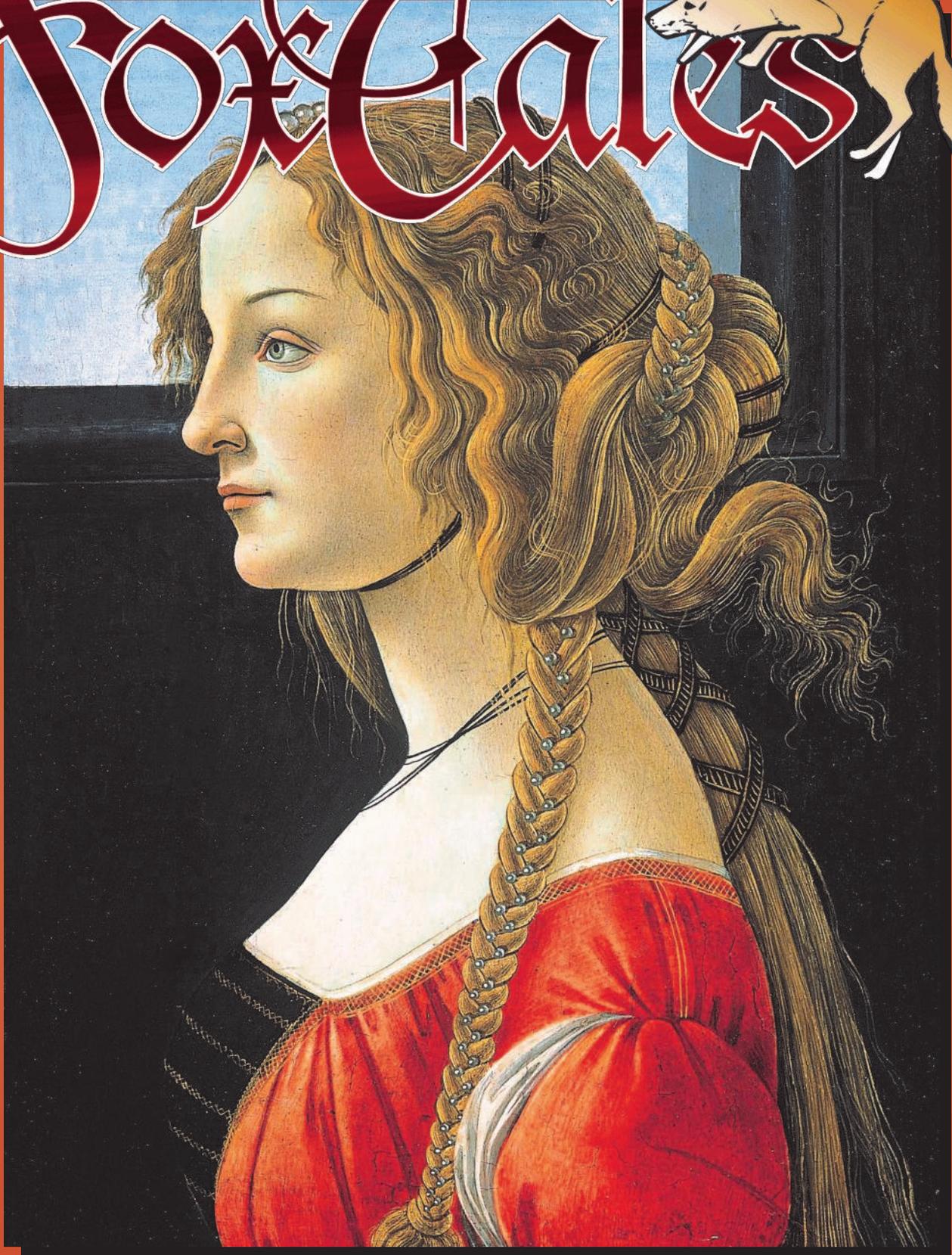


Fox Tales



Welcome, Newcomer, to the Shire of Vulpine Reach, Meridies!

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FoxTales Newcomer's Edition—Shire of Vulpine Reach



From the Cover: Sandro Botticelli—Portrait of a Young Woman

Welcome, Newcomer, to the Shire of Vulpine Reach and the Society for Creative Anachronism!

We hope this special edition of our FoxTales newsletter gives you a sampling of the wonderful opportunities you will find in our Society.

Enjoy these articles, written by people from our shire for your benefit. We invite you to get to know us, our shire, and the society we love. If you have any questions, please feel free to ask anyone you meet at one of our meetings or events!

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Special Edition Editor—Lord Tobias Morgan

Welcome to the Society

Lord Tobias Morgan

As very much a newcomer myself, I would like to welcome you to the Society for Creative Anachronism. If you're holding this issue of our FoxTales newsletter, then you, like me, have most likely found yourself at an SCA meeting or event in the recent past, and are probably wondering what on Earth all this is. Be assured, you are in for one of the most interesting, exciting, and fulfilling pursuits of your life.

As a part of the SCA, you have a breadth of almost a thousand years of history in which to play. Ever wanted to be a knight from English legend? Maybe you've seen a beautiful tapestry or a noble gown and thought, "I'd like to have one of those someday." Perhaps you were enchanted by the bardic tales of yore. In the SCA, the world of possibilities is nearly unlimited. Our Society does everything from baking to blacksmithing, from swordfighting to stonecrafting, from making music to making mead. Whatever your interest is, there is bound to be an equivalent from the Middle Ages, and not only do we do it ourselves, but we'll gladly teach you how as well!

Now, you may have already encountered some things that seem a bit peculiar. Obviously, walking up on two individuals in full metal armor whacking each other with crafted swords is a bit peculiar to most. You may have seen people dining on meals (or even given them a try) that looked like a cacophony of fruits, vegetables, meats, and spices the likes of which you would never combine. A newcomer that sits in on a royal court event may think the pageantry and spectacle quite out of place, or more specifically, out of time.

You see, that's what we're all about. Anachronism. It's the concept that, even for a day, a weekend, or a whole week, we have the luxury of spending time in a period of time we missed by several centuries. We can be the lords and ladies of a grand noble court. We can be the knights and archers waging an epic war. And we can do this with such modern conveniences as indoor plumbing, electric lighting, and no Bubonic plague!

So dive in! The easiest way to get involved is just that: get involved! When I started with the SCA, I jumped headfirst into meetings and events, and I

haven't regretted a minute of it. I have made so many friends and learned more about so many different subjects in such a short time. Honestly, who else but a Society member can say they learned how to make an Elizabethan corset and watched a spear line charge a field of knights in the same weekend?

The Society offers a vast range of opportunities for people of all ages to become involved. We hold regular meetings at which we discuss

and plan events and activities and where we simply get together and spend enjoyable time with one another. There is practically no weekend during the year where an event is not going on within a reasonable drive, if not right in our own backyard. Our events cover the gamut of entertaining, educational, and challenging activities, including combat tournaments, special classes, grand feasts and parties, and much more. You will even find massive, whole week or longer events that host literally thousands of participants from all over the Known World!

Don't ever be afraid to walk up to someone doing something you find neat and say "Hey, what's that?" Remember that we recreate chivalrous times, so be courteous and polite, and you'll be well-received in any circumstance. Most importantly, have fun! Welcome to the Society! ❖



An Anachronist's Vocabulary

As you become more involved in the SCA, you will begin to hear terms and sayings that may sound odd, or at the very least, out of place. Here is a handy guide to some of the most common words and phrases used by Society participants.

Anachronism—Being out of the proper time. (i.e. a squire in a tunic eating a burger at Denny's)

Anno Societatis (A.S.)—The designation used to mark years passed since our inception in 1966. Begins on May 1.

Apprentice—Mentored by a Laurel in some field of the arts and sciences and will be seen wearing a green belt.

Arts and Sciences (A&S)—Any of the multitude of activities you can study and perform in the SCA, from embroidery to blacksmithing, from cooking to performing arts.

Autocrat—The person(s) in charge of coordinating an SCA event. Sometimes termed "**Event Steward.**"

Award of Arms (AoA)—Awarded to a Society member who has served their local group; called an "armigerous" award and confers the right to consider your device as "arms". Also grants the title "Lord" or "Lady" for use before your SCA name. Followed by **Grant of Arms (GoA)** and **Patent of Arms (PoA)**.

Barony—A large group within the Society. Headed by a **Baron/Baroness**.

Blazon—The heraldic method of verbally describing a device. The pictorial representation is called the "**emblazon.**"

Board of Directors—The group of publically nominated individuals who direct the non-profit organization of the SCA.

Chivalry, Order of the—An awarded peerage that honors a Society member for his or her skill and dedication to combat and the martial arts. Awarded

by consent of their peers and the Crown, its members are called either **Knights** or **Masters / Mistresses-at-Arms**.

Circlet—A band of metal worn at the forehead to indicate rank. In Meridies, the width of the band determines the rank of the bearer.

"Clear!"—Called by someone about to draw a steel weapon to alert others for safety.

Collegium—An event featuring several classes, sometimes centered on a theme, taught by and for Society participants.

Coronet—A smaller version of a crown worn at the forehead to indicate rank. In Meridies, the style and decoration of the coronet determines the rank of the bearer.

Court—A ceremony presided over by the royalty at an event; held to conduct business and confer awards and peerages.

Crown, The—The royalty presiding over a Kingdom or Principality.

Device—Often mundanely termed "coat of arms," the personal symbol of a Society member, household, or group.

Event—A gathering of SCA members and guests, taking place over a single day, a weekend, or several days or weeks. Often includes a variety of activities (sometimes centered around a theme or common purpose) from the fields of combat and A&S.

Feast—A grand meal at an event featuring specially prepared period dishes; usually a very festive, community activity. Headed by a **Feastcrat** or **Feast Steward**.

Garb—Recreations of clothing that would have been worn in period.

Gentle—A general term for a person who participates in the SCA, i.e. the gentles of a shire.

Heavy (Combat)—A recreation of martial combat including "heavy" weapons (swords, axes, spears, etc.), armor, and shields. May be done one-on-one, as a tournament, as a group battle, or even as a war.

"Hold!"—Called to halt activity in the immediate

area because of potential danger. If you hear this, become quiet immediately and wait for the hold to end. If you are in combat at the time, drop to one knee and wait.

Household—A voluntary association of Society members under a common activity or bond; has no official standing within the Society.

“Huzzah!”—Called as a cheer of celebration. Some kingdoms use the cheers “vivat” or “hoobah.”

King and Queen—The current male and female rulers of a given kingdom.

Kingdom—A regional distinction surrounding all the groups in a particular area with its own set of officers that direct the related individual groups’ officers, support its members and arrange large scale events. Our kingdom is called Meridies.

Known World—Designates the collected area of the SCA and its Kingdoms and Principalities.

Laurel, Order of the—An awarded peerage that honors a Society member for his or her contribution and dedication to the study and recreation of the Arts and Sciences (often a specialized area within A&S). Awarded by consent of their peers and the Crown, its members are referred to as **Masters or Mistresses of the Laurel** or simply **“Laurels.”**

Live Weapon—A category of mostly thrown weapons such as knives, axes, and spears that are used in non-combat target competition.

Member (Sustaining, Associate)—Specifically, a person who has paid a membership fee and is entitled to additional benefits with the SCA such as newsletters and holding office. For the purpose of this Newcomer’s Edition, the term “member” will designate anyone who participates in SCA activities and events.

Mundane—The term used to designate people, things, or activities in modern day life.

Officer—One of the individuals that administrates the activities of a group (local, kingdom, or even Society as a whole). More information about these

can be found in a later article.

Order—An award given to someone to acknowledge their hard work, research, craft, etc. Members of an order are called “Companions” of that order.

“Oyez!”—Called to draw attention, as in to start an event or meeting.

Peerage, Awarded—Knights, Laurels, and Pelicans; all awarded peerages honor the recipient’s dedication to their group and kingdom as well as their display of courtesy and chivalry while participating with the Society and their devotion to faithfully recreating our period.

Peerage, Royal—Nobility who have earned their title by reigning as King or Queen at least once. A **Count/Countess** has reigned once. A **Duke/Duchess** has reigned twice or more.

Pelican, Order of the—An awarded peerage honoring a person who has devoted themselves to the service of their local group, their kingdom, and the Society at large. Awarded by consent of their peers and the Crown, its members are referred to as **Masters or Mistresses of the Pelican** or simply **“Pelicans.”** (*Shown below, a common symbol for the Order, the “Pelican in Her Piety.”*)

Period—Used to encompass the time span that the SCA recreates, generally considered 600 to 1600 (with exceptions and extensions). The term also designates those objects, activities, and concepts found within that time span and our attempts to reenact or replicate them (i.e. a “period pavilion” is one that matches a style found in the Middle Ages).

Persona—Who a member is while participating in SCA activities; based on the peoples of our period. May be as complex as an entire life story, or may simply be a time and place to go with the name and style of dress.

Polling Order—An award whose recipients are recommended to the Crown by those who have already received it.

Precedence—The order in which certain awards represent a higher level of achievement and service (i.e. a King is higher than a Baron, a Baron is



higher than a Lord, etc.). This varies from kingdom to kingdom.

Prince and Princess—In a kingdom, the male and female heirs to the throne. They will eventually become King and Queen.

Principality—A regional distinction within a kingdom ruled by its own Prince and Princess that may eventually move up to kingdom status.

Protégé—Mentored by a Pelican in the art of service and will be seen wearing a yellow belt.

Rapier (Combat)—Combat using what is mundanely called “**fencing**” techniques, weapons, and gear.

Rattan—A plant the bamboo-like stem of which is used to make weapons for armored combat. Swords and other such weapons may be colloquially referred to as rattan.

Regnum—A listing of the officers for a particular group, kingdom, or the entire society.

Reverence—Showing deference to the royalty, by bowing or curtsying when passing into, through, or in front of the Royal Presence.

Royal Presence—The area surrounding and immediately in front of the royalty and their thrones.

SCA (Society) Name—The name a Society member chooses to use to represent their persona; is accurate to period naming conventions for their chosen time and place.

Shire—A local group within the Society, reporting to a Kingdom. Some other terms used depending on size, location, and who they report to include **Canton**, **Riding**, and **College**.

Squire—Mentored by a Knight in the field of combat and will be seen wearing a red belt.

Title—A special designation used before your Society name, such as “Lord,” “Mistress,” “Baron,” or “Sir,” granted by certain awards.

Waterbearer—A gentle who supplies water, beverages, and snacks to the fighters and populace and watches for signs of heat exhaustion at events. ❖

The Agincourt Carol

Deo gratias anglia, redde pro victoria.

Owre kynge went forth to Normandy,
With grace and myght of chyvalry;
Ther God for hym wrought mervlusly,
Wherfore Englonde may calle and cry,

Deo gratias,

Deo gratias anglia, redde pro victoria.

He sette a sege, for sothe to say,
To Harflu toune with ryal aray;
That toune he wan and made a fray,
That Fraunce shall rewe tyl domesday.

Deo gratias, &c.

Then went owre kynge, with alle his oste,
Thorowe Fraunce for all the Frenshe boste;
He spared for drede of leste, ne most,
Tyl he come to Agincourt coste;

Deo gratias, &c.

Than for sothe that knyght comely,
In Agincourt feld he faught manly;
Thorow grace of God most myghty
He had bothe the felde, and the victory;

Deo gratias, &c.

Ther dukys, and erlys, lorde and barone,
Were take and slayne, and that wel sone,
And som were ledde in to Lundone
With joye, and merthe, and grete renone;

Deo gratias, &c.

Now gracious God he save owre kynge,
His peple and all his welwyllynge,
Gef him gode lyfe and gode endyng,
That we with merth mowe savely syng;

Deo gratias, &c.

(early 15th century)





*The four seasons (1573), in clockwise order from upper left: "Winter," "Spring," "Autumn," "Summer."
by Giuseppe Arcimboldo (1530-1593)*

Who Do I Want To Be Today?

Lady Cynewise æt Sceaðuwuda

Within the SCA, one of the first things I noticed as a newcomer was that everyone had more than one name! This is only one aspect of persona development. A persona is the person you wish to portray in the SCA. This can be a daunting description, but it is actually much simpler than it sounds.

The first thing to decide is where and when you like. The Society was basically founded on aspects of European medieval history; however, there are personas in the SCA now from the Middle East, Japan, India, and Northern Africa, as well as other countries. The current thinking is that it is acceptable to pick a persona country from any that would have been known in Europe in the Middle Ages. If the thought of picking a persona from anywhere in the world is intimidating, it is always acceptable to concentrate on Europe and the surrounding areas (Scandinavia, Russia, and Turkey, for example). Also, keep in mind that there will be a lot of assistance available to you if you choose to be from a European country; there might not be so many people well-versed in how things were done in China in 1500!

The time period of study for the Society spans from 600-1600 A.D. There are individuals that choose personas that are much earlier; for example, many fighters choose to portray ancient Greek or Roman personas. On the other hand, there are not many that choose personas later than 1600. Some may choose Cavalier personas, which are post-period (1650 roughly), but this is the exception rather than the rule. Also, note that some aspects of early-period persona research can be problematic, as resources can be scarce for documentation.

So, let's say you have no idea where to start. A good suggestion would be to start by looking at

clothing styles. As a rule, clothing from the Dark Ages up to around 1200 is simple and comfortable. As one looks later and later in our period of study, the clothing styles get more elaborate. So another consideration is your ability to sew, or your willingness to pay someone to sew for you. Also, another consideration is the climate of the area in which you will be attending events. For instance, you don't see many people wearing full Elizabethan court dress in Georgia in August; it's just too hot! A final clothing consideration is cost; the elaborate styles of later period personas call for more costly fabrics, and if one is not comfortable with sewing, an additional expense of paying someone to construct your garb for you.

A newcomer would be well advised to pick a persona name fairly soon (a first name at any rate), as soon as he or she decides to hang out in the Current Middle Ages for a while. One of the hazards of *not* choosing a Society name soon enough is that people will frequently choose one for you, and it may not be something you would like!

"A persona is the person you wish to portray in the SCA. This can be a daunting description, but it is actually much simpler than it sounds."

That being said, a Society name is not a decision to be made lightly! This name will probably carry you throughout your SCA career. A Society name can be changed, but not easily, so consideration must be given to what you pick. A good rule of thumb is to imagine someone yelling your new name across a list field (as this will eventually happen at an event). A further consideration is, how easy is the name to pronounce? Is the spelling difficult? You may be a person who does not mind having their SCA name mangled by a court herald; in that case, you may want to choose a Welsh or Nordic persona name (these can be quite challenging for our heralds). However, most of us, if we are going to be called before the Crown to be recognized, would like our Society names pronounced correctly and spelled accurately on the award scroll we are given.

A further name consideration is the eventual "submission" of your Society name to the College of Heralds. A name registry is run by the Society so



"The Society was basically founded on aspects of European medieval history; however, there are personas in the SCA now from the Middle East, Japan, India, and Northern Africa, as well as other countries." Clockwise from top-center:

"Portrait of a noble woman," Alessandro Allori (1535-1607);

"Zemmui, Teacher of Patriarch of Tendai Buddhism," Unknown Japanese artist (12th century);

"A Courtier in Akbar's Durbar," Unknown Indian artist (15th century); "

The Sitting Woman (Saki)," Unknown Persian artist (15th century);

"Portrait of a Gentleman," Andrea del Castagno (1423-1457)

that each person in the Known World can have their own, unique persona name by which no one else can be known. For your name to “pass” and be registered, it must be as historically accurate as to the time and place you choose for your persona as possible. Therefore, it is *much* easier to choose a name that will “pass” at the start. For this endeavor, I would suggest consultation with your local herald. This person can be an invaluable resource, for even if you have chosen a Society name that is not quite accurate, many times the name can “pass” with minor modifications.

A few caveats on choosing a Society name:

- Do not pick a name of an actual historical figure; for example, Alexander is fine, but Alexander the Great is not, Richard is fine, Richard the Lionhearted is not.
- Steer away from names from novels, even if the novel is historical fiction (as many times these names are not “passable” by College of Herald standards). Do NOT pick a name from fantasy or science fiction, even if it is Tolkien, C. S. Lewis, or Mercedes Lackey. Names must be in an actual language, i.e., no Klingon or Elvish names.
- A Society name cannot have a title as part of the name (for instance, Baroness Jane); titles in the SCA are earned, and this would be as if you were bestowing a title on yourself.
- DO NOT USE A BABY NAME BOOK TO CHOOSE AN SCA NAME! Even though many baby name books claim to have historical information in them as to the names listed, this information is notoriously inaccurate.
- To a degree, you should treat your search for an SCA name like any other research project; the end result will only be as good as the research you put into the project.

As you study your time and place, there are many directions you can take “persona play.” You may want to study crafts that were popular for your time and place. You can research common foods eaten. You can construct a tent for long events appropriate for your persona. Really, persona play can be

taken in any direction imaginable. Remember, if someone did it in the Middle Ages, it is not only appropriate for someone in the SCA to attempt to do it, it’s expected!

“Where else can you see a gentleman looking like Henry VIII sitting beside a Viking woman?”

An important point is that, after one chooses a persona, one is not limited by that choice of persona. In other words, just because your persona is early period Celtic doesn’t mean you can’t have an Italian Renaissance court gown made for you. You are not limited by your choice of persona in any way; persona basically gives one a starting point for their SCA identity.

One final idea on persona development: *IT’S NOT REQUIRED*. This is a particularly fun aspect of being in the Society, but many people choose other areas of interest. Most people in the SCA will at least choose a persona name; many will also design a “device,” or personal coat of arms, that can also be registered with the College of Heralds. Beyond that, many of us don’t give persona development another thought. On the other hand, there is a campsite at Pennsic Wars called “Hallowed Ground.” This is a museum-quality camp in which everyone is 100% authentic to persona at all times. No mundane trappings are allowed within the camp boundaries, and classes are given in persona by people camping there on topics that are appropriate for their personas.

The key to persona play is to have fun with it! Some of us get excited by the intricacies of Celtic knotwork trim; others really get enthusiastic about Elizabethan ruffs and farthingales. All of us enjoy studying and learning more about our respective time periods, and we can teach each other as well. No one time period is better than any other. That is one of the best things about the SCA; where else can you see a gentleman looking like Henry VIII sitting beside a Viking woman with shoulder brooches and amber and glass beads? ❖

Protocol and Precedence

Master Alexander Ravenscroft, OP

As part of the game of the SCA, we recreate a time in history where rank was of paramount importance. Titles, lands, position and all the trappings were foremost in everyone's minds. We take the part of a person who is noble in one of the SCA kingdoms. Our personas may be from any of a number of different countries, but all are now in a SCA kingdom and are noble there. Much like the military, where everyone has a rank, and each rank has a name and privileges, the SCA recreates a time where everyone had a rank and certain privileges.

In history, rank was usually determined by what family you were born into. Where some people did marry or earn their way up, these were rare. In the SCA, a person earns their rank - by skill, work, or knowledge. There could be a married couple where she is Queen and he is nothing at all. Parents of low rank could have a very high ranking son or daughter. There is also no checklist for advancement, it is unlike getting a merit badge in Scouts or a grade in a class. Different people do different things to obtain the same rank.

Ranks are given by the King and Queen of the Kingdom in court. At court, a person is called up, told their work, skill, or knowledge has been recognized, and that people have recommended to the King and Queen they be rewarded. The King and Queen have scroll read that tells the person what their new rank is. This is a very special part of the SCA, and a favorite of many people.

There is a special structure to the ranks in the SCA. We will look at each one, and discuss what they are. First, a few terms.

- Title: Name of the rank.
- Form of Address: What someone with a certain rank is called.
- Regalia: What a person with a certain rank may wear or display.

- Award: Generic term for the method of bestowing rank.
- Armigerous: An award that changes the rank of the person it is bestowed on.

In the SCA, everyone is assumed to be "Noble". This basically means that you are a person of some importance. This nobility is "undefined" until the King and Queen give you something specific. In general, everyone can be addressed as "My lord" or "My lady". This is the standard form of address to anyone. "Good Gentle" or just "Gentle" may also be used.

There are a group of awards referred to as "Non-Armigerous", meaning they do not change the rank of someone receiving them. These are given by the King and Queen for any of a number of different reasons. For example, the "Meridian Cross" is given for showing promise in the Arts and Sciences.

The first Armigerous award is the "**Award of Arms**". This entitles a person to be called "Lord" or "Lady". For example Lord John Smith, or Lady Jane Doe. An Award of Arms (or AoA) is given by the King and Queen for any of a number of different reasons, from working for your local chapter, helping at SCA events, skill on the field, teaching, knowledge in an art and/or science, etc. In addition to being a Lord or Lady, a person then gets the right to display their "Coat of Arms" - a graphical representation of themselves. Coats of Arms are still in use today and the SCA regulates them to some extent. A Lord or Lady may wear a plain circlet on their head of 1/4 inch width.

Next is the "**Grant of Arms**". A person who has a Grant of Arms (or GoA) is referred to as "The Honorable Lord" or "The Honorable Lady". A person with a Grant of Arms may wear a plain circlet on their head of 1/2 inch width.

The SCA has a special rank of "**Baron**" / "**Baroness**". There are two types of Baron/Baroness. The first is a Landed Baron/Baroness. A person who is a Landed Baron/Baroness is the head of a large SCA chapter. They have special responsibilities in their

"In the SCA, everyone is assumed to be 'Noble.' This basically means that you are a person of some importance."

area to act on behalf of the King and Queen, and rule that area. They are addressed as "Your Excellency", and can wear a coronet (similar to a crown, but not as big) with pearls on it. The other type of Baron/Baroness is the Court Baron/Baroness. The Court Baron/Baroness does not have any territory to rule, but they can still wear the coronet and are still called "Your Excellency". Court Baronies are given for very special service.

Next up are the Peers. There are two types, Elevated and Royal. Royal Peers are the higher ranking, so we will discuss Elevated Peers first. Elevated Peers are people who have shown long term excellence at an aspect of the SCA, be it combat, arts and sciences, or service. There are three types of Elevated Peers:

Knights, who are addressed as "Sir", and wear a white belt and an unadorned chain of links. Knights are created for their skill at combat. Knights can take students called "Squires" who show they are students by wearing a red belt. Members of the same order who do not swear fealty are called **Masters/Mistresses-at-Arms**, addressed as "Master" or "Mistress" and wear a white baldric and no chain.

Laurels, who are addressed as "Master" or "Mistress" and wear a laurel wreath - usually as a medallion, but sometimes as a headpiece. Laurels are created for their skill and knowledge in the Arts and Sciences. Laurels take students called "Apprentices" who show they are students by wearing a green belt.

Pelicans, who are also addressed as "Master" or "Mistress" and wear a "Pelican in her piety" (i.e. piercing her own breast to feed her children). Pelicans are created for their service to the SCA. Pelicans take students called "Protégées" who show they are students by wearing a yellow belt.

Elevated Peers are called that because they are "Elevated" to that position by their work and abilities. Unlike the ranks below them, a vote is taken by the people who already have the rank (Knight, Laurel, or Pelican) to see if a person should join them. The King and Queen do not elevate a person to one of these Orders (each is its own group, or

"Order") unless these already in the order agree. There are only a very small percentage of people in any of these orders.

Royal Peers are next up. A Royal Peer is someone who has served as a King or Queen of a kingdom. In the SCA, the King and Queen are chosen for a certain period of time by a special tournament called "Crown List". The pair that wins at Crown List becomes first the Prince and Princess, then the King and Queen. After they step down as King and Queen, they are made a Royal Peer, indicating what they have done.

If a person has been King or Queen one time, they are a "**Count**" or "**Countess**". A Count or Countess is addressed as "Your Excellency", and wears a coronet with alternating squares cut out of it (called "embattled" because it looks like the top of a chess rook).

If a person has been King or Queen twice (or more), they are a "**Duke**" or "**Duchess**". A Duke or Duchess is addressed as "Your Grace", and wears a coronet with strawberry leaves.

As mentioned before, the pair that wins at Crown List are the **Prince** and **Princess**. They will be Prince and Princess for some time, usually a few months. They are each addressed as "Your Royal Highness". They are the next in line to be King and Queen, and are treated with great respect. The **King** and **Queen** are the highest ranking people in the kingdom. All awards and honors come from them. They wear Crowns and are each addressed as "Your Royal Majesty". They are treated with the greatest respect.

Using the rank system creates a special environment for the SCA. With it, people from different kingdoms can connect in the common game. It allows all the people who participate to get a special feeling of being part of something larger than themselves. It adds a special flavor to everything we do, and a richness to our chosen activity. ❖



Guide to SCA Officers

Lady Cynewise aet Sceaduwuda

So, being new to the SCA, your brain is probably teeming with questions. And certainly, among those thousands of questions has to be, “who runs things around here?” So please, consider this your guide to the officers of the SCA – who to go to when you need help, or who to throw the rotten fruit at if things go badly!

1. The Seneschal

The Seneschal (pronounced “*sehn-eh-shahl*”) is our Chapter President. A Seneschal has many duties: overseeing all lesser offices, running business meetings, overseeing event planning, communicating kingdom news to the group, and when necessary, mediating conflicts. If you think “club president,” you will be on the right track when thinking of a Seneschal. Go to the Seneschal if you want to hold an office, if you are having trouble figuring out who does what, or if you want to bring up business at the next group business meeting.



2. The Knight Marshal

The Knight Marshal of any group is the person in charge of all combat activities. In many groups, the Knight Marshal is mainly in charge of “heavy” combat, but officially the Knight Marshal is in charge of ALL combat-related activities of a group, be they archery, rapier, live weapons, or equestrian. Go to the Knight Marshal if you want to fight in any capacity, if you want to make armor and need help doing so, or if you want to learn about combat-support activities.



3. The Herald

The Herald is the person in charge of heraldry for the group. Since we study the Middle Ages, and since heralds were very important people in the Middle Ages, you can imagine how important the Herald is to the group he serves! The Herald is the “communications center” of the group. He is in charge of all communications at large at meetings and events that the group hosts. He is also in charge of assisting all group members to



choose a historically accurate Society name, as well as creating a “device,” or pictorial representation. Go to the Herald if you want to pick out your SCA name, you want to make a device, or you’d like to help out with any heraldic needs at your group’s next event

4. The Reeve (Exchequer)



The Reeve / Exchequer (“*ex-checker*,” both titles are used interchangeably) is the group treasurer. He is in charge of the group bank account and keeping records of all monies spent by the group. Go to this person if you have bought something out of your own pocket for group use and want to be reimbursed (please CHECK BEFORE YOU SPEND YOUR OWN MONEY to make sure you can be reimbursed for the expense!), or if you have any questions about the group’s financial status.

5. The Minister of Arts and Sciences



This officer is in charge of any art or science activities that go on in his group. He assists group members with project research, and gets group members in touch with other Society members to assist them with their endeavors. The A&S Minister many times knows where to procure raw materials for craft projects as well. Contact the A&S minister if you want to learn how to do something (like make your first SCA outfit), or if you need help planning your next big project. If your A&S person doesn’t know about it personally, he can get you to who does know!

6. The Rapier Marshal



The Rapier Marshal is the person in charge of fencing-style combat activities. Many groups will have a separate officer from the Knight Marshal to coordinate rapier practices and activities. Go to the Rapier Marshal if you want to participate in fencing or if you want to make rapier armor and need assistance.

7. The Chatelaine



Newcomers are very important to the life of any SCA group. They are so important that we have an officer devoted to them – the Chatelaine (“*shat-eh-*

layne”). The Chatelaine answers questions about the SCA for those new to the Society. He also coordinates demonstrations, or “demos;” these are events held in a public place to make the general population more aware of the SCA and what we do. The Chatelaine is usually in charge of something called “gold key,” or loaner outfits for newcomers who have not had a chance to make their own SCA garb yet. Go to the Chatelaine with any needs you may have as an SCA “newbie,” from garb to feast gear. Also, the Chatelaine can work with other officers (the Minister of Arts & Sciences, the Knight Marshal) to get newcomers information on other areas of interest that they may have.

7. The Chronicler

The Chronicler’s job is pretty self-evident from their title; he chronicles the life of his group, usually in the form of a group newsletter. Newsletters can be anything from a single black-and-white page to a full-color magazine, including articles on SCA topics, event reports, officer letters, and a calendar of upcoming dates for the group. The publication frequency varies from group to group, but most groups publish some form of newsletter at least bi-annually. Also in some groups, the Chronicler is in

“Please don’t hesitate to go to ANY officer of your local group with any question you may have.” charge of keeping the group phone list up to date. Go to the Chronicler if you would like back issues of newsletters or a phone list, or if you

have a great idea for an article that you would like to have published.

8. The Minister of Children

Another “self-evident” office, the MoC (abbreviated) is in charge of any children’s activities that go on in a group. The MoC usually procures supplies for craft activities as well. If a group has an event, the MoC can run a “page’s school” there, or activities at the event specifically designed for children under 12. Go to the MoC if you have kids that would like to participate in SCA activities or if you love kids and would like to help the MoC at an event.

9. The Chirurgeon

This is our first-aid officer. The Chirurgeon (“kee-rur-je-on”) makes sure event attendees are amply hydrated to avoid heat-related illnesses; he also evaluates injuries and advises the injured on the best course of treatment, from simply having the person clean a scraped knee to advising a trip to the nearest medical facility for an allergic reaction. Go to the Chirurgeon with any health-related concerns you may have in your SCA play.

10. The Historian

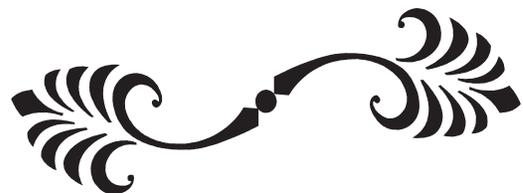
A group’s Historian keeps records of major group events and milestones. He has records of all awards won by the group at large and gentles within the group, as well as any news articles or television broadcasts that feature members of the group. Go to the Historian if you would like access to any of the information he has collected, or if you have information to add to his collection!

11. The Web Minister

The Web Minister is the person in charge of the group’s Internet website. He usually procures host space for the site, and will make updates as needed to the site as information changes. The Web Minister is a deputy under the office of the Chronicler. Go to the Web Minister with any known problems with the group website, or with information that needs to be updated on the website.

One final note: some groups don’t have all these offices filled. Certain offices are considered “lesser” or non-mandatory offices, and depending on group attendance and interest, these offices are filled at the discretion and need of the group.

But when all is said and done, please don’t hesitate to go to ANY officer of your local group with any question you might have, or just to talk about your ideas. We are always ready to listen, and to help. ❖



Getting Started with Garb

Lady Genevieve de Valois

At all SCA events the participants will be wearing costumes from our period of study. Many people refer to their costumes as “garb.” For those that are new, “Gold Key” is the local officer position that has costume items to loan out for events. All you have to do is coordinate with the Gold Key about what you need and when you need it and that person will assist you as best they can.

There are more ways of approaching costuming in the SCA than can be written here. In my own personal opinion, you need to decide what region (England, France, Russia, etc.) and what time period you are interested in portraying. This can come after you’ve chosen a persona and name or before that depending on what’s important to you. Some people choose their persona based on what kind of costumes appeal to them. Other people are enamored with a certain time & place in history and then research the appropriate clothing. Either method is perfectly valid.

The next thing you need to do assess your own personal abilities and resources. Do you have the skills to make your own costumes or do you want to learn? If so, do you have what you need (like a sewing machine) to accomplish this task? If you want to make your own costumes then you should work with someone such as the local Arts & Sciences officer to help you find good resource materials and perhaps hook you up with an individual or group of people that are already proficient in the style of costuming that interests you. If you have decided that you don’t want to make your own costumes, then you will want to seek out other avenues. Do you have a friend or relative that would be able & willing to sew for you? Can you afford to purchase costumes from online retailer or merchants at events. If you have a particular skill that someone who makes costumes could use, you might be able

to work out a barter situation with a local costumer, such as I’ll make you leather pouch if you’ll make me a T-Tunic, etc. You should be able to ask most people in the SCA about merchants and online retailers for garb, but your local A&S officer and your Gold Key, should be able to offer suggestions about where to purchase garb as well.

There are a lot of great resources for determining what style of costume is appropriate for your region and time period. For middle to later period garb, portraiture, painting and statues are excellent sources and there are even some museums that have actual historical costumes on display. There are also generic compilation books on the history of costume that are good for the beginner to just get an eye for what’s out there. Francois Boucher’s 20,000 Years of Fashion is one of these resources.

There are also some excellent resources for particular eras such as Queen Elizabeth’s Wardrobe Unlock’d, The Tudor Tailor, Fashion in the Age of the Black Prince, Textiler Hausrat, Moda a Firenze, the list goes on and on.

Your local A&S officer should be able to point you towards some excellent resources. Also, don’t be afraid to engage people in discussions about their costumes, especially when it’s the type of look you are wanting. Ask them if they made it themselves or did they

buy it. If they bought it, ask them where. If they made it ask them to recommend resources for you. Ask them about the elements of their costume and why they chose the fabrics and construction method they did. These informal discussions not only build excellent relationships, but can often times be more informative than taking a class.

Once you’ve decided on your style of costume, the most common following question is “what kind of fabric should I get?” Naturally, this depends on the style of costume you’ve chosen. Generally speaking you want to use naturally occurring fibers such as linen, wool, silk and cotton, rather than synthetic fabrics such as Acetate and Rayon. This is especially

“Keep in mind that you are the one that is going to be wearing the costume and YOU are the one that has to be happy and comfortable in it!”

true with earlier period garb such as T-Tunics. When you get into making late period garb such as Elizabethan or Italian Renaissance it becomes more challenging to find “perfect” fabrics. Sometimes it’s hard to find a good “pattern” and sometimes you find the perfect fabric, but it’s outrageously expensive and way out of your budget. There will come a time when you will find a lovely fabric that has a “period” design that is made of a synthetic fabric. Consider this permission to buy that lovely fabric and use it. You can’t always have everything just perfect. As long as you are not entering your costume into an Arts & Sciences Competition, it’s perfectly o.k. to make these substitutions. Keep in mind that you are the one that is going to be wearing the costume and YOU are the one that has to be happy and comfortable in it!

After you’ve got the basics of the costume down, you will want to consider adding accessories to your costume. Things such as jewelry, head wear, pouches and purses etc. This is an area that can get confusing to new comers because the SCA has a lot of accessory based items that denote something special in the SCA. For example, the color of your belt should not be white unless you are Knight, red, unless you are a Squire to a Knight, should not be yellow unless you are a Protégé to a Pelican, and should not be green unless you are an Apprentice to a Laurel. Crowns and circlets should not be worn at all until you have obtained SCA awards that allow you to wear these items. I recommend you take the SCA class, “Protocol & Precedence” to learn about these awards and what the different styles of circlets mean.

Additionally, some care should be taken in choosing necklaces as a gold neck chain denotes someone as a knight and a silver neck chain is for squires. Laurel Wreaths, Pelicans and crowns should not be used in jewelry, heraldic decorations or even on your fabric unless you are a Laurel, Pelican or royalty respectively. There are many other items such as these to be cautious of in the SCA. Most of these items you can learn about by asking questions, learning about awards and ranks in the SCA and taking classes at events about the structure of the SCA. You may also want to consider

purchasing a copy of the Known World Handbook. Not only are these issues addressed in depth, it also includes some basic patterns for simple costumes to help the new comer get started. ❖



Photograph of the author, Lady Genevieve, at Gulf Wars displaying her personal creation, a Florentine gown from the 1550s.



Introduction to the Arts and Sciences

Lady Genevieve de Valois

 Inside the SCA you will hear the term A&S, which refers to the Arts & Sciences. While many will tell you that fighting in the SCA is what makes the world go round, we wouldn't have the atmosphere and period feel that makes up our society without the Arts & Sciences. There are two types of A&S categories, static and performing arts.

Static arts are those things that are physical in nature and can be placed on a table or arranged on a mannequin etc, whereas performing arts require the individual to actually be present to perform or display. Both the static and performing arts create ambiance through the costumes & armor we wear, the dancing, food and decorations we enjoy. Everyone can find some aspect of the Arts & Sciences that they enjoy.

Within the Kingdom of Meridies there are several categories of static arts, including:

- Animal Husbandry & Horticulture
- Armoring
- Bone-Horn & Amber
- Brewing & Vintning
- Calligraphy & Illumination
- Ceramics-Glass & Sculpture
- Cooking
- Costuming & Accessories
- Creative Writing
- Fine Arts
- Hair Dressing & Cosmetics
- Heraldic Display
- Historical Technology
- Jewelry
- Leatherwork
- Metalwork
- Printing Sciences

- Research
- Still Room Arts
- Textile Arts Application and Construction
- Woodworking

There are also many categories of performing arts:

- Dance
- Instrumental Music
- Poetry Recitation
- Storytelling
- Theatre
- Vocal Music

To learn more about what types or arts are included in these categories you can talk with your local A&S officer or look on the Meridian Arts & Sciences Web Page which is linked through the Kingdom of Meridies website.

Many new comers will find themselves asking, "How can I get involved in the arts & sciences?" This depends entirely on your level interest, not your present level of skill. We are an educational society and a huge focus for us is teaching our crafts. So the first thing a new person can do is take classes in the arts that interest them. These classes are offered both at local meetings and at events.

If you're not seeing classes on topics that interest you, talk to your local A&S officer. That person should have informational resources for you on those topics and can likely find someone to teach an upcoming local class on that topic once they know there is interest. The officer can also find out if classes on those topics can be taught at some upcoming events you might be attending. Take enough classes and do enough research on your own and one day you might find yourself teaching classes on your favorite art!

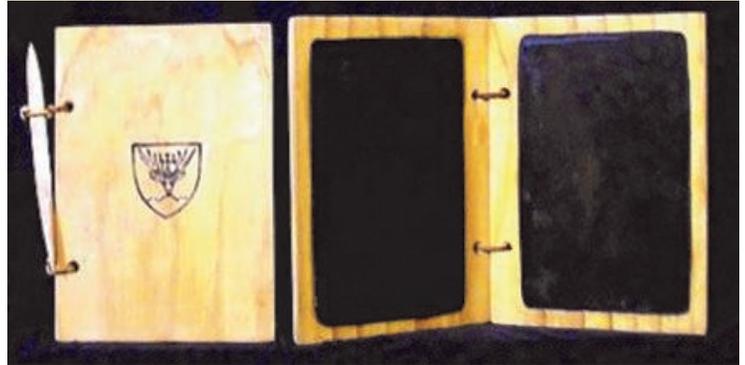
Depending on your level of interest, you may then want to start doing some research of your own and creating your own artistic items. You will need to

decide whether these items are for you (or a friend) personally or whether you will want to enter them in a competition. In Meridies, some artisans enter their crafts in Local, Regional and Kingdom level competitions and sometimes even Inter-kingdom competitions. Many people who enjoy the A&S aspect of the SCA never enter in a competition. However, entering in competitions can be both fun and informative. It's a great way to learn how to improve your skills and research and to get ideas for new resources. If you think you would like to enter your item in a competition, you will need to plan this from the beginning so that you can properly document the construction of your item start to finish. It can be very frustrating to try to document an item after you've completed it. You can work with your local A&S officer for details on how to start this process.

It is generally recommended that you start out by entering in a local level competition. Then once you're comfortable with the process, enter in a regional level competition. Currently, there are two regional level competitions in Meridies at Magna Faire, which is held in December and at Mid-Winter A&S which is held in February. The annual Kingdom level competition is Kingdom A&S which is held in June and it is highly recommended that you have first entered your item in a regional level competition. There are also two war events that offer people the chance to compete with their arts on an inter-kingdom level, Gulf Wars (March) and Border Raids (June).

As much as many of us love the competition aspect of A&S, don't feel like you have to enter in competitions to be considered an SCA artisan. Anyone who creates beautifully crafted items that have a "period" look and feel, contributes to the atmosphere of the SCA that makes our play in the Middle Ages & Renaissance just a little more believable and fun. So, go forth and create art! ❖

Some of our shire member's A&S projects:



A Roman / Medieval wax tabled created by Aedan macAirt Scellic Michil.



Period clothing constructed by Edain inghean Raghalligh



A heraldic cape with hand embroidery by Francesca Tessa d'Angelo

What to Expect at an SCA Feast

Lady Aislinge MacCuithein

During Medieval times the feast was a special occasion meant to impress. Dishes were elaborate and abundant. It was the time to use the exotic and expensive. The feast itself could last several hours and this time was used to socialize, build alliances or show strength and wealth to your enemies. In the Society for Creative Anachronism, we try to emulate and create a similar experience.

As a newcomer attending your first SCA feast there are some things you will need to know. So what exactly do they mean by feast gear? The short answer is whatever you need to eat feast with, which includes the obvious of plate, silverware, and drinking vessel. In addition you need to consider a bowl for soups or stews, another bowl for bones or garbage, a salt cellar, tablecloth, napkins, candle, candle holders and matches.

So what exactly do they mean by discreetly wet? Alcohol is never served as part of an SCA feast however if you wish to bring your own it is entirely acceptable as long as it is not in its original container. Check site rules as to the "wetness".

So what exactly do they mean by feastcrat? This is a term the SCA uses to denote the person in charge of feast and consequently the kitchen. If you have any food allergies or concerns this is the person to check with. An ingredients list will be posted on the kitchen door or in the feast hall. Often times it will be posted on the web flyer for the event.

Usually about thirty minutes before feast is to be served the hall steward will open the doors and allow the populace to enter and set up tablecloths and their dining space. Right before feast is to be served the hall steward will dim the lights and the populace will light candles providing the ambiance

for the feast.

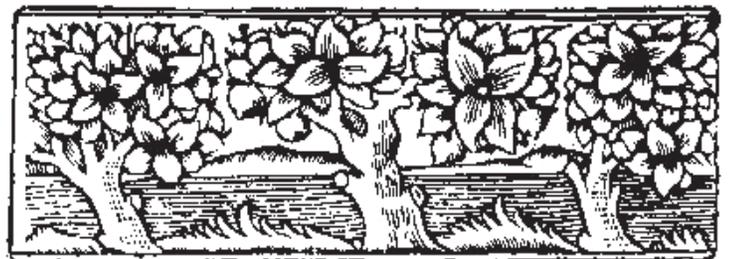
According to the feastcrats preference, feast will then be brought out by members of the populace who have volunteered to be servers or a person from each table will get the trencher for that table. At most feasts there is an abundance of food so go hungry! Most often, there will be between 3-5 courses with 3-6 dishes in each course. Drink servers will come around periodically to pour water, tea and lemonade.

It is a good idea to go to feast with an empty stomach and an open mind. During the middle ages food was prepared using ingredients and spices that we are not familiar with, Galengale, cubeb, and grains of paradise to name just a few. Most are delicious and are still used today in other countries. Don't be afraid to try a dish that has a key ingredient that you don't like. You might find out you like it!

"It is a good idea to go to feast with an empty stomach and an open mind"

At some point during the feast a toast will be made to Meridies, their Majesties and their Highnesses. After, their Majesties will ask the feastcrat to come forward and thank him/her for all their efforts. At some feasts there will be entertainment from recitations to middle eastern dancing.

After feast is over comes the fun part....clean-up. A populace wash station will be set up in the back of the hall. Occasionally there will be someone to wash your dishes but you are ultimately responsible for cleaning your own feast gear and table, the hosting group would love it if you helped clean the hall and set up for the ball, if there is one. ❖



The Martial Prowess of the SCA

The Honorable Lord Fulke Grim called Ursus

Here I was—in the ravine as a hundred small skirmishes seethed around me and my opponent. We stood on the left slope of that embankment, amid scattered trees with countless wet and brown leaves underfoot—promising an unobvious slip to any carelessly placed foot. We stood practically toe to toe for the eons that seconds of battle can create. Our blades shimmered, cracked, sparked, spat, skittered and slithered—wheeling like birds, striking like sunlight. Lunge, parry, riposte, ward in quarta, thrust in prima, draw, parry, on and on. The sweat of the day's battles ran down from my helmet into my eyes. Lunge! Dirt and grit from the sandy soil was on my face, in my hair, irritating my fingers in their gloves. Parry! The muscles in my forearms were tiring from intermittent battles all day long and my back was—parry, thrust!—screaming at me to be done. My opponent had to be feeling the same. Parry. But he was younger, leaner. Thrust. And he was almost legendary. Everyone called him Gunny and here I was facing him. Thrust in terza. Another eon of strike and counter-strike. The battle had moved on past us—we were alone on that staggered slope. By a strangely mutual consent, we broke apart and gauged each other. Gunny complimented my parrying. Stunned by such high praise, I thanked him. We crashed into each other again. Was it me that slowed or him that redoubled? I don't know, probably both. There was a renewed flurry of blows and I was dead.

—An account of battle at Gulf Wars, many years ago

As the SCA covers a grand scope of history, so it follows that the martial arts of the Society are equally grand in scale and variety. To foster a fun and enjoyable atmosphere in which to recreate ancient combat forms, the SCA provides several fields of martial

study. Each martial discipline seeks to offer as realistic a venue as possible for individual interests. Some of these options are more "sporterized" than others; some are more solitary disciplines. All offer free instruction.

Free instruction is an almost direct inversion of what one would expect in a mundane martial arts dojo. A lot of the martial equipment used in the SCA is somewhat rarified and therefore often expensive. In most mundane dojos, the majority of the expense is the instruction, followed by the purchase of reasonably priced, mass-produced safety pads and weaponry. Yet expensive equipment is not always necessary for SCA martial pursuits. Each martial discipline has guidelines engineered to make it feasible for members with great enthusiasm but limited resources to advance within their limitations. Some equipment can even be crafted more cheaply than it can be acquired. And there are always more experienced members who are willing to help with their knowledge. Yet as Western Martial Arts grows as a field of endeavor—within the SCA and outside of it—the cost of some equipment is coming down. The more people play around with swords and armor on a regular basis, and call for those swords to be well crafted and safe, the more suppliers will vie to meet our needs.

Western Martial Arts in the SCA

“Each martial discipline has guidelines engineered to make it feasible for members with great enthusiasm but limited resources to advance within their limitations.”

There are two dominant forms of man-to-man combat in the SCA. Armored Combat and "Rapier" Combat. Judging by an article by Diana Paxson in the *Known World Handbook*, it can be fairly claimed that both forms had their beginnings at the first tournament of what became the SCA. Both disciplines have evolved considerably since 1969.

In **Armored Combat**, participants don "real" armor according to their interests and fight with weapons made of rattan or fiberglass, depending on weapon type. Armor and weapons must meet rigorous safety standards and combat is gov-

erned by the honor system. Combatants are on their honor to call blows according to the same standard. Over the years, Armored Combat has broadened to include Combat Archery and Siege Weaponry. Of note, Armored Combat is also the only avenue to kingship in the SCA.

Rapier Combat started out as olympic fencing in period garb and has grown in breadth and scholarship. Though the renaissance spada or rapier still maintains dominance in this venue, the range of weaponry approved for use is formidable—two-handed swords, scimitars, katanas, etc. Rapier Combat differs from Armored Combat in that the weapons used are more realistic while the armor is lighter. Rapier combat could be said to resemble civilian combat whereas Armored represents military combat. Flip sides of a crucially important coin. While we today have the option of focusing on one interest or another, our forebears would not have disadvantaged themselves so. Regardless, Rapier Combat is governed by very stringent safety standards.

Rapier Combat has also spawned a new combat form which could be said to bridge the gap between Armored and Rapier. Cut & Thrust combat combines somewhat heavier armor than normally used on the rapier field with realistic metal military swords. This combat form is somewhat slower in action than the former styles and is dedicated to correct technique rather than glorification of individual skill. Only very experienced combatants are allowed to participate.

Other, no less enticing options for the burgeoning martial artist in the SCA include Equestrian Arts & Live Weapons.

Live Weapons embraces the use of bow and arrow, throwing axe, spear, dagger and any other type of thrown weapon. As these weapons are sharp and pointy and less than fun to be struck by, Live Weapons is a target oriented martial discipline.

Equestrian Arts is a fairly varied avenue. Martial pastimes supported by the SCA include Mounted

Combat activities, Mounted Live Weapons, and Jousting. Jousting and Mounted Combat are combative challenge activities pitting rider against rider, while the Equestrian Live Weapons arts are—like ground-oriented Live Weapons—target oriented. Because horses can be expensive to maintain and because they are treasured in themselves, very strict requirements are enforced to preserve the safety of horse and rider.

In all these glorious and varied activities, fun is the goal while safety is the means to achieving it. You don't even have to own your own equipment to get started in most venues. Many people and groups have extra gear or are willing to let interested people borrow gear to try things out. Passionate enthusiasm is the first ingredient for success in any martial undertaking. ❖



*Two armored combatants, Richard Fenwick (left) and Leopold the Wolf (right) compete for honor and glory.
(Photograph by Genevieve de Valois)*

So What's Next?

By now you have learned about many of the different activities you can do in the Society for Creative Anachronism. But as much as you've learned, there is so much more left to explore!

So, you're probably asking yourself, "what's next?" There are many different things you can do now that you've gotten a bit more familiar with the SCA.

Go to an event. The Society experience is centered around events. Check with some of the local shire members to see if anyone is traveling to a nearby event. Your shire members will often be more than happy to bring you along! They can help you meet people, get oriented with the customs and mannerisms, and get involved in the activities at the event. You can always borrow some garb and usually some feastgear from your local Chatelaine to help you fit right in.

Start on a persona. As you read in Cynewise's article, creating an SCA persona is a great start to your time in the Society. Seek out your local herald to begin looking at names from different times and places. Maybe you already have a feel for the when or where, maybe you haven't even begun to start; either way, your herald can provide you with some resources for authentic period names.

Begin your garb. As you read in Genevieve's article, starting on your own garb is easier than you think! Some of your fellow shire members may construct garb for themselves or others and will be glad to teach you how to start on your own. You may also find that costuming isn't your forte. There are many individuals who sell garb at events and at various places online.

Attend a local fighter practice. If the article by Ursus on fighting has intrigued you, visit a local fighter practice. In most cases, you may be invited to test out a sword and shield your very first practice should you desire. The knight or rapier marshal will be able to start you on the path of getting out-

fitted to participate in combat activities. Gathering heavy or light combat equipment such as armor, clothing, and weapons may be as simple as purchasing them from vendors at an event or constructing the elements yourself! In the meantime, the marshals may have loaner gear for you to train with until you have your own.

Get into an art or science. With the huge amount of options open to you in the arts and sciences, you may already have experience with a field that directly correlates to an SCA activity. You may even find a passion you never knew you had! The local shire frequently offers classes or workshops to start the learning process and get you started in the arts and sciences. Many events also offer classes, many with hands-on demonstrations.

Help out. There are always opportunities to get involved and lend a hand in the shire and kingdom. Many officers can use deputies to help with their duties and to train the next generation of leaders in the shire. Local events always provide opportunities to help out, from grabbing a ladle in the kitchen to a pitcher of water on the battlefield. Regular business meetings will keep you informed about these and other service opportunities.

Become a member. The Society offers great benefits to those individuals who become members and the Kingdom of Meridies makes those benefits even greater! Your annual membership fee gets you a copy of the kingdom newsletter, *Popular Chivalry*, which is filled with important information, articles, event flyers, and more to keep you up-to-date on everything happening in the kingdom. It also enables you to hold some offices in your local shire, giving you another opportunity to serve. In Meridies, you also save money at each event you attend because you no longer have to pay a non-member surcharge. If you take your family to events, you can save even more as a member!

Now that you know some things you can do, go out there and get started! You're a part of the Current Middle Ages now! ❖

