

Dragonflyre

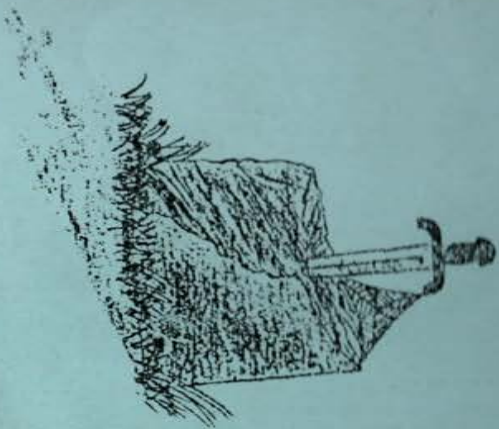


July A.S. XXII

The Dragonflyre

Number 47

of Bede Barber
10125 Broadway
Wichita, Ks. 67211



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Hey, William, do you know
what the 19th of July is?



Baronial Birthday Bash VI
July 19th
10:00 a.m. - ???

A day of enjoyment, merriment and feasting in the park.
North Linwood Park, that is.

Tourney--Hey, it's a prize tourney. It will be a double
elimination by bastard/great sword with Valor rules.
It's a great chance to get ready for Valor fighters!

Arts--Make a birthday dessert in any medium. This should
be interesting. Also a drop spinning contest. If you
don't know how don't worry about it for there will be
instruction on the spot.

Science--Some you who are just learning calligraphy and
illumination, here is your chance for some competition.
Callig and illuminate a birthday card for the Barony.
There will be different divisions of judging.

Children's Activities--A checkers tourney, scavenger hunt,
and a boffer tourney.

Feast--Feast all day long on fruit, veggies, breads, cheese,
and meat. End the day with some delicious ice cream.

\$4.00 Adults
\$2.50 Children under 12
Children under 5 Free

The main site is the Keep at 2525 W. New York

We would like to
see most everyone
there.



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This is the Dragonflyer, published by and for the members
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Calendar of Events.

Chronieler--Gabriella la Fiorentina
Beckie Barber
1012 S. Broadway
Wichita, Kansas 67211

FROM THE SENESCHAL

Greetings!

As you can see by the treasurer's report, the pledges allowed us to keep the Keep. But we need those pledges every month. I would also like to remind you that the Smithy has the same bills that we do, and that by supporting and using the Smithy, you are helping the Barony. They have a lot of equipment and more expertise. So please use them.

The census is together and will be going to print in the next week. Got any last minute changes?

We will be doing demo's at the Farm and Art Market on Saturdays during the months of July, August, and September. The dates are in the Calendar of Events. Look for them there.

With Valor and Coronation coming in September, the next few months will be very busy. Then there is Crown Tournament in November. How about it? Should V'tavia put in a bid?

The last of this is concerning myself. Over the past few months, my mundane job has cut into my SCA time drastically. So I have not been doing the job that V'tavians have the right to expect from their Seneschal. My warrant will expire in a few months, and I do not plan on keeping it after that. It is therefore time to start looking for a replacement. If you have the time, enthusiasm, and the common sense of an avocado, call me or write your experience and hopes for V'tavia down and give it to me.

In Service to V'tavia,

Ld. David the Silent

FROM THE MINISTER OF CHILDREN

Greetings,

Unto the good gentles of V'tavia. I need help with the children at Valor. If willing to help, please contact me. Also, I need donations of children equipment for the Activity Box (crayolas, paper, games, embroidery floss, needles, cloth, etc.) Donations of cash to buy equipment is welcome.

In Service to V'tavia,

Ly. Dana Latona

FROM THE CHAMPION

Salutations!

This is the first report from your new champion, Robert of the Woodlands. I hope to accomplish much during my service in office.

At the Baronial Birthday Bash, we will be doing Bastard and Great Sword Journey (Valor rules). This is a chance for everyone to brush up on their sword fighting for Valor.

Until next month, keep on swinging those swords.

In Service to V'tavia,

Ld. Robert of the Woodlands

FROM THE HERALD

This month the purveyor is away doing mundane things like visiting family and other things. Hopefully, she will have some good things to tell us next month.

FROM THE TREASURER

Greetings!

Things are looking better since the auction at the mini-event last month. Thanks to everyone who made pledges to maintain the Keep. When leaving pledges at the Keep, please put them inside an envelope with your name on it, whether it be in check or cash form of pledges. I ask that you give them to me as much as possible. Please do not leave pledges in cash at the Keep. Remember, all donations can be taken off your income taxes. These are the good gentles who made pledges:

Ly. Aidsen the Audacious	Ly. Phillipa Lloyd de Tarifa
Ld. Barbarosa Jebes	Ly. Manara Leona, Baroness
Ld. Bear	Ly. Maria de la Rosa
Briallax Ferch Cadfoel	Ld. Moriagh Teige
Ly. Ceithlenn:nie Ruaidhri	O'Flaithbheartiagh
Ld. Conn Dryhtguma of Marr	Ld. Richard of Ravenscroft
Ld. David of Ravenscroft, the Silent	Robert de Spenser
Dominique	Ld. Roderick of Warwick
Ld. Duncan Mac Owen	Ly. Roselynn of Ravenscroft
Ld. Gabriel Ap Morgan Ap Hywel, Count	Sile de la Vega
Gabriella la Fiorentina	Ly. Tabitha de Spencer
Gawayne Ap Tristan	Ld. Tedrick Von Wolfschatten
Harald Isenross	Tristan Rory de Jorces
Ly. Hwela Frech Ferch Wyddel, Countess	Ld. William of V'tavia, Baron
Ly. Katherine Helena of Ravenscroft	

Anyone wanting to make a pledge contact me. All donations are still welcome.

In Service to V'tavia,

Ly. Katherine Helena of Ravenscroft.

FROM THE MINISTER OF ARTS

Greetings,

Remember, at the Baronial Birthday Bash, there will be a Spinning Contest and a Coloring Contest. Now, if you say, but I don't know how to spin, don't worry, I plan to have a class there so you can learn. The coloring contest is self-explanatory. If there are any questions, give me a call.

In Service to V'tavia,

Ly. Maria de la Rosa

FROM THE LUCHISTNIK

Felicitations!

Everyone remember that there is archery practice on Tuesday nights between 7:00 and 7:30. If you want to start any earlier, call me. Also notice elsewhere in the Dragonflyer is information on the IKCAG. If interested, let me know.

In Service to V'tavia,

Ld. Bear

FROM THE MINISTER OF SCIENCES

Greetings!

Valor is two months away. Do you have your project going? There is an open Arts and Sciences competition which means that if there is something you're interested in or if you need help with Documentation for something that you have done, I'll be glad to help in anyway I can.

It would be nice, since we had the Calligraphy and Illumination Workshop last month to see some of the new learners enter something. Along this line, for the mini-event in July you need to design a Baronial Birthday card. There will be categories for every age and experience. Let's see how good you can be.

In Service to V'tavia,

Ld. Moriagh Teige
O'Flaithbheartiagh

FROM THE KNIGHT-MARSHALL

Greetings!

I will soon be your Knight-Marshall again, and I look forward to serving in this office. Unto the fighters, come out and play and bring your toys. And remember, please support your leal knight marshall.

In Service Always,

Ld. Conn Dryhtguma of Marr

FROM THE CHRONICLER

Greetings!

This has been my best month yet (what has it been, four months?). I have had beaucoup help from Adries Asher and his mother. I have an original article written by a lovely lady, Sharon of V'tavia. I am also getting very excited about Valor. The month to go. Before that though, there is Pennsic. Next weekend, Interkingdom. Due to mundanity, I will not be able to attend. Do I have any offers of a roving reporter?

I can't begin to tell everyone how much I have enjoyed being in the SCA and the things I have learned and the friends I have made. Next month, I am going to write an article to tell you some of these things. If any of you would also like to do something like this I would publish them.

If any of you have any other types of articles or something that you want to know about, let me know what it is and I shall try to get someone to write an article about it. Until next month,

In Service to V'tavia,

Gabriella la Fiorentina

War Heraldry

by Baron Charles Stewart O'Conner
Gold Falcon Principal Herald

Not every event termed a war needs the particular package termed war heraldry nor is it limited to "wars". War heraldry consists of arrangements for heraldic services at a large camping or field event. At the Pennsic Wars and at the Twenty Year Celebration the populace needed War Heraldry. At the recent War of the Lilies, Calontir embarked on a full scale war and tried out a number of innovations. One of the things that was new in Calontir (though not new to subjects of Calontir that have gone to Pennsic or TYC) was a full war heraldry set up. At normal events a single herald standing at a single location can handle announcements; a war environment requires more.

War heraldry requires a herald's point, a stationary location to which information can be brought and from which it may be systematically distributed. It also involves a town crier system of periodic callings of the camp grounds and other areas so as to keep all informed of scheduling of battles, meetings, courts, and of safety and administration of the event. It includes also both court and consulting functions that should be available at other events.

Herald's point is where all information should be brought. Routinely this comes from the autocrats and Crown but others should also take advantage of this. It is where the consulting table is, to allow the people interested in getting advice on names or devices from staff and books not available in every local group. It is from here the town crier system is run and to here that those having business for the court should come. There will also be a bulletin board service at Herald's Point at future events.

The town crier system allows consolidated hailings of the camp at periodic intervals. This means that announcements are collected and put out systematically to all. In order to have any heralds left outside the surgeon's point and so as not to try the populace's patience, the calls are limited to the scheduled runs with the exception of life threatening situations and emergencies that either the Crown or Autocrat request of the heralds. Messages that need to go to one individual or just a few should be handled by runners.

At the War of the Lilies, a mounted herald took some fifteen minutes to hail the camp each time. When it was done on foot (by me so the horseman could eat), it took twenty-five to thirty minutes. We can expect to grow and have larger numbers in the future camps. The event will require more than just the few heralds we had at Lilies this year. If all the warranted pursuivants come to one of these events expecting to help out and with an appropriate baldric or tabard, then no one individual will have to do so much and all can enjoy and contribute to it. Fighters go to a war intending to fight, marshals expect to be called on to marshal, heralds should expect to help out with heraldry. This could be as a town crier, or as consultant at the table, as runner, or in one of the myriad ways that come up. Further, pursuivants should check in at Herald's Point periodically. If you are not needed the morning of the first day, the war herald may be forever grateful for an offer of work toward the end of the event.

"War" environments require a system of heraldry at once more structured and more manpower intensive than normal events. But with the start that we made at War of the Lilies, Calontir will provide future wars and interkingdom events with the sort of heraldry that the Crown and populace should expect and the heralds should be able to deliver.

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The Mews

A History of Bobbin Lace

by Countess Elizabeth de Rosignol

Bobbin lace is one of those few but gratifying activities that looks much harder to do than it actually is. It is interesting to do, challenging enough not to get dull; quite, entirely period, and produces a lovely result that is about impossible to purchase. Yes, I really am going to tell about its history, but first I want to emphasize that if making bobbin lace sounds like something you'd like to try, try. If I can do it, you can do it, and then some.

Before going into the history of bobbin lace, first it is necessary to mention something about the development of lace in general. By the beginning of the 16th century the art of ornamenting linen by what is known as cut and drawn work had already reached a high degree of perfection. This work was done by drawing threads out of the loosely-woven linen of the time, and buttonholing and darning over the remaining warp or weft threads to create ornamental geometric patterns. When I say a high degree of perfection, that's exactly what I mean. Examples of this work still in existence are nothing short of astounding in their complexity and variety, very like snowflakes. This work was used to decorate household linens, shirts, chemises and other linen articles.

Actual lace as we use the term developed from cut and drawn work. Bobbin lace developed from the decorative knotting, braiding, and twisting done, to the raveled edges of these linens, and the needle laces developed from the work done on the drawn threads.

Needle lace developed first, and by the 1530's was already an elaborate art and much in demand for the ruffs and collars just beginning to come into fashion. Bobbin Lace in any quantity is not known before the last decades of the 16th century, and would have to wait yet another 200 years before it would reach the peak of its manufacture, which is of course beyond the scope of our period. Therefore, something to remember is that period bobbin lace is simple and still very much in the process of evolution. Very comforting for the beginning lacemaker, you may be sure.

Just where bobbin lace developed is still open to some debate, but the best documentary evidence is that both needle lace and bobbin lace are products of Italy, specifically Venice. Venice later went on to perfect the needle laces into their subsequent glory (needle lace, by the way, is made with only a needle, thread, and a pattern), but there is little to indicate that much work was done on bobbin lace there. The greater part of the perfecting of the bobbin laces was done farther north, in Genoa, Milan, and ultimately Flanders, which eventually was to produce the finest bobbin lace in the world. By the end of our period, if you accept the 1600 cutoff date, bobbin lace was still in the formative stages but already becoming an industry in the northern Italian cities, Flanders, France, and, to a limited degree, in England.

At first, the idea behind doing bobbin lace was to imitate the geometric, formal designs of the period's needle laces. Bobbin lace worked up more quickly and was therefore cheaper, and it was much lighter in weight--in the case of cartwheel ruffs, edged with as much as 25 yards of lace, this was a real consideration. Lacemaking was an industry--some was done by noble ladies for recreation, especially the needle laces, but bobbin lace was a predominantly cottage industry of the middle and lower classes, sold to several middlemen before reaching its eventual owners. Men as well as women made lace, especially during times of bad farm prices or poor fishing weather.

As mentioned above, the best bobbin lace was made in Flanders, especially in Brussels. Other lacemaking cities included Ghent, Mechlin, and Antwerp. The predominance of Flanders in lacemaking can be partly explained by the superlative quality and fineness of the linen thread produced in these countries, partly due to the climate. Around 1565 a great many Flemish Protestants fled from religious persecution into England and Germany, taking their craft with them. After the St. Bartholomew's Day Massacre in 1572, large numbers of French Huguenots also emigrated to England especially, mostly settling in south Devonshire. It was here that the later English lace industry

had its beginning.

One of the earliest mentions of bobbin lace (or bone lace as it was called, because of the bone bobbins used at the time) in England was in 1554, when Sir Thomas Wyatt was executed wearing a ruff trimmed with bone lace. (As he was beheaded, one doubts if this did the ruff any good). The name bone lace may also stem from the fact that in those days of expensive pins, fine fishbones were sometimes used to hold the thread as the lace was made.

Wearing lace was strictly for the very wealthy.

Every country put heavy import duties on lace, which hiked the price to astronomical heights (it also encouraged some really inventive forms of smuggling, but that's another story). You will recall that the clothing of the times, at least among the upper classes, involved the great ruffs, elaborate shirts and chemises, handkerchiefs and gloves that all were ornamented with as much lace as possible, for both men and women. If you showed up wearing several dozen yards of lace, you were **Somebody** and there was no doubt about it.

No other fabric or article of clothing has ever been subjected to so many sumptuary laws as lace of all kinds. Henri III of France, Philip II of Spain, and Mary I and Elizabeth I all tried to restrict their subjects' vast expenditures on lace by this measure, which they absolutely ignored themselves.

Study of any portrait of Elizabeth I especially will show her love of elaborate cutwork and lace.

Her sister Mary I (Bloody Mary) forbade the wearing of cutwork or gold and silver lace to those below the rank of knight and their wives, and imported cutwork and lace was restricted to those of baronial rank and above. Costuming types, take note.

To really explore the long and really rather fascinating history of bobbin lace would be to go far beyond the limits of our period, and strain my nonscholarly resources a lot besides. I have already spared you lots and lots of confusing French and Italian names, and the headaches you can get by trying to figure out if the word 'lace' in an old inventory really means lace or tapes or cords for holding clothing together (a popular pitfall to run into). I hope

this overview helps to demonstrate the great popularity and variety of lace in our period. Next time, watch out for an introduction to how bobbin lace is made, and tools used to make it (incidentally, anybody know what a bobbin is? I hope? How about a cookie pillow?).

REFERENCES

Head, R.E. The Lace and Embroidery Collector, Gryphon Books, Ann Arbor, 1971.

Huetson, T.L. Lace and Bobbins, A.S. Barnes and Co., New York, 1973.



This Month's Contributors

Cover Art by Beckie Barber
Borders from Dragonfly Archives
Calligraphy and Drawings on
pp 11, 12, 15, 16, 8, 22 by Nancy Cookson
Drawings on pp 17+18 by Author
Artwork of tree on Valorflyer by
Allisandre des Aquilles
Valor sword from Dragonfly Archives

The Legend of St. Humpk

by Brother Joyce de la Soeur de Sainte Heine Bumblefoose

In the days before Charlemagne, in the eastern reaches of the Known World, there arose a man whose name would be long remembered in the local chronicals, Humpk of Moldavia. Farmer, tradesman, warrior, and missionary, he did it all and blazed a trail for others to follow. Martyr to a cause, to bring truth, justice and the feudal wy to all (whether they wanted it or not).

Back in those early days there was born to a poor farmer a son, whom he named Humpk. And, in accord with time and nature, Humpk grew up to be a large, strong man, well versed in the ways of the farmer. But the land was poor. Thus Humpk was forced to search elsewhere for his fortune.

So it befell Humpk to come across a race of dwarves. And one household, who lived on the edge of a meadow owned by Locke, took him in, and taught him various crafts, including the way of the sword. While Humpk was happy, his destiny laid elsewhere. So Humpk moved on.

During the course of his travels, Humpk met with four men who were to become his constant companions. They were Hard Lee and William, Walter, and Arthur, the sons of David. Humpk found that he was in the company of these men, distances seemed to rush by with no effort, while all the while they displayed little appetite.

Now the lands to the east were a wilderness, populated only by wild animals and heathen savages, ignorant of civilization. And the Lord came unto Humpk in a vision saying, "Go to the east, and bring enlightenment to those who dwell there, so that they may know the glory of the word, and become part of the Known World." And so Humpk, with the rest of his companions and some other followers went east. And they came to rest at the banks of a river, now known as V'tavia, and settled there.

The natives that lived there were hostile and unresponsive to the message that Humpk brought. Blood was spilled and lives lost. And for a long time the settlement teetered on the brink of dissolution. But Humpk persisted and was rewarded. Aided by a native, known as "His Mysteriousness", the settlement slowly grew and expanded.

Now when Humpk planted his gardens, he always set aside a portion for the wildland creatures so they not be tempted by the garden. And this practice once saved his life. Not all of the natives listened to Humpk's message, and some remained hostile. So, one day, while Humpk was walking alone in the fields, three of these benighted souls set upon him. Being unarmed, Humpk consigned his soul to the Lord, when suddenly a flash of white fur came from the bushes, and created havoc on his attackers. So, beset by the rabbit, the would-be murderers ran away, not stopping until they reached the far land of Scotland, where they decided that it was far easier to induce other people to commit mayhem.

But, while Humpk escaped that day, the animosity only continued to build. Finally came the day when a large army ruse up and fell upon the settlement. And Humpk rallied his fighters around him, so that no matter from which direction they came, the enemy would be facing the large shiny shields

of Humpk's men. And so on the side of a hill the two forces struggled until the falling curtain of night ended the scene and the enemy was repulsed.

But the cost of victory was high, for Humpk laid mortally wounded. Fearing all was for nought, a vision came to Humpk and said, "Be of comfort, for you have planted the seeds of future glory. For there shall be another, who will found a barony whose name and deeds shall be recited throughout the Known World." His heart at ease, Humpk died.

Gathering troops from neighboring lands, Humpk's companions chased those who had beset them. But when at last they had been cornered, it rained, and there could be no fighting. Then a young follower, small of stature but loud of voice, prayed to Humpk to intercede and stop the rain so that he might be avenged. And lo, the rain stopped, and did not resume until the fighting ended and the enemy was slaughtered.

The village lay quiet, not even the church bell rang, for it had been broken in the raid. A young novice, Anna, was distressed by this and went out into the garden to meditate. It was Humpk's last garden, and she stopped by a lone blue-bell that had somehow survived. Suddenly, to her amazement, the flower began to enlarge and acquire a golden hue. Within a moment, there at her feet was a bronze bell of a size needed to replace the church bell. So it remained in the church tower for many a year.

As word of Humpk's martyrdom were followed by numerous reports of miracles, the Church decided it could not ignore such a man and canonized him. Then it forgot him, except for a small group of men and women in that small corner of the Known World. But then, that is another story.



Unto the Seneschals, Baronage, and Populace of Calontir come these Greetings from Lord Anártyas Sefjúkroctónis, writing on behalf of Their Royal Majesties William and Mammara,

As the sounds of war are heard rumbling in the east, now is the time for all loyal subjects of Calontir to stand by their King in his march to battle...

Once again at the request of Their Royal Majesties, I will be coordinating the Levy of Calontir forces for the upcoming Pennsic War. This is a tradition of

great antiquity that was reinstated last year. It gives each local group an opportunity to pledge its support for the war effort as well as providing Their Majesties with important information vital to the making of war plans.

Each group will be called to Levy in a special section of Royal Court on two occasions; a regional levy, with those groups in Nebraska and Iowa reporting at the Memorial Event in Couer d'Emul, those in Kansas at the Performing Arts Day in Carlsby, and the groups in Missouri and Arkansas at the Interkingdom Peace in Grimsfells on June 13, June 27, and July 4, respectively. There will also be a Kingdom wide Levy at the RUSH session in Standing Stones on the 25th of July.

A standard Levy call might sound like this:

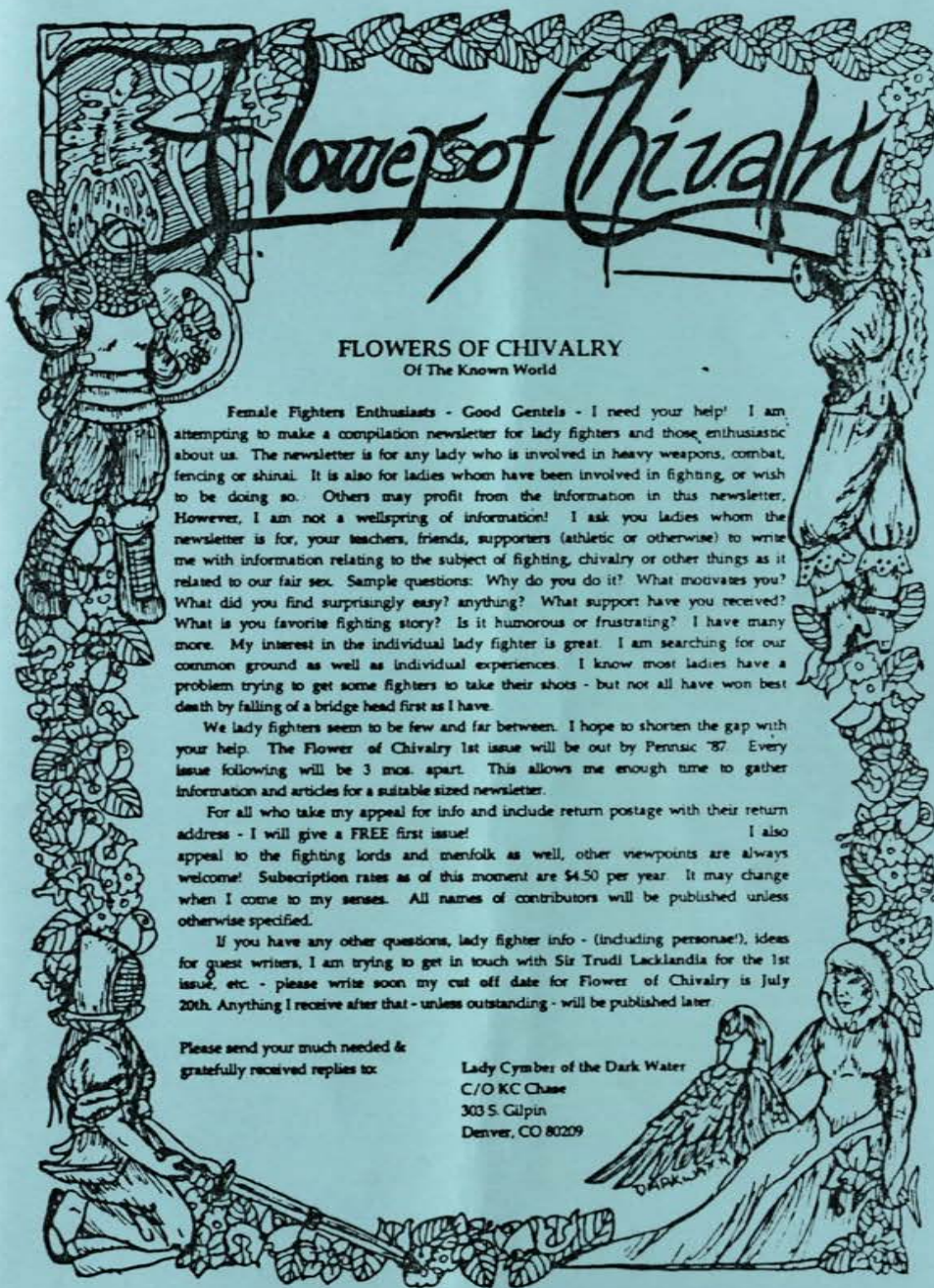
We of the Shire of _____, do pledge five men at arms, two fyrdmen, two huscarls, one knight, three archers, one of them a Saethnor Fyrd, three waterbearers, two scouts, a churgeon and a herald, as well as five gentles in support.

Other relevant inclusions are welcome.

As before, we would like to see several members of the group answering the levy. We encourage you to bear your group arms on a banner or shield. In any event, look flashy, as this is one of the few instances where the groups are recognized in court rather than individuals.

We realize that there are cases where individuals might be considered members of two groups. Please check with them to see with which group they wish to be counted so that we may have as accurate a count as possible. I will be able to answer any questions regarding the Levy at many events before it is called, and on the days in question as well. Know that I steadfastly remain,

In Service to the Crown,
Lord Anártyas Sefjúkroctónis



Flowers of Chivalry

FLOWERS OF CHIVALRY Of The Known World

Female Fighters Enthusiasts - Good Gentels - I need your help! I am attempting to make a compilation newsletter for lady fighters and those enthusiastic about us. The newsletter is for any lady who is involved in heavy weapons, combat, fencing or shinal. It is also for ladies whom have been involved in fighting, or wish to be doing so. Others may profit from the information in this newsletter. However, I am not a wellspring of information! I ask you ladies whom the newsletter is for, your teachers, friends, supporters (athletic or otherwise) to write me with information relating to the subject of fighting, chivalry or other things as it related to our fair sex. Sample questions: Why do you do it? What motivates you? What did you find surprisingly easy? anything? What support have you received? What is your favorite fighting story? Is it humorous or frustrating? I have many more. My interest in the individual lady fighter is great. I am searching for our common ground as well as individual experiences. I know most ladies have a problem trying to get some fighters to take their shots - but not all have won best death by falling of a bridge head first as I have.

We lady fighters seem to be few and far between. I hope to shorten the gap with your help. The Flower of Chivalry 1st issue will be out by Pennsic '87. Every issue following will be 3 mos. apart. This allows me enough time to gather information and articles for a suitable sized newsletter.

For all who take my appeal for info and include return postage with their return address - I will give a FREE first issue! I also appeal to the fighting lords and menfolk as well, other viewpoints are always welcome! Subscription rates as of this moment are \$4.50 per year. It may change when I come to my senses. All names of contributors will be published unless otherwise specified.

If you have any other questions, lady fighter info - (including personae!), ideas for quest writers, I am trying to get in touch with Sir Trudi Lacklandia for the 1st issue, etc. - please write soon my cut off date for Flower of Chivalry is July 20th. Anything I receive after that - unless outstanding - will be published later.

Please send your much needed & gratefully received replies to:

Lady Cymber of the Dark Water
C/O KC Chase
303 S. Gilpin
Denver, CO 80209

The Novice Renaissance Man's Guide to Tights.

by
Santa Ganos

I researched garb but a few evenings before I realized that I belonged in the 15th Century. To my eye, in no other period were fancy and grace so elegantly combined in men's costume, along with a chance to show off. It is no accident that designers of classical ballets and fairy tale illustrators typically choose Quattrocento models. When I donned doublet and hose two years ago, I felt that finally, for the first time in my life, I was properly dressed.

Close-fitting hose is an integral part of the Renaissance style and mundane tights are a good approximation. (They are clearly superior to period woven hose in one important respect: you can sit down them in comfort and without seams going r-r-r-i-i-p-p-p.) I found that, nevertheless, there are problems. My tights crept down my legs, no matter how firmly I pulled them up, and I wasn't sure exactly what one wore under them. Some of the solutions to these problems posed their own difficulties, such as inconvenience. Or pain. To save lords new to the 14th and 15th centuries discomfort and frustration, I would like to pass on everything I wish I'd known about tights two years ago.

I recommend that lords wear men's footed tights. Danskin is the most easily available brand; they come in black, grey, and white and cost between \$12 and \$14 a pair. Capezio makes similar tights in several other colors, such as navy and burgundy, but they are impossible to find in V'tavia. (Navy stirrup tights are stocked by Gordon's Dance Center.) If you need colored tights, buy a white pair and dye them. (Don't expect vivid color. If you want deep, intense shades, buy swimsuit material (Lycra) and make your own. I'll explain how in a future article.)

Unless you are absolutely certain of your size, ask to try on the tights at the shop. You may be larger than you think. A well-fitting pair might take a little effort to put on, but only a little. The waistband should be well above your waist, possibly above the middle of your chest. If it's a bitter struggle to draw them on, and they still fork out an inch lower than you do, you need a larger pair.

I do not recommend that lords wear women's tights, even if they fit. Although women's tights are cheaper and come in more colors, they are also more sheer. Worn with a short tunic or doublet, they are ugly and indecent.

If you wear a mid-thigh or longer tunic, it doesn't matter what you wear under your tights as long as it's comfortable. If your garb is short, however, you need something without bulky seams or obvious straps. BVD's will not do. A brief swimsuit matching the tights works passably well, but the best choice is a dance belt. Available at dance supply stores for about \$10, it is a heavy-duty supporter designed to be inconspicuous. The dance belt does have its drawbacks, though: it becomes uncomfortable during long firechariot rides and is positively painful on a bicycle.

I have several strategies for keeping tights up, none of them entirely satisfactory. The simplest and least effective is to draw the tights up as far as possible over a t-shirt and rely on friction to slow their creeping. This works only if the tights are a bit large and not very elastic. Clip-on suspenders work well, but be sure that the teeth of the clips are in the waistband and not in the tights themselves to avoid starting runs. Wide elastic straps (at least 1") can be sewn to the waistband as suspenders. This is a very secure system, but also maddeningly inconvenient one: should nature call, you may have to doff all of your garb to relieve yourself.

Another technique is to draw the tights up over a web belt and roll them over a couple of times. This is very secure, but it adds bulk at the waist and might not work with closely-fitting garb. It can also be uncomfortable if the belt is cinched tightly. Finally, the low-tension original waistband can be replaced by a

firmer, shorter one. I use a 24" waistband for my 34" waist. Experiment to find the length that will hold the tights up without causing you agony. Mark on the tights where you want the waist to be before sewing, and be sure to use wide elastic (1 1/2" works well).

Some tights can be machine-washed (check the care label), but, in general, plan on washing them by hand. I use regular laundry detergent, rinse them thoroughly, and hang them up to dry. Never use bleach on tights, and don't twist or wring them. Excess water can be removed by rolling the tights loosely in a towel and squeezing.

Tights can be troublesome (hence this article), but with a little knowledge and care they can be a rewarding addition to your SCA wardrobe. If you've been considering wearing tights but aren't sure if you have the nerve, don't fret over it, do it. I guarantee you that the ladies of V'tavia will greatly appreciate it, and it is always a pleasure to please the ladies. If you are a Renaissance man, by all means dress the part, and wear something decent on your legs.

Men's tights can be purchased in V'tavia at following locations:

Dance Wear House	Footlights	Gordon's Dance Center
4820 E. Douglas	650 N. Carriage Parkway	7732 E. Central
687-2045	(Northeast of Central	683-2561
	and Edgemoor)	
	682-4338	

Dance Wear House will give SCA members a 10% discount.



Announcement

With the Fair and Art Market, we need to get more things prepared to sell so please show up for Baronial Projects night.

THE TURKISH COMPOSITE BOW

by Tristan de Torteval

Archery of the Middle Ages encompassed many devastating weapons from the slow yet powerful arbalest to the infamous English longbow. Yet no medieval bow could match the Turkish composite bow for accuracy and rapid long-range firing.

Although less than three feet in length when strung, the Turkish composite bow surpassed even the English longbow in overall performance. Part of its superiority was due to the elaborate horn and sinew construction of the bow itself, but a greater part was due to the auxiliary firing technology developed by the Turks. The two principle technological advances were the 'horn groove' and the 'archer ring'.

The horn groove was a curved piece of horn or shell about 5 - 6 inches long which bowed away from the center arrow rest at each end. The horn groove was worn on the thumb of the archer's bow hand via a small leather collar attached to the back of the horn by an exceptional glue obtained from animal hooves and horns. The advantage of the horn groove, aside from providing a stable platform upon which to rest the arrow, is that it allows the arrow to be drawn up to 3 inches beyond the arc of the bow, thereby increasing the power of the draw.



Figure 1: The Horn Groove

The archer's ring is a lipped ring of ivory, stone or metal. Often, these rings were worn permanently by their owners as symbols of their prestige and prowess. Examples of these rings survive today, some of which are intricately carved or display the owner's family crest. The lip of the ring was used to draw back the bowstring with the archer's forefinger locking the ring in place. To release the arrow, the forefinger is moved away from the thumb, causing a clean and audible snap-release of the bowstring. The advantage of the archer's ring is not only the ease it provides in drawing the bow, but also the increase in the power of the

bow provided by a virtually frictionless release of the bowstring due to the elimination of the drag normally caused by the archer's fingers across the bowstring.

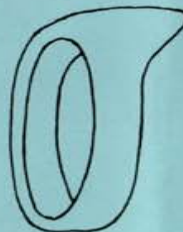


Figure 2: The Archer's Ring

Additionally, the archer's ring requires less gripping space along the shaft of the arrow. This allows the flight accuracy of the arrow to be increased by extension of the flight feathers down the length of the arrow's shaft.

The greater power, steadier draw, and farther flight of the Turkish composite bow will enable medievalist archer to match or surpass the mundane archer with his counter-weight balanced, pully-powered bow without having to sacrifice the esthetic appeal of medieval archery.

May your arrows travel swift and far.

SOURCES

- Blair, Claude and Leonid Tarassuk, eds, The Complete Encyclopedia of Arms and Weapons, 1986, Bonanza Books/Crown Publishers
Stone, George Cameron, A Glossary of the Construction, Decoration and Use of Arms and Armor in All Countries and in All Times, 1934, Jack Brussel Publishing, New York

Calendar

Sunday	Monday	Tuesday	Wed
June 28 10:00--???? Populace Meeting Fighter Practice	June 29	June 30 7:00--10:00 Armoring Mideastern Dance	July 1 7:00--9:00 Dance Practice
July 5 10:00--???? Populace Meeting Fighter Practice	July 6 7:00--10:00 Sewing	July 7 7:00--10:00 Armoring Mideastern Dance	July 8 7:00--9:00 Dance Practice
July 12 10:00--???? Populace Meeting Fighter Practice	July 13	July 14 7:00--10:00 Armoring Mideastern Dance	July 15 7:00--9:00 Dance Practice
July 19 10:00--???? Populace Meeting Baronial Birthday Bash	July 20 7:00--10:00 Sewing OFFICER'S REPORTS DUE IN TODAY!!!!!!	July 21 7:00--10:00 Armoring Mideastern Dance	July 22 7:00--9:00 Dance Practice
July 26 10:00--???? Populace Meeting Fighter Practice	July 27	July 28 7:00--10:00 Armoring Mideastern Dance	July 29 7:00--9:00 Dance Practice
OFFICERS!!! Please note the date I need officer's reports for the Dragonflyre. This month I will not Chase down reports. If you do not have them in here then you can tell the populace and the Baronage why you do not.			

of Events

Thursday	Friday	Saturday
July 2 7:00--10:00 Baronial Projects	July 3 INTERKINGDOM PEACE WITH ANSTORA GRIMFELLS (Fayetteville, Ark.)	July 4 (Independence Day*)
July 9 7:00--10:00 Baronial Projects	July 10	July 11 8:00--3:00 Farm and Art Market Union Square
July 16 7:00--10:00 Baronial Projects	July 17	July 18 8:00--3:00 Farm and Art Market Union Square Pre-revel at the Keep
July 23 7:00--10:00 Baronial Projects	July 24	July 25 8:00--3:00 Farm and Art Market Union Square R.U.S.H. Standing Stones (Columbia, Mo.)
July 30 7:00--10:00 Baronial Projects	July 31	August 1 Pennsic Pre-Warm up Bois d'arc

Who's Who in V'tavia

In 930 A.D., having secured all of Wales under his domain, King Hywel Dda, "Howell the Good", convened a assembly of wise men at Hendy-Owyn. He felt it was time to codify Welsh law. Into the midst of this momentous occasion stumbled a half-dead and starving Irish mercenary, Flahertagh Mac Maelmordha of the Dal Cais, who had left Viking-held Ireland to find his fortune and freedom. Unfortunately, Wales wasn't as full of fortune as he had been led to believe, and as for freedom, well, it certainly didn't fill his tummy or put warm clothes on his back. In fact, stumbling into the King's meeting was the first good thing to have happened to him since he left Munster. Flahertagh soon found himself fed, clothed, toasty-warm, and working for Hywel. We should all enjoy such luck!

Quickly dubbed "Y Wyddel"—The Irishman—by the King (even the polysyllabic Welsh had trouble with his real name), Flahertagh worked his way up in the King's service until he was created a chieftain. Having quelled a rebellion in the north of Wales, Flahertagh was rewarded with Wenylana Merch Llewellyn, daughter of a fellow chieftain. He married Wenylana in 933, and the King honored the wedding by attending and participating in the party afterwards.

Three years later, Y Wyddel and Wenylana still had no children. King Hywel suggested a pilgrimage to Llanwrty Wells, a holy site well known for its curative powers.

Wyddel and his wife made the pilgrimage and then Wyddel was off to the north again to put down yet another rebellion. Six months into the campaign he received a message from Wenylana proudly announcing her pregnancy. Wyddel was so happy and so full of gratitude to King Hywel that he made a solemn vow. "I swear by St. Kevin's holy blood that I shall name this child after my gracious King who has been so good to me and mine."

His daughter, born three months later, didn't even remotely resemble the King. Still, a vow is a vow, and so Hywel's Merch Wyddel was duly baptized. A handmaiden to the Queen, Wenylana was further honored when Queen Gwendolen herself became the child's foster mother. Thus Hywel's grew up at Court, learning all the womanly arts and excelling in embroidery and sewing. She also showed an interest in the science of herbalism, often spending afternoons with the King's master herbalist.

As she grew, Hywel's Brych—"Freckles"—discovered that the boys she had spent so much time playing "Hide and Seek" and "Cymraeg and Saeson" with were rather more interesting than she had first thought. Some of them began to be downright fascinating. Most fascinating was one of the King's many grandsons, Gabriel ap Morgan ap Hywel. His good looks and merry wit caused her to jab her finger with a needle more than once.

Gabriel was the son of the King's third son Morgan Gwyllt—Morgan the Wild—a reckless foolish young man who didn't meet his father's expectations. His most audacious enterprise resulted in his marriage. Crossing over the border into England, he came upon a convent where he spied a comely novice, Mary Cooper's-daughter. Liking her dark eyes, he kidnapped her and galloped back to Wales. His furious father demanded he return the girl to her convent but Mary, having developed a taste for the secular life, suggested marriage instead. The ceremony was duly performed but Morgan galloped off afterward and was never seen again.

When Mary's son was born in February of 940, she named him for the Archangel Gabriel. Gabe grew into manhood at his grandfather's court, excelling at archery, fighting, story-telling and singing—in short becoming all a Welsh warrior should be. Taking his grandfather as a role model he more than made up for the disappointment caused by his father. Being somewhat precocious he discovered the gentler sex at about the same time Hywel's discovered males. Although she was three years older, they discovered a compatibility and comfortableness which quickly bloomed into love.

The road to wedded bliss was not easy though. King Hywel died in 950 and three years later at 13, Gabe went to war for the first time. At age sixteen, he and 'Welis were finally wed. Their eldest son, Jesse, was born ten months later. Wales no longer enjoyed the stability it had under King Hywel, and Gabe and 'Welis began to long for a peaceful place to raise their son. After Gabe almost lost his life in yet another battle, he, 'Welis, and Jesse left Wales and travelled to V'tavia. They had heard of the fearless Baron of V'tavia, William de Bohun, and of the peace that his subjects enjoyed. So they settled in V'tavia and as if to prove that providence did indeed smile down on their new home, their son James as born. Now they look forward to raising their children to be warriors in service to the Barony as they themselves serve.

Vivat!



Gabriel ap Morgan ap Hywel
Hywel's Brych Merch Wyddel

Ye Olde "Synburn" Remedy

With summer full upon us, one of the more painful problems facing many of us is sunburn. A sunburn can range from a mild irritant to a burn severe enough to present a life-threatening danger through sepsis. In the later case, a physician should be consulted as quickly as possible.

My study of herbalism, however, has given me a way to treat sunburns which has proven effective in reducing peeling of damaged skin and minimizing pain.

In the second week of June, I received a sunburn of grandiose proportions; from my shoulders to the tops of my feet I was left a rather attractive shade of vermillion. The agony was exquisite. I determined upon returning home to take a chamomile bath, which I read was soothing to burns of all sorts. As I thought about it, I decided that a little clove might help also. (Oil of clove is a powerful pain-killer, and cloves have a very high percentage of essential oil when compared to many herbs and spices). Rosemary is a good antiseptic, and a skin toner as well. So I packed a small muslin bag with five (5) parts chamomile, one (1) part crushed whole cloves, and one (1) part rosemary. This I put into a half-gallon of water and brought to a boil. I let it steep for 15 minutes after removing it from the fire, then added the infusion, bag and all, to a warm bath.

When the water first touched the burns, as with any sunburn, it burned like all the fires of Hades; but following the initial pain, I found it quite relaxing and soothing. Upon emerging, I slathered aloe vera gel all over the burns as well. I found that I was able to sleep comfortably that evening, with very little pain; and the next morning, except for the very worst burns on my shoulders, I had virtually no pain, and no indication of shiny or patchy skin which usually forecasts peeling.

Lord Aelfric Frithariksson

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InterKingdom Archery Competition

Only two kingdoms have reported in so far, early returns show:

Open Division: East 168 Roald of Wolfpit 211, Dorian of Lewes 185, & Dinsdale of Northumberland 108
Atlantia 123 Lord Galen Woodwalker 218, Aelfred of Cres 140, & Tony 111
Longbow Div.: East 193.6 Lord Deormund Wulfscyld 209, Lord Nisse God-dreng 206, Morgaine du Chateau Godolfyn 166

Please get your scores in quickly, last years race was really close!

I am also still seeking donations of suitable trophies fro this year's winners (three in each of the three divisions)

Send all IKAC scores and any questions to: Lord Hawkwind of Skara Brae, 1130 River St., Hyde Park MA 02136 (617-361-0586 answering machine)

IKCAC

The InterKingdom Combat Archery Competition has started. Here is your chance to sharpen your combat skills as an archer and compete with the archers of all the other Kingdoms. Awards will be given to the top three archers of the winning kingdom. Write now for a copy of the rules. Send a S.A.S.E.

The Society Marshall has sent out a proposal on combat archery rules and regulations, that should be of great interest to all combat archers. The basics of the proposal are as follows:

- 1) All combat archers shall meet the minimum SCA standards for fully armored, heavy weapons combat, while on the field.
- 2) They must be familiar with the rules of the List; be safe; recognize a killing blow; and be able to keep their bow out of the way during combat.
- 3) They shall wear an "Archer's Gauntlet" painted International Orange on the stringhand.
- 4) They may use a bow of up to 55 lbs draw weight.
- 5) They shall use the Atlantia/Cabontir "Golf-tube arrows. (These are made by securing a tennis ball to the end of a 28 inch minimum length plastic golf tube with duct tape fletching.) These arrows may be reused from off the field during combat.
- 6) Combat archers may also be heavy weapons fighters during the same combat.
- 7) The archers may be killed by heavy weapon blows or may yield.

For the full proposed rules and a golf tube arrow specification, contact the Society Marshall, or request a copy with the IKCAC rules. (please include an extra stamp)

These new rules will create great changes in combat archery as we know it. Please read the rules, try them out, think about them, and then send the Society Marshall your opinion and any ideas for improvement. I would greatly appreciate a copy as well.

For IKCAC rules and information contact: Sir Jon Fitz-Rauf, c/o John R. Edgerton, 7662 Wells Ave, Newark CA 94560-3530 (415-791-9070).

Unto the Populace of Calontir:

At the War of the Lilies, a small informal meeting of equestrians was held to discuss the formation of a Horsemen's Guild. Many things were discussed and some plans laid.

Creation of a Horsemen's Guild can be of great benefit to Calontir. It creates another draw to SCA for interested mundanes rather torn between SCA and horse-related activities. It allows those of us already active to combine our interests. Lastly, horses were a large part of the Middle Ages. Their presence will add color and authenticity to our events.

Several ideas were put forth concerning activities for horses and riders at events, both working and recreational. Work could include mounted heralds at large camping events, (any agreement from foot-weary heralds?) messengers with a little more authentic look than a pick-up, etc. Games and competitions will be organized as well.

Discussion of a Charter was begun. The Charter will need to cover basic organization, our goals and intents and safety rules. Standards for equipment, separate authorizations for horses and riders are among the items needing definition. This is in the same spirit as the requirements which must be met for archers and fighters. They will exist to insure the safety of all, including the horses.

With their Majesties' permission, we will attempt to create a formal, permanent Guild in Calontir. The first step will be the writing of the Charter. We will begin serious work on this project at RUSH in Standing Stones, July 25-26. The Charter will encompass the points mentioned above and other areas of importance as well. Lord Brendan is currently working on a beginning rough draft drawn from his experience with Civil War re-enactment cavalry. This will allow us a basis to begin our own work at RUSH. The best way for this endeavor to succeed is if we all feel we can support it 100%. Now is when we need your input based on your experience and opinions.

If you can attend RUSH and aid in the writing of the Charter, it would be greatly appreciated. If not, please contact one or more of the people listed below with your input or to express an interest in the Guild. You do not have to currently own a horse to become involved. We need support and assistance from many areas to make this work, from autocrats providing sites that allow horses to people willing to haul to events. Letters are greatly appreciated as it is easier to take these to meetings but feel free to call. I am much easier to reach after dark (I am generally outside until then) as, I am sure, are the other people.

In service to Calontir:

Bronwyn
Bronwyn Nic Dougal
LeAnne Melvin
P.O. Box 105
Collins, MO 64738
417-754-8054

Brendan O'Carroll
Stephen J. Allie
Rt. 2, Box 109
Oskaloosa, KS 66066
913-863-2921

Margaret Robanna
Holly Hybiak
Bx 194
Staplehurst, NE
68439

The Shire-March of the Grimfells is proud to present:

THE RUSSIANS vs. THE BYZANTINES!
The 4th annual Ansteorra/Calontir Interkingdom Peace
July 3-4-5 A.S. XXII (1987)

Fighting activities will start Friday morning, July 3, and continue through Sunday afternoon, July 5, and will include fighter authorizations, grand field melees, broken field melees, bridge battles, traditional tourney style fighting, archery, etc. In case of rain, fighting will move inside Thompson Hall with some modification.

Instructional arts and sciences activities are planned during the fighting. Calontir residents will be able to get R.U.S.H. credits! Children's activities planned. Ideas and volunteers welcome! Arts and sciences competitions will include calligraphy and/or illumination, embroidery, wood carving and construction, decorative metal work, weaving, spinning, lace, and children's toys in any medium. Russian or Byzantine themes are encouraged.

A masqué ball is planned for Saturday evening (to let you try out those dancing skills you learned during the day).

A non-profit Inn will provide drinks, cold meats and sandwiches, fruit, bread, cheese and breakfast pastries.

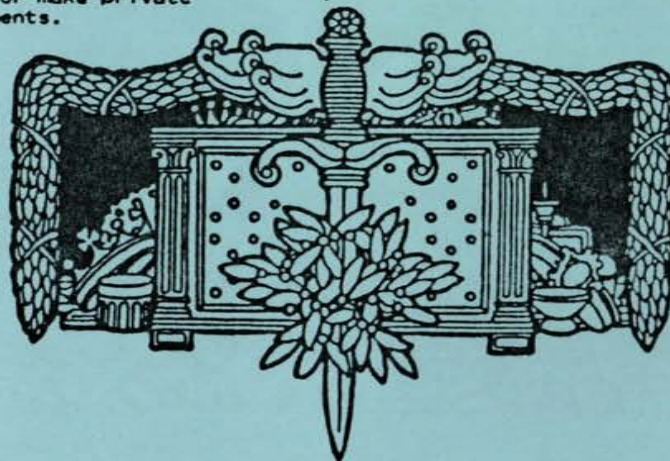
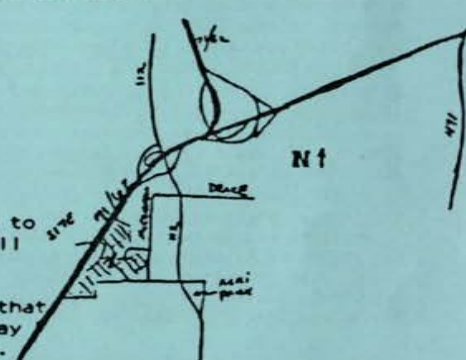
FEES:

Site fee \$3 before June 1; \$5 after June 1 (Children under 12 free)
Camping fee \$2 per tent for the entire weekend
RV hookup \$7.50 per night (water, sewer, electricity)
Info on motels will be sent in seneschals' flyers. No sleeping will be permitted in Thompson Hall. No ground fires; no fireworks (city law).

RESERVATIONS: Please make all checks to SCA Inc., Shire-March of Grimfells, and send to Mistress Alarba, Patricia Brown, 10 Ranch Dr., Fayetteville, AR 72703. For questions or further information, call Ly. Kathryn (co-autocrat) at (501) 442-8781.

SITE: The site is the Washington County Fairgrounds, Fayetteville, Ark., and is a wet site. Follow Highway 71/62 to the intersection of Highway 112. (Not 1125!) Take 112 south to Drake St. Turn west and follow the fairgrounds signs to the site. Trolly booth is at the site.

NEW SCHEDULE: For those who wish to travel early, the trolly booth will open at noon Thursday. Informal activities, fighting, pot-luck munchies, etc., are planned for that evening. Those who want Wednesday night crash space should call Ly. Kathryn or make private arrangements.



DEMO

On Friday and Saturday, July 3rd and 4th, the Shire of Crescent Moon will be having their annual city-wide demo. There will be lots of fighting. If you can't make it to Grimfells for Interkingdom, think of our demo as the alternative. Crash space is available. Contact the seneschal for details: Lord Chrystofer Kensor: c/o John Hooker - 2818 Michigan - Topeka, KS 66605 - (913) 266-6149

Fiber Arts

CALONTIR FIBER ARTS DAY IV "Return to Froggestow"
JULY 18, AS XXIII (1987).

Once again, fellow fiber folks, we will gather at the home of the Autocrat (that's me - Hertha) to explore and play and exchange ideas! As in the past, the schedule will flex at will, to suit the whims and inclinations of the participants. However, we do have several topics to deal with:

- Is the time ripe for us to form a Calontir Guild? Who will be our fearless leader? What will we call ourselves?
- There are several regalia projects on the books in need of volunteers to execute them. (My pet among them is the proposal to embellish the Queens' coronation cope.) Bring your ideas and PLEASE volunteer - for the glory of Calontir!
- The WARP-WEIGHTED LOOM I built for demo use will be set up & warped for you to play with & get the hang of it. This is especially appropriate for Vikings & other early personas!
- An INDIGO vat will be available for you to dye some item in. It works well on all natural fibers & is amazing to see! This is not a spectator session - plan to do something!
- SPIN ALONG with Gwynant - Bring your spindle or wheel & practice or begin to learn to spin.
- Try a better way of MAKING FELT - this is really fun for those who never outgrew messing around with mudpies & such! Kids of any age who can follow verbal directions are especially invited to this workshop session. Be prepared to sit on the lawn & get wet. (Bring a dry change of garb.)

APPROXIMATE SCHEDULE: Troll Booth/Site (same location) opens when anyone arrives (sometime Friday evening). Workshops begin about 9:30 Saturday morning & end about 6pm. Babysitting will be arranged by appointment & special request or you may team up with another parent & trade-off on site. Kids of a reasonable age and attention span are welcome to participate in regular event activities. POT LUCK YEEAST & Post-Revel on site. Site is WET, NO SMOKING indoors. Site closes when last participants leave sometime Sunday.

CALL HERTHA BLAIR OF FROGGESTOW at 816-836-9364 to volunteer to help out or to get directions to: 1305 West 29th St., Independence, MO 64052. See map.

ROYAL UNIVERSITY OF SCIRHAFUC

July 25 - 26, A.S. XXII - At Shire of the Standing Stones

The summer session of R.U.S.N. will be held Saturday and Sunday, July 25 and 26, A.S. XXII at Shire of the Standing Stones (Columbia, Missouri). The main site is the Memorial Union on the campus of the University of Missouri-Columbia. The site opens at 8:00 am Saturday, and 9:00 am Sunday. Classes run from 9:00 am through 5:00 pm Saturday and 10:00 am to 1:00 pm Sunday. There will be a Demo courtesy of the Shire of the Standing Stones immediately following classes on Sunday afternoon, so please arrange to stay and fight, dance and demonstrate your arts and skills with us from 1:00 - 4:00 pm. NOTE: The site is DRY, and smoking is allowed in designated areas only due to local ordinances. The site is BARRIER FREE. No Merchandising will be allowed.

This session should be one of the biggest so far! In addition to the large variety of classes offered, the UMC Museum of Art & Archaeology will be conducting special seminars and a tour of their medieval collection on Saturday afternoon. The Rare Books department of Ellis Librer is making available for us their facsimile of the Domesday Book, also on Saturday afternoon. Movies on medieval topics will be shown through out the day (again on Saturday) and seminars on coping with children in the S.C.A. and on Judges' training will also be offered. There will be Royal Court Saturday evening, followed by a Royal Ball in the campus ballroom. The Royal Ball is DAMP (beer and wine only). Please bring dance tapes.

Register for classes IN ADVANCE (late registration fees will be imposed!) with the Registrar, (not the Autocrat). Fees are as follows:

SESSION FEE: (includes coffee & donuts!) \$2.50	REGISTRAR-CHANCELLOR
MUSEUM SEMINAR: .50	Cnts. Elizabeth du Rossignol
FILM PASS (good for all day) 1.00	(Lisa Mohr)
CHILD CARE 1.00/child	3144 South Elizabeth
or 1 hr of child-sitting 2.00	Wichita KS 67217
LATE REGISTRATION FEE 2.00	(316) 922-7678
COURSE FEES AS LISTED	

MAKE CHECKS PAYABLE TO S.C.A., INC. - R.U.S.N.

All groups should be receiving in June a mailing with information on motel and hotel information and prices, eating establishments, and detailed maps of the site noting parking lots and access. Check with your Seneschal or contact the Autocrat (Tamara) to reserve crash space, which is limited, no later than July 15. Crash space MUST be reserved in advance.

Saturday, July 25							Sunday, July 26					
9am	10am	11am	12m	1pm	2pm	3pm	4pm	5pm	10am	11am	12a	1pm
LIT	FIBR		L	SCA		SCA			WARS			
171	351			101		301			211			
METL			U	LETH					HERL			
181				132					(160)			
	MUSC		N	WARS		MUSC			METL			
	135			191		335			171			
HERL	HERL		C	SCA					PHIL			
181	182			201					191			
	HIST		H	DRAM	DRAM	DANC			DANC			
	179			175	179	141			240			
DRAM				COST		COST			SCA			
181 & 182				181		158			181			
LIT			B	CHIR		HIST			HIST			
165				185		261			182			
Judges' training				seminars					Seminar on children			
TENT	WARS		R	WARS								
138	221			151								
War maneuvers			A	Museum seminars & tours								
Medieval films			K	Medieval films								

To reach the TROLL BOOTH: If coming from east, north or west, on I-70 take 63-South to Route M - East Broadway exit, proceed west on East Broadway. If coming from south on 63 exit at Route M - East Broadway exit.

On East Broadway, proceeding west past Old 63 to William (second traffic light), turn south (left). Boone Hospital Center is at the corner of East Broadway and William. Go south two blocks to Bass Avenue. TROLL BOOTH is at the southwest corner.

To reach the SITE: From west or south take 740 to 763 (College Avenue) north, to University Avenue. Turn left and look for SCA signs.

From north or east from B-63 exit at Route M - East Broadway, west to 763 (College Avenue), turn left (south) to University Avenue. Turn right and look for SCA signs.

Your seneschal has a detailed map on how to reach the site and the best parking.

OJH 140—THE ACUTE CHIRURGEON—Ld Philip de Amolie, Register (9 .50)
 COST 150—KINGOL COSTUME—Ly Yliona MacNichol (93.00)
 COST 181—OVERVIEW OF PATTERNS OF FASHION—Mr Robert Sartor van Pay-bas, Register (92.00)
 DANC 141—BEGINNING EASTERN DANCE—HM Komara Leona, CL (92.00)
 DANC 240—A NEW DANCE—Baron Charles Stuart O'Connor, CP (92.00)
 DRAM 181—READING PLAYS I—Mr Juan Macias de Alarcon (9 .50)
 DRAM 281—READING PLAYS II—Mr Juan Macias de Alarcon (9 .50)
 (Starts at 10:00 am, Saturday, held with DRAM 181)
 DRAM 175—PARTICIPATION IN BARDIC CIRCLES—Mrs Morgana bro Morganeys (9 .75)
 DRAM 179—PARTICIPATION IN BARDIC CIRCLES FOR CHILDREN—Mrs Morgana bro Morganeys (9 .50)
 (Reading age only)
 FIBR 351—LACEWORKING PATTERNS II—Mr Robert Sartor, Register (92.00)
 HEAL 181—BASIC HERALDRY I—Baron Charles Stuart O'Connor, CP (9 .50)
 HEAL 182—BASIC HERALDRY II—Baron Charles Stuart O'Connor, CP (9 .50)
 HEAL 148—PRECEDENCE IN CALONTIR—Earl Sir Asgeirr Gunnarsson (9 .50)
 HIST 182—PHILOSOPHY OF SCA RESEARCH—Ld Nujinn Horthgeirsson (9 .50)
 HIST 171—HISTORY OF ARMOR—Ld Robert of Granloch (9 .50)
 HIST 179—PERIOD HORSEWEARHIP—Ly Caitlyn of Penryn (91.50)
 HIST 261—GREAT BATTLES (HASTINGS)—Ld Robert of Granloch (9 .50)
 LETH 132—LEATHERWORK II (SNAP ON BELT POUCH)—Mr Trobore Oskaved, Register (918.00)
 LIT 145—HORSE LITERATURE—Mrs Morgana bro Morganeys (9 .75)
 LIT 171—IRISH LEGEND AND FOLKLORE—Ld Glas MacCarraig (9 .50)
 METL 181—MALLEUS ET MANUS (PERIOD METALLURGY)—Ld Nujinn Horthgeirsson, Register (92.00)
 MUSC 135—BEGINNING RECORDER—Ld Raphael Temovaloroso (92.00)
 (Includes recorder)
 MUSC 335—RECORDER ENSEMBLE—Ld Raphael Temovaloroso (91.00)
 PHIL 191—SURVEY OF MEDIEVAL EDUCATION AND ACADEMIC DISPUTATION—Silvestrus Sophonius (92.00)
 SCA 181—INTRODUCTION TO THE SOCIETY—Ld Naeris, Register (9 .50)
 SCA 281—FEASTOCRATTING—Ld Franz Johann Gottskrieger (91.00)
 SCA 381—THE PROBLEM OF THE PERSONA—Ld Naeris, Register (9 .50)
 TEXT 130—MAKING A PRACTICAL REPRODUCTION OF A PAVILION—HM Susannah Griffin (91.00)
 WARS 151—FIGHTING CLINIC—Various instructors (9 .50)
 WARS 191—LISTMAKING—Cats Elizabeth du Rossignol (9 .50)
 WARS 211—PRINCIPLES OF LEADERSHIP IN BATTLEFIELD COMMAND—Earl Sir Edward Cire of Grayacor (9 .50)
 WARS 221—MARSHALLING—HM Sir Valens of Flatrock, Earl Marshall (9 .50)

Non-credit seminars hosted by the Royal University of Scrifafoct

SEMINARS ON MEDIEVAL ART AND CULTURE—Staff of UNC Museum of Art & Archaeology
(Saturday, 1 to 5, donation 9 .50)

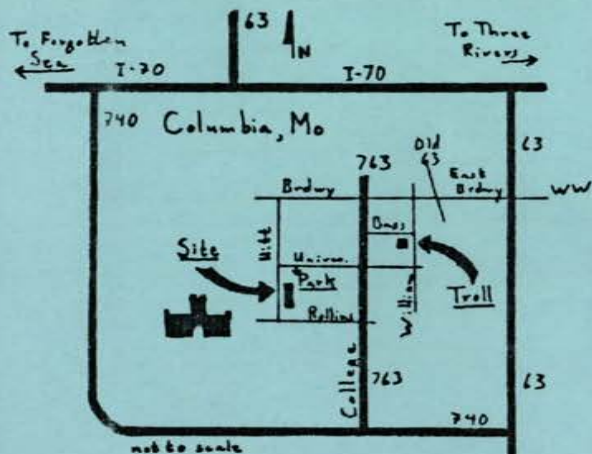
SPECIAL TOURS—Staff of UNC Museum of Art & Archaeology...FREE
(Saturday, 1 to 5)

SEMINAR ON COPING WITH CHILDREN IN THE SCA—with Cats Elizabeth, Cats Numeia, Anes Barbara de Sant-Michel—FREE

JUDGES' TRAINING SEMINAR—with Mrs Luciana di Ridolfi, Ld Robert of Granloch, and their staff—NO FEE

(Seminar held many times during the day)

FILMS ON MEDIEVAL HISTORY, LIFE AND CULTURE—UNC Academic Support (91.00 for all-day pass
(All day Saturday in Wrench Auditorium)



AUTOCRATS

Silvestrus Sophonius
 (Joe Barnes)
 Eastgate Plaza - Suite 318
 Columbia MO 65201-6862
 81 (314) 874-8641

Tamara MacKinnon
 (Nobelle Millier)
 382 1/2 North William
 Columbia MO 65201
 (314) 875-8735

TROLLS

Morgana de Leon & Jurgen von Kreuzweg
 (Monica & David Tisch)
 1518 Bass Avenue
 Columbia MO 65201
 (314) 874-6834



PRE - PENNSIC WARM-UP

On August 01 S XXIi We in The Shire of Bois d' Arc would like to give you our friends, one last chance to practice for the Pennsic War. The site is Ceder Bluff Camp in Coffeyville, Ks.

Troll booth opens at 7:00 pm. Friday July 31. Closes 4:pm. Aug. 02
This is a DISCREETLY wet site please deposit empties in designated cans only.

Along with a camping area we have cabins with 91 beds for those who do not like sleeping with the bugs. The cost for the enjoyment of sleep in a bed is only 2.50 a night.

Site fee is \$6.00 for members, \$7.00 for nonmembers.

9:30 am. Site opens with Armor Inspection and Authorizations.

11:00 am. A Warlord Style Tourny folled by Meles and War Maneuvers.
(War Maneuvers all day Sunday.)

1:00 pm. Art and Science Competitions will begin.

ARTS; costuming, needlework, C&I scrolls, illuminated letters, weaving, SCIENCES; period weapons, cartogrpny, brewing, (there will be a brewers guild meeting if enough gentles &/or brewers are interested.

2:00 pm. Archery for those who like to shoot.

6:30 The Feast shall start (we hope). There is room for 80 gentles at the feast. The main course shall feature Venison, &/or chicken. There are to be suitable side dishes for a minamal fee of only 4.00 a person. (Children under 10 half price. After July 15 \$5.00 for feast.
we do have childrens activies at the price of one hour of the parents time.

Auto crats

Ld. Riik of Flatrock
 Ly. Ermosinda de Yatra
 Rick / Liane Jackson
 R.R. 1 box 28B
 Walnut, Ks. 66780
 (316)354-6579

Feastocrat

Ly. Athelthretha of Whitby
 Tracy Mayfield
 Chanute, Ks 66720
 (316) 431-2114

Directions to Site:

Take 166 to the West Side of Coffeyville theres a Brahms turn North there Go three blocks to the dead end turn Left go to Cline Rd. turun Right (or North). Go For 4 miles on the right side of road is the camp. There will be sighs along the way.



FROM THE THRONES OF THE MIDDLE AND EAST KINGDOMS,

FOND GREETINGS UNTO ALL WHOM THESE WORDS MEET:

Herein you will find the rules, regulations, standards, and conventions that will govern the martial activities at Pennsic XVI.

TRM Talymar and Randal have worked hand in hand to establish these rules and we are in agreement with the terms here set forth. As a sign thereof we have placed our hands and seals to this document. We ask that no other copies, other than those thus signed, be printed or distributed. Thus will the People hear our words.

It is our sincere wish to run a fair and fun-filled war. And it is our fond hope that you and yours might join us.

IN SERVICE TO THE SOCIETY,

Talymar Rex
TALYMAR REX

Randal Rex
RANDAL REX

ARMOR STANDARDS: Pennsic War will use as a minimum those standards as set by the Society. All fighters should insure that their armor meets these standards before coming to the war. They have been published in the T.I. and are otherwise readily available. Since additional standards may be set by individual Kingdoms, these will be enforced only upon the fighters from that particular kingdom. To this end, each kingdom participating in the war will need to provide warranted marshals for the inspection process. Any unusual or non-standard armor will be brought to the attention of the Earl Marshals of the Middle and the East, or the respective kings, before it is passed or rejected. Appeals of rejected armor can be made to the Kings or Earl Marshals. The decision to admit it must be a joint one, i.e. both kingdoms must agree and it must not violate Society regulations. This decision will be final. Armor that has passed will be marked with a sticker that indicates the number of the inspecting marshal. Any individual found using rejected or uninspected armor may be banned from further fighting at the war. Any individuals found willfully trying to avoid this safety inspection by switching stickers from inspected to uninspected armor, or any similar action, will be subject to disciplinary measures which might include Courts of Chivalry and/or loss of authorization.

WEAPONS STANDARDS: Weapons will be inspected to insure that all parts (rattan, hilt, basket, pommel, etc.) are in a good/safe condition. They must meet Society safety standards, and the standards of the East and Middle Kingdoms. These kingdoms reserve the right to ban/reject a weapon even though it may be considered legal in another kingdom. The decisions of the Kings or Earl Marshals of the Middle and East will be final in this matter.

Any weapon that the normal SCA fighter would consider to be unusual or unsafe must be brought to the attention of the EM of the Middle and East for a decision; that decision will be final. Any weapon rejected by a subordinate marshal may be appealed to the EM's, but the decision to pass it must be a joint one.

Weapons that have passed inspection will be marked. The presence of unmarked/uninspected weapons on the field is grounds for barring the using and owning individuals from further combat at the war. Rejected weapons may be "reworked" and re-presented for inspection. No marshal will tell an individual to fix a piece of equipment and at the same time pass it assuming that the necessary changes will be made. It must be re-inspected.

SPECIFIC WEAPONS STANDARDS:

- MAXIMUM POLE ARM LENGTH - SIX FEET
- MAXIMUM SPEAR LENGTH - NINE FEET - RATTAN ONLY
- NO LAMINATED BLADES
- NO RATTAN IN THE HEADS OF MACES, AXES, OR POLE ARMS
- NO BUTT SPIKES OR PIKE MAULS
- NO UNPADDED POLE ARMS
- NO MODERN CAMOUFLAGE CLOTHING WILL BE WORN IN SCOUTING OR COMBAT.

ARMOR and WEAPON INSPECTION: This will primarily be the responsibility of the War Marshal, who this year will be the Middle Kingdom EM, Sir Logos; he will be assisted by and work closely with the EM of the East Kingdom. They will select a team of marshals from various kingdoms to assist them. However, only fully warranted marshals will be used for the inspections.

Armor inspection will take place twice daily at the main battle field, and will coincide with the "Kingdom Day" activities of the morning and afternoon. This will run Monday through Friday. The EM's may set up further times and places for the convenience of the fighters. It is the individual's responsibility to insure that their equipment is inspected prior to any battle in which they intend to fight.

Inspecting marshals will be assigned a number which will also appear on the stickers they use to mark equipment that has passed inspection. Through this method, any problems or questions that arise later can be directed at the inspecting marshal.

During inspection, all authorized fighters will be required to present their Society fighter's ID card and a piece of mundane ID which includes a photo. Any individual who cannot produce these will be barred from combat related activities. This may be appealed to the Kings or EMs.

FIGHTER AUTHORIZATIONS: All new fighters who wish to fight at the war must be authorized by at least July 13, 1987. This will be imposed on fighters from all kingdoms. This will allow them time to have their ID cards issued and gain some necessary experience in melee related combat.

AGE LIMITATIONS: No one under the age of eighteen will be admitted to the war site unless they are accompanied by a parent or legal (court appointed) guardian. Minor's waivers and temporary guardianship papers will no longer be accepted. Proof of age may be required before admittance to the campground. Minors who arrive without parent or guardian will be sent home immediately via the person who brought them, parents will be called to pick them up, or they will be sent home by bus at their own expense. Individuals who try to circumvent this ruling, which was established by the Coopers, will be charged with trespassing and appropriate action taken.

No one under the age of sixteen may participate in any combat/fighting activities at the war.

No one under the age of ten may participate in combat related activities such as scouts or waterbearers. Archery has no age limitation save those within reasonable safety standards.

GENERAL MARSHALLING CONVENTIONS: The Marshal in Charge will be the Earl Marshal of the Middle Kingdom, assisted by the EM of the East Kingdom. They shall select marshals appropriate to each of the battles. There should be an equal amount of Middle, Eastern, and other Kingdom fighters selected for marshalling. These people should be members of the Chivalry if possible, but in any case they must be well experienced at marshalling melees. Members of the Chivalry may be asked to marshal once they have been killed in combat; however, it should be on a different bridge or part of the field from where they were originally fighting.

To help avoid arguments and heated temperatures, marshals should be "active" and declare individuals dead after repeated miscalling of blows. It will take two marshals in agreement to call a fighter dead. They will strive to do this with the utmost courtesy and chivalry, firmly believing the individual in question has made an honest mistake. Their decision in this matter will be final.

Holds will be called whenever a question of safety or other major problem arises; they will however be kept to a minimum to allow the continuity of the battle to be maintained. Marshals will be equipped with whistles by which to signal holds. Local holds may be verbally called by a Marshal or a fighter. All participants have a responsibility to help maintain safety on the field. This includes using common sense and avoiding actions which a reasonable person would consider unsafe or at best questionable.

GENERAL COMBAT CONVENTIONS: The Pennsic War will follow the Society Rules of the List, and in addition, the following rules and conventions will be observed:

- 1) NO FACE THRUSTS
- 2) NO WAR ARCHERY (AT HUMAN TARGETS)
- 3) NO STINGS WITH POLE ARMS OR GREAT SWORDS OF MORE THAN 90 DEGREES FROM START POINT TO POINT OF IMPACT
- 4) WEAPONS MAY BE FOULLED FROM BEHIND
- 5) SHIELDS MAY BE GROUND, NO TWO HANDED HOLDS ON SHIELDS, YOU MAY NOT USE YOUR HANDS TO GRAPPLE WITH AN OPPONENT'S SHIELD
- 6) NO MORE THAN FOUR FIGHTERS WILL ATTACK AN INDIVIDUAL AT THE SAME TIME. THE ONLY EXCEPTION TO THIS IS LIKE OR SHIELD WALL COMBAT. IF YOU ENGAGE, YOU ARE ENGAGED WITH EVERYONE ON THE LINE. HERE TOO, COMMON SENSE SHOULD RULE SUPREME.
- 7) CHARGES - fighters may run to cover ground or gain position; however, they may not do so to gain momentum for crashing/charging into individuals or shields. For purposes of breaking lines, shield walls, etc., charges are limited to five steps. Marshals may remove from combat individuals who show total disregard for this rule.
- 8) HOLDS - when holds are called, they should be echoed by the fighters themselves who will also immediately cease combat and drop to their knees. There will be no talking or repositioning during holds unless ordered by the marshals.
- 9) ANYONE WHO HAS TRIPPED AND FALLEN WILL NOT BE ATTACKED UNTIL THEY HAVE REGAINED THEIR FEET AND DEFENSIVE POSTURE.
- 10) NO DECLARED DEATHS FROM BEHIND
- 11) STRIKING FROM BEHIND - This causes problems every year and is best if simply avoided and eye contact is made before striking an opponent. Fighters who are engaged in line or shield wall combat may be struck by anyone in the opposing line, technically they are all in front of him. Anyone who breaks through a line may be hit from the rear as they pass through the line. However, no fighter may pursue them and then strike from behind. The blow must come at the same instant that they are passing through the line. By the same token, fighters who are passing through a line may throw side or rear blows as they pass; however, they may not stop and engage from the rear. When coming upon an opponent from the rear, you may foul their weapons but you may not grab the body or grapple with them. You may tap an opponent on the shoulder to warn them that you are there and to get them to turn and face you. If they ignore you, you may not strike them. You may not strike an opponent as he turns to face you, you are not sure he is turning because he knows an enemy is behind him. By the same token, you may not swing at an opponent in the process of turning to face him.
- 12) ALL FIGHTERS ARE EXPECTED TO REMAIN CALM AND "COOL" DURING COMBAT, REMEMBERING THAT THEIR OPPONENTS ARE HONORABLE, CHIVALROUS, AND THERE TO HAVE FUN JUST LIKE THE REST OF US.
- 13) THESE GENERAL CONVENTIONS ARE DESIGNED SPECIFICALLY FOR THE WAR POINT BATTLES AT THE PENNSIC WAR. ALL SAVE THE MOST OBVIOUS SAFETY ITEMS AND THE RULES OF THE LIST MAY BE CHANGED OR MODIFIED DURING THE KINGDOM DAY ACTIVITIES. THUS A KINGDOM THAT HAS FACE THRUSTS OR COMBAT ARCHERY MAY USE THESE DURING THEIR OWN KINGDOM DAY TOURNAMENTS OR MELES.
- 14) ADDITIONAL RULES AND CONVENTIONS MAY BE STATED UNDER THE DISCUSSIONS OF INDIVIDUAL BATTLES.
- 15) IT IS THE INDIVIDUAL FIGHTER'S RESPONSIBILITY TO READ, UNDERSTAND, AND FOLLOW THE RULES AND CONVENTIONS REGARDING COMBAT AT THIS YEAR'S PENNSIC WAR.
- 16) FOR HEALTH AND SAFETY REASONS, THE CHIRURGEONS MAY LIMIT OR BAR AN INDIVIDUAL'S PARTICIPATION IN COMBAT.

BATTLES: The following battles will be used for war points: Field, Pass, Woods, Royal Champions, Unbelted Champions, Advancing Line (target) Archery Shoot, and the Castle Turret or Cloud Shoot.

Each battle will be scheduled on the following days and times:
ARCHERY 1:00 ON FRIDAY. THIS WILL INCLUDE BOTH THE TARGET AND "CLOUD" SHOOT. LIMITED FIRING WILL TAKE PLACE ON SATURDAY AT THE CONCLUSION OF THE PASS BATTLE.
CHAMPION'S BATTLES 3:00 PM ON FRIDAY. THIS WILL START WITH THE ROYAL CHAMPIONS AND BE IMMEDIATELY FOLLOWED BY THE UNBELTED CHAMPIONS.
FIELD BATTLE 10:00 AM SATURDAY
PASS BATTLE 3:00 - 5:00 PM SATURDAY
WOODS BATTLE 10:00 - 12:00 SUNDAY

All reasonable efforts will be made to start the battles on time. Not having the King present is not a reason to delay the battle. To this end, each King should appoint a war leader to act in his stead.

The commencing of any given battle will be by cannon, for the mass melees, or by the Marshal's signal in the case of the Champion's Battles. In any case, it will not be started by a predetermined time on the clock. A ten minute warning gun will sound before a battle and a two minute oral warning will be given by the marshals. Timed battles will end at the sound of the cannon and not by the clock.

SCENARIO: For purposes of adding realism and establishing overall goals and objectives, a scenario such as the following will be used.

The war will open, as did many medieval battles, with the archers firing against both massed armies. Next, each side will send forth their champions to challenge the champions of the opposing army. With no morale checks taken, both armies will then engage in the mass field battle. Although fought to the last man, the losing side will be considered to have retreated from the field with the victorious army in pursuit. As would naturally happen, the loser would retreat to some defensible and prepare to repel the attacker - hence the pass battle. The aggressor will be the winner of the field battle and they must control the pass/banner at the end of two hours to be considered victorious (see pass battle for details). The battle may be fought to the last man, but the victor will be the army controlling the pass/banner. Once again, the losing side will be considered a retreating army, with the victor in pursuit. This time, they will make their stand in the woods. The loser will go into the woods first and set up their defenses. The winner will attack into the woods for the purpose of routing or defeating the defenders. This battle will follow the same concepts of resurrection and capture of the flag as used in the past.

ONE PERSON SHOULD BE APPOINTED TO ARRANGE FOR THE NECESSARY SET UP FOR EACH OF THE BATTLES. THIS SHOULD NOT BE THE AUTOCRAT.

THE RULES, STANDARDS, CONVENTIONS, AND SET UPS FOR THE BATTLES MAY NOT BE CHANGED OR REINTERPRETED WITHOUT THE EXPRESSED CONSENT OF THE KINGS OF THE MIDDLE AND EAST.

FIELD BATTLE:

TIME LIMIT - none.
GOAL/VICTORY CONDITION - annihilation of the opposing army to the last man, or a reasonable equivalent thereof.

SET UP - a double boundary will be set up along the "road side" of the field and for at least 150 yards down the spectators side. There will be ten feet between boundary markers. Spectators will not be permitted past the first boundary and fighters will not cross the second one. Thus we will have a ten foot margin of safety between them in case of over-run armies. Since there have traditionally not been spectators at the far end of the field, this will remain, as always, open.

REPEATED SOURCE - none

PASS BATTLE:

TIME LIMIT - two hours.

GOAL/VICTORY CONDITION - The defender must possess the banner which has been placed in the rear of their pass. The attacker must possess the same banner, having captured and held it in the enemy rear. In the event that the side who possesses the banner is not obvious, it may be determined by which side has the greatest number of fighters within spear length of the banner.

SET UP - Hay bales will be used to outline a pass in the general shape of an hourglass. The width at the center point will be nine spear lengths (81 ft.). In the center will be a two spear length "boulder". This will be used by the marshals and will be off limits to the fighters. The pass will continue around this boulder for three spear lengths (27 ft.) on one side and four lengths on the other. Across the center of the pass will be a barrier of one high hay bales. In addition, the defending army will be given three hay bales to place making the wall two bales high at those three points. During the course of the battle, the bales may be stepped on or over but they cannot be torn down or removed. The banner that is being defended may be set up anywhere in the pass but cannot be more than nine spear lengths behind the boulder/wall. Just as in the case of a real pass, it shall be established on a hillside or steep incline in such a way that the attackers must come up hill in their assault.

SPECIAL RULES/CONVENTIONS - To reach the banner, the attackers must come through the pass, not around it. The battle may be ended in less than two hours if one army is completely eliminated. Once the banner is planted, it cannot be moved by either side. If captured, the banner must be defended from its original position. The attacking army will start two hundred yards from the pass. The defender may deploy their forces at any point in the pass or in front of it. Any combat fought outside the confines of the pass may be fought in the style of a field battle.

WOODS BATTLE:

TIME LIMIT - two hours. This will be started and stopped by the sound of a cannon.

GOAL/VICTORY CONDITION - The army which holds the agreed upon war banner at the end of two hours will be considered the victor.

SET UP - for safety purposes, certain areas of the woods will be marked off with highly visible tape/markers to show areas that are off limits or out of bounds.

SPECIAL RULES/CONVENTIONS - The defending army, as determined by the pass battle, will enter the woods 30 minutes before the attacker. They will set their defenses and plant their banner. The defender cannot move the banner once the 30 minutes is up and the gun sounding the attacker's advance has sounded. None of the attacker's army or scouts may enter the woods until the signal. All of the attacker's army must be assembled at the same point when they commence the attack on the woods. That point shall be the old archery field. If the banner is captured by an opposing army it may be moved.

When killed, a fighter will return to the resurrection point which will be located in the shaded part of the old archery field. After a timed ten minute rest, they may return to combat. There will be no fighting within 100 yards of the resurrection point. Chirurgeons may bar an individual from returning to combat.

The only non-combatants in the woods will be the marshals, chirurgeons, waterbearers, and scouts.

A cannon will sound to mark the end of the woods battle.

ROYAL CHAMPIONS BATTLE:

TIME LIMIT - none

GOAL/VICTORY CONDITIONS - Defeating, to the last fighter, the opposing group of champions.

SET UP - Other than a large open field, no special set up is required.

SPECIAL RULES/CONVENTIONS - The champions will be made up of 25 fighters of the King's choice. They need not all be belted fighters, but at least 75% should be. Champions from allied kingdoms can be/should be included in this battle. However, at least 50% of each team will come from the Middle or the East. None of the ruling kings or Crown Princes will participate in this battle (except in devising strategy before hand); instead they will act as marshals. The Queens and Crown Princesses will form a panel for the purposes of finding the most chivalrous fighters.

UNBELIEF CHAMPIONS BATTLE:

TIME LIMIT - none

GOAL/VICTORY CONDITIONS - Defeating, to the last fighter, the opposing group of champions.

SET UP - Other than a large open field, no special set up is required.

SPECIAL RULES/CONVENTIONS - The champions will be made up of 40 fighters of the King's choice. At least 50% of these will come from his own kingdom. Fighters from allied Kingdoms can be/should be included. None of these fighters will be, or have been, members of the Chivalry. Kings and Princes will also not participate in this battle. The marshalling will be done by knights and masters. The Queens and Princesses will form a panel for the purposes of finding the most chivalrous fighters.

ARCHERY:

Archery at Pennsic XVI will remain much the same as in past years with the following exceptions/changes:

The "Elder War Point" - The allotted time for shooting shall be expanded to 5 seconds per distance, and counted as follows: "Ready (x5), For" (x5), Thirty (x5), and Twenty (x4) and Hold". All arrows in the air on Hold will be scorable.


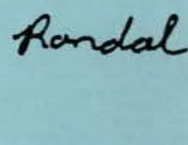
The "Long Yards War Point" - will be moved back to 100 yards. The walls of the circle will be two hay bales of solid wall with a third bale of cranelation for the entire circumference. It will have a marking flag which scores if embedded with an arrow. The structure is assumed to be stone. Any arrows embedded in the front face or striking the top of the back face are not scorable. The circle will be 20 feet in diameter.

All arrows will be wooden shafts. No bows may have pulleys, counterweights, or modern sights. The rule of one person one bow (i.e. no loaning of bows) will be used. Archers should insure that their equipment, including bow strings, are in good condition before presenting them for inspection.

WE, THE UNDERSIGNED KINGS OF THE MIDDLE AND THE EAST, ARE IN AGREEMENT WITH THE ABOVE RULES AND REGULATIONS CONCERNING COMBAT AT PENNSIC XVI. WE ALSO ENDORSE DISTRIBUTION AND PUBLICATION OF THE ABOVE IN SO FAR AS NO WORDS ARE CHANGED AND NO UNAUTHORIZED INTERPRETATIONS ARE GIVEN. BY OUR HANDS -

TALYMAR, REX

RANDAL, REX

 Talymar Rex
 Randal

THE SHIRE OF CARLSBY

PRESENTS

MADBOGS AND ENGLISHMEN

II

When: August 29, AS XXII (1987)

Fighting: The tournies will be similar to last year. There will be two separate lists, one for men at arms and fyrdmen and one for huscarls and Chivalry. (The tourney type will be announced later.) These will be followed by the traditional Carlsby castle siege.

Children: There will be a children's boffer tourney.

Nonfighting activities: These will be announced in next months flyer.

Feast: There will be a potluck feast after the days activities. Any and all performers are welcome to perform during and after the feast.

Fees: Site fee 2.50 for nonmembers
1.50 with proof of membership
feast fee 2.50

Autocrat: Alyson Throckmorton
1017 Indiana #1
Lawrence, KS 66044

Coautocrat: David The Moneylender
2030 Ohio
Lawrence, KS 66046

CORONATION OF VALENS & SUSANNAH

The Shire of Bois d'Arc is proud to host the Coronation of the next King and Queen of Calontir, welcoming back two natives of the Shire.

Date: September 19, A.S. XXII

The site: Stark School, Stark, KS (about 18 miles east of Chanute)

Site Fee: \$2.00 with proof of SCA membership
\$3.00 without

Site opens: 6:00 PM Friday, closes 3:00 PM Sunday.

Site is discreetly wet, has ample sleeping space indoors and camping, indoor and outdoor fighting space, archery space, ample room for children (playing and sleeping), showers, and plenty of parking.

Feast is planned for 200 people, details announced next month.

Autocrats: Ermosinda de Ystra and Riik of Flatrock (Liane & Rick Jackson) Rt. 1 Box 28-B, Walnut, KS 66780, 316-354-6579.

VALOR TOURNEY

Gentles of the Known World:

The Barony of V'tavia extends its warmest welcome to the Eighth Annual Tournament of Valor to be held September 4th through the 7th at Camp Hiawatha in Wichita, Kansas.

The schedule of events is tentatively as follows:

Friday--Troll Booth opens at 4:00 p.m.
Bardic Circle in the evening

Saturday--Opening Court is at 10:00 a.m.
Following Court
Three-man Melee
After a short break
Woodstalk
(Armor inspection will be on the field)

Sunday--Opening Court is at 10:00 a.m.
Following Court
Valor Tourney
Guardian of Valor Tourney
Feast is at 7:00 p.m.

Children's feast is at the same time with the cost for it being \$2.00. There will be babysitting during the feast for a small donation of at least \$1.00 per small child. Activities are being planned for the children during the days.

Monday--Opening Court is at 10:00 a.m.
Following Court
Men-at-Arms vs. Fyrdsmen Tourney

Any other courts will be held at the discretion of their Majesties.

All fees include site fee and swimming:
Air-conditioned cabins.....\$10.00 per nite
Non-air-conditioned cabins.....\$ 5.00 per nite
Per tenter not per tent.....\$ 3.00 per nite
Non-campers.....\$ 2.00 per day

FEAST MENU.....\$ 7.50
Welsh Cream Vegetable Soup Spiced Mushrooms
Roast Beef Syllabub
Cornish Game Hens Peers in Cosfyt
Glazed Carrots Bread
 Cheeses
 Vegetables

Feast-o-crat--Moriagh Teige O'Flaithbeartias
aka Bob Flaherty
328 N. Clayton 67203
Wichita, Kansas
(316) 943-9031

The Gussling Gargoyls will be in operation this year offering drinks, fresh fruit-kabobe, and stew or soup for non-feast night. There will be something new this year. It is the fact that breakfast will be offered both Sunday and Monday mornings for a nominal fee.

The Arts and Sciences Competition will be open. Judging to begin Saturday afternoon after the Woodstalk, so if any of you fighters wish to enter a piece of armor in the contest, you will be able to. Bring along your period tents for there will be a section of the camping area set aside for a period camping contest.

This year will again see the Fyrdsmen going against the Muscarls in what seems to be their annual volleyball game. Guardians of Valor, you will be fighting the byes in the Valor tourney.

Please, park only in the designated areas. For those of you with horses, they will be allowed. There is some stall space available. There will be no fee for the horses.

The site is VERY DISCREETLY wet. Therefore, all gentles are entreated to "take home all empties". This will be the third time we have used this site and we'd like our good behavior to enable us to use it again.

An auction will be held at Valor with the proceeds going to the Kingdom traveling fund and the Keep here in V'tavia. Do you have any items laying around that you don't need, any service you could auction off, any delightful eatables, then bring them to Valor or send all items or intents to:

Ly. Katherine Helena of Ravenscroft
c/o Katherine Woodworth
2123 E. 53rd St. S.
Wichita, Kansas 67216

All items will be on show before auction on Saturday night.

Autocrat--Torin Carson
aka Casey Carson
5920 Palm Lane
Wichita, Kansas 67204
(316) 838-5149



DIRECTIONS

From the north: Take I-135 to exit 13 (53rd St. N.), turn west for approx. 1 1/2 miles till you see the Camp Hiawatha sign on the south side of the street. Follow it till you reach the camp.

From the south: Take I-135 to exit 13 (53rd St. N.), turn west for approx. 1 1/2 miles till you see the Camp Hiawatha sign on the south side of the street. Follow it till you reach the camp.

From the west: Take I-235 from Highway 54, to exit 13 (Meridian Ave.), go north on Meridian to 51st St. N., then turn east and go approx. 1/2 mile to the camp on the south side of the road.

From the east: Take Highway 54 to I-135 north, exit off exit 13 (53rd St. N.) go west for approx. 1 1/2 miles till you see the sign for Camp Hiawatha, then turn left and follow the road.



The Barony has a new site: 2525 N. New York, Bldg. A1.
All currently listed meeting times and places may change.
Please contact the group meeting leader listed for correct
meeting information.

- ARCHERY: For information, please call Ld. Bear (David Pitchers). 688-1728.
- ARMOURING: Meetings currently being held at the new site on Tuesday evenings and Friday nights (for second shifters). For more information, call Earl Sir Edward (Eric Mohr). 522-7670.
- DANCE I: Meets Wednesday nights at the new site. For more information, contact Gabriella La Fiorentina (Beckie Barber). 267-6236.
- FIGHTER PR'TICE Will be held Tuesday nights concurrently with Armouring. For more information, contact Ld. Torin Carson (Casey Carson). 838-5149.
- MIDEASTERN DANCE: Held on Tuesdays and Thursday evenings. For more information, contact Her Royal Majesty, Mistress Mammara Leone. (Annabel Vinduska). 942-1058.
- NEEDLEWORK: Forming. If interested, contact Lady Christiana du Beauchasteau (Chris Echelberger). 722-9788.
- POPULACE MEETING: Meets every Sunday at the new site. A chance to get together and exchange information with one another. If interested, contact Gabriella La Fiorentina (Beckie Barber). 267-6236.
- SEWING: Meets Monday evenings every other week starting March 30. For more information, contact Countess Elizabeth du Rossignol (Liz Mohr) 522-7670.

As you will notice above, we have a very short list for an interests group. Now, up until last month, if you were interested in needlework, you could call Lady Christiana du Beauchasteau. Now there is no one. There are other areas of interest to people. There has to be. Aren't some of you interested in Brewing, or calligraphy or illumination? We need to have more groups formed to create a more active Barony. There are many new people who have started coming in the last few months, so come on you guys, express an interest in something.



BARONAGE

- Baron - HRM Master Sir William V'tavia
(Bill Vinduska)942-1058
- Baroness - HRM Mistress Mammara Leone
(Annabel Vinduska)942-1058

OFFICERS

- Seneschal - Ld. David the Silent
(David Woodworth)522-1658
- Pursuivant - Ly. Ceithlenn nic Ruaidhri
(Amy Billington)524-2987
- Treasurer - Ly. Katherine Helena
(Katherine Woodworth)522-1658
- Minister of Arts - Ly. Maria de la Rosa
(Mary Whitney)688-1728
- Minister of Sciences - Ld. Moriagh Teige O'Flaithbheartiagh
(Bob Flaherty)943-9051
- Knight Marshall - Ld. Torin Carson
(Casey Carson)838-5149
- Chronicler - Gabriella la Fiorentina
(Beckie Barber)267-6236
- Champion - Ld. Robert of the Woodlands
(Robert Woods)263-8152
- Luxistnik - Ld. Bear
(David Pitchers)688-1728
- Historian - Ld. Friar Thomas Bacon
(David Moreno)685-1182
- Listmistress - Ly. Ceithlenn nic Ruaidhri
(Amy Billington)524-2987
- Chatelaine - Ly. Aideen the Audacious
(Jane Hager)529-2281
- Minister of Children - Ly. Dana Latona
(Dana Woodworth)522-1658