

FOX TALES



The Newsletter of Vulpine Reach

AUG 1997 "ALL THE NEWS THAT'S FIT TO ENGRAVE" A.S. XXXII

"Oh, no! It's a Learning Experience!"

Locals Attend R.U.M.

On into the evening on Friday, the Lady Diana, milady Cassandra, and I began our journey to undertake a term at University. We had a rather uneventful journey down, and arrived shortly after midnight (in their time). We were happy to find that there was cabin space available with some of our friends in the minstrel's guild, although we had to be on a waiting list for feast space (we were able to get feast after all, some people were unable to come). Cassandra was slightly unsettled to discover that they had not received her reservation, but they did sell her the last feast space. Anyway, we were there and ready to learn lots of neat stuff!

The next morning dawned bright and clear, and after a shower and some breakfast, it was off to class. I opted for the classes in the seneschal's symposium, since one can never learn too much about how to do one's job. The classes were good, interesting, and well taught, and provided a lot of good information. I learned things about communication, what the other officers do, how to try to help resolve conflict, and what Corpora and Kingdom Law really say. I must admit though, I did not do class the last period to go swimming. Of course, I... uh... NEVER did any such thing when I was really in college (well, not often anyway).

Court was held in a nice air conditioned chapel. During court, two graduation candidates were awarded Lector degrees. I'm sure there could have been more if people had managed to reconstruct their transcripts in time. Certainly, there will be more from now on. Also, Their Majesties gave out several awards, including a Meridian Cross to our own Lord Ursus Grimm. Huzzah,

Lord Ursus! Well deserved!

Feast was excellent! Her Grace Duchess Caroline and her (obviously) well directed kitchen crew set before us a feast that was a symphony of flavors, textures and temperatures. After a hot day, some of the (intentionally) cold dishes really satisfied, but the hot dishes were a delight as well. After feast, an auction was held which was fun and raised a good amount of money.

While the hall was being cleared for dancing, the minstrels go together and decided that we needed to cool off before we would feel up to playing, so we all headed off to the pool. When we got there, we wound up getting into a grand volleyball game using one of the ropes as the net. The minstrels' guild took on the fighters, and even though no one was keeping score, I feel confident in saying that we won. We outlasted them, if nothing else. That game must have gone for nearly three hours. A good time was had by all.

The next morning, after a traditional SCA Sunday breakfast of leftovers, we loaded up the car, went to a meeting of the Minstrels' Guild and Saltare, then went out to lunch with several of our friends. We then had a nice easy drive home. We had a wonderful trip, I hope more of us can make it to Royal University next year.

-Laird Davoc Walkere

Don't Forget!! This month and most of next month are going to be very busy times for your shire! We have Tourney of the Foxes, the Labor Day Demo, our part of Coronation, and the Renn Faire! Volunteer!

CALENDAR

Weekend events are marked in bold, local activities are in normal typeface, and holidays are marked with asterisks.

AUGUST

- 2 - 17 **Pennsic War 26 - Aethelmarc**
- 4 Biz Mtg./Fox Tales distribution
- 9 Beggar's Rebellion - An Dun Theine
- Gaterraids Two - Camden Tor
- 11 Class: Mailmaking for the "All-Thumbed" - THL Fenwick/Fox Tales deadline.
- 13 Kraft-Madness Nite at Lady Kate's
- 18 Final Prep Biz Mtg for Tourney
- 23 **Tourney of the Foxes - Vulpine Reach**
Slay the Dragon - Ewige Vogel
"All Archery" Event - Seleone
- 25 Tourney "Post Mortem"
- 30 Warfaire - Lagerdamm
Red Tower - S. Downs

SEPTEMBER

- 1 ** Labor Day ** No meeting, but...
"Renn-Faire" demo at Signal Mt. Country Club
- 6 Knight's Gambit - Brantestone
Champion's List - Tir Briste
Baronial Championship - Axemoor
- 8 "Last Chances" Biz. Mtg. for Coronation
/Fox Tales Dist.
- 13 **Fall Coronation - Vulpine Reach & Glaedenfeld at Camp Kiwanis**
- 15 Optional "Casual" meeting/Fox Tales deadline.
- 20 Harvest Moon - Thorngill
Tavern Brawl - Rising Stone
St. Basil's - Ardenroe
- 21 ** Autumnal Equinox (observed) **

Meetings and Practices:

Local chapter meetings are at Trinity Lutheran Church, Hixson Pike and Hwy 153 on Monday evenings at 7:30 p.m. Fighter practice is held at the Tennessee River Park behind Chattanooga State Technical Community College near the railroad bridge on Sunday afternoons at 2:30 p.m. Contact Lord James at 949 - 4394 for information on Archery Practices.

BEST BETS:

8-9 Beggar's Rebellion, Camp Arnold, Cullman, AL. (129 mi.) Prices: \$15 weekend, \$13 daytrip, 12 years and under

deduct \$5, members deduct \$3, "Off-board" deduct \$3. Peasant's weapons tournament, no shields. Armor inspection at 9, fighting starts at 10 (CST). Tavern games, gosling activities, feast provided. Tenting event.
8-23 **Tourney of the Foxes**, Camp Kiwanis. Apison, TN (18 mi.) Prices: Weekend \$23, weekend off board \$15, daytrip w/feast \$13, daytrip w/o feast \$8, members deduct \$3. Your very own local event! 6-man meleé tournament, strolling bard competition, Red Fox archery tournament, IKAC shoot, "Infamous" Camp Kiwanis Pool, new-world feast. For the rest o' the scoop, see the flier later in this issue!

REGNUM

Seneschal. Constable - Laird Davoc
Walkere

Randy Walker (423) 875 - 5417

lddavoc@aol.com

minstrel@utc.campus.mci.net

Knicht Marshal - THL Richard Fenwick

Ken Scott (423) 698 - 5007

Herald - THL Alexander Ravenscroft

Brian Moore (423) 870 - 5132

A & S Minister - Lady Kate the Green

Betsy O'Shee (423) 629 - 1238

Hospitalier - Lady Diana Fiona O'Shera

Diane Walker (423) 875 - 5417

Minister of Children, Historian -
Mellisande of Rennes

Brenda Britton (423) 870 - 0511

Chronicler - Lord James Toxophilus

Jim Long (home) (423) 949 - 4394

jamestox@juno.com

(Work FAX) (423) 785 - 1319

Media Steward - Mistress Lijsbeth Tijzsz
van Brugge

Leslie Dulin (423) 886 - 6256

Reeve - Vonda Sisson (423) 698 - 7145

Royal University Provost - Lady Rachelle
du Pied-Leger

Rachel Lightfoot (706) 965 - 7947

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Warthaven™



IDEA BY SIR GUNTHER PATHWARDEN



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From "New Guy"

Ah, once again I take mighty pen in hand and set out to chronicle my adventures in the SCA.

I'm coming up on being in the Shire for one year and I can't believe all that's happened to me. I would like to thank everyone for their kindness, especially Lady Diana and Lord James - who put up with all my silliness and stupid questions (and hopefully continue to do so!).

Okay! Enough of this sappy stuff and on to the real article: Yesterday, I showed up to fighter practice for the first time in a loong time (well, long for me at any rate...) and I saw Shane!

Now, this had been about the same amount of time since we last saw each other

and the first thing he says to me is, "You've gone 'hippie' on me!" Hippy?!! So what, if my hair's getting long and I wear beads?? I've not gone hippie - I've gone *early period*!! 'Sides, I didn't really want to point out the fact that he's gone *respectable* on us by getting *married* and having a kid on the way! Geez. Though it *is* kind of weird - considering that it seems like yesterday when I first wore the armor and got whacked by *everybody* back then....

Still, it will be a long time before I can fight again, but I'm over that. Honest! I found some other way to get in that violence I crave: Tae Kwon Do (which I won third place in the regional this past weekend - yea for me!). But, then again, a really sweet

letter to certain members of the Royalty could speed that little wait up a bit, ha, ha, ha....

What else, what el... OH YEAH!! I'm in the new SCAMedia [del' arte]! Come and show your support (orally and monetarily...) for us at Tourney of the Foxes! Rachele went crazy and it's very funny - I promise!!

Now it's time to say goodbye and I promise I'll try to make this a regular column - honest! Pax Vobiscum!

- Matthew



From the Seneschal

Greetings and salutations to the good people of Vulpine Reach from your seneschal, Laird Davoc Walkere.

Well, good gentles, we have a lot on our plates for the next two months. Let's do what we can to keep from driving ourselves to exhaustion. If everybody will pitch in and do what I know this shire is capable of, then we should be fine. Please commit to help out with specific tasks at Tourney of the Foxes as early as you can. This will help our autocrats sleep better. Of course, some of us have already been given our assignments, so that's alright. Just don't let the fact that you have an assignment keep you from helping out with other things that need doing, unless they are in direct conflict with each other. At Coronation, we may be in a better position to jump in and help, since our primary responsibility will be site setup and breakdown. So don't be shy about pitching in.

Then comes the Renaissance Faire up on Signal Mountain, where we will be doing just about everything but cooking! It's two days this year, which just means that we will be twice as tired as usual. One nice thing about that is that we won't be completely breaking the fair down on Saturday night. Maybe some of us will decide to go eat dinner together or some such as that.

It's going to be a busy two months, but I can't think of a group of people I would rather be working with!

In service to Meridies, Their Majesties, and the people of this fair Shire,

- Davoc

Research:

"Coffee, The Wine of Islam" (Part 3)

Two Methods of Coffee Making

Extracting coffee from the bean is done by either *decoction* or *infusion*. This is true for period coffee making as it is for the mundane:

1. A *decoction* is a liquid produced by boiling a substance until its flavor is extracted. In the year 1000 A.D., coffee - as medicine - was a decoction of unroasted dried fruit, beans, and hulls (sometimes even the leaves). Boiling was done in stone or clay cauldrons. About 200 years later, the decoction was made of dried hulls alone. During the following centuries, whole roasted beans and later ground-roasted coffee were boiled to make the beverage. Coffee remained strictly a decoction for 400 years.
 2. An *infusion* is extraction accomplished at any temperature below boiling. It is the only alternative to decoction for coffee making, but can be broken down into various methods: steeping, dripping, or filtration. Steeping is the simplest form of infusion - hot water is mixed with ground coffee loose in a pot or in a container resting on the bottom of the pot (remember, the water must not be boiling to get an infusion). Dripping, sometimes called "percolating" - to confuse us with the common percolating coffee pot which doesn't infuse but *boils* coffee - means letting water slowly percolate through fine apertures, through the coffee and into a china or metal pot below. Filtration is dripping through a porous substance like cloth or paper.
- Turkish or Greek Coffee (decoction)**
- This is the oldest surviving brewing method: the decoction of ground roasted coffee. It is made in an *ibrik*, a tall, long-handled copper or brass pot which has not cover and tapers toward the top and is designed to keep the mixture from boiling over and to keep some of the grounds in the pot when the coffee is served.
1. Measure three ounces of water for each demitasse cup and warm it in the *ibrik*.
 2. Add to the water one very heaping teaspoon of darker-roast coffee, like brown-roasted Maracaibo and Italian

roast, ground fine like flour, and a heaping teaspoon of sugar (more or less to taste) for each cup. Custom dictates that sugar be left out at unhappy occasions and extra sugar be used at joyous times.

3. Stir. Bring to a boil over medium heat.
4. Pour off half the coffee into demitasse cups, cylindrical as they keep the grounds well away from the lips.
5. Boil remaining coffee again, and remove from the heat. Spoon some of the creamy foam of this twice-boiled coffee into each cup. Another way to get foam into the cups - but it takes practice - is to make your hand tremble while pouring. In Arabic, the foam is called, "the face of the coffee" - and you lose face if you serve coffee without it!
6. Fill the cups, but do not stir the coffee once it has been poured. While still on the stove, the brew may be spiced with a pinch of crushed cardamon or orange-blossom water. In olden times and still in some places, this decoction might be flavored with cinnamon, cloves, amber, frankincense, myrrh, or other things as well as sugar or honey.

As heavily sweetened as it is, and even when heavily spiced, Turkish coffee is very bitter. To assure that it is not made unpalatably so, never continuously boil the coffee/water mixture and always make it fresh.

If you don't have an *ibrik*, you can make Turkish coffee in a regular saucepan, but make sure it's big enough to contain the violent activity of boiling. You'll get less foam and a less aromatic brew, since much of the aroma will escape into the air from the openness of the saucepan. Pouring will be a bit more difficult also.

Swedish Steeped Coffee (infusion)

Coffee was prepared as an infusion by the steeping method in period. This was introduced into France in 1711 and by 1760 was generally employed in Scandinavia. Its origins were probably Constantinople, from thence it traveled to Italy by way of the Most Serene Republic of Venice or the less serene Genoa.

1. Measure cold water into a saucepan and bring to a full boil. Remove from heat or

tum down below simmer.

2. Add the proper amount of regular ground coffee and cover tightly.
3. Let steep for five minutes. Crucial to making good pot coffee is separating the finished brew from the spent grounds, so...

4. Pour the coffee mixture through a strainer, cloth bag or paper filter. If the grounds have been contained in a cloth bag, simply lift out the bag.

The grounds will settle to the bottom of the pot and (mostly) stay there if you (a) break a whole egg into the steeped hot coffee - also put in the shell - and (b) douse into the pot immediately thereafter about a half-cup very cold water. Let the pot set undisturbed three-to-five minutes. Now you may safely pour ground-free cups of coffee. The egg clarifies the coffee, mellows it further and no strainer is necessary.

Danish Cold-Steeped Coffee (infusion)

1. A pound of medium ground coffee is steeped in a quart of cold water for twenty-four hours.
2. This extract is then filtered off and kept in a cold cabinet or under refrigeration.
3. To make coffee beverage, you dilute the cold extract with boiling water to the strength you like.

The Danes claim that this method of brewing coffee gives you an aromatic beverage with no bitterness. Be sure to filter the extract after steeping so that the spent grounds are separated from the liquid. This helps to preserve the mellowness of the extract while under refrigeration.

Note: Two tablespoons of regular ground coffee is considered one measure. Use one measure coffee to six ounces water per serving. This yields European strength coffee. Make it stronger or weaker as you like. Use these guidelines for either decoctions or infusions.

Bibliography

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York, NY, (reprint of the 1853 edition published by Simpkin, Marshall, London, UK, c. 1977.

- Aidan Stonepillar

SCAdian Lore

Unto the populace of Vulpine Reach and all gentle readers, greetings.

Moved was I by Lord James' impassioned entreaty to the assembled populace to give such advice and assistance as we are able to our newest members. In truth, they are the very "future of the Shire" as he so aptly said. I laud those amongst us who have taken these new gentles amongst us in hand and shewed them many of the wonders and ways of our Society. Well done, I say!

Now, it is not my intent to imply that those who have been sharing their knowledge have in any way been remiss in the completeness thereof, but there are a few basic points I would cover in hopes to further enrich that work which has already been done. To this end I have put together the following miscellany of Scadian lore and advice.

Some Common Terms:

Scadian - Belonging or pertaining to the Society for Creative Anachronism (from the initials "SCA").

Mundane - Belonging or pertaining to the common modern world. This does not refer exclusively to non-Scadian people and things, as Renaissance Faires, Pirate Reenactments and similar activities are not considered "mundane" (From Piers Anthony's *Xanth* novels in which the world outside the borders of Xanth was called "Mundania" and its people "Mundanes." Piers Anthony was one of the earliest members of the Society).

Pointy Hats - Titled nobles in the Society (SCA slang referring to the decorations on crowns and coronets).

Troll - The person or persons acting as registration and admissions personnel at an event. (SCA slang from "Troll Booth" below).

Troll Booth - Where the Trolls are located. Sometimes referred to simply as "Troll" (A pun on "toll booth").

Autocrat - The poor-foot ambitious and usually tired person in charge of an event.

Sometimes referred to simply as the "Crat". (Literally, "self-ruling" referring to the broad powers supposedly wielded by this person at the event, *not* the concept that he or she must do everything themselves).

Feastcrat - The (see above adjectival) person in charge of the feast at an event. Sometimes called the "Feastocrat". (Literally, "feast-ruling").

Heavy Weapons - Pertaining to armored combat in the Society using weapons constructed around a rattan base (referring to the general mass of the weapons used, in contrast with "light weapons").

Light Weapons - Lightsabers and the like. No, actually this refers primarily to period fencing in the SCA and the equipment used therein (referring to the general mass of the weapons used, in contrast with "heavy weapons").

Boffle Weapons - Weapons constructed using a boffle tube as the structural base (A boffle tube is a thin-walled semi-rigid plastic liner used to separate and protect golf clubs in a golf bag and are cheap and easily available). Sometimes erroneously called "Boffer Weapons." Boffle weapons can be used without armor. The most common boffle weapon is the boffle dagger.

Live Weapons - Specifically pertaining to those weapons used in Live Weapons competitions, namely: Thrown Dagger, Thrown Axe, Thrown Spear or Javelin, (and sometimes Archery). (From the term "Live Steel," being generally any metal weapon and specifically sharp or pointed weapons).

Live Steel - 1. A sharpened metal weapon of any kind. 2. Any metal weapon (see *Weapons Courtesy* below).

Oyez - (Pronounced *Oy-yay*) Shut up and pay attention, important information to follow (from "hear ye").

Bransle - (Pronounced *Brawl*) A fun peasant dance only occasionally resembling a bar fight (from...Gods, I don't know. Anyone out there with a clue on this one?).

The Crown - The office of Monarch, rather than the person filling the office at the moment. The difference is often confused but very important, especially when matters of fealty are concerned.

Stick Jockeys - Heavy Weapons Fighters (referring to the rattan sticks used in making heavy weapons).

Very well, enough Scadian verbage. On to a subject which I feel has been sadly neglected of late:

Weapons Courtesy in the SCA

Truly it can be said that with all the swords, daggers, axes, bows, and other various and sundry implements of destruction we proudly carry, display, and practice with, the SCA is an armed society. It should follow therefore that we are also bound to be a polite society as well. To this end, there is a set of unwritten rules that must be followed to avoid accident and injury to persons and property. I shall break with tradition a bit and write such of them as I know here for all to learn.

1. All Steel is "Live Steel." Because it is difficult to tell how sharp a blade is just by looking at it, all weapons are considered to be "real" and should be treated as such. This applies to everything. Crossbows are always considered loaded and cocked, replica firearms are considered real and loaded, fencing blades are considered sharp and without safety tips, and cheap, blunt Toledo replicas are treated as if they were deadly, sharp originals. Respect all weapons as if they were the real and dangerous things they appear to be. One never knows when somebody might actually have gone to the expense and trouble of acquiring the "real thing." Also, we are all engaged in a massive game of make-believe, and it helps the game if we pretend everything is real - including the weapons.
2. When bringing a weapon out of a protective casing of any kind, whether it is a scabbard, sheath, or a towel it was wrapped in, call out "CLEAR!" in a loud voice. This informs all around you that a dangerous object is now in the open and keeps people from walking, gesturing, or stumbling into you or the weapon. Do this even when drawing a knife or dagger. If you see someone drawing steel who doesn't call "clear", call it for them. This call is our best defense against accidents and should be used.
3. Never, Never, Never point a weapon at someone, even in jest. Pointing a weapon at someone is a threatening

gesture. Many people in the Society have real, "mundane" combat training and the reflexes that go with them. Pointing weapons at people can be very dangerous for the pointer. Also, as pointing a weapon at someone brings the "business end" of the weapon to bear, it can be dangerous to the person being pointed at if the pointer should happen to stumble or be pushed. **Don't point weapons at people. Just don't do it!**

4. Always, always, always ask before handling someone else's weapon. If the owner is not nearby to give permission, **leave it alone!** If you must move it (to clear for feast, etc.), treat it with respect and be careful with it. Leave it as near to where it was found as possible. Also, there is a difference between holding and inspecting a weapon and brandishing it. If you really want to swing the weapon or test its heft, **ask again.** Most owners won't mind, but some will - or they might know of a flaw that would make brandishing the weapon dangerous.
5. After touching someone's weapon, wipe off your fingerprints to prevent rusting or tarnishing. If you can't do this immediately, inform the owner that you have touched the metal, so that he or she may clean it before it is damaged. If it's stainless steel, pretend it isn't and clean it anyway.

If we can keep the above rules in mind and follow them, we will be better able to safely enjoy our experience in the SCA. There is no reason we cannot arm ourselves as our personae would have and still be courteous, careful, and safe gentles.

I hope that this information proves of some worth to both new and veteran members alike. I remain yours in service to the Dream.

- Ian MacIneirie of Inveraray, Called Donovan

Missives

In Response to "Rockin' Fighters"

My dear Lord Ari,

How kind of you to have such nice words to say about my fighting in the July issue of our Shire newsletter. You do me much honor in saying that I fight "with class and grace". I would like to use this

forum to thank you for your kind words since this is where they were mentioned.

I regret that I was not able to come to the Massive Fighter Practice that you also mentioned. You noticed my absence as did many others. I would have more than enjoyed having someone else's head to hit upon other than the same three to four we usually have every week. That group of 8 sounded like fun.

In answer to your question of "Kate, where were you???" I will have you know that Brother Michael-Lazarus from Glaedenfeld came down that weekend to kindly help me repair my house. We both had all intentions of coming out to fighter practice that Sunday. However, we both had done much work the previous two days, and had stayed up very late Saturday night working as well. We were both very tired when it came time for fighter practice, and I would not have Brother Michael get back on the road to his home in anything less than tip-top shape.

So, honestly, we both took a nap. Please know that our hearts were with you in spite of our absence.

Respectfully,
- Lady Kate

Lo, dear!

This is the note that I got from David Holmes a week or so back. I think I managed to forward it to Joanna for you, but just in case she forgot to pass it along, here is your very own copy! I'll try to get a recipe or two for you soon, too.....

- Diane

Hi,

This is David. Just thought I would drop you an e-mail letting you know how things are going. Well, first off, I can allay fears that I am NOT in the Barony of Storvik as was thought would be my fate. No, I am in the very nice Barony of Ponta Alto, it covers most of the metro area in Northern Virginia. And we have Rapier!!!! We have so much Rapier that I have yet to see a fighter practice that had more heavies than fencers!!!! (Me is way happy and sore). I am not yet employed, but I did interview with George Mason University for a position as Laboratory Specialist (Lab flunky and repair man). Things are fine up here, 'cept

for the fact that people can't drive and gas costs a fortune. Haven't taken a day to go to the Smithsonian yet, been kinda busy with house stuff and SCA. There is an event within 5 hours about every weekend. Not that I can afford to go, but when I can, just watch out. Now on to the good stuff to make you green with envy...

Last night, I got to go see **Riverdance** at WolfTrap Farm!!! It was awesome, the tape is good, but nothing like seeing it live. And they have all the music performed live as well. WolfTrap is a large open air theatre and amphitheatre. It has lots of seating and a large, sloped lawn for cheaper seats (like the ones I can afford). Too bad I wasn't up here in April when the seats were purchased, the Barony is going en mass on Sunday. Enough bragging...he he he.

If it is possible, when the list of classes that we have taught is done, could you please forward it to me so I can fill out which ones I took and so on, so I can work on getting a degree from RUM and perhaps transfer some here. Also, if you would, have Jim or Joanna contact me via e-mail (I lost the address) about me getting a copy of Fox Tales sent to me here. Well, got to go, have fun and hope to see you soon.

David

P.S. this is my new e-mail address, it is web-based and will be permanent:

kenjidragon@hotmail.com

Travels:

"The 'Newby' Chronicles"

Okay, I'm making my little donation to Fox Tales. Lord James asked me if I would like to write about my first three events, how I liked them since I'm new and everything. So here goes:

My first event was the Spring Coronation of Their Majesties Padruig and Linnet. I had fun! Not only did I lose an hour - thanks to the time warp - but I lost *another* due to the time change ("Spring forward, Fall back." - you know) and to top it off, another time warp of, oh, say, *three or four hundred years*. Needless to say, I left with my head swimming. Also, knowing a *lot* more than I did before the SCA.

Second event: That was our own collegium...and Lord James, I forgot the

name and how to spell it. I'm sorry [Ed. Note: That's quite all right, milady Cassandra. The event was "The Meridian Music Academy and Archery Field Day," also known as "Collegium Sionnach."] Anyhoo, I had tons 'o fun there. I spent most of the day shooting arrows at immobile objects - this also included those targets Lord James brought! I also shot some arrows - the padded kind - at a mobile target (Thanks, Jeremy!). I didn't hit him but maybe once or twice, but it was a lotta fun - **Fire at Will!**

The third, but not last, event was Border Raids; this (I must confess) I had the most fun at. I camped with Lord James, Lady Caoilfionn, and milady Bebhinn. To summarize - 'cause I know I'll get long-winded about this:

I don't remember much of Friday night, because shortly after eating out at the Pizza Hut, I headed straight to my tent and promptly passed out (no sleep after work and up since 2 a.m. - just ask Lord James, he knows...) Anyway, Saturday was the day of the battles...or wars, whichever. I stayed to watch a few with Lady Caoilfionn. I even got a few undeveloped pictures of the first clash.

Lunch came and went. I went through merchant's row; saw quite a lot of stuff that I wanted to get and couldn't 'cause I was short of funds. I did get a green snood (snicker!!) and a sandalwood fan, which came in quite handy, for it was very hot.

I went to the dance classes a little bit later and got to dance with the guy that Lady Caoilfionn got a few pictures of - the one with the cool outfits. I also met another guy of whom I ended up dancing with the rest of that class and the next. He and I also danced that night - and we talked 'til about 3 - 3:30 a.m. Sunday morning. I also *forgot to get his address in order to keep in touch!* Silly me! (THL Alex, thanks for helping...) I hope he'll be at R.U.M.!!

That's about it. If you're still reading this, congratulations: you've survived. Lord James, I *told* you this would get long... I look forward to future events, because I know I'll have fun! I've enjoyed the SCA so far. Thanks for bringing it to my attention, Jeremy. I'll see ya'll at meeting or event, whichever.

- Cassandra Maguire

Film Review:

Rob Roy, the Highland Rogue

DISNEY!! Oh, the images that word brings to mind: Micky, Donald Duck, Goofy, the "Mouskateers", Annette Funicello (I always liked Cheryl, myself...), animated movies like *Bambi*, *Cinderella*, *Snow White*, etc., and of course, live action movies, too. Disney always released about 43 of those each year - movies like *The Gnomemobile*, *Follow Me Boys*, *The Shaggy Dog* (and its sequel *The Shaggy D.A.*), *Blackbeard's Ghost*, *Freaky Friday*, *The Cat from Outer Space*, *Bedknobs & Broomsticks*, *Da, Da, Da, Da, DA!*

Yes, I know that I probably didn't name your favorite one. SO WHAT! I'm tryin' to make a point!! [Ed. Note: Ari, get on with it...] Oh, yes, well - Disney films were of course made for family viewing and quite often, if a film was an adaptation of a book or a legend, then the film really had little to do with the source of inspiration [Ya mean like Hercules...?]. But, to the generations that grew up with Disney, they either never knew that or *never cared about it!* [Ari. GET ON WITH IT.] Right! My point is, to make a long story short [Too late, Ari!]... The point is [FINALLY!] that Disney movies rank from pretty good to...**really, REALLY bad**. Well, *Rob Roy* falls about in the middle of that ranking [Ari, you took THAT long just to say that?]. Hey! This is my review - ya don't like it, **write your own!** [Sorry, Ari. You're right...]

Don't get the wrong idea; I *liked* this version of *Rob Roy*...BETTER than I liked the 1995 version. Now, this film takes BIG TIME "creative liberties" with the true story; in fact, in this movie, Rob Roy is more like William Wallace leading a Scottish rebellion against the Brits than the actual cattle thief and scoundrel that *he really was!* But, hey, this movie is for family entertainment - not a history lesson. Rob, of course, is leading the Scots in a Noble Rebellion and all the men are ready to run off and fight a GREAT war and become GREAT warriors ("Oooh, great warrior! Ha, ha! Wars not make one great!" - Yoda, *The Empire Strikes Back*), but Rob's wife Helen Mary speaks out and puts the men in

their place...women are good at that, aren't they, guys? This is actually a fairly violent film, too! *People get KILLED in it!! This is Disney?? THAT'S NOT SUPPOSED TO HAPPEN!!*

Now, I'm not that picky. I know that the storyline is **totally** inaccurate, but it IS an "okay" movie to watch. It's got a lot of fun moments and the scenery is GREAT. This is a movie that I'd watch with kids or adults or fighters and we could enjoy it (as long as the Authenticity Police weren't there...). And the time period of this movie isn't in the SCA time-line, either, but since there *are* so many Scottish personae in the SCA, I thought that it might be good to check it out for ya [*Pat, pat, pat, pat. "Gee, thanks Ari. You're NEAT!!" ...ahem....*] 'ey, what can I say. I'm always willing to go all out for you guys. No, no, I'm *just doing my job!*

In your viewing service,

Ari,

Your diligent, self-sacrificing, thoughtful, caring, unselfish, concerned, eloquent, kind, HANDSOME, debonaire, [*single*] Macquivialian, and above all, MODEST friend and film critic.

Shire Champion Guideline Suggestions

Offer unto the populace some suggestions for the guidelines for Shire Champion. Please notice these are not the guidelines yet, merely suggestions for qualification for entry into the tournament.

I have spoken with other members of the shire before I have written these guidelines down. Most of these suggestions are qualifications that have been traditionally understood to be true, but were never written down. I now find there is a call to make this official.

These suggestions are in no particular order. The fighter in question must:

1. Be a properly authorized heavy weapons fighter in our Kingdom.
2. Be a member of our Shire.
3. Be able to defend our shire at a reasonable number of events where a Champion's toumey is held.

Commentary on part 1. This needs little explanation, but for illustrative purposes, it would be silly to let someone drive in the Indy 500 if they did not have a driver's license. Also, please remember that a fighter

cannot fight in any regularly scheduled SCA tournament unless they are currently authorized as a heavy weapons fighter. The same should be true of our Shire Champion list.

Commentary on part 2. Just living here does not really make one a member of the Shire. Nor do I think it is reasonable to insist that the fighter is also a Shire officer. However, something other than just showing up to fighter practice is in order. I find it reasonable that a Shire Champion be expected to show up to at least one Shire meeting a month. That is only a minimum of twelve meetings a year.

Commentary on part 3. We can debate on what is a reasonable number, but I would hate to see someone get the position of Shire Champion and never use it because they never go to events. Someone else who would normally go is prevented from fighting for our shire because the person who has the title is not there. Remember, the title is Shire Champion, not Best Fighter in Vulpine Reach. You have to be able to defend our Shire when you are called to. If mundane obligations will prevent you from fulfilling this duty, (such as having a job where you have to work every weekend) you are obliged to not enter the list.

I respectfully submit these suggestions to the wise consideration of the Shire. I hope that they meet with your approval. Please know that I have only the interest of the Shire in mind as I write these things, and that I have spoken with several well-considered and wise people on these matters before to assure that these suggestions are fair. After discussion, I expect the Shire to vote on this at a regularly scheduled business meeting.

I remain in service to Honor and Chivalry, *Lady Kate the Green*

Acknowledgments

Special thanks to the contributors to the August issue of Fox Tales:

Lord Ursus Grim Lady Kate the Green
Baron Wm. Blackfox Cassandra Maguire
Lord Ari Wilhelmssen Aidan Stonepillar
Laird Davoc Walkere Matt Forehand
Lady Caoilfionn Caomhanach
Lord Malcolm MacLochlan
Ian MacIneir of Inveraray ("Donovan")

Vulpine Reach Talent Directory

The Vulpine Reach Talent Directory is designed to help old fogey and newcomer alike in finding assistance. Keep in mind that we are all volunteers; just be patient and keep trying if you don't get hold of us on the first try.

If you have a talent or skill in a particular field and would like to help others but you aren't on the directory, contact me! It's a simple matter to add your name. If I've listed your skills incorrectly or you are unable for some reason to provide assistance in whatever capacity, contact me! It's also a simple matter to change your entry or drop your name from the directory. We're looking for a few good men (and women) - with know-how and a willingness to help out other shire members.

Lady Rhiannon of Ravenswood (Mary Barkubein, 698 - 2691) **Crochet**
Mellisande of Rennes (Brenda Britton, 870 - 0511) **Embroidery**
Camolus of Britian (Vernon Cockereil, 375 - 6760) **Engraving, Wood carving**
Mistress Lijsbeth Tijz van Brugge (Leslie Dulin, 886 - 6256) **Visual Arts, Research, Documentation, Cooking, Early period Stuff**
Lord Ursus Grim (Charles Dodson, 265 - 3948) **Illumination and all things scribed**
Lady Francesca d'Angelo (Teresa Ivey-Dodson, 265 - 3948) **Embroidery, Spinning, Camping, Illumination, "Anything Italian"**
Lord Dorin Schwartzmitt (David Holmes, 706 - 675 - 7410) **Blacksmithing, "hot iron" work, Wood working, Fencing**
Lady Egelina Rabbete (Rabbit Kadrich, 866 - 8266) **Sewing, Costuming, Research, Lace-making, Camping**
Lady Rachelle du Pied-Leger (Rachel Lightfoot, 706 - 965 - 7947) **Music, Period Theatre, Heraldry, Dancing, Sewing**
Lord James Toxophilus (Jim Long, 949 - 4394) **Archery, Wine making, Performing Arts, Writing, Music (penny whistle and bodhran), Camping**
THL Alexander Ravenscroft (Brian Moore, 870 - 5132) **"Anything Heraldic"**
Lady Kate the Green (Betsy O'Shee, 629 - 1238) **Glass bead-making, Period Jewelry, Basic garbing, Enthusiasm, SCAdian Survival Tactics, Leatherwork without Pain, Documentation**
Lord Wilhelm Fixler (Steve Parker, 478 - 3129) **Fighting, SCA weapons making**
Lord Llywelyn ap Alawn (Lindy Pate, 825 - 6258) **Fighting, Brewing, Fencing, Brewing, Wood working, Brewing, Armoring, Brewing (but not all at the same time)**
THL Richard Fenwick (Ken Scott, 698 - 5007) **Fighting, SCA weapons making, Armoring, Heraldry**
THL Julia of the Flowers (Julie Scott, 698 - 5007) **Art, Cooking**
Lady Elisande de Citeaux (Diane Taylor, 877 - 3825) **Bobbin lace making, Spinning, Weaving, Embroidery, Calligraphy, Illumination**
Laird Davoc Walkere (Randy Walker, 875 - 5417) **Music, Bardic Arts, Performing Arts, Archery, Jewelry making**
Lady Diana Fiona O'Shera (Diane Walker, 875 - 5417) **Cooking, Sewing, Costuming, Jewelry making, Pottery, Ceramics, Herbs, Gardening**
Brigid of Gaels (Tina Williams, 375 - 6760) **Engraving, Wood Carving, Wood Working, Herbalism**

Box QUES

The Newsletter of the Shire of Valpine Reach
c/o Jim Long HCR 65 Box 35, Duralup TN 37327



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