



A Film-Makers' Guide To Locations At Wychurst

Introduction.

Alone of all re-enactment societies, Regia Anglorum has a permanent site: Wychurst.

Wychurst lies an hour and a half / sixty minutes from Central London, straight down the M2 to a patch of woodland between Herne Bay and Canterbury. Here we keep our seven ship replicas and a re-creation of a 'Dark Age' longhall that is unique in the world.

An oak framed Longhall over sixty feet long dominates the site. It's massive ten inch thick uprights divide the space into four bays, soaring thirty feet into the interior of the timbered roof, covered externally with more than 18,000 hand cleft oak shingles. Such a building was the centre of the community anywhere in Western Europe from the Fall of Rome in the West until the time of Henry II. Localised design features such as the nearly two hundred feet of completely unique, hand painted, wall frescos are easily hidden behind cloth or wooden panels should that be required.

Other than the Longhall, the site contains a Cottage, a Wood store and two other structures that are under construction. The enclosed area around the longhall is called the Burgh. The man-made defensive feature that separates the Burgh from the rest of the site is referred to as a Palisade.

Wychurst is accessed via a private, single track road. The road is quite uneven in places and care should be taken. Nearby, within easy walking distance, is a scout hall which can be used as a base camp for production crew, make up, catering, etc. It has a fully equipped kitchen and washrooms with showers. There are no modern facilities at Wychurst itself.

The purpose of this document is to describe the various locations that Wychurst offers film companies. At the end of each section is a list of props associated with that particular location. Other props can be hired from the society's membership if sufficient notice is given and the prop is available.

Locations.

1. Longhall – Interior.

- a) Painted inside and out in bright, organic colours, there are Anglo-Saxon-style frescoes covering the majority of the interior walls. These are easily hidden with drapes, should the need arise.
- b) The floor of the hall is planked throughout. A central hearth allows an open fire to be lit in complete safety. It is framed in very heavy oak planks; earth filled and separates two raised platforms having oak refectory tables with a throne one side and an ornate bench the other. There are ten other lower status tables in the hall along with appropriate long bench seating. All of this interior furniture is hand made from solid wood and can be moved around or taken out of the hall altogether at need.
- c) There are three exits. Two pairs of doors, opposite each other, both of which lead onto porches. The third exit is at the North end of the hall and opens into a semi-enclosed, covered walkway. The eastern (front) porch has two large, red doors with impressive iron hinges. The rear porch has no outer doors.
- d) The three high unglazed windows at either end of the hall are closed by oaken shutters. When closed, the hall is quite dark, even on sunlit days and thus useful for different lighting choices.
- e) Props: “Throne” with back. Ornate stool. Oaken, refectory tables (Qty 2). Tables that can be dismantled (Qty 10), Cauldrons. Trivet. Tripod. Chains. Spit. Ropes. Large chests. Candles. Oil lamps. Ironwork, Basic stools. Benches. Animal skins / fleeces. Round Viking/Saxon shields. Boxes. Pottery. Midden contents. Axes. A pair of tongs.

2. Longhall – Exterior.

- a) The uprights, shutters and the doors are painted a dark red and the plastered walls are a pale earthen yellow. Its external lime-plastered walls display the weathering expected of an established structure. There is a curved pathway that turns right as you come out of the hall, with a similar path at the rear.
- b) Props: External benches. Water tubs. Carvings.

3. Longhall – Rear.

- a) Behind the longhall is the palisade, held in place by a revetment. This is approximately two metres from the rear porch, but this distance increases to approximately 5 metres elsewhere, but then narrows as the bank curves towards the northern end of the longhall.
- b) Props: None.

4. Longhall - Covered Walkway.

- a) At the northern end of the longhall is a covered walkway that stretches the width of the longhall. It has a planked floor and has a wattle panel-infilled handrail running its length.
- b) On the other side of the walkway there is an area of ground, covered in wood mulch. Running the full width of the longhall, this area is approximately five metres wide and runs up to the earthen bank.
- c) Props: None

5. The Burgh.

- a) Enclosed by the palisade, the inner grounds are roughly circular. Through the middle of the burgh is a wide road. With a turning head / parking, two thirds the way through.
- b) There is no height restriction to the Eastern entrance, but there is a three metre bar across the Western entrance.
- c) At the Eastern entrance, there is a three metre high gate. This can be fastened open. It is not, as yet, able to be fastened shut.
- d) The Northern half of the burgh is grassed, but has a stack of construction wood for building the forge (See next item). It also has the Wood shed.
- e) Twenty metres in front of the longhall is a young walnut tree and scattered around the perimeter are small glades of immature trees.
- f) At the south-western end of the burgh is a raised area of grass. At the south-eastern corner of the burgh are the Forge and the Fighting Platform.
- g) Props: None.

6. The Forge (*under construction*).

- a) This is a 5m x 6m, 4 metre high, oak shingled, planked wooden building designed to represent a blacksmith's forge of the period. The raised hearth, anvil and workbenches will be moveable. There are two exits, diagonally opposite from each other, on the North and South aspects.
- b) Due for completion late 2015.

7. The Wood Store.

- a) A tall, open-sided, feather boarded hovel, containing firewood, wattle panels and timber set aside for projects.
- b) Props: None.

8. Fighting Platform.

- a) An open-sided, shingle - roofed structure linked to the Palisade. It is about 4 feet above ground level. Access is by a set of steps. A handrail is set on two sides of the platform. On the third side is the Palisade fence.
- b) Props: None.

9. Cottage #1.

- a) Leading away from the Burgh towards the main entrance to the site is the cottage. This is a small, featherboard-roofed, run-down building that contains inauthentic construction materials.
- b) Props: None.

10. Cottage #2 (*under construction*).

- a) Back up the path, and turning left before entering the Burgh, is a structure in the early stages of construction. Large logs lie in a purposeful manner. Ditches describe the eventual footprint of the building
- b) Due for completion late 2017.

11. Wooded Glade.

- a) In the next bay along is the first of three areas usually set aside for camping. Set at the rear of this are a small group of trees.

12. Boatyard.

- a) Further on, past the rear entrance to the burgh lay Regia's replica Dark Age ships.
- b) Whilst not in an authentic background, there are a few angles which may be used to simulate life on a boat.
- c) Props: Maritime furniture and equipment.

13. Ring Road / Track.

- a) Surrounding the Burgh is a single track road. To one side is a narrow stretch of woodland. Beyond is a high chain-link fence. On the opposite side is a narrow stretch of ground, then the palisade.

14. Lake.

- a) To the North-West of the site is The Lake. A man-made feature, it is surrounded on one side by a dead-hedge and on the other it has a chain link fence.
- b) Within the lake are a variety of indigenous plants.

15. Pond.

- a) To the East of the Burgh, between the palisade and the ring road is a small, man-made lake with a variety of plants.

16. Moat / Ditch.

- a) The Moat / Ditch is part of the palisade defence system. It floods in wet weather, but drains during the summer / dry period.

17. The Garden (not shown).

- a) Tucked away beyond the north of the palisade is a small herb garden, populated with authentic plants. A rustic stockade-style fence protects it from casual predators.

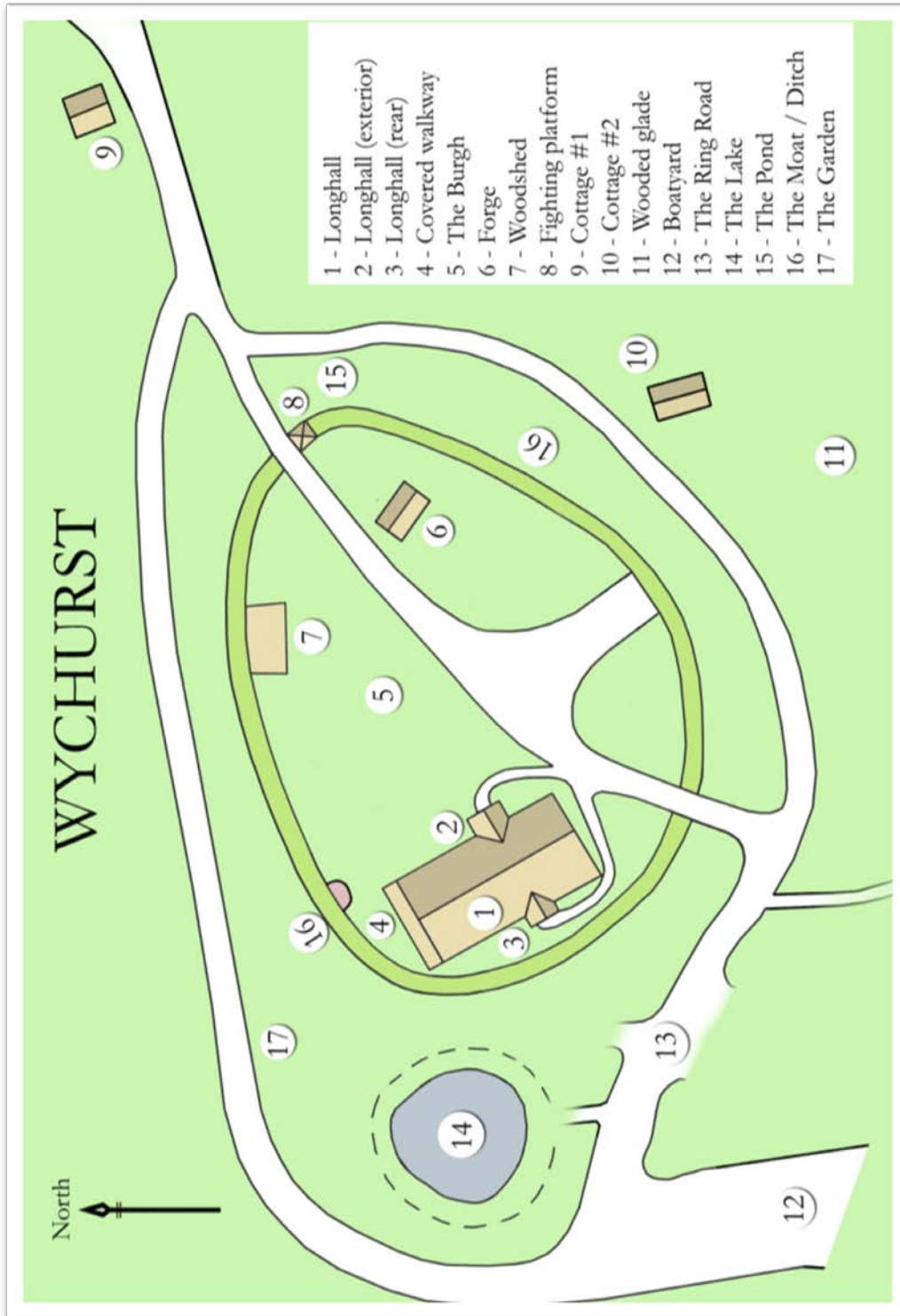
Please Note.

All the above information is correct at time of writing. Wychurst is a working site, with regular work weekends occurring throughout the year. Therefore, sometimes, there may be tools lying around, waiting to be picked up and used again. Please excuse the mess if this is the case on your visit.

Regards,

Kim Siddorn – Regia Anglorum Business Manager.
Alan Tidy – Wychurst Project Co-ordinator.

Annex A : Map
Annex B : Photos



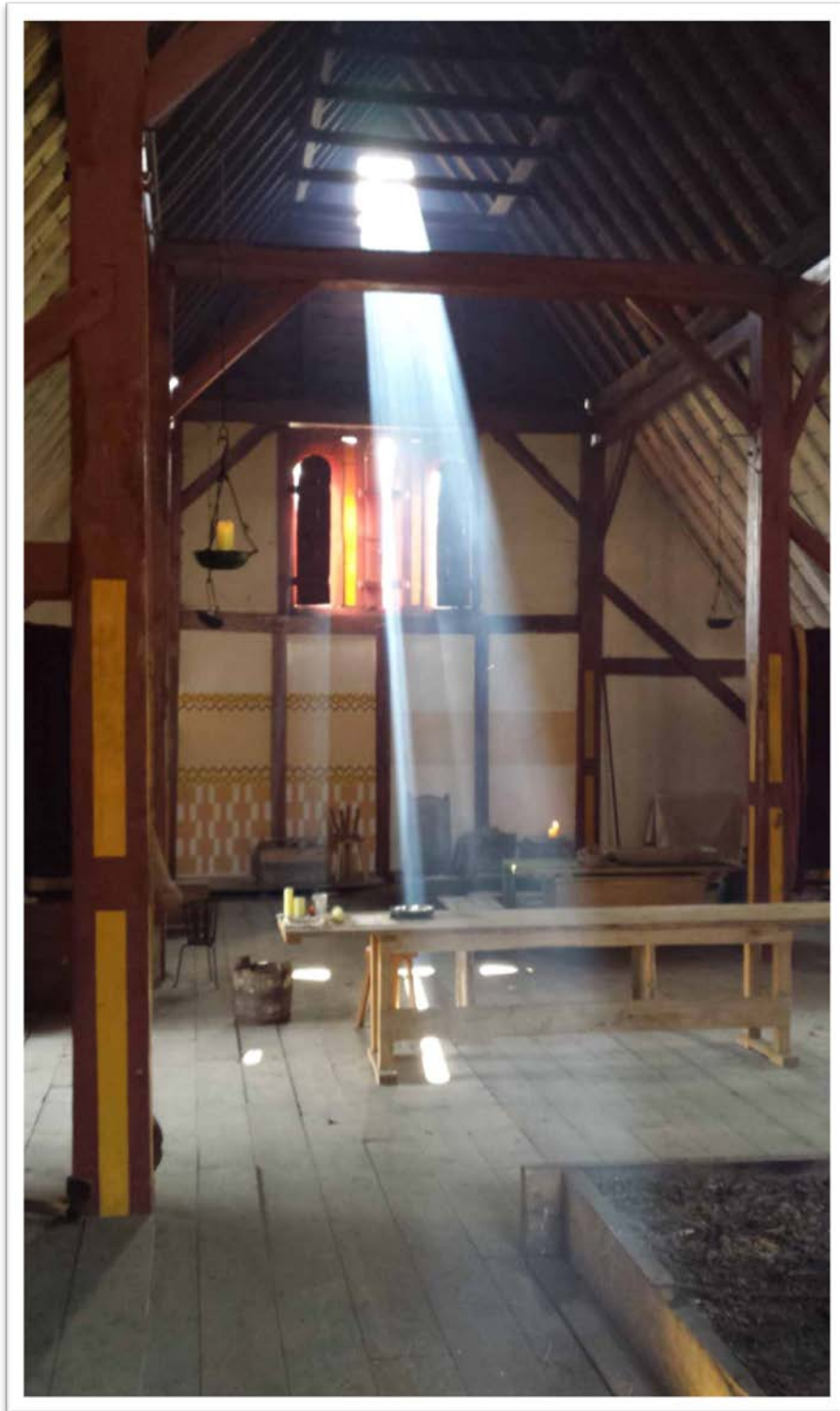


Fig.1- Interior of longhall

Fig 2 –
Approach to
longhall from
main entrance.



Fig 3 –
Elevated view
of longhall
interior as
viewed from
Southern end.



Fig 4 – Floor
level view
of longhall
interior as
viewed from
Southern end.



Fig 5 – View of longhall from centre of site.



Fig 6 – View of rear of longhall as viewed from Palisade.



Fig 7 – The covered walkway at Northern end of longhall.



Fig 8 – View of Forge (under construction) with palisade in background



Fig 9 – The Fighting platform and the Forge.



Fig 10 - Close-up of the fighting platform.



Fig 11 – The Cottage
As viewed from near
main entrance.



Fig 12 – The Ring Road



Fig 13 – The Cottage
(front view)



Fig 14 – The Wood store



Fig 15 – The Lake

