

The Shadow Knows  
c/o Pat Mullins  
511 W 15<sup>th</sup> Street  
Bryan, Tx 77803

# The Shadow Knows

September AS XLVI (AD 2011)  
Special Newcomer's Edition



Padric O'Mullin



 Newsletter for the Shire of the Shadowlands   
The Capital of Ansteorra

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The Shire of the Shadowlands does not  
currently have a branch herald.  
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## Calendar of Events From the Kingdom Calendar

### September 2011 (A.S. XLVI)

2-5..... Gothic Wars XX - Blacklake/Bonwicke (Midland/Odessa & Lubbock, TX)  
Labor Day Weekend  
9-11..... Gate's Edge Fall Event - Gate's Edge (Houston, TX)  
16-18..... Defender of the Fort - Raven's Fort (Huntsville, TX)  
Triumpe of the Eclipse VI - Mooneschadowe (Stillwater, OK)  
23-25..... Bryn Gwlad Fall Event - Bryn Gwlad (Austin, TX)  
Passe de Arms - Adlersrhue (Amarillo, TX)

### October 2011 (A.S. XLVI)

30-2..... Coronation/King's Champion - Bryn Gwlad (Austin, TX)  
7-9..... Namron Protectorate - Namron (Norman, OK)  
Lochterfest 2011 - Loch Soilleir (Clear Lake/Pasadena, TX)  
14-16..... The Legacy of Lions 35th Anniversary - Bjornsborg (San Antonio, TX)  
Fall Brawl - Loch Ruadh (Benbrook, TX)  
21-23..... Queen's Champion - TBD  
28-30..... Samhain Celebration - Eldern Hills (Lawton/Ft. Sill, OK)  
Seawinds Defender - Seawinds (Corpus Christi, TX)

### Populace Meetings

Sept 13, 2011 Populace and Newcomers Rudder Tower Rm. 410 8:00PM  
Oct 4, 2011 Populace Time and Location TBA

### Practices

Practice	Time	Location	Contact
Archery	Sun 3:00PM	Austin's Colony Park	Lord Ronald <a href="mailto:ronald_the_archer@yahoo.com">ronald_the_archer@yahoo.com</a>
Chivalric	Thur 7:30PM	Bee Creek Park, C.S.	Felix <a href="mailto:Benny_wro@yahoo.com">Benny_wro@yahoo.com</a>
Rapier	Thur 7:30PM	Bee Creek Park, C.S.	Lady Kolfinna <a href="mailto:kolfinnakyrri@yahoo.com">kolfinnakyrri@yahoo.com</a>

### Guilds

Guild	Time	Location	Contact
Brewers	TBA	Catan's House	Lord Josef <a href="mailto:cj2308@yahoo.com">cj2308@yahoo.com</a>
Blacksmithing	On Hiatus		Lord Josef <a href="mailto:cj2308@yahoo.com">cj2308@yahoo.com</a>
Cooking	TBA	Isabelot's House	HL Isabelot <a href="mailto:isabelotdeforens@gmail.com">isabelotdeforens@gmail.com</a>
Dance	Sun 7:00PM	G. Rollie White, Rm 256	Lady Caitlin <a href="mailto:caitlinlabouche@yahoo.com">caitlinlabouche@yahoo.com</a>
Fiber arts	TBA	Kaitlyn and Rhodri's House	Missress Kaitlyn <a href="mailto:mistresskaitlyn@gmail.com">mistresskaitlyn@gmail.com</a>
Leatherworking	TBA	Ron and Catan's house	Lord Ronald <a href="mailto:ronald_the_archer@yahoo.com">ronald_the_archer@yahoo.com</a>
Scribes	TBA	TBA	TBA

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## The Shadow Notes

Welcome to all the newcomers, and welcome back to those who were gone over the summer.

The Shire newcomer trip for this Fall will be to Championships of Bryn Gwlad, to be held Sept 23–25 in the Barony of Bryn Gwlad (Austin). Mark your calendar now for a fun-filled weekend!

Thank you to all who turned out to help with the making of the new pavilion cover for the free-standing pavilion. It looks GREAT!

### Useful Websites for Newcomers

<http://sca.org/> - SCA Inc. web page  
<http://ansteorra.org/> - The Texas/Oklahoma Kingdom web page  
<http://shadowlands.ansteorra.org/> - the Bryan/College Station chapter web page  
<http://groups.yahoo.com/group/shadowlandssca/> - the Shire email list used for discussion, announcements, and activity planning

### Thanks and Credits

Ansteorran Pride – Art by Lord Faolán Mac Cairbre (Amber Bayles), Badge of the Shire of the Shadowlands, A Glossary of SCA Terms, The Shadow Reader, Shadowlands Fighter, What to Take to Your First Event, What to Expect at Your First Event, Who's That in the Hat? – by Lord Pædríc OMullan (Pat Mullins) – all rights reserved. All items used with permission from the original creators.

## Officer Reports

### From the Seneschal

Greetings and Welcome to the Shire of the Shadowlands, Capital of Ansteorra, from the Seneschal's Office!

The Seneschal acts as the local business manager for the group and can help facilitate answers to SCA questions. The Seneschal schedules Shire activities and helps keep the group on course. With that in mind, please consider getting or renewing your SCA membership at [www.sca.org](http://www.sca.org) online or via the paper membership form. Please contact me if you need assistance. The group's continued existence relies on your membership and participation.

This fall is planned to be an exciting, fun-filled, but busy fall. Almost every weekend this fall up to Thanksgiving has an event or activity that a local Shire member is attending. Get your kit together and come play! The local Hospitaler, Aldred, can help get you started. Various newcomer meetings are in the works to acclimate new members to the SCA.

Time to gear up for a momentous fall tournament season!

--Kite

### From the Exchequer (Treasurer)

Don't let the name fool you. I am the local treasurer. I keep the ledger of our expenses up-to-date and make sure it agrees with the bank statements. I send reports monthly, quarterly, and yearly to the Regional Exchequer. I run all financial committee meetings; typically, they happen after Populace meetings. As the Exchequer, I am in charge of maintaining an up-to-date inventory list. This includes keeping a record of any inventory that has been approved to be loaned out for use. Should you need to borrow inventory (usually armor or garb) for an event, you'll need to contact the officer in possession of the materials and then contact me so we can sign it out to you.

The Shire has \$4814.66 total funds in the bank, some of which had been dedicated out to various guilds. The dedicated funds are as follows:

Hospitaler: \$100  
Seneschal: \$20  
Treasurer: \$20  
Archery: \$83.94  
Chivalric: \$10  
Rapier: \$10  
The Shadow Knows: \$51

Any donations to the Archery, Chivalric, and Rapier funds will be matched up to up to \$100 from the general fund. Any money spent out of the general fund,

\$4519.72, must be voted on and approved by the financial committee. If you have any questions, feel free to ask!

With Gratitude,  
Kolfinna

### **From the Hospitaller**

Welcome to all newcomers just discovering our Shire, and welcome back to everyone returning from their summers away! The coming months are filled with a myriad of activities for both our Shire and our kingdom. If you would like to attend one of these events, but require supplies (clothing, feast gear, rides, etc.) I would be delighted to help you. Please make liberal use of our email list for any questions or concerns that need to be addressed!

In service,  
Aldred

### **From the Minister of Arts and Sciences**

Greeting one and all!!! I am Lady Caitlin Labouche, the local Arts and Sciences minister, and as the title suggests I am in charge of all the arts and sciences activities of our group. We have many activities including medieval dancing, brewing, cooking, and charter painting so you can find the times and locations for these by looking at our calendar or feel free to ask me. I am also trying to start new activities such as sewing or leather working so please come talk to me about what you are interested in and would like to see and I will do my best to make it happen! So talk to me, enjoy our guilds and have a great time with the Shadowlands.

Lady Caitlin

### **From the Armored Combat Marshal**

Howdy! My name is Felix...and I am the Knight Marshal for the Shadowlands Chiv. group. I wanted to inform everyone that we are moving back from Summer Sunday fighting to School year Thursday fighting nights....the location will change as well, we will be moving to Bee Creek Park off of Southwest Parkway...which is off of Wellborn. The time will also be changing back to 7:30pm. So after all that...bit of personal for the new comers: my name is Ben in the mundane world, I am a senior (how that happen?) at TAMU, and I will be running the CHIV. Fighter practice, so if you need anything along that direction, please email me at benny\_wro@yahoo.com. I am also willing to give rides to fighting and rides home. I hope to see a lot of new faces out there! Let's have a good year!

Felix.

### **From the Rapier Marshal**

All is well on the rapier front. We've had a regular turnout of 4 people this summer, but I expect that number to increase during the fall semester. As the marshal, my job is to ensure that fighters obey the safety rules of the Kingdom and that they are not presenting a danger to themselves or others. In light of that, I ask that everyone go to <http://rapier.ansteorra.org> and read the current Rapier Rules for Ansteorra. It is CRUCIAL that all the fighters make themselves intimately familiar with these rules.

Practices are held every Thursday at Bee Creek Park in College Station (It's south of Southwest Parkway on Anderson.) at 7:30pm. For anyone new who is planning to participate, you must wear long sleeves, long pants, close-toed shoes, and rigid groin protection (men only). After that, we'll take care of new fighters with the loaner gear. We usually start practice with warms up and some drills and then progress to free-sparring and other activities. But, if you've never fought before, or even if you have, we'll teach you everything you need to know to be safe and have fun while fighting.

Kolfinna

### **From the Archery Marshal**

First, let me introduce myself to any newcomers who may be reading this newsletter. In the SCA, I am known as Ronald fitz Robert, or if you prefer, I am mundanely know as (MKA) Ron Denton. I am the archery marshal for the Shire of the Shadowlands. As archery marshal, I supervise all official shire archery activities. If you are interested in **target archery** or **combat archery**, please feel free to contact to me.

I hope all of you had a great summer. Fall tournament season is upon us, so the next three months are going to be busy! It all starts with the Gates Edge Fall Event on September 9<sup>th</sup> - 11<sup>th</sup>. The next weekend, September 16<sup>th</sup> - 18<sup>th</sup>, I will be running the archery competition at Raven's Fort Defender of the Fort. There will be ample opportunities to show off your prowess in target and combat archery.

I know you are all awesome archers, but should you feel the need to improve your already stellar skills, **archery practice**, for the month of September, will be from 3 - 5 PM every Sunday at the Austin 's Colony Park archery range. And as note to newcomers and/or new archers, the shire has loaner archery equipment to get you started toward your addiction to archery and archery marshals will be available to provide instruction and support. See you there.

Ronald fitz Robert

### **From the Chronicler**

Greetings, and welcome to the SCA! The Chronicler is responsible for publishing a monthly newsletter to keep the local populace up to date on coming activities, and make a record of what has happened over the past month. I am always looking for submissions to include in *The Shadow Knows*, so if you have any artistic talent or creative writing talent, please help me out by submitting something for publication.

If anyone is interested in publishing, the office of Chronicler is accepting applications, and will continue to do so until it is filled. It looks good on a resume, and it's not very difficult, but I've been doing it for 2 ½ years, and I'm tired...

Thank you to Lord Faolan for the cover art, and to Lady Catan for editing the maps.

Special thanks to Lord Ronald fitz Robert for printing the newsletter.

In service,  
Lord Pædric OMullan

### **From the Historian**

The Shire of the Shadowlands is one of the oldest groups in the Kingdom of Ansteorra, and one of the oldest (maybe the oldest) Shires in the Knowne Worlde. The Historian's job is to preserve the Shire's history for those who come after us. Someday the names and deeds of our current newcomers may well be added to our illustrious history. Please keep me informed of any awards received by Shire members, as well as any competitions won.

In service,  
Lord Pædric OMullan

### **From the Web Minister**

Greetings and well met! Welcome!

I have been in the process of updating the look and organization of the Shire's web pages. My progress has stalled a bit so not all pages have been updated to the new look.

If you are leading any activities please let me know if the meeting details need to be updated and what you would like to have listed. Please also check your contact information and let me know any corrections, additions or removals you wish to make to your entries. I can be contacted at [vs.shadowlands@gmail.com](mailto:vs.shadowlands@gmail.com).

Once again, welcome back to the Shadowlands! And have a great semester.

--Francois

## **The Shadow Reader** **By Lord Pædric OMullan**

Title - *My Lady Judge*  
Author - Cora Harrison  
Publisher - St. Martin's Minotaur

*My Lady Judge* is a mystery set in the year 1509 in Ireland. While England and most of Europe are progressing into the Renaissance, much of Ireland, at least those parts not under English control, is still living in the Middle Ages. Petty kings still rule petty kingdoms, as they struggle against the encroachment of the English people and their English ways.

One of those petty kingdoms is the Burren, a small rocky kingdom on the west coast of Ireland. The king of the Burren is King Turlough Donn O'Brien, a descendant of King Brien Boru, who is also king of Thomond and Corcomroe. Each kingdom is ruled separately, under ancient Irish Brehon law. The chief lawkeeper, judge, and investigator is called the Brehon, who, for many years, has studied Brehon law, the ancient laws of Ireland dating back many centuries. The Brehons of the various kingdoms are appointed by the kings.

The Brehon of the Burren is Mara O'Davoren, the only female Brehon in Ireland at that time. Mara the Brehon is based on a real person, some of whose legal rulings from the year 1509 still exist. In fact, the facts and events surrounding some of these rulings create a subplot which runs throughout *My Lady Judge*.

The main plot of *My Lady Judge* is a murder which Brehon Mara must investigate and solve. The murder took place on the eve of Bealtaine, now better known as May Day, one of the four main holidays of the ancient Irish year, and still celebrated even during Christian times. The dead man is not a popular person among the people of the Burren, and Mara must sort through many potential killers, as well as uncover their motives and check their alibis.

*My Lady Judge* is a fascinating look at late medieval Ireland, struggling to go its own way in the midst of the Renaissance. It takes place in real places in the Burren, the remnants and ruins of which can easily be found in Google Earth. Each chapter begins with a period bit of text, either from the rulings of Mara the Brehon or from writings of Brehon law, which tie in to the events which take place in the chapter. I wish there had been a map included in the book, as the geography of western Ireland was totally unfamiliar to me. But a brief study of the Burren in Google maps greatly helped my understanding, as the Burren has changed but little in the last 500 years, or in the 500 years before that.

I highly recommend *My Lady Judge*, as well as the other books in this series by Cora Harrison. They will make interesting and informative reading for anyone interested in late medieval Ireland, Irish geography, or Brehon law.

# A Glossary of SCA Terms

Compiled by Lord Pædric O'Mullan

**Attend** – listen up, be quiet and pay attention

**Autocrat** – see Event steward

**Bard** – someone who performs bardic

**Bardic** – Singing, storytelling, etc. (the performing arts)

**Barding** – what a well-dressed horse wears. Please do not confuse this with bardic

**Barony** – a large local group headed by a Baron and/or Baroness

**Canton** – a small local group under the supervision of a barony

**Chivalric combat** – combat by armored fighters, also called armored or heavy fighting

**Court** – a gathering at an event for the purpose of making announcements, giving recognition, etc. Usually held by the Crown, or in their absence, by another ranking noble

**Crown** – the King and Queen, or their hats

**Crown Prince/Princess** – the winner of the last crown tournament and his/her consort. After ~3 months as crown prince/princess, they will become Crown

**Crown Tournament** – A tournament held twice a year to determine the heirs to the Crown

**Event steward** – the person responsible for planning and organizing an event

**Feast** – a meal prepared by the group hosting an event. The feast fee is not usually included in the site fee

**Feast gear** – utensils for eating feast, usually at least a plate, bowl, cup, knife, fork, and spoon

**Feastocrat** – see feast steward

**Feast steward** – the person responsible for planning, organizing, and cooking a feast

**Garb** – period costume

**Gate** – where you check in and pay your fees. Sometimes called Troll

**Guild** – a group which gathers to study a specific aspect of medieval or SCA activity, e.g. dance, cooking, charter painting

**Herald** – a person responsible for disseminating information. May be speaking for the King at court, calling combatants to the list field, making general announcements around site, or assisting with name registration or heraldic design

**Heraldry** – The formalized system of colors and symbols originally used to identify fighters on the field of combat

**Hold** – stop what you are doing and freeze in place. There is, or may be a dangerous situation near or involving you. Most commonly heard on the list or melee field, but sometimes heard elsewhere.

**Kingdom** – the largest administrative group size in the SCA; kingdoms vary in size from part of one US state, to several states, to all of Europe. Each kingdom is ruled by a king and queen

**Lay on** – you may begin fighting now

**Lists** – tournaments, or the field on which they take place

**Mundane** – from the modern, everyday world

**Naked** – Not wearing garb at an event, i.e. wearing mundane clothes

**Oyez** – hey, listen to me, I'm about to make an announcement. Usually said by a herald

**Period** – generally, the time period between 400AD and 1600AD, the time periods encompassed by the SCA

**Populace** – the combined membership of a group. Most local groups have populace meetings once a month. Not to be confused with the homonym populous, an adjective describing how many people there were (as in 'we had a very populous populace meeting, there were thirty people there.)

**Principality** – an administrative group smaller than, and encompassed by, a kingdom. A principality is ruled by a prince and princess, who are still subject to the king and queen

**Province** – a large local group, similar to a barony, but without a baron and baroness

**Rapier combat** – a late period combat form similar to modern fencing; also called light fighting

**Revel** – Party

**Seneschal** – the leader of a group within the SCA; a group's legal representative

**Shire** – a medium-sized local group

**Troll** – see gate

# What to Take to Your First Event

By Lord Padric O'Mullan

It is possible to show up at an SCA event with nothing but a sense of adventure, and beg or borrow everything you need to get through the weekend. I wouldn't recommend it, but it's possible. That said, you don't really need a lot of stuff to have a good time.

One of the first rules of the SCA is that everyone attending an event must make an attempt to wear period costume, so the first thing you will need is garb. This need not be a complete Elizabethan outfit, or a perfect, documentably authentic 9<sup>th</sup> century Irish costume. If you can sew, and have access to a sewing machine, you can make a simple t-tunic in just a few minutes. A t-tunic, sweatpants, and sneakers will suffice for your first event. In fact, some people never advance beyond this basic garb. Another possibility is to check with the local Hospitaler. Most groups have a Hospitaler's chest of loaner garb. You can usually make **advance arrangements** to borrow garb, either from the local Hospitaler, or from the Hospitaler of the group hosting the event.

The next thing you'll need is some kind of cup. A plain ceramic coffee cup will work, or you can check at a second hand shop for pewter, tin, or ceramic tankard or goblet. You will also probably want to bring basic feast gear, such as a plate, bowl, and silverware. A dollar store plate and bowl and mismatched silverware will do.

Bring an ice chest if you can, stocked with bottled water and whatever else you might want to drink (please no alcohol if you are under 21). Don't forget something to eat. Many events serve a Saturday evening feast for an additional fee, but for breakfast and lunch you may be on your own.

You will probably want something to sit on. A wood and canvas folding director's chair is period, (more or less) but if you don't have one any folding lawn or camp chair will do. A big pillow, blanket, or even a towel is better than sitting on the bare ground.

Bring sunscreen.

That covers the very basics for a day trip event in fair weather. If you plan to camp, or if the weather might not be great, you'll need some other stuff.

If you are planning to camp, you'll need camping stuff. Duh. A tent, bedding, flashlight, etc. Bring toiletries, such as soap, toothbrush and toothpaste, deodorant. If you can, find out if the site has running water. If it doesn't, bring enough water for cooking, cleaning etc. Always bring a towel. Bring toilet paper, just in case. Mosquito repellent might also come in handy.

If it is going to be cold or rainy, you will probably want a cloak. If you don't have a cloak (and I know few people do at their first event) bring a blanket to wrap up in. Bring some extra warm clothes, such as a long johns or a sweat suit, which you can wear under your garb. If nothing else, a modern mundane jacket is better than frostbite. If it might rain, bring an umbrella. It may not be period, but it will keep the rain off.

Don't forget to take any medications you might need, especially allergy meds, asthma inhaler, bee sting kit, etc. Most SCA events are held outdoors in a nature setting. Ibuprofen or Tylenol is probably a good idea.

You might want to bring something to help pass the time. Some possibilities include: an embroidery project, knitting, juggling balls or pins, musical instruments, or period games such as chess, checkers, pente, or mancala.

If you like photography, take your camera. You're sure to find something to take pictures of. Plus, it will make it easier to explain the SCA to your parents and mundane friends.

Most important, be sure to take your sense of adventure. It may be hot and steamy or cold and rainy, but with a sense of adventure, you'll have fun no matter what happens.

# What to Expect at Your First Event

By Lord Padric O'Mullan

It's Friday. You made it through your last class of the week, and now it's time to go to your first SCA event. After loading up the car, (don't forget your sense of adventure) and topping off the gas, you're ready to hit the road.

After an hour, or two or three, and a wrong turn, or two or three (GoogleMaps is your friend) you arrive at the event site. Usually the first thing you'll see is a big tent or pavilion by the side of the road. If it is after dark the tent will probably be well-lit. This is the gate, where you will pay your site and/or feast fees. You should get a receipt, and you may also get a site token. Your first SCA doodad.

When you are through at gate, it is time to set up camp. If you are camping with a group, you look around to find where the earlier arrivals have set up, or if you are the first, you look for a space big enough to fit later arrivals. Pitch your tent, and then it's time for supper, unless you ate on the way.

Now it's time to put on some garb, explore, and maybe meet your neighbors. Remember, always ask permission before entering someone else's camp. Over here there's a group sitting under a pavilion drinking, talking, laughing, and having fun. It's a revel. Over there is a group around a campfire singing, telling stories, reciting poems. They're having a bardic circle. In the distance you hear a drum. No wait, drums. Several of them. Maybe there's Middle Eastern dancing. Maybe it's just noisy people with drums. You won't know 'til you get there. Finally, you find your way back to your camp. It's time for bed. You crawl into your tent, wishing the drums would stop. Eventually they will.

It's Oh-My-God-thirty in the morning, and some joker is standing right outside your tent yelling. "Oyez, oyez! Armor inspection is now open at the list field. Morning court will commence in thirty minutes!" Don't throw things at him. That's the site herald, announcing upcoming activities. Unless the herald says "now" take time announcements with a grain of salt. You're on SCA time. Morning court **may** be in thirty minutes. It may be in an hour and thirty minutes. More likely later than sooner. There's probably time for breakfast.

As you're finishing breakfast, the site herald comes by again. Morning court is about to begin. Time to grab a chair and head for the list field, find a spot near the main pavilion, and watch court.

Morning court is mostly a time for announcements about the coming day: a tentative schedule of activities (remember that everything is

still on SCA time), where the activities can be found and who is in charge of them, and any other needed information. If a fighter is to be knighted that day, it is often done in morning court so he can be announced in the tournament by his new title. Sometimes a few other awards may be given as well.

During the day there will be many things going on, often several at the same time. Typically, there is a chivalric tournament at the list field, followed by a rapier tournament. There may be an arts and sciences competition, at the main hall if there is one, or under a pavilion. Often there is an archery competition, in a location separated from the other goings-on, for obvious reasons. Sometimes there is a knife, ax, and spear, or “live weapons” competition. If there is to be a bardic competition, it may be during the day, during feast, or at a bardic circle during the evening.

Try to check out as many of the activities and competitions as you can. The fighting is fun to watch, but there is so much else to see. Be sure to check out the entries in the A&S competition, beautiful items hand-made using period materials and methods. The archery and live weapons ranges often have loaner equipment, and may let you try your hand or even compete. If there are merchants, spend some time perusing their wares. Merchants often have useful items such as cups, feast gear, belts, and pouches at reasonable prices. They often have garb as well, but remember that you can make garb, or have it made for you, at a fraction of what the merchants charge.

If you want to get more involved, there are many ways you can help out. The tournaments always need list heralds. If you have a loud voice, you are perfect for the job. Just find someone who looks like they know what they are doing, and volunteer. If they're not the right person, they can probably point you to someone who will be happy to teach you the basics, then coach and support you as you go along. If you like to meet new people, volunteer to help at the waterbearers' pavilion. These are the people who try to make sure everyone stays hydrated, a vital service on a warm day. If you like to cook, check with the kitchen. They can usually use an extra pair of hands.

In the afternoon, there is usually a lull in the activities, as everyone rests or gets ready for court. Court may be held before, during, or after feast, depending on the schedule and the preference of the Crown or other presiding nobles.

During court, the winners of the day's competitions are recognized. Local members and others may be called before the assembled court to receive awards for service or awards for skill in combat or the arts and sciences. The organizers of the day's event are usually thanked for their

efforts, as well. Often the Crown will recognize everyone who is attending their first event (that's you). Courts can range in length from less than a half hour to several (!) hours, but most courts last about an hour or less.

Most, but not all, events include a Saturday evening feast for a reasonable price. There are usually a limited number of feast servings available. If they are sold out, or if you choose not to get the feast, you may have to drive into the nearest town to get something to eat. Or you can plan to cook for yourself.

If you do get the feast, you're likely in for a treat. Feasts vary widely, depending on the group, event, and feast steward (head cook). Feasts may be potluck, or served buffet style. More often the feast is served to you at table in several removes, each consisting of several dishes. There may be bread with cheese or flavored butters, one or more types of soup, and an assortment of meat dishes and vegetable dishes, with a final remove of one or more types of dessert. You may not like every dish you are served, but you are almost sure to find something you like.

After court and feast things usually start to wind down. People who day-tripped leave for home. Others will go to bed early. There may be assorted revels, drum circle/haflas, or bardic circles. There might be a ball, a torchlight tourney, or even a performance of a play. Some people will stay in their camps and play games, drink, or just sit and talk.

There's not usually much going on on Sunday mornings. Occasionally there are activities scheduled, or some of the fighters may do pick-up fights to improve their skills or face fighters they don't see very often. Most people will just eat breakfast, pack up and head for home, looking forward to a hot shower and a long nap.

Remember that the SCA is an educational organization. If you see anything that attracts your interest, feel free to ask questions. Don't be rude, but try not to be shy either. Everyone at every SCA event was once a newcomer and most will go out of their way to make you feel welcome, and to answer questions about what they are doing or what you have seen. The hard part is sometimes getting SCA people to **stop** talking about themselves and their interests.

This article describes the activities that may be found at a tournament event, probably the most common event type in the SCA, at least in Ansteorra. However, it is by no means the only type. There are melee events, where group combats are fought, and collegiums, where classes in arts and sciences, and sometimes combat skills are taught. There are balls, where music and dancing are the primary attraction. Most important, there are WARS, large, multi-kingdom events which general include just about every activity the SCA does.

# Who's That in the Hat?

## A Field Guide to Identifying Rank in the SCA

By Lord Pádríc O'Mullan

Part of “playing the game” in the SCA is learning and using the “Courtly Graces”, including knowing who is who and what to call them. All of these people have earned their titles, and some people take them *very* seriously.

**The Crown** The King and Queen are, for six months, the sovereign rulers of the Kingdom. One of them earned the right to rule by winning a crown tournament. They may be identified by the crowns they are wearing, large brass crowns with ten-pointed black (sable) stars. They should be addressed as “Your Majesty,” “Your Grace,” or “Your Majesties.” When talking **about** the King or Queen, call them “His /Her Majesty,” “Their Majesties,” or simply “The Crown.”

**The Crown Prince and Princess** The Crown Prince and Princess are next in line for the throne. One of them was the winner of the most recent Crown Tournament. They may be identified by their coronets, which are not as tall as the King and Queen's, but have the same sable star. They will serve as Crown Prince and Princess for about three months, after which they will become King and Queen. For three months out of each reign there is no Crown Prince or Princess. They may be addressed as “Your Royal Highness,” His Royal Highness,” “Their Royal Highnesses.”

**Duke and Duchess** A Duke or Duchess has reigned as Crown two or more times. They wear coronets with groups of three strawberry leaves. They may be addressed as “Your Grace,” “My Lord Duke,” “My Lady Duchess,” Duke/Duchess (Name).

**Earl or Count and Countess** Someone who has reigned as Crown once holds the title of Earl, Count, or Countess. They wear coronets with embattled or dovetailed projections. They may be called “Your Excellency,” “His/Her Excellency.” My Lord Earl/Count,” My Lady Countess,” or “Earl/Count/Countess (name).”

**Viscount and Viscountess** Someone who reigns as a territorial Prince or Princess becomes a Viscount or Viscountess at the end of their reign. Although there are no Principalities in Ansteorra there have been and may still be some who have received the title in another Kingdom. Their coronets have one, four or six semi-circular projections along the top. They may be called “Your Excellency,” “His/Her Excellency,” “My Lord Viscount,” “My Lady Viscountess.”

### Baron and Baroness

Barons and Baronesses are by far the most common nobility in the SCA. Barons and Baronesses may be Landed (ruling over a Barony) or Court (Awarded by the Crown.) Their coronets may be flat-topped or have points or pearls, or may have other distinctive shapes. There's even one shaped like a sea serpent. A landed baron or baroness will usually have the arms of the barony on their coronet. They may be addressed as “Your Excellency,” “His/Her Excellency,” “My Lord Baron,” “My Lady Baroness,” “Baron/Baroness (name).”

### Knights

Knights are peers of the realm. They have shown great skill in chivalric combat, and are knowledgeable in chess, dance, and the Courtly Graces. They have sworn fealty to the Crown. Knights can be identified by the white belt, spurs, and/or gold chains that they wear. Address them as “Sir,” “Sir Knight,” or “Sir (name.)” For a female knight, “Dame” or “Dame (name)” can be used, but almost never is.

### Master-at Arms

A master-at arms is equal in every way to a knight, but for whatever reason has not sworn fealty to the Crown. They wear a white baldric over the shoulder instead of the white belt. Call them “Master,” Master (name),” “Mistress,” or “Mistress (Name).”

### Master and Mistress

The other peers of the realm are Masters and Mistresses of the Laurel or of the Pelican. Laurels have shown excellence in an art or science, or, more often, several. They wear a medallion depicting a laurel wreath. Pelicans are awarded for prolonged and dedicated service to the Kingdom and the SCA in general. They wear a medallion depicting a pelican rending its breast. Both Laurels and Pelicans should also be knowledgeable in chess, dance, and the courtly graces, as are knights.

### Grant of Arms

A grant of arms is a mid-level award. It may be given for service (Star of Merit), Arts and Sciences (Iris of Merit), chivalric fighting (Centurion), rapier fighting (White Scarf), or archery (Arc d'Or). Holders of an Iris or Star of Merit, or an Arc d'Or are referred to as “Honorable Lord/Lady,” or sometimes as “His/Her Lord/Ladyship.” Centurions are called “Centurion (name),” and wearers of the White Scarf are called “Don/Donna (name).”

### Award of arms

The award of arms is the lowest level of award which carries a title. There are many different types of award of arms, too many to name them all here. The holder of an award of arms is rightfully addressed “Lord/Lady (name),” or “My Lord/Lady.”

Having said all this, most people will understand if you get confused about titles. If you have a problem keeping track of them all, just call everyone (except, hopefully, the King and Queen at least) “milord” and “milady”. Most people won't take offence.

## Who's Who of the Shire of the Shadowlands

This is not a complete listing of Shire membership, but covers the officers and most guild principals, among others...

**Aldred of the Shadowlands** is an Anglo-Saxon whose interests include chivalric combat and dancing. He has a particular interest in pole arms. He recently took up the position of Hospitaller of the Shadowlands and is excited to be helping new members into the SCA. He is also has many limitless enthusiasms and a bizarre obsession with washing dishes.

**Alfrun Gunnvarardóttir** is a Viking lass who until recently served as Shadowlands Hospitaller. Her interests include dance, music, charter painting, and textile work. If she's at an event and it's before noon, she's probably still asleep. If it's after noon, she's probably taking a nap.

**Lady Catan ingen Míchil** is a 9th century Irishwoman. Her interests include most crafts concerning yarn and thread, and she will readily teach inkle weaving, knitting and Kumihimo (Japanese braiding). She is also fascinated by all the techniques used in painting charters. She plays the recorder for dance practice and will often join the dancers for a whirl about the floor (bransles and Italian are her favorite). She keeps hoping someone will move into the Shire that knows how and is willing to teach Middle Eastern Dance.

**Lady Caitlin Labouche** is the local Minister of Arts and Sciences. She has been a member of the SCA since she was born as both her parents are involved. She became involved with the Shadowlands a year ago when she moved to College Station. Within the SCA she is particularly involved with our equestrian or horse activities as we have now adapted jousting into our society. When she is not with the horses she loves to participate in our medieval dances especially our Middle Eastern dancing or bellydancing. She has also been making her own garb or clothing for several years and loves teaching new people how to sew (especially guys) so if you would like to know more about the SCA, or anything she mentioned at all, or just wanna chat please come find her.

**Don Connor MacGillivray** is a courtier in the court of Elizabeth I and has holdings in Scotland, Germany and a house in London. He frequently travels to various courts throughout Europe for both personal business and in service to his Queen. He prefers the relative comfort of travel over land than by ship and prefers to travel in the company of ladies who require protection against the unsavory elements that all too often reside in low places. He is skilled at arms, practices often and is frequently called upon to lecture on the both the art of defense as well as on matters of comportment, that so often serve as a noble's shield in courtly matters. He is well versed in dance and

etiquette, a scholar of the arts of war and governance and considers himself to be somewhat of a philosopher of natural science.

Within the SCA, Connor originally hails from the Kingdom of the East and is a member of their Royal Majesties Order of the Golden Rapier for his prowess at arms and skill at instruction in the art of defense. He has previously served as master instructor at the Carolingian Academy of Defense and as a Lieutenant in the Gryffon Guard, before his relocation to the Kingdom of Ansteorra. He is a member of the Order of the White Scarf of Ansteorra.

**Felix of the Shadowlands** is the Knight's Marshal for the Shire. This means he is responsible for the armored combat, or chivalric fighting in the Shadowlands. Felix has been learning to fight for several years.

**Honorable Lady Isabelot di Forens** is the head of Shire's the cooking guild. She is also the Kingdom Exchequer, and a chirurgeon at large.

**Lady Isolde die Waeyer** is a wealthy young woman living in Antwerp in the early part of the 16th century. Her late husband, Heer der Waeyer, was a merchant who made his fortunes in the first economic boom of Antwerp and sought a much younger wife, in hopes of children and an eventual family business empire. Tragically, Heer der Waeyer died before these dreams could come to fruition, of causes unknown. Any assertions that Lady Isolde, the good-looking household cook or a carefully-placed bit of hemlock had anything to do with Heer der Waeyer's death are most certainly malicious falsehoods. Ahem.

Within the SCA, Lady Isolde resides in the Barony of Stargate, more commonly known as Shadowlands South. When not acting in her not-terribly-official role as a Southern Ambassador, Isolde enjoys making things in kitchens (mostly messes and noise), feeding anybody who stands still long enough, costuming, dancing, and other miscellaneous domestic arts and sciences.

**Josef Gustavson** is an 11th Century Viking. He is our local blacksmith and brewmaster, and thus heads both branches of the Benders Guild. Josef is a Yankee, but we like him anyway...

**Mistress Kaitlyn McKenna** is a 15th Century Burgundian lady trapped in marriage with an old Welsh knight. She is recognized for her skills in creating clothing, hats, fiber arts, and dance by the Order of Laurel. She is recognized for her efforts in many officer positions, but especially as an Exchequer, by the Order of the Pelican. Kaitlyn is a master instigator, inspiring and helping others to achieve their own goals in all aspects of the SCA. Not currently an

officer in Shadowlands, she is mentor and support for many who are. Look for a friendly lady with very long hair.

**Kite the Damaged** is no high ranking member, (there are perks to being a peasant) but attempts to serve Ansteorra by serving as the current Shadowlands Seneschal. A mercenary, Kite enjoys fighting and is willing to help all of those who want to try their hand at it as well. Additional hobbies include leather working, building (to begin sometime within the next year, hopefully), and embroidery. Historical details about Kite's past will be added sometime later, once there is free time for research or the correct favors have been traded.

**Lady Kolfinna in kyrra Ottarsdottir** is the Shire Exchequer and Rapier Marshal. In addition to fighting, she dabbles in drumming, sewing, chain mail, fiber arts, and almost any other hand craft she can make time for.

**Lady Morina O'Donovan** is an Irish woman from the mid-14<sup>th</sup> century. She enjoys music, dance, cooking, garbing, and various other fibers arts. She also has a strong interest in Japanese arts, particularly early period.

**Lord Oringr Ketilsson**, called Orin, is a Norman Viking of the early 10<sup>th</sup> century. Never one to settle in one place for very long, Orin took to the waves, answering the call of those who would have his shield. He traveled throughout Europe, eventually down the Volga and to the famous city of Mikligaror (Constantinople), where he, like so many before him, joined the ranks of the Varangian Mercenaries.

While in the East, he discovered the beauty of the women, and more specifically, the beauty of their dancing. He learned to play the darbuka, a style of dumbek, so he would be able to play for the dancers, thus affording him a better view. Orin's skill with the drum was soon evident, and those who wanted to learn came to him requesting he teach them what he knew; he was eventually recognized in court for his skills with a drum and for teaching drumming.

Orin is honing his fighting skills, currently seeking out those who can teach him to be a better fighter. In addition, he has picked up brewing, believing mead to be a gift from the gods, and wishing to honor them in every way by making and drinking mead in their name as often as possible.

Although he currently lives in other lands, he still considers his original farmstead his home, and tells people that he is now and forever will be, from the Shadowlands, and returns as often as possible to keep an eye on his crops and to party.

**Lord Pædric OMullan** is a late Elizabethan street performer and sometime Shakespearean actor. He can usually be identified because he'll be wearing some combination of red, blue, and/or yellow, the colors of his arms. Pædric is the Chronicler and Historian for the Shire of the Shadowlands. His interests include (but are not limited to) Bardic (performance arts), Heraldry, calligraphy and illumination, pewter casting and drumming. He's the one who wrote this wonderfully informative newsletter you are reading.

**Sir Rhodri ap Gwythyr** is an 11th Century Welsh Knight. Fostered young to a Frankish noble, he had the chance to learn many different cultures and ways. He somehow survived the First Crusade, during which he was taken as squire and trained in combat by a Scottish Duke. Recognized for his efforts in many different roles by the Order of the Pelican, he has also served on the Board of Directors of the SCA. He is very big and easy to spot.

**Ronald fitz Robert** is the Archery Marshal of the Shire of the Shadowlands. He participates in both target and combat archery. He makes crossbows, bow strings, bolts, and arrows. Ronald does general leather working and makes leather chivalric armor. He also has a variety of other crafting skills and is generally willing to aid others with building and craft projects.

**Mistress Shanahan the Fey** is a Norsewoman of strong Celtic descent from roughly the 12-13th century with a heavy dose of the Middle East thrown in for spice. She is a trader who has been around for a long, long time and has seen a great many things in a great many places.

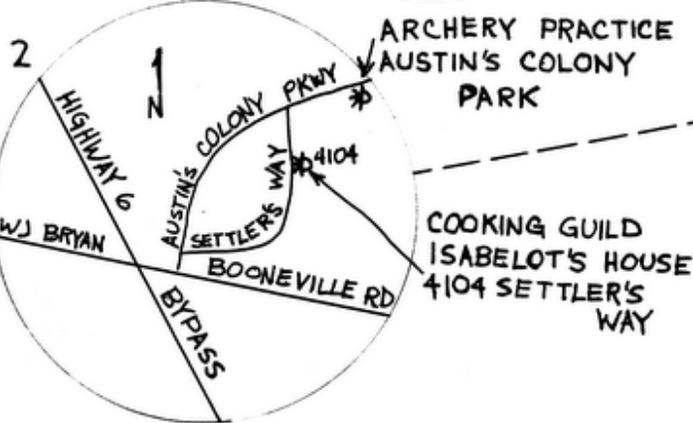
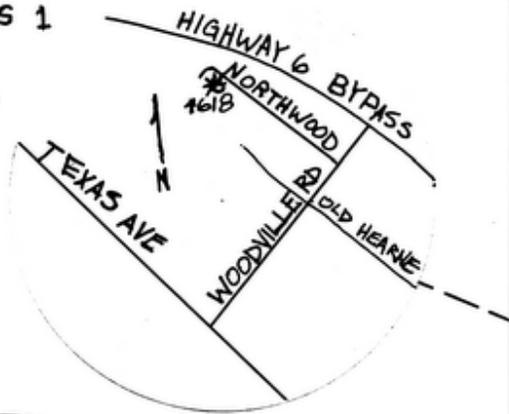
In the SCA, she was one of the original Nine Founders of the Stargate, back when there was no other group in Texas or Oklahoma. She received an Order of the Laurel before they started to recognize the art form it was received for. Then she was most known for her beadwork and embroidery, though over the years she has dabbled in a wide range of arts and sciences.



# This Month in the Middle Ages – September

1. In 1315 Edmund the Butler given land as reward for putting down English rebels
2. In 1192 Peace signed between Richard I, "the Lionhearted," and Salah-ud-Din (Saladin)
3. In 1390 Geoffrey Chaucer robbed of 20 pounds belonging to the King at the "foul oak" in Kent
4. In 1260 MONTAPERTI (The Sienese Ghibellines, supported by the forces of King Manfred of Sicily, defeat the Florentine Guelphs)
5. In 1455 Death of St. Laurence Justinian of Venice
6. In 1298 CURZOLA (Venice defeats Genoa; Marco Polo taken prisoner)
7. In 1228, Holy Roman Emperor Frederick II landed in Acre, Palestine and started the Sixth Crusade.
8. In 1565 the Knights of Malta lift the Turkish siege of Malta that began on May 18.
9. In 1513 FLODDEN (English led by Queen Catherine of Aragon defeat Scots; Death of James IV, King of Scots)
10. In 1401 Reconstruction of the burned Japanese Imperial Palace begins
11. In 1297 STIRLING BRIDGE (Wallace and the Scots defeat English)
12. In 1213 MURET; Death of Peter II, King of Aragon
13. In 1515 MARIIGNANO (Francois I and the Venetians defeat Papal and Imperial troops)
14. In 1321 Death of Dante Alighieri
15. In 1556, ex-Holy Roman Emperor Charles V returns to Spain from Vlissingen.
16. In 1498 death of Tomás de Torquemada, first Grand Inquisitor of Spain (b. 1420)
17. In 1355 The English army meets the French chivalry at Poitiers
18. In 1465 Louis XI, King of France, signs an agreement with the League of the Public Weal
19. In 690 death of Theodore of Tarsus, Archbishop of Canterbury (b. 602)
20. In 1546 The Royal College of Physicians in London receives a Grant of Arms
21. In 1237 Death of Edward II, King of England, is announced in Parliament
22. In 1485 Duke Fransez II of Brittany sets up a Breton National Assembly
23. In 1122 Diet of Worms
24. In 1400 King Henry IV of England invades Wales against Owen Glyn Dwr
25. In 1066 STAMFORD BRIDGE (Harold Godwinson, King of England, defeats and kills Harold "Haardrada", King of Norway, and Tostig Godwinson, Harold's traitorous brother)
26. In 1415 Henry V, King of England, challenges the Dauphin of France to personal combat
27. In 1540 The Society of Jesus (Jesuits) recognized by the Pope
28. In 929 Death of St. Wenceslaus (he was a good king...)
29. In 1513 Vasco Nunez de Balboa "takes possession" of the Pacific Ocean
30. In 1139 Empress Matilda lands in England to claim her Crown

ARTS & SCIENCES 1  
 BREWER'S GUILD  
 RONALD & CATAN'S  
 HOUSE  
 4618 NORTHWOOD

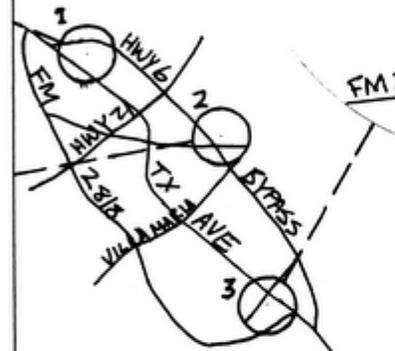
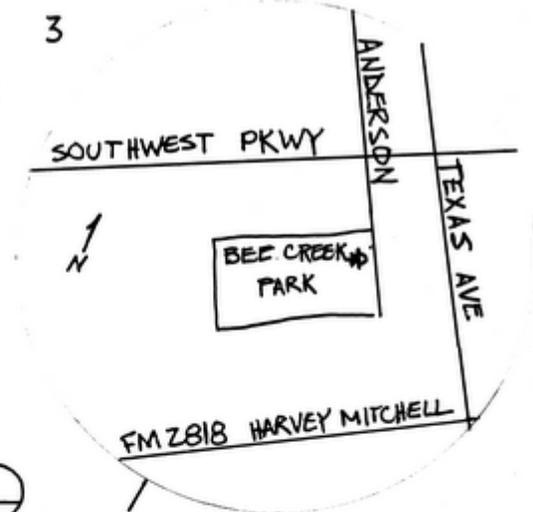


- 1 BREWER'S GUILD  
 ARTS & SCIENCES
- 2 ARCHERY PRACTICE  
 COOKING GUILD
- 3 FIGHTER PRACTICE
- 4 ARTS & SCIENCES

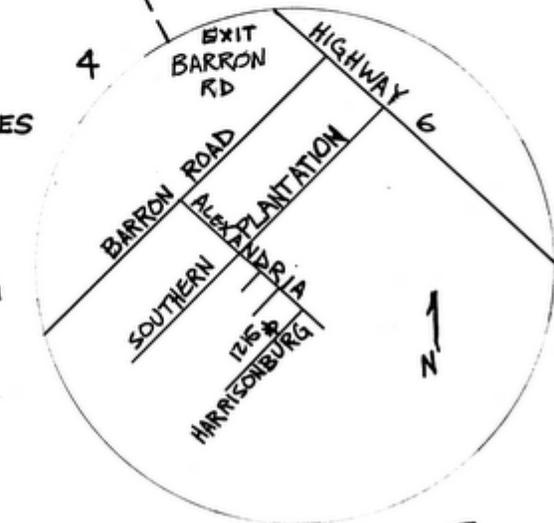
MAPS NOT TO SCALE

PEDRIC

3  
 FIGHTER  
 PRACTICE  
 BEE CREEK  
 PARK



4  
 ARTS & SCIENCES  
 RHODRI &  
 KAITLYN'S  
 HOUSE  
 1215  
 HARRISONBURG



MAPS NOT TO SCALE

PEDRIC

Their Serpentine Excellencies Cael and Rhiannon do invite all to celebrate a day of Melees and the Fine Arts as the Barony of Loch Soilleir presents



# Loch-Tober Fest III



October 7-9, 2011  
Camp Camwood, Hockley, Texas

**Site fee:** \$10.00 for Adults, \$6.00 Youth (17 to 7), 6 and under free, \$30.00 Family Max. \$5.00 NMS charged to non-member paying full site fee. Make checks payable to: SCA Inc/Barony of Loch Soilleir. We are accepting ACCEPTS

**The Baronial Championship for Arts and Sciences and the Bardic Arts will be chosen at this event.** Themed entries of German influence or entries that celebrate Loch Soilleir are encouraged but not required (Single entry) also documentation is encouraged but not required. The finest Artists and Bards in the Kingdom have held these titles, who will be next?

**Exciting melees scenarios for both Armored and Rapier Combat have been planned with Siege Engines and Combat archery encouraged!** And by popular demand, Pandora's Box will return to the Rapier Field and Loch-Tober Ball will once again make its appearance. Any pumpkins that survive the ball game will be flung.

Their Excellencies Caelan and Rhiannon will host **Cut and Thrust Trials** for the entertainment of the populous. Bring your best skills and be prepared to demonstrate your prowess with steel.

In lieu of a traditional feast, the Loch is pleased to offer a plate of sausage, pretzel, beercheese and strudel for \$4.00 a serving. Come partake of fine German food in a relaxed festive atmosphere.

Please plan on staying for an evening of revelry at our post harvest festival. If you can still stand, there will be fighting, if you can't, bring coin to wager on those who can. If your purse is light, bring your friends and while away the evening in our well lit German garden and a separate **hafla** for all to enjoy.



**Directions:** Camp Camwood is located at the corner of Magnolia Road and Clear Creek Drive in Hockley, Texas. Do not use the Magnolia Rd entrance.

**From Hwy 290:** Take Hwy 290 to Hockley and take the Hegar Rd. exit. Turn east on Hegar Rd and go 5.5 miles to Magnolia Rd. Turn right on Magnolia Rd and drive for 2.4 miles to Clear Creek Dive and turn left onto Clear Creek Drive. The entrance to Camp Camwood is on the right .

**From I-45:** Take the FM 2920 west for 13 miles to Tomball and Rt 249. Continue west on FM 2920 about 8 miles to Roberts Cemetery Road and turn right, Go 3 miles on Robert Cemetery Road for 3 miles, through 4, 90 degree turns – careful here- to the stop sign at Magnolia Rd. Turn Left on Magnolia / Nichois Sawdust Rd. and go 1.5 miles to Clear Creek Drive. The entrance to Camp Camwood is on the right.

**Site Policies:** Site opens at 4 pm Friday and closes at 12 noon on Sunday. Camping is available and encouraged. Please feel free to bring your pet to this event but your must have proof of vaccinations, they must be leashed and with be their owner. Service animals are always welcome. Trash must be carried off site. The site is wet for beer and wine only, please use Period Containers. Minors must be accompanied by a parent or legal guardian. They may also attend with a 21 year or older adult with a signed and notarized Minor Event Waiver Form from the parents



**Event Steward:** HL Delphina de Champeaux (Ledonna McGowan) 4902 Fairdale St. Pasadena TX 77505 713-594-1882 [ledmcgowan@gmail.com](mailto:ledmcgowan@gmail.com)