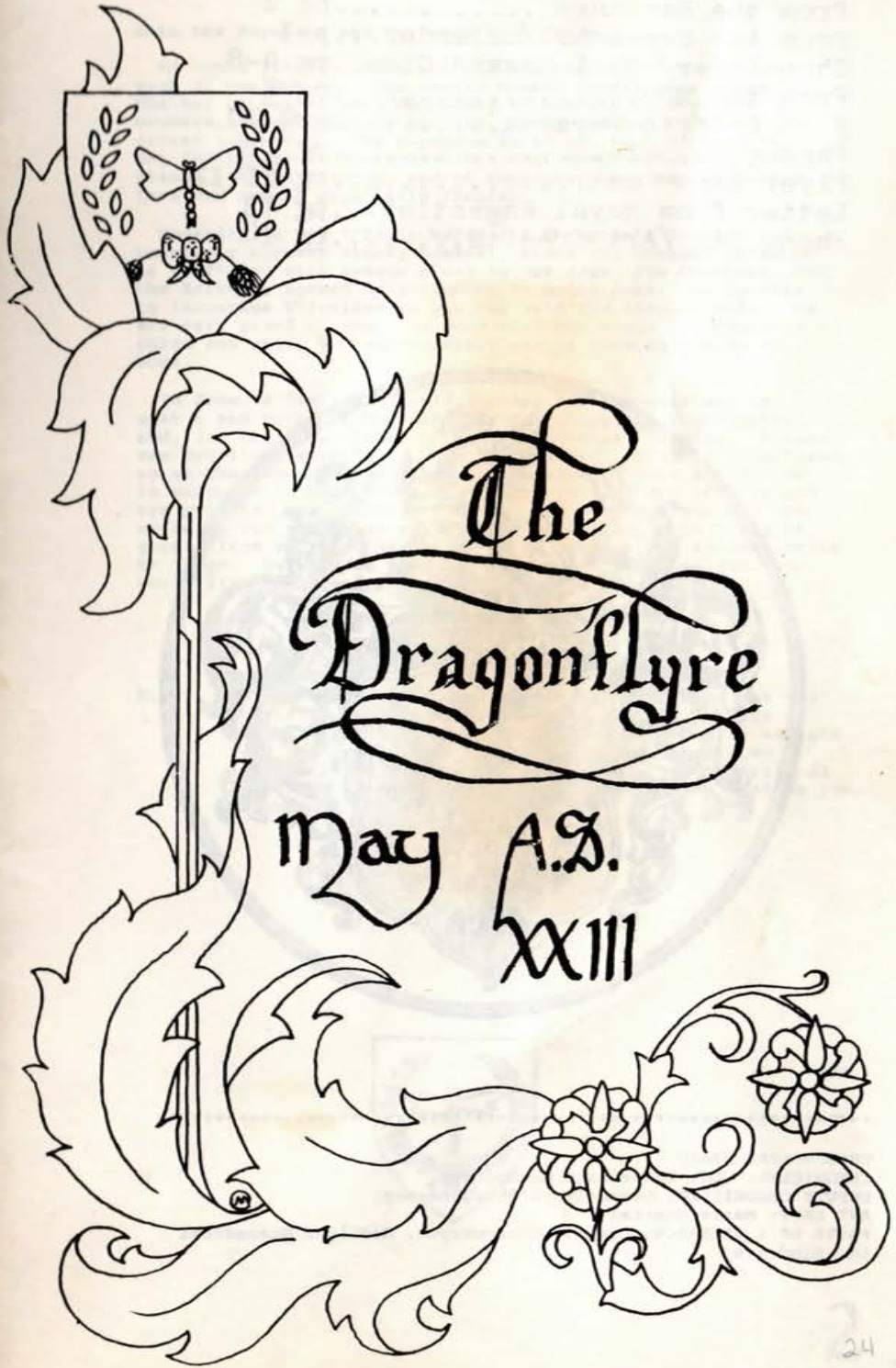


BARONY OF VATAVIA
C/O TIM CARTER
4905 E. HARRY ST., APT. 314
MICHIGAN, RM. 67218



This is the Dragonflyre, a publication of the Barony of Vatavia
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 DUPUTY CHRONICLER: Gwendolyn O'Shaughnessey
 ART DEPT: Marie Chantal
 PASTE UP & RESEARCH: Casimir Cosznoszyck, Madilynn Scanadical
 Ld. Aindries

From The Baronage

Unto the Populace and Citizens of V'Tavia,

We would like to thank you all for the enormous effort each of you put into the Kansas Newman Renaissance Faire. Whether or not we made any money or brought in any new members, it was still a success, as it brought V'Tavia closer together. The populace is asked, that if you saw any individual or particular act that deserves recognition, please let the Baronage and/or Seneschal know so the people involved can be especially thanked.

Normally in May V'Tavia holds its Champion's Tourney and Luchisnic Archery Shoot; however, since the kingdom calendar is so filled with events close to our area, the Champion, and the Baronage agreed to postpone it until June. We do this to encourage V'Tavians to get out into the kingdom more. We are very proud of you. We only wish you would let yourself shine and enjoy yourselves elsewhere as much as you do at home.

In June, V'Tavia will hold tourney and competitions to seek a new Baronial Champion, Archer Champion, (Luchisnic), and, for the first time, an Arts & Sciences Champion. Please see details elsewhere in this Dragonflyer. Also in this issue, an ex-Champion has included a discussion of what a V'Tavian is supposed to be. We would ask you to consider this if you are planning to seriously compete, and even if your not too serious, (on any given day....). We have hopes to bring in guests from outside the Barony to be witness and in some cases to judge. As we have said before, we are proud of you, and would like to have others see your works and play.

Your Baronage,

T & A

P.S. In the mists of antiquity, our Barony's name was submitted as "V'Tavia"; however, the SCA Collage of Herald's passed it as "VaTavia". Traditionally we have used the spelling as you know it now. Should we recognize the Herald's way and change the traditional spelling, or continue with the status quo? What do you think?



From The Seneschal

Hail and wellmet!

I'm sure you'll all heard the comment, "It's the seneschal's fault!" We've all had a good chuckle over it. In reality, however, chances are it's true. Since I expect to step down as seneschal sometime during this year I thought I'd give you a job description of what the office entails.

The easiest part is the reports, monthly and quarterly. They are mostly fill-in-the-blank. In addition the seneschal keeps copies of all reports done by all the officers in the barony. (You need a file!)

The most important job within the SCA context is keeping the other officers and those who fill them going. If an office is not being executed, the seneschal must fill that office's duties. This means that if a report does not get filed the seneschal should file it. This is especially important as regards to the treasure's office. If the treasurer is not doing his/her job the seneschal must!

A seneschal also schedules group events and meetings and finds meeting places. This includes demos. My policy on doing demos is that we must have some tie-in with where we are doing the demo—a renaissance faire, a knights-in-armor theme or something similar. I have not done science fiction conventions, for example, even though invited, because I feel it takes away from our historical basis. Our research is based on fact, not fantasy.

The other important area the seneschal is in charge of is dealing with the non-SCA world. We must keep our image positive and on track. The seneschal signs all contracts—period. No one else has the authority to do so. If you sign a contract without authority you become personally responsible. (Ask Briallen.)

The other main responsibility is to disseminate information. I get flyers on events from many other groups, including some from outside our kingdom. I can also give you info about the News on events you may want to attend.

Lastly, the seneschal keeps track of the number of memberships the Barony has. This information, with a phone list and, sometimes, an order of precedence from the herald, is printed in the census.

As you can see, the list is long, and even so I have not included many of the details! These are also many minor responsibilities I have included. (Like everything else!)

In service
Ceithlenn

Calendar of Events

Drama I, 15, 29 at Carol's clubhouse 7:00
Costuming 8, 22 at Zavaks and Raven's
Officers meeting 9 7:00 at Briallen's church
Populace 17 at South Linwood 7:00
Archery, Armoring, etc. at Kendall's 16, 23, 30
Dance 16, 24 at Edgemoor Park at Ninth & Edgemoor 7:00
6 Mayfest Longridge (Silkeston, Mo)
13 St. George & the Dragon Oakheart (Springfield, Mo)
Plain Label War Crescent Moon (Topeka, Ks.) contact
Ceithlenn
20 Betrothal Bois d'Arc (Southeastern, Ks.)
Allies Fair (Kirksville, Mo) contact Ceithlenn
27-28 Crowntourney Lonely Tower (Omaha, Neb.)

3.

From The Chronicler

Greetings,

I would like to thank all of you that got your reports to us in a timely manner. We really appreciate your support. We do; however, plead with you to submit more of your artwork, articles, etc....to help make the Dragonflyre as informative & educational as possible. I will be out of Calontir for the next fifteen days—traveling to my kingdom of orgin. If you have any questions regarding the Dragonflyre, please direct them to my Deputy, Gwendolynn.

In service,

Ld. Donnechalld

April 8, A.S. XXIII (1989)

Unto the Populace of Vatavia,

Greetings,

I have been appointed by their Excellencies, as the property manager for the barony. As such, I am a deputy of the Seneschal. I am writing this letter to acquaint you with function of the property manager so that your property needs can be met with as few problems as possible.

It is the property manager's responsibility to maintain an accurate record of the property owned by the barony, and to make this information available. This information will be published in the Dragonflyre once each quarter, so that people will know what resources the barony has to offer when planning baronial activities. In addition, a current listing of the property will be given to the autocrats (once chosen) of any baronial events to help them plan their events. Enclosed you will find the most current list of baronial property.

In order to perform this function, I need your help. If you have any property belonging to the barony, please let me know so that my records can be updated.

If you need any item of baronial property please contact me (not their Excellencies or the Seneschal) to make arrangements. Individuals are expected to arrange for transportation (both ways) of the baronial property. In addition, if something gets dirty, it must be cleaned before return.

I hope that this will help you in your endeavors. As ever, I remain...

In Service to Vatavia

Edward Cire
Earl Edward Cire of Greymoor
Property Manager

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The Society for Creative Anachronism, Inc.
Barony of Vatavia
Property Report

QTY	Item	Description	Custodian
**	Books		
1	A Complete Guide to Heraldry	Fox-Davies	Herald
1	A Treatise on Heraldry	Woodward	Herald
1	SCA Ordinary and Armorial		Herald
**	Drink		
8	Cherry drink	2 qt. mix	Property Mgr.
5	Gatorade	18 oz. can	Property Mgr.
1	Grape Drink	2 qt. mix	Property Mgr.
5	Lemonade	5 lb. can	Property Mgr.
31	Lemonade	2 qt. mix	Property Mgr.
17	Tea bags		Property Mgr.
49	Tropical Punch	2 qt. mix	Property Mgr.
**	Event equipment		
1	Candle, citronella		Property Mgr.
1	Display case		Property Mgr.
1	List ropes, indoor		Property Mgr.
1	Pavilion, blue & gold		Property Mgr.
1	Peg board & easel		Property Mgr.
6	Pole	10 ft.	Property Mgr.
10	Pole	7 ft.	Property Mgr.
8	SCA direction signs		Property Mgr.
1	Sign easel, blank		Property Mgr.
1	Sign easel, w/map of Hiawatha		Property Mgr.
2	Tiki torches		Property Mgr.
**	First Aid		
14	Ace Bandages		Property Mgr.
**	Food		
1	Baking powder	10 oz. can	Property Mgr.
1	Basil	small jar	Property Mgr.
1	Bay leaves, whole	2 oz. jar (10% used)	Property Mgr.
9	Boullion cubes, beef	cubes	Property Mgr.
1	Boullion cubes, chicken	13 oz. jar	Property Mgr.
1	Caraway seeds, whole	small jar (50% used)	Property Mgr.
1	Celery flakes	small jar (75% used)	Property Mgr.
1	Chili powder	small jar	Property Mgr.
1	Cinnamon	14 oz. can (partial)	Property Mgr.
1	Cloves, whole	small jar (50% used)	Property Mgr.
1	Dill seed	small jar (25% used)	Property Mgr.
1	Dill weed	small jar (75% used)	Property Mgr.
1	Fennel seed	small jar	Property Mgr.
1	Garlic powder	17 oz. jar (25% used)	Property Mgr.
1	Garlic, minced	small jar (67% used)	Property Mgr.
1	Honey	6 lb. jar (50% used)	Property Mgr.

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The Society for Creative Anachronism, Inc.
Barony of Vatavia
Property Report

QTY	Item	Description	Custodian
1	Marjoram	small jar	Property Mgr.
1	Mint flakes	small jar (90% used)	Property Mgr.
1	Mustard, ground	small jar	Property Mgr.
1	Oil, olive	1 gal. can (67% used)	Property Mgr.
1	Oil, vegetable	1 gal. jug (75% used)	Property Mgr.
1	Onion powder	18 oz. jar (33% used)	Property Mgr.
1	Oregano	2 oz. jar (33% used)	Property Mgr.
1	Pepper, black	16 oz. jar	Property Mgr.
1	Pepper, cayenne	small jar	Property Mgr.
1	Pepper, lemon	23 oz. jar (50% used)	Property Mgr.
1	Pepper, white	18 oz. jar (67% used)	Property Mgr.
1	Plum jelly	18 oz. jar	Property Mgr.
1	Sage	small jar	Property Mgr.
1	Savory, ground	small jar	Property Mgr.
2	Tarragon	small jar	Property Mgr.
1	Thyme, ground	small jar (10% used)	Property Mgr.
1	Thyme, leaf	small jar (50% used)	Property Mgr.
1	Vinegar, white	1 gal bottle (67% used)	Property Mgr.
**	For Sale		
2	Cap, blue with visor	price: \$5.00	Property Mgr.
18	Vatavia T-shirt	small, price: \$5.00	Property Mgr.
1	Vatavia T-shirt	medium, price: \$8.00	Property Mgr.
5	Vatavia T-shirt	large, price: \$8.00	Property Mgr.
8	Vatavia T-shirt	extra (1X) large, price: \$8.00	Property Mgr.
14	William & Mammara T-shirt	small, price: \$5.00	Property Mgr.
5	William & Mammara T-shirt	medium, price: \$5.00	Property Mgr.
1	William & Mammara T-shirt	extra (1X) large, price: \$5.00	Property Mgr.
3	William & Mammara T-shirt	extra (2X) large, price: \$5.00	Property Mgr.
3	William & Mammara T-shirt	extra (3X) large, price: \$5.00	Property Mgr.
**	Janitorial		
3	Ajax cleanser	21 oz. can	Property Mgr.
1	Formula 409	1 gal. jug	Property Mgr.
1	Formula 409	1/2 gal. jug (67% used)	Property Mgr.
12	Light bulbs	75 watt	Property Mgr.
1	Oven cleaner	19 oz. can (partial)	Property Mgr.
4	Paper towels	roll	Property Mgr.
1	Steelwool pads	box of 30 (33% used)	Property Mgr.
3	Toilet paper	roll	Property Mgr.
6	Towels		Property Mgr.
1	Trash bags	39 gal., box of 40	Property Mgr.
2	Trash bags	30 gal., box of 40	Property Mgr.
1	Trash bags	33 gal., box of 10 (partial)	Property Mgr.
1	Trash bags	13 gal., box of 15 (partial)	Property Mgr.
1	Wipes, reusable	package of 8	Property Mgr.

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The Society for Creative Anachronism, Inc.
Barony of Vtavia
Property Report

QTY	Item	Description	Custodian
**	Kitchen equipment		
1	Apron, blue		Property Mgr.
4	Bread pans, aluminum	assorted small sizes	Property Mgr.
1	Bus tub, gold, plastic	3"x12"x18"	Property Mgr.
1	Cake pan, Aluminum with lid	8"x15"	Property Mgr.
1	Cake pan, round	10 in.	Property Mgr.
1	Cake stand, round, steel	8 in.	Property Mgr.
1	Can opener		Property Mgr.
1	Cooler, Coleman, (red & white)		Property Mgr.
2	Fork, steel	18"	Property Mgr.
2	Habachi grill	8"x8"	Property Mgr.
2	Hot pad		Property Mgr.
3	Knife, carving	6 in.	Property Mgr.
1	Knife, paring	3 in.	Property Mgr.
1	Oven mitten		Property Mgr.
9	Pie pans	6 in.	Property Mgr.
19	Pie pans	8 in.	Property Mgr.
10	Pie pans	9 in.	Property Mgr.
5	Pie pans	10 in.	Property Mgr.
1	Platter, oval, pewter	18"x24"	Property Mgr.
4	Platter, oval, steel	12"x18"	Property Mgr.
1	Platter, round, aluminum	12 in.	Property Mgr.
7	Platter, wooden - with legs	9"x12"	Property Mgr.
13	Platter, wooden - without legs	9"x12"	Property Mgr.
1	Pot, stock, aluminum	16 qt.	Property Mgr.
1	Spatula, plastic	10"	Property Mgr.
2	Spatula, rubber	10 in.	Property Mgr.
2	Spatula, steel	18 in.	Property Mgr.
2	Tablecloth, black & red print		Property Mgr.
12	Tablecloth, red		Property Mgr.
5	Tablecloth, white, rubber-back		Property Mgr.
**	Kitchen supplies		
2	Aluminum foil	12 in. box (partial)	Property Mgr.
1	Aluminum foil	18 in. box (partial)	Property Mgr.
27	Bread pans, aluminum foil	3"x6"	Property Mgr.
1	Cellophane	12 in. box (partial)	Property Mgr.
1	Charcoal fluid	can (partial)	Property Mgr.
1	Charcoal, 10 lb. bag		Property Mgr.
6	Cups, foam	12 oz.	Property Mgr.
41	Cups, plastic	16 oz.	Property Mgr.
4	Decorative paper, blue	36 in. wide roll	Property Mgr.
3	Decorative paper, gold	36 in. wide roll	Property Mgr.
1	Matchbooks, box of 50		Property Mgr.
3	Non-Stick spray	can (partial)	Property Mgr.
13	Plates, foam	8 in.	Property Mgr.
3	Ziplock bags	1 gal., box of 40	Property Mgr.

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The Society for Creative Anachronism, Inc.
Barony of Vtavia
Property Report

QTY	Item	Description	Custodian
**	Miscellaneous		
1	Boom Box		Property Mgr.
2	Bucket, plastic		Property Mgr.
1	Pinata, Dragon		Property Mgr.
2	Shelves, set of		Property Mgr.
1	Trash can	22 gal.	Property Mgr.
**	Office supplies		
1	File box, green, metal		Herald
**	Regalia		
1	Axe		Champion
10	Favors, blue		Property Mgr.
10	Favors, gold		Property Mgr.
2	Guard halberds	7 ft.	Property Mgr.
3	Guard helms		Property Mgr.
1	Staff, herald's		Herald
1	Tabard, herald's		Herald
18	Tabards, blue		Property Mgr.
10	Tabards, gold		Property Mgr.
1	Torse		Champion

m.o.s

The summer season is here and competitions are everywhere so let's get motivated and show the kingdom that Vtavia's great in the arts and sciences.

Speaking of competitions, champions is having a competition to find a art's and science champion, so let's get started on those projects. Remember you need both an art and a science. If you need any help, I will be glad to help if I can.

Time is running out, so let's go! Hurry, hurry, hurry!

Kendall

~8~

Personas

The development of a persona is one of the most difficult, challenging, important and rewarding things you can do in the SCA. A persona is the total of the creation you have made in choosing a milieu and name, or complex enough to include several generations of ancestors, an entirely new system of morality and several decades of life-span. Of course, the more complex your persona is the more difficult it is to create; and the more rewarding it can be. Much of what I have learned about the middle-ages I have discovered as a result of re-searching my persona.

Some aspects of your persona are required by Kingdom or SCA law. Everyone should have a persona name and wear medieval clothing. Other aspects are dictated by peer (or Peer) pressure within the SCA. Almost everyone will have a coat-of-arms, or 'device' registered by the herald's office if they are in the group long enough. Still others will tell you what your nationality or tribal identity is, and your choice of clothing style will tend to select your era.

In real-life, few of us get the chance to select our names. Our parents do that for us, for good or ill. In the SCA, within a reasonable framework, you get to choose your own name. The rules are: you may not select a name which would infringe upon copy right laws (no Frodo son of Dragos or Conan the Barbarians) nor any names of actual historical people (no Richard the Lion-Hearted or Francis Drakes). You may not choose a name of legendary or mythological heroes (no Robin Hoods, or Thor Odinsons) nor any name that would imply divine or non-human origins (no Diana Seaspawn's or Mordcar the Elfs) and Jesus ben'Jehova is right out. Now that I've excluded every name you ever wanted to use, let me give you a few examples that work: Frodo the Pict, Conan MacNamara, Richard the Fleet-footed, John Drake the Seafarer, Francis Hood the Forester, Olaf Thorsmann, Diana the Cast-a-way or Mordcar the Wise. Jesus (Heý-Zeuz) d Cordoba is OK, Jesus Christ is still right out. The name you chose should be in only one or two languages, three is allowed only if your persona's life history require it. Abdul Rozuli is great, Abdul Rozuli Smith is OK, Abdul Razuli Smith d'Burgoyne is barely acceptable, Abdul Razuli Smith d'Burgoyne der Flidermaus is not.

Your name should conform to the standard naming practices of the milieu you have chosen. Aelfric son of Fritharik was originally my choice of names, but that didn't fit with the early Anglo-Saxon pattern, so I became Aelfric Frithariksson. Cire Greymoor el'Abrab, became Edward Cire of Greymoor, because, while Cire could be documented as a surname, French or Norman custom didn't allow for using a surname as a first name, as 19th & 20th century English does (Jefferson Davis, Franklin Roosevelt).

Choosing a name can be difficult, not from lack of choice, but because there is so much to choose from. The Corpora lists our limits as pre 17th Century Western Europe. If you REALLY want to be Ugh the rock-lord from Neander you can (expect all sorts of problems, though). Traditionally the earliest to latest date limit is 650 A.D. to 1650 A.D. That's a full millennium, a thousand years of choice, more over, only culture which maintained contact, during that period, with Western Europe is allowable. You can be Arabic, Greek, Russian, Nubian, Mongol, even Japanese or Central American Indian.

With such a wide selection of names available you might want to choose a milieu first. You probably already have an interest in history or you wouldn't have joined the SCA. Pick a period of time or an event which you find interesting and build your persona around it.

As an archeology student, I was always fascinated by the question of Arthur: did he really exist, or was he just a legend. When I began looking at the Arthurian era with a view toward establishing my persona, I decided to be one of his adversaries (it's fun to watch peopled reaction when you call Arthur a usurper or a cheat!). But Arthur was pre-650 A.D. OK so, Grandad Luideris fought against Arthur. When I joined the SCA I had no intention of fighting. How do you incorporate a pacifist and scholar into a warrior society? I made Aelfric a Christian and put him in the monastery at Yarrow. Just for fun I placed him there at a time when the Venerable Bede, historian, scholar and potential saint was teaching. To add a bit of drama I made my father, Fritharik, one of the hold-outs when Northumbria converted, he still believes in the old gods. When I began fighting I explained that I was asked to leave the monastery because I was fooling around with the abbot's daughter (celebracy for priests wasn't required until the mid 700's). By extrapolation I can tell you many things about Aelfric. Because of his time at the monastery, he can read and write, a rare talent at that time, and he has garnered some knowledge of herbs from the fathers. All of which has made him valuable to his master, Aedward Cire, to whom he is indentured, to avoid going back into Fritharik's pagan household. And so on. You can see how it works, a basic framework of facts can be built on to create a whole infrastructure of extrapolations and inferences about your persona. In addition, if you allow, it will grow and change, even as your real personality does. Or if you wish you can freeze it in place at age 21; something you cannot do in this reality.

To begin you pick a time, Aelfric's time-frame can be described thusly: Within the life-span of the Venerable Bede, while he was teaching and writing at Yarrow. Aelfric had to be born early enough, though, to be at least 10 years old when he went into the monastery, and at least 14-16 years old when he left, after all, he was fooling around with girls. So Aelfric was born 690 A.D. You can be more arbitrary if you wish.

Next, pick a place. Aelfric was an Anglo-Saxon, so he needed to be on Great Britain. People in the Dark Ages generally didn't travel much, so if, he joined the monastery at Yarrow he had to be from Northumbria or Mercia. Mercia was in political decline and Northumbrian culture would peak at about 750 A.D., so I elected to be Northumbrian.

Now you need to decide upon your station in life. Aelfric is an Angle in a Kingdom conquered by Angles, so he's not likely to be a peasant, besides, in the SCA you're assumed to be at least gentry unless you wish otherwise. To avoid being tied to inherited responsibilities, Aelfric is the fourth son of a successful warrior and thegn (a thegn corresponds roughly with the knight of later ages: a holder of a least five units of land, called a hide, and responsible to provide military service for that land). Remember that you must earn titles in the SCA, so you cannot say Dad was Count d'Monny and be the eldest son without providing an excuse for being disinherited.

If you've done all these things you now know the name, time, place, and social milieu of your persona. Research will show you your style of dress, likely associates, probable cultural biases, opportunities for trade, education, and travel and all the other factors which allow you to select the details of the new you. Just one more bit of advice before I set pen aside-in general, the earlier and more barbaric your persona, the less you can depend upon written history. Such persona depend upon archeology for hard facts with lots of information gaps that have to be filled in by supposition, reason, and extrapolation. This can be fun; or it can be a lot of work depending on your attitude. Good Luck!

Ld. Aelfric

Pardon me but...

Excuse me-Mr. or Mrs. Fighter type and or Misters or Mrs. of Fighter types-have you noticed these white mushroom type things that have sprung up around some folks armor? These are icky! Have you no pride? If I or other folks wish to walk around the field is it quite fair that we get to see these things? And God forbid you've been fighting in them (pardon the puh!)

Foamy mushrooms; and upside down they are even ickier! Trust me-I realize that these are a very important and necessary piece of equipment-(I have a would be fighter type myself) but you don't see me throwing my important armor on the ground!

Please have a heart guys and gals- hide them-put them where they are suppose to be protecting. Don't throw them on the ground in plain sight. Use some tact and be a gentleperson.

*Dragons also are known for eating white mushrooms- don't freak out if yours is missing soon! And trust me, they will disappear!

Madelaine

Unto all good gentles, Master Odan der Halogaland and Lady Alianna merch Gryffydd send most heartfelt greetings.

Time is growing close for Llama Lust II (June 10th & 11) and insanity reigns at Halogaland Manor (30 miles east of Caerthe in the Outlands). We do welcome all who may visit.

This is a camping event but there is no shade. Please bring your own. For less hardy souls, there are several motels in the area. The event is discretely wet. The site is on private land but a mundane official lives across the road. The manor is about a mile north of a very small town but within a few miles there are gas stations, grocery store, and a few eating places.

The list will consist of rattan, fencing and shinai. Remember: Odan believes is tourney 'til you drop. Our "meanest mother" melce winner from last year has issued an all out challenge. There will also be archery competition. A backgammon and/or chess tournament will be held and various other diverse entertainments are planned for all. Children's activities are planned.

Saturday's events will start about 10AM OST*. After a day of tourneying, we will probably have some dancing on the manor lawns - if there is interest. A feast is planned on Saturday and will be followed by a bardic circle. The bardic is NOT a competition. Old war stories and songs (both period and SCA-filk) are encouraged. If you don't tell stories, someone will tell them about you, and if you don't sing, you will have to listen to Odan.

Sunday's events will be more of the same.

The feast is being done by Lady Alianna. It will consist of the following:

- Various and sundry nibbles
- French Onion Soup
- Various side dishes
- Smoked fowl
- Roast Beast

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Dragon Bones (spare ribs)

Trifles

House Halogaland cookies

No one is allowed to go away hungry.

SITE FEE: \$2.00 to help cover the cost of shrines to St. John of the stagnant waters.

FEAST FEE: \$6.00 for adults, \$3.00 for children under 12.

Reservations are limited to 50 adults (it's not my fault, it's Odan's --A). There are only 40 reservations left. Please make reservations by June 1.

Make checks payable to Georgia Acker and send to

P.O.Box 632

Strasburg, CO 80136

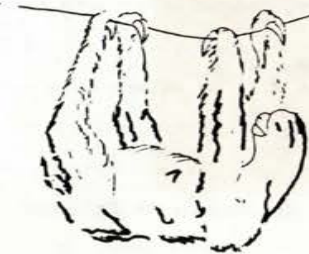
If you send a SASE, a receipt will be sent to you.

For Further information contact Master Odan or Lady Alianna at 303-622-4343.

* OST - Odan Standart Time - if Odan is moving and Alianna has had her coffee. This is also subject to their excellencies whims.



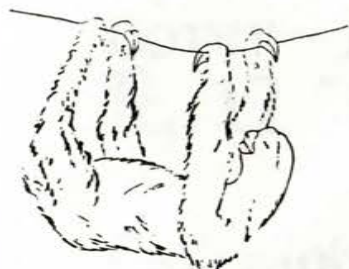
a sloth dormant



a sloth couchant



a sloth passant



a sloth combattant



a sloth enragé

Herald's
Nightmare #3

drawn by Leonard
Kramer

~12~

Unto the Geneschals of Calontir
come these letters from
Their Royal Majesties Shadan and Alix.

Good Gentles:

We are still accepting applications to host Coronation in the fall. Any group may apply, and everyone is encouraged to give it a try.

We would also appreciate it if you would read the following missive at your next meeting. Feel free to also have it included in your newsletter, if you wish.

UNTO THE PEOPLE OF CALONTIR COME THESE LETTERS FROM
THEIR ROYAL MAJESTIES.

Good Gentles:

Because of difficulties with wind at the Beltaine event, We found it necessary to cancel the competition for Our Royal Combat Archer. As We feel that it is desirable to promote Combat Archery within the Kingdom, We have decided that We will select a gentle who is enthusiastic and skilled in Combat Archery, and name that person His Majesty's Archer Champion.

In order that non-combat Archery is not ignored or slighted, We have also decided that We will select a gentle who is enthusiastic and skilled in Target Archery, and name that person Her Majesty's Archer Champion.

We will be observing the archery (both target and combat) at events over the next few weeks, and will name Our Champions at the Interkingdom Event with the Middle on June 3. Anyone who wishes to be considered as one of Our Royal Archer Champions is encouraged to speak with Us between now and then.

Good luck, and happy shooting!

In Service to Calontir,

Shadan

Shadan
King of Calontir

Alix

Alix
Queen of Calontir



~13~

BARON- Sir Tedrick von Wolfschatten
(Ted Hager).....529-2281
BARRONESS- Ldy. Aideen the Audacious
(Jane Hager).....529-2281

SENECHAL- Ldy. Ceithlenn Nic Ruaidhri
(Amy Billington).....685-1182
PURSUIVANT-Countess Eliabeth Du Rossignol
(Lisa Mohr).....522-7670
TREASURER- Corwin MacCaillein
(Robert McQuillen).....683-5463
MOA- Ldy. Phillipa Lloyd de Tarifa
(Patricia Gardner).....942-1045
MOS- Aubrey Kendall of Rosewood
(Ken Snyder).....775-5075
KNIGHT MARSHAL- Ldy. Hrafnhildr O Ilandyssol, Ldy. Raven
(Lisa Day).....262-2974
ARCHER MARSHAL- Ld. Stephen of Firefall
(Steven Burris).....733-1936
CHRONICLER- Ld. Donnechadh MacAoghann
(Tim Carter).....682-0252
LUCHISTNIK- Ld. Bear
(David Pitchers).....465-3620
CHAMPION- Earl Sir Edward Cire
(Eric Mohr).....522-7670
HISTORIAN- Ld. Friar Thomas Bacon
(David Moreno).....685-1182
LIST MISTRESS- Ldy. Ceithlenn nic Ruaidhri
(Amy Billington).....685-1182
MOC- Countess Hywela Fereh Fereh Wyddel
(Lisa Cooper).....685-3152
CASTELLAN- Ld. Aelfric Frithariksson
(Allen Leddon).....267-5913

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Submissions: art, articles, poetry, letters ect. are gladly accepted, but subject to approval by the local Baronage to curtail any rebuttals or indignant replies, which could threaten the peace of the Barony or seem in bad taste. Submissions should be on white paper, black ink for art, letters & articles need not be typed, but if so should be able to fit within 5x8 1/2 or 8 1/2x11 paper.

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Ld Leonardo

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