

The Guardian

S U M M E R 2 0 1 0 , J U L Y A . S . X L V

Next newsletter this fall in October!! Submissions due by 5 P.M. AKST, 15 September 2010 (Award given to best article 400 words or less by panel of three judges)

EVENTS OF INTEREST

- ◆ 14 August
Baroness Champion
Selviergard
- ◆ 21 August
Celtic Games
Eskalya
- ◆ 4-6 September
Harvest Captaincy
Winters Gate
- ◆ 11 September
Royal Menagerie Visit
Eskalya
- ◆ 9 October
Michaelmas
Winters Gate
- ◆ 16 October
Samhein
Selviergard
- ◆ 30 October
Samhein Ball
Eskalya

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A NEWCOMER'S GUIDE TO SURVIVING THE SCA

A Newcomer's Guide to Surviving the SCA by Kurios Thomas Two-Bears" Sorngrym.....

So you found the Society for Creative Anachronism. Congratulations! You are probably getting ready for your first event (perhaps you are already at your first event), or possibly you've played with us for a little while. Taking the next step to having fun and surviving the SCA can be a little daunting, but by keeping several things in mind, you too can enjoy any event the way it is meant to be.

This treatise will assume that you have some basic information about the SCA; who and what royalty is, what a herald is, what royal court consists of, and other SCA type general knowl-

edge. For more information on the basics of the SCA, I would recommend contact-



ing the Chatelaine of your group or visiting SCA specific websites such as:

<http://www.sca.org> or <http://www.scademo.com>.

By attempting to wear pre-16th century clothes at events, you can certainly feel more at ease than showing up in a Led Zeppelin T-shirt while everybody else is in T-tunics. Nobody is going to harass you for wearing a simple tunic, especially if it's your first few events. By wearing medieval clothing, you visually become part of the group instead of an outsider with a tacky shirt.

One of the major aspects of the SCA is the social part. When going to an event or a business meeting, don't be afraid to introduce yourself to somebody. While this part can be hard for introverts it can greatly help in meeting

(continued on page 2)

G A T E 1 0 1

Advance Registration

Advance registration should be deposited within 7 days but no later than 14 days from being received. DO NOT HOLD ADVANCE REGISTRATION CHECKS TILL THE EVENT.

Records should be kept of all advance registrations.

The purpose of the gate is to take in gate fees and ensure that all participants sign the event wavier.

One person shall be in charge of the gate. This person needs to be either the Exchequer or the Constable. They should be a member in good standing and warranted.

Keep a list of names, addresses, phone numbers, check numbers and amounts paid. This list should be kept at the gate table to check off advance registered.

Gate Startup

An advance check for the startup gate should be made out to an individual for \$50 to \$100 in 5's and 1's.

(continued on page 2)

GATE 101 (FROM PAGE 1)

An advance check for the startup gate should be made out to an individual for \$50 to \$100 in 5's and 1's. This should be done the day before or the morning of the event.

THE GATE CANNOT BORROW MONEY FROM AN INDIVIDUAL NOR CAN A CHECK BE WRITTEN FOR CASH.

GATE TABLE

Sign up for gate should be the only thing at the gate table. Sign ups for activities, classes, volunteers, etc.. should be located at another table out of the way of the gate.

Two people should be working the gate at any time, especially for larger events, these people cannot be living in the same house or related.

Fees should be listed clearly.

Receipts should be given if requested.

NO EXPENSE RECEIPTS SHOULD EVER BE REIMBURSED FROM THE CASH BOX. A check should be written for these from the groups bank account.

Cash box should be counted and verified at the beginning and the end of the event. This should be done by the Autocrat, Seneschal and Exchequer.

If any cash is removed from the box it should be counted by the above officers and sealed in an envelope with the amount written clearly on it. It should be locked away or taken to the bank to be deposited immediately.

CLOSING GATE

The Exchequer and at least one other officer should reconcile attendance list to the funds collected and account for the gross event income.

Funds should be depos-

ited within 7 days but no more than 14 days.

If a refund is requested by someone that wrote a check wait till that check has cleared then send a refund check.

WAIVERS

Sign in Sheet must be signed by all individuals entering the event.

Anyone refusing to sign should be asked to leave the site.

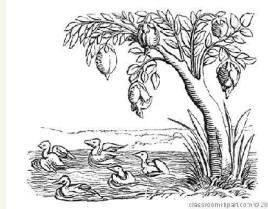
Individuals must show proof of membership or pay the \$5 Non-member surcharge.

Those minors who qualify for a discounted price at the gate do not have to pay the surcharge.

Minor's Consent to Participate must be signed by the parent or guardian of all children.

Children with a blue card already have a waiver on file and do not have to have a Minors' consent form, if their

card is white then they have to sign the minor's consent to participate form.



Medical Waiver should be filled out and notarized by the parent or guardian, when their child is attending the event with another adult. This should be done before they show up at the gate as the form needs to be notarized.

Article by Oerthan Constable E'ta'in O'Rowarke.

**NEWCOMER'S GUIDE (FROM PAGE 1)**

"We love to meet new people; that is one of the reasons we play in the SCA!"



Darn beanstalk won't call this light! Hold it still George.

...other members of the populace. We are, after all, a very friendly group of people; you don't have to worry about somebody barking back at you for introducing yourself.

Another way to "break the ice" is to find somebody working on a project, such as sewing or armoring, and ask what they are working on. People love to talk about their projects, and it helps transfer the burden of coming up with something to say to the other person. This not only helps you to get in contact with somebody else, but it may also spark an interest in that type of craft.

Coming to an event prepared can unquestionably help in surviving the SCA. Some things to bring would be feast gear (a cup, a plate, and utensils for eating with), a chair, something to nibble on, something to drink, your me-

dieval projects (if any), and any medications or supplies that you feel that you may need.

Every game must have its rules, and the SCA is no different. Take time read the site rules that are usually listed at the same place that you pay the gate fee for attending the event. Some places have rules on fires or alcohol use. By understanding the rules, you won't have to worry about making a scene at an event.

A group's website can have an amazing amount of information. The officer contact list can help you get in touch with the Chatelaine or Gold Key officers. You can usually find a calendar of upcoming events and more information about those events online as well. Another good resource would be the group's newsletter, which can contain articles, event reports, and other

interesting resources.

By wearing the clothes, introducing yourself to other people, having a project to work on at events, being modestly prepared, and understanding the rules of the game, you can feel more confident in attending an SCA event. Remember, we were all at the same spot at one time or another. We love to meet new people; that is one of the reasons we play in the SCA! Don't be afraid to introduce yourself as a new person because we might not realize that you are new at first. We want to make sure that you not only enjoy playing in the SCA, but survive it too.

What has kept you coming back to the SCA year after year? What has been your secret to survival?

THE ROUND TABLE
 - KURIOS THOMAS "TWO-BEARS" SORNGRYM

King Arthur's Round Table is one of the most well known icons in the tales of Camelot, surpassed only by the Holy Grail and Excalibur. From here, the "Once and Future King" would meet with his knights and other nobles; according to legend. The table made it so all people who



Advertising in this newsletter is free!! With a downtrodden economy, this is your lucky price! Contact the Chronicler with "stuff to print."

sat around it were seen as equal in status, which seemed to help prevent the stem of jealousy and arguments, at least for the most part. The symbolism of the Round Table eventually changed at the end of the 12th century from a communal table of equality to end up representing the chivalric order of Arthur's

knights.

The Round Table first made its appearance in tales around 1155 A.D. due to a well-known author in his time. Wace was an Anglo-Norman poet who wrote, among other works, a verse history of England called Roman de Brut. In the text, Wace uses the vernacular to describe the history of Britain, including the Arthurian era. This fact that the book was easily understood made his book somewhat more approachable than his contemporary, Geoffrey. In Roman de Brut, the table was described as "a magical object" and called a pan-Celtic institution by some modern researchers. Indeed, Wace lists the Round Table as one of many magical possessions of King Arthur, further leading to the allure and romanticism of the object.

Recently, researchers and some historians believe that they have found the fabled Round Table. But contrary to popular myth, the table is not a table at all. In fact, the Round Table is believed to be a structure of wood and stone, similar to a Roman amphitheatre.

It is possible that the first accounts of the Round Table, as writ-

ten by Wace, could be true; that the table could accommodate around 1,000 people. Historians believe that the knights could have sat on the first row, while vassals and other figures could have sat further back.

In the 6th century, a monk by the name of Gildas wrote about the early history of the reign of King Arthur. In it, the monk described two places of battle, one being the City of Legions (believed by some to be St. Alban's), and a mysterious site with a martyr's shrine. The other site is believed to be Chester, which contains a large amphitheatre, a stone execution block, and a wooden shrine all in the same location.

While speculation abounds, the true power of the Round Table, be it furniture or a large stone structure, is the idea of equality. Around the Table, all people are equal; a concept that is just as important in the Society for Creative Anachronism as it was to King Arthur.

References:
 —Evans, M. (2010, July 12). Historians locate King Arthur's Round Table. Telegraph.
 —Wace, (C.E. 1175). Roman de Brut. <http://www.gutenberg.org/etext/10472>

Key, why
 are you
 looking
 over here,
 the story is
 to the left
 silly!
 Are you
 still
 reading,
 then your
 other left
 you sadist!
 Ok, you
 really
 don't
 follow rules
 well—I
 said to the
 left...try
 it now!

AUGUST 13 – 15, 2010 / BARONESS' CHAMPION
 BARONY OF SELVIERGARD (WASILLA, AK)



Come ye to honor Selviargard's new Baroness, Her Excellency Etain O'Rowarke. She has asked that all fighters answer her call to a "bear-pit, last person standing" tournament that will be held to determine Her first Heavy Champion. All rapier fighters and archers are invited to show their skill to win the honor of being the Baroness' Champions for the up-coming year as well. An A&S competition will also commence for the best presentation of a period craft in green & white. A bardic will be held to name the first "Selviargard Idol". Classes & games TBA. A light meal will be provided for travelers on Friday evening. On Saturday there will be soup and sandwiches for lunch and that evening the traditional potluck feast with meat and breads provided by the barony. Bring potluck dishes by birth month: Jan to Jun salad/dessert, Jul to Dec side dish. Sunday morning there will be a donation breakfast. Off-load on-site and park on property frontage. No open fires so please bring portable fire pits. Please RSVP tent type (i.e. period, pop-up, mundane) and size to the autocrat.

Site Information: 5913 N. Solitude St. / Wasilla, AK / 99654. Site opens 6pm Friday and closes 6pm Sunday. Site fee will be \$15 members (\$5 NMS), children up to 13 free, and a \$40 family cap (children must be accompanied at all times, bears in area). Please make checks payable to "SCA, Inc. Barony of Selviargard". Site is discretely wet, no mundane containers.

Autocrat: Trava of the West (Trava Ridlon) 5913 N. Solitude St., Wasilla, AK 99654 / 907-715-9628 / travaridlon@yahoo.com

Directions: Take the Parks Hwy to Church Road, go to the end (4 miles) to West Schrock Road and turn left, just past the Little Su River Bridge turn right on Sitze (at the mailboxes), turn right on Softwind, just past the Swiftwater Creek bridge turn right on N. Solitude St., site is the first driveway on the left.

KUBB, GLORIOUS KUBB — KURIOS THOMAS “TWO-BEARS” SORNGRYM

In the Society for Creative Anachronism, there are numerous times that an event slows down. Times like this can be spent working on embroidery projects, working on armor, and playing games. Group events, such as games, are not only a fun way to pass the time, but a good way to spend with friends and people that you may not know yet.

The Barony of Selviergard, for instance, has several games that we play as a group. Out of several games that we play, Rock, Kubb, and Liar's Dice have become quite popular. With some materials, either purchased or hand-made, these fun games can be enjoyed by everyone; young and old alike.

KUBB (Viking Lawn Bowling):

This outdoor game (pronounced koob) has been called “Viking Chess” as it involves more than just throwing a stick, but strategy as well. This game is thought to have originated over 1000 years ago from the Vikings themselves, and is a newcomer to Selviergardian events.

WHAT YOU NEED:

“A Kubb Set:”

- 10 kubbs,
- one king,
- six wooden batons,
- four stakes

HOW TO PLAY:

This game can be played one-on-one or

in teams.

On level ground, the four stakes are set up into a rectangular playing field, approximately 5m by 8m. To accommodate younger players or faster games, the dimensions may be altered.

The kubbs are set up along the narrow end of the playing field, called the baseline, five to a side. The king is set in the middle of the field.

Team A throws the batons at Team B's kubbs, using an underhanded throw that must make the baton spin end-over-end. Team B then tosses the knocked over kubbs into Team A's half of the playing field. The field kubbs are then placed upright where they landed.

Team B must then knock over Team A's field kubbs before attempting to knock down Team A's baseline kubbs. Kubbs are then tossed to the other side and set upright again. If any team leaves field kubbs standing, then the kubb closest to the king becomes that side's new baseline, and players will be able to step up to this line to continue knocking down kubbs.

The king may be attacked when no



kubbs are left standing on the opposite side. The king, however, may not be topped until there are no more kubbs on the opposing side. Forfeiture of the game results when the king has been knocked down, even if by accident.

NEW NMS CHARGE! \$\$

The new non-member surcharge amount of \$5 goes into effect as of July 1, 2010. The rise in the NMS fee was approved at the SCA Board of Director's Meeting held in January 2010.

Please note that the NMS fee applies to events which meet the requirements as defined in the Corpora (Section I.I.C). NMS will not be collected if there is no fee for an event nor from minors for whom there is a discounted event fee.

For more information regarding the rules and regulations regarding the non-member surcharge; check out the following websites:

<http://www.sca.org/BOD/announcements/finance.html>

or

<http://www.sca.org/BOD/announcements/nms.html>

Are you a Principality officer and need something published—Great! Get me words'n'stuff before 15 September and there will be no charge to get it in the next newsletter in October 2010.

CELTIC GAMES AND FESTIVAL AUGUST 21, 2010 DAVID GREEN PARK, ANCHORAGE ALASKA

Fall is upon us and our flocks have once again faired well and fattened during the summer. Our hardy sheep were strong enough to withstand Winter as his wrath rose against our hapless Barony; but a new threat has arisen. Enemies are rumoured to be stirring in the North and once again it seems we must protect our flocks . . .

It is a time for gathering of the clans and Celtic games. A tournament will there be held to test the mettle, hone the skills and liven the spirits of our men and maids at arms, brave and fair. Contests of strength, kilts, skill, kilts and stamina and kilts. Did I mention KILTS Don your best Celtic dress, KILTS, Irish dresses etc and celebrate our Celtic traditions. Learn the meaning of such terms as 'spun wool'.

As in past games there will be both team and individual contests. Individual contests - axe-holding, tug o'war, Scottish wrestling and Best knees in a KILT (by populace vote). Three person teams - tug o'war and heavy fighting (melee). And there maybe a twist. (so sayeth the Mad Baroness) RULES: Enter as many contests as you want, the more entries, the more points you accumulate. Points will be awarded for entering and for winning. Overall winner of individual competitions and consort will be named Laird and Lady of the Heather.

Contests for anyone! Scottish food (may be separate from your potluck dish) Best dressed sheep or other animal. If we can arrange a Ceilidh (bardic) Best Celtic song or poem. Can be performed at feast. Did I mention KILTS?! A best knees contest.

Feast is potluck with meat dish being furnished. Please bring a potluck dish (please include a list of ingredients) by your modern last name. A-E Dessert; F-J vegetables; K-P breads and spreads and cheeses: Q - Z starches (potatoes, rice, pasta).

SITE: David Green Park On the corner of 36th and MacInnes, Anchorage, Alaska; SITE OPENS: 10 am CLOSES: 9 pm

SITE FEE: Adults: \$7.00 CHILDREN 12 and under \$4.00 CHILDREN UNDER 3: Free; NOTE: New NMS charge is applicable.

Schedule: Tournament 12 Noon; Feast 5 pm; Caeilidh(Bardic) 9 pm if location can be found.

Autocrat: Elspeth Bouchannane (Jacki Frederick) (907) 337-0389 before 9 pm EMAIL; edenwild AT acsalaska DOT net.

WE'RE ON THE WEB!
HTTP://OERTHA.WESTKINGDOM.ORG


Links: Web, Other

W E B L I N K S :

<http://sca.org>
Barony of Winters Gate web site
<http://www.lucidperceptions.com/barony/index.html>
Barony of Eskalya web site
<http://www.eskalya.org/>
Barony of Selviergard web site
www.selviergard.info
HERALD LINKS
Blazoning of Creatures
http://dragon_azure.tripod.com/UoA/AnimalBlazonry.html
West Kingdom College of Heralds (One Stop Shopping
for All Your Heraldic Needs)
<http://heralds.westkingdom.org/>
The Academy of St. Gabriel (name documentation, non
SCA heralds)
<http://www.s-gabriel.org/>

F A C E B O O K L I N K S :

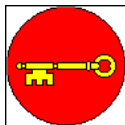
Unofficial Facebook links are found by typing in the
name of the group. Current groups include:
Selviergard, Eskalya, Winter's Gate, Oertha, and
Kingdom of the West.

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contacting the original creator of the piece.
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contributors."

REGNUM



King and Queen of the West
Alfar and Kaetley
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Seneschal
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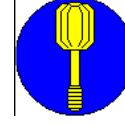
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Prince and Princess, Oertha
Kennric and Rolynda
royals@oertha.westkingdom.org



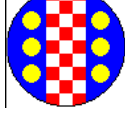
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Baron and Baroness, Selviergard
Fathir and E'ta'in
b3nelsons@gci.net



Arts and Sciences
Elizabeth de Grasse
aands@oertha.westkingdom.org

Long Live the King!
Long Live the Prince!
Thank you Kennric and Rolynda,
Prince and Princess of Oertha,
For a wonderful reign!