The Shadow Knows Newsletter for the Shire of the Shadowslands, the Capital of Ansteorra Special Newcomers Edition
Welcome to the SCA!

What is this Society for Creative Anachronism, you might still be wondering? Ask ten people and they’ll all have their own answers, because you have stumbled upon an experience like no other. The SCA is a hobby that never gets old, because there’s no end to the exploration. It’s a student club, but with no minimum participation requirements or mandatory fees. It’s a social group that brings together people of all ages, backgrounds, stages, and interests. It’s a place where you are valued by the nobility and generosity of your actions, not by your education or your appearance. It is for the longtime history buff, the casual learner, and the ordinary person who just thinks this stuff looks cool. Wherever and whoever you are, the SCA is for you.

Where in the Shire are the Shadowlanders?

To locate activities in the Shadowlands, visit www.shadowlands.ansteorra.org. On the home page, under the heading “Map,” click the link (shockingly also titled MAP). This will open up a customized Google map, with “pins” for many Shadowlanders’ homes. Use the list on the left to find the location you’re looking for. You can also add your own marker: click on the appropriate button at the top of the page.

What is a “Shire Goes To” Event?

These are events which many Shadowlanders will likely attend. They are usually nearby, and are preapproved for the use of loaner equipment of all types. Depending on the event, Shadowlands may also set up a group space. Contact Lady Elsie, the Hospitaler, if you have questions.

For the most current information on all activities, always check the Shire calendar at:
http://shadowlands.ansteorra.org/index.php#calendar
## Activities in the Shire

### Weekly happenings

<table>
<thead>
<tr>
<th>Activity</th>
<th>Time</th>
<th>Location</th>
<th>Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Chivalric Practice</strong></td>
<td>Sunday evenings, 4-6 PM</td>
<td>Parking Lot 32, TAMU campus AND Wednesday evenings, 6:30-9:30 PM</td>
<td><a href="mailto:marshal@shadowlands.ansteorra.org">marshal@shadowlands.ansteorra.org</a></td>
</tr>
<tr>
<td><strong>Rapier Practice</strong></td>
<td>Sunday evenings, 4-6 PM</td>
<td>Parking Lot 32, TAMU campus AND Wednesday evenings, 7:30-9:30 PM</td>
<td><a href="mailto:rapier@shadowlands.ansteorra.org">rapier@shadowlands.ansteorra.org</a></td>
</tr>
<tr>
<td><strong>Archery Practice</strong></td>
<td>Sunday mornings, 10:30 AM to 12:30 PM</td>
<td>Austin’s Colony Park</td>
<td><a href="mailto:Shadowlands.archery@gmail.com">Shadowlands.archery@gmail.com</a></td>
</tr>
<tr>
<td><strong>Renaissance Dance Practice</strong></td>
<td>Sunday evenings, 7 PM</td>
<td>All Faiths Chapel, TAMU campus</td>
<td>Contact Kaitlyn</td>
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</tbody>
</table>

Come learn armored combat! Loaner equipment is available. Bring water, men wear a cup, wear closed-toed shoes; long sleeves and pants strongly encouraged.

Come learn late-period light combat techniques. Loaner equipment is available. Bring water, men wear a cup; wear long sleeves, pants, socks that cover ankles, and close-toed shoes.

Come try target archery! Loaner bows and arrows available. Bring water and sunscreen.

Come learn period group dances! Guys and gals welcome. NO dance experience or skill needed!

### Monthly happenings

<table>
<thead>
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<th>Contact</th>
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</thead>
<tbody>
<tr>
<td><strong>Populace Meeting</strong></td>
<td>1st Tuesday</td>
<td>7 PM</td>
<td>Room 1035, Emerging Tech Building, TAMU</td>
<td><a href="mailto:seneschal@shadowlands.ansteorra.org">seneschal@shadowlands.ansteorra.org</a></td>
</tr>
<tr>
<td><strong>Shire Academy: All About Eventing</strong></td>
<td>2nd Tuesday</td>
<td>7 PM</td>
<td>Room 1035, Emerging Tech Building, TAMU</td>
<td><a href="mailto:hospitaler@shadowlands.ansteorra.org">hospitaler@shadowlands.ansteorra.org</a></td>
</tr>
<tr>
<td><strong>Cooking Guild</strong></td>
<td>Thursday, 9/13</td>
<td>7-9 PM</td>
<td>HL Isabelot’s House (See online map)</td>
<td>Contact Isabelot</td>
</tr>
</tbody>
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This is the monthly meeting where decisions and plans are made. Those who show up have input into what we do during the month (even new people)!

What to expect when you go to SCA events! What should you bring, and what will be provided? How should you join activities as a newcomer? All about the event experience!

Come learn about historical cooking while making (and sampling) quiches!
## Special Activities

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<td>Shire Goes To: Raven’s Fort Defender</td>
<td>September 15-17</td>
<td>The Stones of Raven’s Fort, Huntsville</td>
<td><a href="mailto:hospitaler@shadowlands.ansteorra.org">hospitaler@shadowlands.ansteorra.org</a></td>
</tr>
<tr>
<td>Newcomer Orientations</td>
<td>September 5 and 6, 7 PM</td>
<td>Underground Food Court (under Sbisa), TAMU campus</td>
<td><a href="mailto:hospitaler@shadowlands.ansteorra.org">hospitaler@shadowlands.ansteorra.org</a></td>
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</tr>
<tr>
<td>Shire Goes To: Three Centurions</td>
<td>September 21-23</td>
<td>Lake Hawkins RV Park, Hawkins, TX</td>
<td><a href="mailto:hospitaler@shadowlands.ansteorra.org">hospitaler@shadowlands.ansteorra.org</a></td>
</tr>
<tr>
<td>Mounce Library “Middle Ages” Demo</td>
<td>Sunday, September 16, 1:30-4 PM</td>
<td>Mounce Library, 201 E. 26 St., Bryan</td>
<td><a href="mailto:hospitaler@shadowlands.ansteorra.org">hospitaler@shadowlands.ansteorra.org</a></td>
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The Shadowlands will descend on this event en masse. Use of loaner equipment is pre-approved. Activities will include light and heavy fighting, archery, an A&S competition, a bardic competition, a brewing competition, equestrian competitions, and a feast. Contact Elsie if you need loaner gear or a ride.

Learn about the SCA, the Shadowlands, and how you can get involved. Existing members come in garb. Meetings are identical; attend one or the other.

Shire Goes To: Three Centurions
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The Shadowlands will descend on this event en masse. Use of loaner equipment is pre-approved. At this event, the three regions of Ansteorra vie for mastery in light and heavy fighting, archery, arts and sciences, the bardic arts, and volunteering enthusiasm!

Arrive early for setup; watch Facebook for details. Talk about history and what we do to library patrons. We usually get to enter a raffle for TRF tickets, too.
What to Take to Your First Event

By HL Pedric 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.

ALL Events

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 9th 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 a 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’ll 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.

Camping

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.
Meet the Shadowlands’ Officers

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 answer SCA questions. The Seneschal also 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 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 will be an exciting, fun-filled, but busy season. In addition to the many local activities (available on the local calendar at www.shadowlands.ansteorra.org), the Shire is planning to attend as a group Ravensfort Defender on September 14-16. Almost every weekend this fall up to Thanksgiving has an event or activity that you can attend. Get your kit together and come play! The local Hospitaller, Lady Elsie, can help get you started.

Various newcomer meetings are also scheduled to acclimate new members to the SCA. Join the local Facebook and Yahoo groups to stay apprised of all the details. (Speak to Kaitlyn to be added to the Facebook group.) It’s time to gear up for a momentous fall season!

In Service,
Isabelot de Forens
[Anna Lichorad]
seneschal@shadowlands.ansteorra.org

From the Archery Marshal:

Greetings!

A great way to get involved in the SCA is through traditional target archery. No experience is needed. The Shire has some loaner equipment so that you can try it out before getting your own equipment, but if you already have equipment, please bring it. We meet most Sundays, from 10:30 AM – 12:30 PM during the hot season, at the Austin’s Colony Park Archery Range located within Austin’s Colony Park on Bullinger Creek (30.682805, -96.334416). Additional practices during the weekday are being planned for October. Please let me know what day of the week works for you! Make sure
to check the online calendar before heading to the range to make sure practice has not been canceled. Weather happens. Don’t forget to bring water and wear sunscreen.

Once a month will be a Fun Shoot Tiny Tournament with more unusual targets, possibly prizes, and maybe a potluck lunch. Dressing SCA for the occasion is encouraged but not required, as it is a good idea to practice wearing what you’ll be shooting in at events.

Although the marshal is only responsible for safety on the range and maintaining the loaner gear, I can also help with training, arrow construction/selection, and some combat archery related information. I’d love to have more people become marshals and move archery forward. Contact me at shadowlands.archery@gmail.com if you’d like to train to be a marshal.

Within our kingdom and across the Society, we have a few standardized shoots to help track improvement (see http://scores-sca.org/ansteorra_archery). Within the archery community, archers can achieve ranks represented by colored tassels in both the Open Division and in Period Division. Time spent on the range improving will bring these awards in due time.

In service,

Kaitlyn McKenna
[Robbin Foster]
shadowlands.archery@gmail.com

From the Chronicler:

Welcome and well met!

As Chronicler, my job is to publish a monthly newsletter and get the word out about the events and activities being held in the shire. I also publish informative articles as well as creative work. But I live to serve YOU! Would you like to learn more about a topic of interest, but don’t want to wade through scholarly literature or try to untangle the variations in practice between different SCA kingdoms? Let me know. Chances are, I can find someone who can write – or has written – an article about just your question. If you’re asking it, it’s a sure bet that someone else has, too!

In service,

Miriel atte Linde
[Kelsey McCleskey]
chronicler@shadowlands.ansteorra.org

From the Exchequer:

Welcome!

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 at Populace meetings.

As the Exchequer, I am also 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.

In service,

Morina O’Donovan
[Reene Bolduk]
treasurer@shadowlands.ansteorra.org
From the Historian:

Greetings!

The Shire of the Shadowlands is the oldest Shire in the Kingdom of Ansteorra, and, we believe, in the Known World. As Historian, it is my duty to record the great deeds and achievements of our members, as well as the general goings-on of the Shire. Someday, some of you will surely see your names added to the Shire Annals, as you learn and grow and achieve great things yourselves.

In August did HL Isabella travel far to the Kingdom of Æthelmarc to attend the Pennsic War, and she was the first Shadowlander to attend Pennsic War in many years.

In service,

Paedric O'Mullan
[William Mullins]
shadowlandshistorian@yahoo.com

From the Hospitaler:

As the hospitaler, I am here to help you learn, grow and live the dream that is the SCA. I am the keeper of the loaner garb, feast gear and camping equipment. The knower of all things SCA. I only exist to serve you and guide you along your journey through our realm. Have no fear, contact me anytime and I will get you moving on your path.

In service,

Elsie Hooper
[Shanna Obit]
shadowlands.hospitaler@gmail.com

From the Knight Marshal:

Greetings!

In chivalric ("heavy") combat, we recreate the battles of knights in shining armor. Our armor is realistic (with a few safety modifications), but our weapons are made of rattan, a solid variety of bamboo. Rattan accurately simulates the weight and swing of steel while leaving our limbs intact.

As combatants, we go toe-to-toe in duels, small skirmishes, and even huge melees where armies of hundreds clash to vie for the victory in a war. None of our battles are choreographed, so skill and training alone determines the winner.

The Shire owns loaner weapons and armor which can be used at practice by anyone who does not have their own, so there’s nothing stopping you from trying it out! Just wear closed-toed shoes, a cup for men, and bring water to stay hydrated. Long sleeves and pants are highly recommended but not required. We have some excellent fighters willing to teach you all you need to know. I hope to see you on the field!

In service,

Edric Haldyn
[Jonathan Lockwood]
marshal@shadowlands.ansteorra.org

From the Rapier Marshal:

Rapier combat represents the latter part of the time period the SCA re-creates, and simulates two fighters in a duel. Although our fighting is a bit different than what you may see in the movies, what you see in the "Princess Bride", "Three
Musketeers" or "Zorro" would be similar to what we actually do. In a historical context we use moves similar to what Capo Ferro, di Grassi, Agrippa or Carranza would have taught but with modifications for safety.

To simulate a duel in a safe manner, our weapons and armor are as close to what would have been used as we can get while still being safe. Our weapons are primarily thrusting weapons with blunt edges and a rubber tip on the end for safety. Our rules state that we are assumed to be wearing a linen shirt and pants (so in essence, unarmored), but for safety, we wear rigid protection on the face and neck, and for men, the groin. Our torso armor is designed to protect us if a blade should break (an extremely unlikely event), and arms, hands, legs and feet must be fully covered.

If you are interested in trying out rapier combat at practice, you will need to be 18, and wear: (1) A long sleeve shirt, (2) long pants (sweat pants or loose fitting pants you can move in are recommended), (3) socks (that overlap the bottom of your pants by an couple inches), (4) sneakers or some other closed toed shoes. (5) Men, you will need to wear an athletic cup as well. If you wish to observe rapier combat before trying it, you are more than welcome to do so. The shire has loaner gear available, so you can try it out for a bit before you decide to invest time into making your own armor.

Both myself and my deputy marshal, Connor MacGillivray have been instructing people in rapier combat in the SCA for many years, so you will receive top-notch instruction whether you choose to just try it out for a bit or decide to unleash your inner swashbuckler.

As the Shadowlands Rapier Marshal it is my duty to oversee the rapier practices, and insure fighters are aware of the rules and understand how to participate in a safe manner. This is a martial art, so occasional bruises should be expected, but serious injuries are extremely rare.

If you have any questions or concerns, please feel free to ask either myself, or my deputy. I look forward to meeting you and hopefully crossing blades with you.

In service,

Stephen Blakeley

[Steve Herring]

rapier@shadowlands.ansteorra.org

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**From the Web Minister:**

Greetings Shadowlanders!

As the Web Minister, I try to keep the Shire’s web page and Yahoo Group up to date and functioning, as well as serving as a resource to assist in configuring other electronic resources such as the Google Calendar to serve the Shire’s needs. In our modern days, these strange tools are great ways to try and make sure that word of news reaches the ears of all Shadowlanders, no matter how far they have roamed.


If anyone has any questions about using these resources, has any info that needs to be updated, or has any suggestions about how we might better use any electronic resource to improve communication, please let me know. I can be reached at webminister@shadowlands.ansteorra.org. Anyone who would like to learn more about what it takes to create/maintain our website, please let me know, as I am trying to get more people educated in this useful skill.

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

In service,

Asta Valdadottir

[Samantha Hoepner]

webminister@shadowlands.ansteorra.org
Shadowlands Student Group Officers

**TAMU Advisor: Sir Rhodri ap Gwythyr**  [Modern name: Paul Foster]
The TAMU advisor is a member of the staff at TX A&M and makes possible the existence of this group on campus. Without this person, the local student body might never know the fun that can be had through the SCA.
Contact at: sir.rhodri@gmail.com
Sir (or Baron) Rhodri ap Gwythyr is an old Welsh Knight who has been in the SCA many years, done many brave deeds, and is a reliable source of answers if you are interested in Chivalry! He is also a Knight, Pelican, Baron, and Lion.

**TAMU Student President/Seneschal: Eys von Lübeck**  [Modern name: Yen-Ting Guo]
The TAMU SCA President is in charge of getting rooms for the SCA to use on campus. The President is a contact person for students and the other student officers. This is an important position and looks good on a resume!

**TAMU Student Treasurer: Edith Everly**  [Modern name: Zinnia Crouch]
The TAMU SCA Treasurer is in charge of handling the money for the on campus group. It is an essential office and looks good on a resume!

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**What to Expect at Your First Event**
by HL Pædric 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 (Google Maps 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 checkout 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 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. 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 generally include just about every activity the SCA does.

Fear Not!
By Kyría Anna Maleine

Afraid of Garb?
Fear not! We have lots of experience to share. Just ask!

No Idea What Fabric To Buy for Garb?  Fear not! Ask and a shire member will meet you at a fabric store and help you choose fabric—OR— you can join in on a group linen purchase. Either will help you make acceptable starter garb.

No Idea What to Make?  Fear not! Garb can be as simple as a basic tunic and this is the best way to begin. Later, you will add to your garb with items that fit your interests and activities within the SCA.

Need Help Sewing That Garb?  Fear not! Come to the Fiber Arts or Project nights with your pre-shrunk fabric & thread and we will teach you all you need to know to turn that fabric into garb! [To pre-shrink the fabric, run it through the washer on HOT, and then through the dryer on HIGH; repeat at least one more time. This will get the shrinking done BEFORE you cut out your garb!]

No Sewing Machine?  Fear not! There will be sewing machines at the Garb making sessions and persons to show you how to make them work. AND IF ALL ELSE FAILS THERE IS SOME LOANER GARB!

Want To Try Archery Heavy Fighting or Rapier But Own No Gear?  Fear not! We have loaner gear for those who want to try everything before deciding to commit to making or buying their own for Chivalry, Rapier, or Archery. We love to help new persons discover their own favorite part of the SCA.

Not Into Fighting?  Fear not! There are MANY other activities in the SCA. We call these activities the Arts and Sciences or A&S. A&S encompasses everything imaginable that might have been done in period. Cooking, blacksmithing, silk painting and banners, jewelry making, brewing, music, dance, weaving, fashion, cord making, embroidery, every fiber art, building working models of siege engines (or real ones), leather working, moneying (making period coins), hair sewing, calligraphy, illumination, heraldry, woodworking, Lure coursing, Equestrian, ceramics, tent making, and the study of practically any aspect of history that might interest you. Some activities have more participants than others but if you look hard enough you can find people who share your passion.

Not Into Camping?  Fear not! There are many one day events and indoor events. Kings College is an example of an indoor event that focuses on MANY aspects of the SCA in the form of classes and discussion groups. A veritable smorgasbord of marvelous subjects to sample and explore is found at every King’s College.

Love Camping?  Fear not! There is a lot to be found by camping at Gulf Wars and other smaller multi-day outdoor events. The larger events have an amazing array of marvelous classes as well as days of battles between regions. A&S as well as the many forms of martial arts (Chivalric, Rapier, Archery, Equestrian) are well represented at Gulf Wars.

Not Into Making Everything Yourself?  Fear not! There are merchants at larger events (like Gulf Wars) who will be thrilled to sell you objects you desire but do not wish to make. There are also members who enjoy making items they will be glad to barter for other goods they do not make. Then there is the possibility of largess. Largess is handed out by important persons to those people they catch doing good work and wish to encourage. One young man got trim for his garb because he helped the feast autocrat do dishes!

Not Sure How To Develop A Persona?  Fear not! A persona is not fixed in stone, nor does it need to be developed right away. Most persons have one, just because they found a period they liked best, others have several personae, and still others are eclectic and have no fixed persona. It is all OK! In addition, our next newsletter will address this topic!

Be Not Afraid to come and try one Shire Goes To event to see if this activity is really for you!

Shire of the Shadowlands  12  The Shadow Knows
A Glossary of SCA Terms
Compiled by HL Pedric 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 a horse wears. 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, or making general announcements around site
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.’)

Shire of the Shadowlands

The Shadow Knows
**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

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**Key to the Back Cover**

1L. Queen Ebergardis III  
1R. King Ulsted V  
2. Mistress Nina of the Lost Caverns (Weaving)  
3. Honorable Lady Isabelot de Forens (Cooking)  
4L. Mistress Kaitlyn McKenna (Dancing)  
4R. Unidentified (Dancing)  
5L. Kyria Anna Maleine (Music)  
5C. Dustin of the Shadowlands (Music)  
5R. Honorable Lord Paedic OMullan (Music)  
6. Lord Josef Gustavson (Blacksmithing)  
7. Honorable Lord Paedic OMullan (Scribing)  
8. Lady Mirabelis Zabaneh(Equestrian)  
9L. Sir Randall der Kreiger (Armored {Chivalric} Combat)  
9R. Sir Rhodri ap Gwythr (Armored {Chivalric} Combat)  
10L. Lord Faolan Mac Cairbre (Archery)  
10R Lady Luciana Pesce (Archery)  
11L. Lord Steven Paul Blakely (Rapier fighting) – **imagine a white scarf on his arm!**  
11R. Don Connor MacGillivrey (Rapier fighting)  
  - a. Badge of the Shire of the Shadowlands  
  - b. Badge of the Stellar Kingdom of Ansteorra
## Calendar of Events
(from the Ansterorran calendar)

### September 2018 (AS LIII)

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>Laurel’s Prize Tourney – Hellsgate (Temple, TX) – QP</td>
</tr>
<tr>
<td>14-16</td>
<td>Triumpe of the Eclipse – Moonschadowe (Cleveland, OK) – PED, RP</td>
</tr>
<tr>
<td>21-23</td>
<td>Defender of the Fort and Royal Lancer – Raven’s Fort (Huntsville, TX) – PED, HP</td>
</tr>
<tr>
<td>28-30</td>
<td>Three Centurions – Rosenfield (Hawkins, TX) – PED, RP, HP</td>
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<tr>
<td></td>
<td>War of Ages – Ffynnon Gath (Seguin, TX) – PED, RP</td>
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<tr>
<td></td>
<td>Elfsea Baronial College – Elfsea (Ft Worth, TX)</td>
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### October 2018 (AS LIII)

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>5-7</td>
<td>Namron Protectorate – Namron (Holliday, TX) – PED, RP, HP</td>
</tr>
<tr>
<td></td>
<td>Gate’s Edge Fall Event – Gate’s Edge (TBD) – PED</td>
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<tr>
<td>12-14</td>
<td>Coronation – TBD (TBD) – PED, RP, HP</td>
</tr>
<tr>
<td>19-21</td>
<td>Northern Border Skirmishes – Incipient Canton of Wyldewood (Park Hill, OK) – PED</td>
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<tr>
<td>26-28</td>
<td>Samhain – Eldern Hills (TBD) – PED</td>
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<tr>
<td></td>
<td>Seawinds Defender and Bryn Gwlad Fall Baronial Joint Event – Seawinds and Bryn Gwlad (TBD) – PED</td>
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### November 2018 (AS LIII)

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>2-4</td>
<td>Passion for Peerless Pursuits – Shadowlands (Somerville, TX) – PED</td>
</tr>
<tr>
<td></td>
<td>Bonwicke Champions and Fall Baronial – Bonwicke (TBD) – PED</td>
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<tr>
<td></td>
<td>Axeman XIV – Skorragardhr (TBD) – PED</td>
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<tr>
<td>9-11</td>
<td>Queen’s Champion – TBD (TBD) – RP</td>
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<tr>
<td>16-18</td>
<td>War of the Rams – Bordermarch (Colmesneil, TX) – PED</td>
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### December 2018 (AS LIII)

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>30-2</td>
<td>Dragonsfire Tor Yule Revel – Dragonsfire Tor (TBD)</td>
</tr>
<tr>
<td></td>
<td>Stargate Yule – Stargate (TBD)</td>
</tr>
<tr>
<td>15</td>
<td>A Tourney on St. Drostan’s Day – TBD (Weatherford, TX)</td>
</tr>
<tr>
<td></td>
<td>Wiesenfeuer Yule Revel – Wiesenfeuer (Oklahoma City, OK)</td>
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### January 2019 (AS LIII)

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<tr>
<th>Date</th>
<th>Event</th>
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<tr>
<td>5</td>
<td>Steppes 12th Night – Steppes (Sherman, TX)</td>
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<tr>
<td>12</td>
<td>Crown Tournament – Winter – TBD (TBD) – RP, HP, PED</td>
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<tr>
<td>19</td>
<td>Winter Roundtable – TBD (TBD) – RP, HP, PED</td>
</tr>
<tr>
<td>26</td>
<td>Winterkingdom – Northkeep (TBD)</td>
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<tr>
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<td>Sable Soldier IV – Steppes (Terrel, TX)</td>
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### February 2018 (AS LIII)

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<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>2</td>
<td>Candlemas – Bryn Gwlad (TBD) – PED</td>
</tr>
<tr>
<td>9</td>
<td>Kingdom A&amp;S – TBD – PED, RP</td>
</tr>
<tr>
<td>16</td>
<td>War College – Raven’s Fort (Huntsville, TX)</td>
</tr>
<tr>
<td></td>
<td>Provincial Games – Moonschadowe (Stillwater, OK)</td>
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</tbody>
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### Thanks and Credits


### Fine Print

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Shire of the Shadowlands

The Shadow Knows
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