people that often lived in densely populated areas and who often worked in jobs with low wages and poor conditions. The area was attracting an increased number of Jewish immigrants escaping increased hostilities in Europe, [75] many of whom found work in the textile industries and faced poor working conditions. The population of what is now known as the London Borough of Tower Hamlets rose from , in [76] to , in The East End was facing a perfect storm for raised tensions and, as such, it attracted social reformers and elements that sought to encourage support for more radical ideologies. Attracting large crowds, especially on Wednesday and Sunday afternoons, the Flats provided a place for people to speak publicly and became a focal point for anarchists and communists to meet alongside other people who were enjoying the open space. It was suggested that authorities became increasingly concerned with the emergence of increasingly extreme political groups and movements within the east end and that action was taken to disrupt their activities. As such, Forest Keepers started to enforce by-laws preventing such public speaking and organised meetings that had previously been tolerated. Whilst trying to appear impartial, Christian groups that also met on the Flats now found themselves being subject to the attention of Forest Keepers and this led to an unusual alliance between Christians and communists , who both felt persecuted. Following months of action by the Forest Keepers, including prosecutions, tensions came to a head when a "howling mob" Chelmsford Chronicle, 25 September marched to the Flats. Following this, tensions and hostilities started to lessen over the following months. It still remains an offence under by-law 40 to either engage in public speaking or to preach within Epping Forest without the permission of the Conservators. A number of bodies have been found within Epping Forest relating to numerous unsolved murders. This offers some support to the view that the forest has an allure for attracting the disposal of bodies by more professional criminals. Whilst many murders have gone unsolved, the reputation of the forest as a destination of choice for the dumping of bodies also attracts the less efficacious killer. Following a failed attempt to double cross Yardie criminal Byran McLeish in order to misappropriate a consignment of smuggled cocaine , Ray Samuels was kidnapped, tortured into revealing the address of his co-conspirator Godfrey Scott , [80] and finally suffocated before his body was dumped just a few metres inside of the Metropolitan Police District near Rangers Road, Chingford. Unlike other professional killings, this murder was not planned and the torturous nature of the killing, which involved scalding the victim with boiling water, skinning him, torturing

him with an iron, cutting out his tongue and suffocating him with a plastic bag, [80] [81] was a messy endeavour, which produced a body rich in forensic evidence. The dumping of the body so close to the road and a horse bridle path was a rushed and frantic affair, which was doomed to failure if concealment of the body was the primary objective, as the body was found by a female dog walker just a few hours after it was dumped. McLeish, from Winson Green, Birmingham [81] was described as belonging to a new demographic of organised criminal typified by their Jamaican heritage, their ability to be highly mobile and their use of extreme violence to break into new territories and to maintain control.

Chapter 6 : Sicilian Folktales – The Gold Scales

Country Facts and Folklore By Andy Reddick VAN BUREN'S 70 VILLAGES (Continued) As many as 70 villages within the present Van Buren County boundaries were proposed, planned, platted, or settled during the first fifty years of development.

Gameplay[edit] Ellen utilizing "folk" in combat Folklore is an action role-playing game , where players control characters in a third-person view to both explore their surroundings and engage in combat. From the start, players will have a choice to play the game as either of the two lead protagonists, the young woman Ellen or the journalist Keats, both having different yet intertwining plots and play styles. The game is split into two worlds, the real world set in small sea-side Irish village of Doolin and the more fantastical Netherworld inhabited by folk creatures and spirits. In Doolin, players lead their chosen character throughout the village and surrounding area. When characters pass into the Netherworld, the gameplay shifts entirely towards the action-adventure side of its genre. When a folk is nearly defeated, its spirit will glow red, allowing players to absorb it by locking onto it and performing shaking and yanking motions with the Sixaxis motion control rather than a conventional button interface to reel in its energy for use. The two playable characters themselves also differ between play styles. While Ellen uses a variety of folk as basic strategy and favoring a defensive stance with the ability to cloak herself with folk powers, Keats uses more straight up brute force attacks with usually all round stronger folk along with the ability to release built up energy to become invincible and perform stronger attacks for a period of time. Plot[edit] The game takes place in the present day. A young university student by the name of Ellen Lisa Hogg is lured to the sea-side village of Doolin, in Ireland, led by a letter from her supposedly dead mother, telling her to meet her at the Cliff of Sidhe, Doolin. Meanwhile Keats Richard Coyle , a journalist from an occult magazine called Unknown Realms, receives a telephone call from a woman in distress telling him to come to Doolin, and crying about Faerys who would kill her. Though he suspects it is a prank call, he pays a visit to Doolin Village. When Ellen arrives at the Cliff of Sidhe, she sees a cloaked figure resting at the edge. Thinking it is her mother, she calls out to the figure, but it does not reply. Keats arrives on the scene then, and asks Ellen if she was the one who called him. When she, surprised, says no, he wonders aloud if the figure at the cliff was the one who called him. A strong gust of wind suddenly blows across the cliff, and when it dies down, the figure has disappeared. Ellen, distraught, runs down to the beach to find the body and bumps into a girl from the village named Suzette. She questions Ellen, but she is so distressed that she faints. Keats arrives and, after questioning Suzette about Ellen, decides that the best thing would be to bring Ellen back into the village. Suzette brings Ellen to a small hut and Keats to a base on the edge of the village. That night, they are both visited by strange voices who invite them to the village pub, where they meet creatures they had never before thought existed, and are taken to a place that surpasses all imagination: Soon Keats and Ellen find themselves in a year-old murder mystery, where the answers seem to only be found in the Netherworld, the land that can only be accessed from one place in the world, Doolin. Along the way they meet a variety of different characters, like Scarecrow and Belgae, who help out both of them in their quest. Throughout the game, players learn about the chaos the Netherworld was put into by a previous Netherworld traveller. The eventual goal is to reach the core of the Netherworld and "fix" it. The game takes two different perspectives in the story that shows the different views and opinions of many different characters. While traveling in the Netherworld, many mysterious murders start to occur in the village of Doolin after the appearance of "The Hag. Development[edit] Folklore was announced at E3 which was said to be "The next generation of dark fantasy. The game was originally titled Monster Kingdom: However, disappointing sales of Jewel Summoner led to the game being retitled Folklore. Gaia however would assist the development of Folklore, contributing monster designs. Uketsugareshi Idea the following year, which also featured connectivity with Folklore. The demo features the two playable characters Keats and Ellen, with the ability to choose from either of them. The demo includes a series of short comic-style cutscenes, exploration of a sea-side village and a trek through a series of playable areas where a player is introduced to the gameplay basics i. This demo was all in Japanese aside from the lines in English that both protagonists would

occasionally exclaim during combat. Soundtrack[edit] FolksSoul:

Chapter 7 : Epping Forest Keepers - Wikipedia

Seating view photos from seats at Marlins park, home of Miami Marlins. See the view from your seat at Marlins park, Also known as Marlins, Marlins Ballpark.

Some never advanced beyond the drawing board, but of those what drew settlers, rivals competed with each other for business, industry, population, and eventually for existence. Often they sprang up in close proximity, and in many cases they merged, or were incorporated with nearby settlements. A handful of villages became major towns with only six reaching a population over Farmington 1,; Keosauqua 1,; Milton 1,; Bonaparte ; Birmingham ; and Bentonsport The following is a listing of the villages, with a brief description of each that includes location, if and when the village was settled, laid out, platted, incorporated, and the population, if any: East of Iowaville adjoining Indian Territory in Section 7 of Village Township was a planned town consisting of nine blocks or portions of blocks, according to a plat dated It was probably never inhabited. A hotel and several buildings existed, traces of which can still be found. A post office was located here, but was moved across the creek in and the name was changed to Pittsburgh. Elias Doud settled in the Douds vicinity in and drew up a paper town of about six blocks along the north side of the river in Section 26 of Village Township. A settlement had existed there since about , but it never grew and was abandoned. This appears to be a modified form of the earlier village of Alexander. Sterling did not appear for another decade, and the nickname "Dogtown" emerged. The post office in Section 7, Vernon Township, has been continuous since In the population was After the railroad came through in , the two villages united. A village of eight blocks east of Milton in Section 21 of Jackson Township was laid out in , according to the plat. Remnants of this little town, including its square, can still be found southwest of Birmingham in Sections 21 and 28 of Union Township. It was not on the railroad, and was located too close to Birmingham to survive. The second addition to the town of Vernon was originally platted separately in , and contained 13 blocks. It did not have a post office and what remained of the town was absorbed into Vernon by An actual village existed for a brief time, but was on marshy lowlands subject to frequent flooding. According to a plat dated January, , there were 5 blocks or portions of blocks and a town square. Only a few homes ever existed here. The original plat contained 3 blocks, and an addition of 3 blocks was added. As late as , Plymouth was still shown as a separate village, but never contained more than six homes. In the center of Harrisburg Township where sections 15, 16, 21 and 22 come together, a hamlet existed with a post office from to The town hall remained until recently, but only the Baptist Church remains of the settlement. Talk of Mechanicsburg serving as the junction of a plank road linking Bloomfield and Keosauqua began circulating in A plat of 36 lots exists in the county courthouse dated February , but the exact location is disputed. This places the village one mile west of Hartford along the Van Buren Township and Des Moines Township line a mile east of the other description. A settlement never materialized. This village started with a post office named Indian Prairie from to A post office called Lebanon existed from to about The location of the village is where Sections 35 and 36 of Chequest Township meet with Sections 1 and 2 of Jackson Township. A plat never existed, but the village contained 28 inhabitants in A small population remains, the old Lebanon Store is a popular restaurant, and the crossroads village has an Amish School. This was one of the most enterprising adventures in Van Buren County history. Located on the south side of the Des Moines River opposite Iowaville, in section 7 of Village township, a man named Andrew Davis founded Black Hawk City in for the purpose of making whiskey. He built a building feet by feet, five stories tall, which housed the entire town consisting of a saw mill, woolen mill, distillery, store, copper shop, and a black smith shop and apparently housing for whatever population settled there. The building was torn down in A plat exists for this venture, dated with 9 blocks divided into lots and a mile race track located on the west side of the river in sections 7 and 18 of Village Township, opposite Selma. The village located about a half mile east of Black Hawk City, had a post office from to The original town was small with tiny lots and did not grow until the railroad served the town from to Incorporated in , Milton reached a population of 1, in Located in Sections 19, 20, 29 and 30 of Jackson Township, Milton declined sharply with the railroad demise. A post office named Union operated in Section

DOWNLOAD PDF SECTION 34. FOLKLORE

34, Union Township, in and It was an extension of the Utica post office, but a town did not materialize and the post office was abandoned. North Birmingham was platted in and remained a separate village until , comprising 39 acres. It was absorbed into the village of Birmingham but was never officially incorporated. The population reached about

Chapter 8 : Marlins Park Seat Map - Netting | Miami Marlins

In the Peters Company sold the west half of section 34 in Elk Township to John Bowers who in turn sold it to Jay Lee in and this is on the west side of Big Bass Lake. In Karen Matson discovered the shores of Big Bass Lake and purchased the land from Mr. Lee.

Chapter 9 : The Journal of American Folk-lore - Google Books

Prior to the start of the season, the Miami Marlins will install new netting offering additional protection for those fans seated along the baselines at Marlins Park. Manufactured by Dyneema, the new netting is a state-of-the-art knotless fiber that will provide exceptional protection and is.