

# The Windswept ... July '90



from the  
Maciejowski Bible  
(13th c.)

# Officers ~

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THIS IS THE WINDSWEPT, published by and for the members of the Shire of Windkeep in the Kingdom of the Outlands, of the Society for Creative Anachronism, Inc. Subscription rates are \$8.00 per year (for 12 issues) beginning in January (price is pro-rated quarterly).  
It is NOT an official publication of the SCA, Inc., and makes no attempt to delineate SCA policy.  
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HARK! WHAT'S GOING ON IN YOUR SHIRE? Don't be the first up against the wall when the Normans come just because you didn't read about it in the Windswept!

Price for the rest of 1990 (5 months) --> ONLY \$4.00 !

SCA name: \_\_\_\_\_  
Mundane name: \_\_\_\_\_  
Address: \_\_\_\_\_  
\_\_\_\_\_ phone # \_\_\_\_\_

Mail to: THE WINDSWEPT  
c/o Betty Creegan / 4301 Hayes Avenue / Cheyenne, WY 82001  
(Make checks payable to: SCA-Shire of Windkeep)

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# Calendar

JULY

Mon 2 WINDKEEP - Mercenary Singers (Maeve, 632-8938)  
 Tue 3 WINDKEEP - Armorer's, Fletchers, Etc, Guild (Maeve, 632-8938)  
 Sat 7-8 Caerthe - Pirate Tourney (Mirianna, 303-694-2534)  
 Mon 9 Unser Hafen - Dance Practice (Catriona, 303-226-2018)  
 Tue 10 WINDKEEP - Armorer's, Fletchers, Etc, Guild (Maeve, 632-8938)  
 Sat 14-15 Ered Sul (Flagstaff) Outlands/Atenveldt War (Nykolette, 602-272-4172)  
 Mon 16 Unser Hafen - Mercenary Singers (Call Maeve for location)  
 Tue 17 WINDKEEP - Armorer's, Fletchers, Etc, Guild (Maeve, 632-8938)  
 Sat 21 Ard Tir - Yewwood Manor Defender (Ceallach, 1-742-8306)  
 Sat 21-22 Dragonsspine - Bubble Tourney (Christiana, 719-635-0645)  
 Sun 22 WINDKEEP \*\* \*\* \*\* POPULACE MEETING \*\* \*\* \*\*  
 Mon 23 Unser Hafen - Dance Practice (Catriona, 303-226-2018)  
 Tue 24 WINDKEEP - Armorer's, Fletchers, Etc, Guild (Maeve, 632-8938)  
 Sat 28-29 Hawks Hollow - St. Sebastian's Archery Tourney (Erik, 303-452-0717)  
 Tue 31 WINDKEEP - Armorer's, Fletchers, Etc, Guild (Maeve, 632-8938)  
 July 14 - Unser Haven Plunder Tourney (Kevin, 303-221-0850)

AUGUST

Sat 4 Dragonsspine - Kingdom Arts and Sciences Competition  
 Grun See - Tourney and Wedding (Wolfram, 307-532-7756)  
 Sat 11 WINDKEEP - Annual Valynwoode Picnic (Lady Elaine, 634-2037)  
 Hawks Hollow - Three Hawks Champion Tourney (Tambriel, 303-288-3828)  
 Sat 18 Unser Hafen - Iron Cross Tourney (Sigismond, 303-225-0765)  
 Sat 18-19 Caer Galen - Hot August Knights (Louis-Phillipe, 303-442-3421)  
 Sat 11-19 Pennsic War (see kingdom newsletter)  
 Sat 25-26 Glen Ora - Grand Rustic

SEPTEMBER

Sat 1-3 Unser Hafen/Caerthe - Warlord and Defender (Llanrei, 303-490-2936)  
 Sat 7-10 Caerthe - Hunter's Ceilidhe (Wyndilyn, 303-355-6598)

OCTOBER

Sat 6-7 Unser Hafen --- CROWN TOURNAMENT

=====REGULAR HAPPENINGS=====

POPULACE MEETING: Sunday, July 22, at Maelgwyn's house (4301 Hayes Avenue).  
 A shift of crucial officers might be in the works -- be there!! Meeting  
 starts at 7:00 pm. Bring your own cokes and munchies.

UNSER HAVEN DANCE PRACTICE: 2nd and 4th Mondays at 7:00pm; they've changed  
 the site from the church to Lory Student Center at CSU. Call Lady Catriona  
 or Lady Tehri Hadeel (303-482-6608) for directions and room number, or Maeve  
 for carpooling info.

Regular Happenings, cont:

MERCENARY SINGERS OF THE NORTHERN OUTLANDS: 1st Mondays at Maeve's house;  
 3rd Mondays in Ft Collins (contact Maeve for location). We're working on  
 period music now!

UNSER HAVEN FIGHTER PRACTICE: Sundays from 1:30 to whenever, at Spring Creek  
 Park (off College Drive--turn left at Spring Creek Park Drive) in Ft.  
 Collins. For more info, contact Lady Llanrei at 303-490-2936. They have  
 excellent teachers and loaner armor.

ARCHERS OF WINDKEEP: Every Saturday from noon to 1 pm, at the easement just  
 beyond Afflerbach Elementary School (take Central Avenue south to Wallick  
 Rd, turn right and park in the faculty parking lot. The archery butt is just  
 up the hill from the barrel-racing track. We have lots of bows of all  
 different weights, plus two crossbows. Contact Rhys at 632-1133 for more  
 info.

ARMORER'S AND FLETCHER'S GUILD -- Every Tuesday night at 6:30 at Maeve's  
 house. Come work on armor, discuss fighting, look at all Maeve's books,  
 build arrows and crossbow bolts, or just socialize.

IRON CROSS TOURNEY AT NEW WEST FEST

To all good gentles of the Outlands I bid you welcome and  
 challenge you to test your skill and courage in the first  
 annual Unser Hafen Gelsheim Iron Cross Tourney. Designed to  
 test the staying power and prowess at arms of the brave  
 fighters of our realm, the Iron Cross consists of two  
 fighting erics(sp?) each held by a single warrior until he  
 or she is defeated. The loser of each match goes to the  
 opposite field to wait their turn to depose the current  
 champion, thus gaining strength and composure. All wounds  
 are cumulative until a fatal blow is struck, ie if the  
 victor has taken a leg blow, he must remain thus until he is  
 mercifully slaughtered by an opponent. All weapons styles  
 are allowed. The fighting will take place in two periods,  
 length to be determined by number of fighters and the  
 weather of the day. The winner will be the one with the  
 most victories.

This event will take place at the 2nd annual New West Fest,  
 August 18th in the downtown Library Park in Fort Collins.  
 The first round of the tourney will begin promptly at 1:00  
 with list sign up and Armour inspection to commence at  
 12:00. As this is a mundane event we must operate under  
 demo conditions. No camping or alcohol is permitted on site  
 other than refreshments purchased in the bear garden, but by  
 all means, bring food and blankets for a picnic if you wish.  
 There will be a revel following with directions supplied at  
 the demo. Crash space can be arranged by calling the  
 autocrat, Lord Sigismond Chrznoski at (303) 225-0765

To get to the site, take I-25 to highway 14 West in Fort  
 Collins; go to Mathews St. (two blocks before College Ave);  
 turn north (right) and go to the park at Olive and Mathews.

The Prize (significant booty) will be awarded to the victor  
 by Lady Magdalena, reason enough to lay down one's life in  
 honorable combat.

# Captain Wrenne



## Wants You!

... to join us in Caerthe July 6-8, 1990 when we sail off to a Pirate Adventure. Fighting, Fun, Frivolity and Frolic await you. So grab your cutlass, your wench, your cabin boy and other necessities and come with us as we voyage into a whole weekend of fun.

The invasion begins at 2pm but anyone arriving before 4pm will be commandeered for set-up crew. The tide turns on Sunday at 5pm and the port must be completely CLEARED by 7pm. Saturday at 10am we will have a short Captain's Council immediately followed by the Buried Treasure Fighting Quest at 11am. Each team must have at least one broadsword fighter and one fencer and any number of other people. The Quest will be based on the 7 Voyages of Sinbad, the Odyssey and other literary and media sources (as well as several fertile and warped imaginations). There will be other games and contests at the whim of Captain Wrenne as well as contests for the best engineered boat (for Sunday's boat battle, most colorful Pirate Garb and Best Parrot (real ones cannot be entered).

After a day of sailing the Seas in search of loot, a Polynesian feast will be served at 5pm. Kate has planned a fantasy of delights with which to tempt you. This menu is subject to change depending on how much rum goes into the dishes and how much directly into the cook.

### ON THE TABLES:

Puu Puu Platters	Kumaki	
Hibachi shrimp & pineapple		coconut delights
Macadamia Balls	Teriyaki Beef	
Shrimp Chips	Chicken Drums	
	1st Course	

Cold Fruit Soup	
Spinach and Orange Soup	/ Ham Alii
Island Chicken Curry with Sambals	/ Coconut Rice
DESSERTS	
Tropical Fruit Salad	/ Coconut Pudding
Polynesian Gelatins	

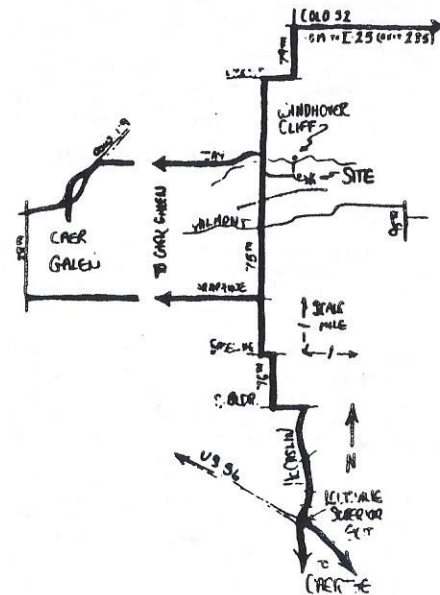
Sunday there will be tourneys of Broadsword and Rapier. Be prepared for anything including wierd weapons, boats, sea monsters and barroom brawls.

The boat tourney will be 3-4 man teams carrying manueverable and defensible boats. (We suggest in the style of a dancers hobby-horse). Catapults shooting nerf rocks, nerf balls or bean bags, SCA legal arrows or javelins will be allowed. Choose your teams and build your ships today. Remember you have to fight from your "land" ships.

Combined site and feast fee will be \$10.00 before June 20th, \$12.00 before June 30th and \$15.00 at the site. Children under 6 may receive a \$4.00 discount on the above fees. Site fee only is \$4.00 per person excepting babes in arms.

Checks should be made out to; SCA, Barony of Caerthe (Mundane name and address must be included) and mail with a list of all attendees to; Captain Wrenne, (sometimes known as Mirianna) c/o Valerie Oswald, 9237 E. Oxford Dr., Denver, CO 80237. For further infoimation call (303) 694-2534 between 12 noon and 4pm or leave a message with the idiot servant.

The Tourney, by the way will be held at Windhover Field. See Map.



## BUBBLE TOURNEY

Lady Christianna and Lady Marie wish to announce their first Bubble Tourney. You may be asking what is the Bubble Tourney? Well, we're not gonna tell! You have to come to find out.

The event will take place the weekend of July 21 and 22. The tourney will start Saturday at noon. The previous date of June 9 is wrong - my fault. We are planning on holding a plunder tourney with bubbles as part of the theme. We also ask that each fighter bring some plunder to either win or lose at his/her hands. Other fun games are being planned for Saturday following the tourney and for Sunday.

The site is the Greenhorn Valley Ranch in Colorado City. Please see map. You can begin arriving Friday night, the troll will be there. This site is wet, but we ask that all alcohol be in period containers. Quiet hours are between 10 pm and 7 am since this is a public camping area. Fires must be contained in barbecue grills or campfire circles. Pets must be on leashes at all times.

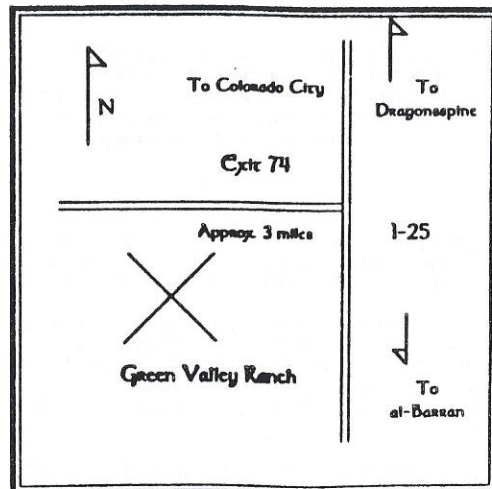
The fees are as follows: the site is \$2.00 per day per person and the camping is \$8.00 per night per tent. Please note that it is per tent. It doesn't matter how many you can stuff into your tents. The more you do, the cheaper it is! If there are more than 25 tents present, fees will go down some. See the autocrat to find out for sure.

We hope you can join us at our first Bubble Tourney. We look forward to seeing you.

### AUTOCRATS

Lady Christianna la Leglere  
c/o Christine Carner  
3024 West Bijou #C2  
Colorado Springs, CO 80904  
(719) 635-0645

Lady Marie D'Acre  
c/o Vanya Lambert  
1040 Maristone Place  
Colorado Springs, CO 80904  
(719) 473-0856



Saturday 21 July A.S. XXV (1990), Yewwood Manor Defender III will be held. We have two sites but only one site fee. The Games site (Yewwood Manor) is a wet site and the Feast site is a limited wet site. That is limited to wine and beer only. No hard liquor will be allowed at the feast site. The following restrictions apply. Games Site - Smoking in designated areas only. Feast Site - Smoking in designated areas only, no pets on site.

#### Tentative Schedule:

8:00 A.M. - Site opens  
9:00 A.M. - The Games begin  
4:00 P.M. - The Games end  
5:00 P.M. - Feast site opens for setup  
6:00 P.M. - The feast begins  
8:00 P.M. - Evening Games begin  
11:00 P.M. - The Event ends

Gunhildr the Invisible, Gamescrat has the following events planned: arm wrestling, horseshoes, darts, knife and star throw, bean bag toss, blind man's bluff, nursery rhyme elimination. There are several unannounced competitions that will be going on during the day and evening that will be announced at the end of the evening.

The feast shall consist of:

Beef Stew w/vegetables  
Roast bird w/sage and onion dressing, corn on the cob and baked potatoes  
Sotelties

Persons with dietary restrictions, wishing to attend the feast please contact the Feastcrat. A menu will be posted at the Games and Feast Sites with the ingredients of each item on the menu. Anyone wishing to perform as a Bard at the feast will receive a \$2.00 refund on their feast ticket. Persons wishing to serve shall receive a 50% refund of their feast ticket. If you are interested in performing as a Bard or Server please contact the Feastcrat prior to 13 July A.S. XXV (1990).

SITE FEE: \$2.00 per person

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\$3.50 for children ages 12 and under until 13 July A.S. XXV (1990)

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AUTOCRATS: OVERALL - Lady Ceallach Llyn Tremen

FEAST - Lord Tod Coyle

GAMES - Gunhildr the Invisible

There will be a troll on site(s) collecting any last minute fees.

Please send any inquiries or reservations to:

YEWWOOD MANOR  
528 S. LINCOLN #16  
LARAMIE, WY 82070-6360

Make all checks payable to YEWWOOD MANOR.

We thank you for your support

## SELECTING FABRIC FOR SCA GARB -- A Beginner's Guide

So, you've just discovered the SCA, decided that it was the club for you, and now you need a medieval outfit by next week's feast. The only catch is that sewing's never been a hobby of yours, and you've never set foot in a fabric store. And what about that bubble-gum pink doubleknit material your man dragged out of the closet, saying it was enough for a tunic and pants?

Fear not---here is a short discussion on just such a subject, its purpose being to help newcomers in the SCA select appropriate, pleasing-colored, inexpensive, and reasonably authentic-looking fabric for making garb.

### WOVEN VS. KNIT

There is not much to say here, except: **STAY AWAY FROM KNITS.** All medieval fabric was woven on looms. There is some controversy on whether or not knitting was invented in the Middle Ages, and if so, whether much clothing was knitted. For all general purposes, stick with woven fabrics (if in doubt whether a particular fabric is woven, try to pull a thread off the cut edge).

Weaving by hand is a very time-consuming task. Inexpensive cloth in the Middle Ages would have been woven fast and open, using thick thread (such cloth would have looked like burlap, monk's cloth, open-weave wools, etc). The finest cloths, woven tightly with very thin threads, would've naturally been the most expensive. Keep this in mind when considering an overall "rich" look, or if you want to emulate a peasant's appearance.

A note should be said here about felts---Felts (matted wool compressed under heat and moisture) were in use since ancient times, but the craft felts available in fabric stores today are very flimsy and deteriorate with washing and use---don't bother using them. **WOOL COATINGS** and **WOOL SUITINGS** are sometimes felted after being woven, and are very durable. They make wonderfully authentic-appearing cloaks, capes, and heavy tunics, but can be pretty expensive. Always check sales, though; I once found wool coating (the heavier of the two), regularly priced at \$7.99/yard, on sale for \$1.77/yard. Needless to say, I bought lots.

### PERIOD FIBERS

The four natural fibers used for clothing during the Middle Ages and Renaissance are:

**WOOL** -- from animal hair, usually sheep and goat.

**LINEN** -- from the treated fibrous stalks of the common flax plant.

**COTTON** -- from the fluffy seed pods of the cotton plant (grown in the Middle East).

**SILK** -- from the cocoons of the silkworm moth (cultivated in the Far East).

In the Middle Ages, specifically in Europe, wool and linen were the most common fibers and pretty much all clothing was made from wool or linen (or a blend of both) fabric. Cotton, originally from India, was cultivated in the Middle East and was used on a regular basis there for fabric, but was rare and expensive in Europe (except in places with Islamic influence, such as

Sicily and Spain). Silk, the most desired and prestigious fabric, was imported from China and thus was likewise rare and costly, moreso than cotton.

Fabric made from all of these natural fibers is still available today. A good learning exercise is to take a trip to your local fabric store for the sole purpose of examining cloth that is 100% wool, 100% cotton, 100% silk, and 100% linen. Check the bolt ends of fabric to find out what they consist of---there are several kinds of fabric that are called "linen", but are actually made of synthetic fibers.

Once you familiarize yourself with the look, texture, weight, and draping qualities of natural fibers, you'll be better able to pick a synthetic or blend that imitates these qualities (The SCA, with its emphasis on overall appearance of authenticity as opposed to exact authenticity, doesn't require that garb be made out of solely authentic materials). As you probably noticed while studying natural fibers (with maybe the exception of cotton), synthetics and blends are substantially cheaper !

### COLORS

Just as now, people in the Middle Ages loved bright colors when they could obtain them, but unlike today, they didn't have all those cheap chemical dyes that are used now to color cloth. Rich colors could be obtained with vegetable dyes---blue with indigo, red with madder, yellow with weld, purple with kermes and murex---but clear, pure shades of any color were difficult to obtain and consequently rare or reserved for royalty. The most common fabric colors in the Middle Ages were (predictably) natural colors (cream, browns, blacks, greys) and those dyed with common herbs (olive greens, yellow-browns & golds, green-browns, rusty-browns). Woad-blue (same as indigo--blue-jeans blue) was fairly common, as well as orange-reds (from madder) and clean yellows (from weld). Forest-greens (without olive overtones) were obtained by top-dyeing yellow over indigo-blue. Most non-brown or -grey colors were nonetheless muted (dusty-roses, slate-blues, golden-greens, brownish-purples, dirty-yellows). Pure white was virtually non-existent (they didn't have good, strong bleach!).

Dark colors used more dyestuff and time to produce, and were thus likely to be more expensive. Pastel colors were rarely used if the wearer could help it---save your pastel fabric for an undergown, and use something brighter and/or darker for the overgown.

When you pick colors, stay away from harsh, intense, artificial-appearing hues (no neon green, hot pink, bright white, or electric blue!). Use the bright clear colors in rich court garb (mixed with some of the duller hues), and keep in mind that peasant-garb was primarily mixtures of grey, brown, and green.

### DECORATED FABRICS -- PRINTS

Although there are many examples of block-printed fabrics used in the Middle Ages, the prints found today look nothing like those of back then. Block-printing in medieval times was rather elaborate, and was primarily done to imitate the more expensive brocades. Every once in a while (almost once in a blue moon), a fabric with an obviously medieval print shows up. Until you've seen enough examples to know what is and what is not a medieval design, stay away from printed fabrics.



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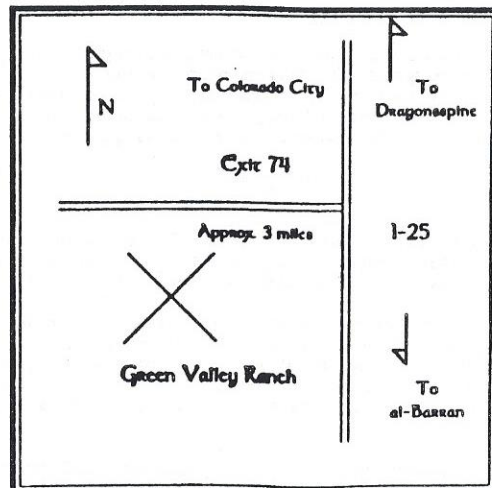
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#### BROCADES/DAMASKS/JACQUARDS

Basically, a brocade is a fabric with a pattern woven in it in more than one color, while damasks and jacquards are fabrics that are woven in a pattern but are a singular color. All can be found in different weights, from light jacquard silks to heavy upholstery wool brocades and even metallics.

A brocade fabric woven in an ornate medieval pattern is a rare find, but simple repeating geometric motifs are common and can be used for costumes. The upholstery/drapery section of the fabric store is where you'll find most of your useful brocades/damasks. Be forewarned--many upholstery fabrics are treated on their wrong side in such a manner to make a costume uncomfortable to wear, and most do very strange things in the washer and/or dryer (like shrink, go completely limp, fall apart, bleed colors, shrivel up, etc). Test a piece of the fabric to determine its washability before deciding what kind of outfit you want to make out of it.

#### MODERN FABRICS WHICH ARE GOOD TO USE FOR GARB

For simple, inexpensive garb, try unbleached cotton muslin and a coarser muslin called Onasburg (these can be dyed darker with Rit dye). Cotton sheetings and broadcloths are not really medieval in appearance; gauze-type cottons are better. Heavy cottons and cotton-polyester blends that are not stiff (like flannel and chamois-cloth) are good for overgowns.

Many synthetic linen-look fabrics are good for tunics and gowns, too. Keep in mind, though, that many contain varying amounts of rayon, which can shrink significantly and become very limp. Challis (a rayon fabric) makes nice, thin, draping tunics, but like all rayons, it may shrink every time you dry it (some do, and some don't.....).

For really rich stuff, velvets and velveteens are hard to beat for post 13th-century outfits. Make sure you use a cotton velvet rather than a nylon velvet (the nylon velvets are too shiny to look period). Velour is basically a velvet with the pile (short fuzz) done on a knit background instead of a woven one---if you must use velour, make sure it looks nearly identical to velvet (good velours will, others will look like bathrobe material).

Satin makes beautiful garb, but water-stains terribly. Satin can be washed, but gets very limp (I'm unaware as to whether washed satin will still waterstain). If you are going to use satin, use the bridal satin; its thicker and makes less fragile outfits. Flannel-back satin, also known as coat lining, makes great gowns and cloaks, but the only kind I've seen has lots of rayon and does shrink when washed (in addition to the fact that it is \$7.00 a yard).

Silk-type fabrics (polyester blousewear, rayon silk-substitutes) make nice, flowing undergowns, but can be hot, depending on how tight-woven they are. Stay away from acetate-containing lining fabrics--they make uncomfortable tunics!

Some of the best places to look for garb-fabric is on the remnant and sale tables at fabric stores, but don't overlook the odd-ball sources---the upholstery, drapery, and tablecloth fabrics; old curtains and dresses in flea-markets; sale-tables in mill-outlet and surplus stores; old brocaded bedspreads in garage sales. You never know what you'll find!



#### UNSER HAFEN PLUNDER TOURNAMENT July 14th A.S. 25

On this day Sir Kevin is sponsoring a Plunder Tournament for all those gentles that cannot make two Estrella war length trips in one year. For all of ye who are not going to fight the Atenveldt war, here is something to fight for! The rules and entry requirements will be similar to last year's plunder tourney, bring a prize worth from \$5.00 to \$10.00 that will be your ransom. The tournament will be round robin drawn weapons. The winner will choose one (if any) of the loser's plunder to take for his/her own.

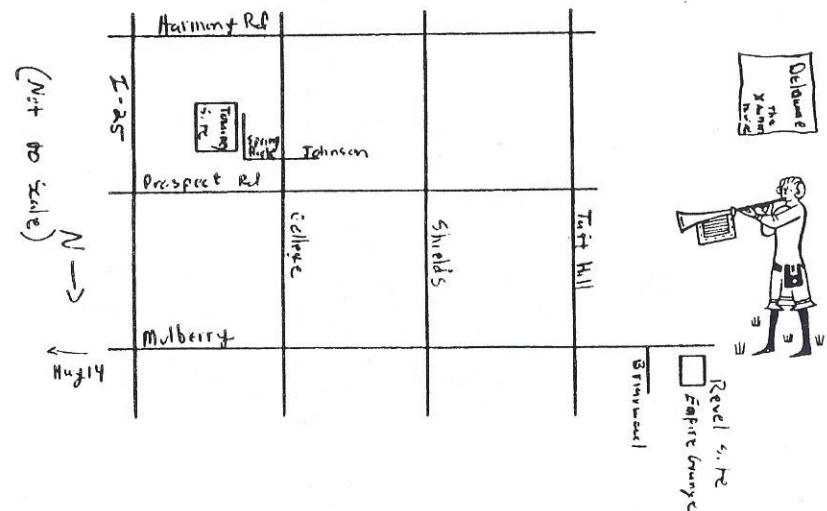
That evening we will have a revel to boast of the day's entertainment. Bring your gambling trinkets so that you may partake in yet another competition! The cost for the revel is \$2.00 and a finger food of any kind. We will have dancing available, with instruction for some of the dances, some will be for experienced dancers only (or those willing to try it cold!).

So for those of you who will feel left out about not going to the war, come and test your steel and luck at the Plunder Tournament!

Autocrat: Sir Kevin MacKinnon  
Phone: (303) 221-0850 (answering golum attached)

Tournament starts at 1:00 p.m. at Spring Creek Park  
Revel starts at 7:00 p.m. at the Empire Grange Hall

See maps for how to get there:





**FIFTH ANNUAL  
ST. SEBASTIAN'S ARCHERY TOURNAMENT**

Archers this one is for you! The Canton of Hawks Hollow is holding the fifth annual St. Sebastian's archery tournament on July 28-29 in Monument, CO. (Please refer to map). This is a camping event - there are plenty of trees for shade, firepits, firewood, and is a wet site. There is no water (bring your own) and animals are allowed - on leashes. The site will open on Friday at 3:00 p.m. and will close on Sunday at 6:00 p.m. This is private property - there is a gate at the entrance, the gate will be unlocked, but please keep it closed when you are through!

The site fee is \$3.00 per person for the weekend. Any I.K.A.C. round shot after the first one will be \$1.00 and any Royal round shot will be \$.50 (to cover the cost of targets).

On Saturday at 10:00 a.m. we will have opening court or announcements, whichever the case may be. The archers will have until 11:00 a.m. to warm up. At 11:00 the archery tournament will begin. As time permits on Saturday we will have a WAND shoot for anyone interested, if time runs short we will have it on Sunday. I.K.A.C. rounds and Royal rounds can be shot anytime after the tournament on Saturday or all day Sunday. We will have closing court Saturday evening.

Throughout the day fighters may want to play, so bring your armor. If you party too hardy you will be sorry for Sunday we will fight in the woods (woods battle).

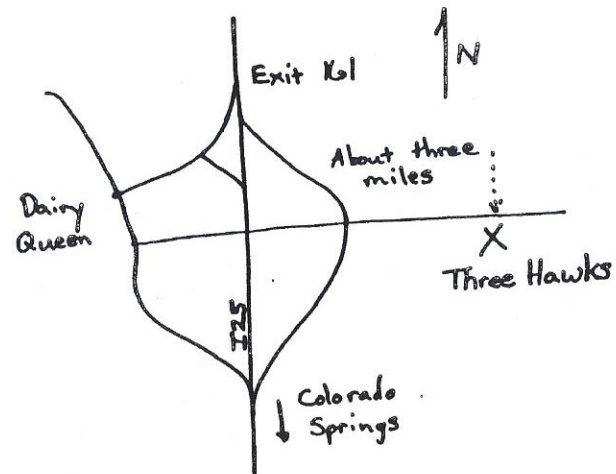
NO reservations are necessary, the troll will be at the site ready and willing to take your money. Please have membership cards ready for the marshals or you will have to sign a waiver.

The Canton of Hawks Hollow is looking forward to seeing you.

**AUTOCRAT:** Frederick of Long  
Robbie Saunders  
9430 High Street  
Thornton, CO 80229  
(303) 288-3828

**CO-AUTOCRAT:** Lord Eric Morrison  
David Swayze  
11622 Gilpin Street  
Northglenn, CO 80233

**Site:** Same location as Three Hawks



BANNER TOURNEY REPORT

Windkeep's second annual Banner Tourney, held in conjunction with Superday '90, was quite a success (much to the delight of the autocrat!). The tourney field, set up in front of the Cheyenne Botanic Gardens, was surrounded by a number of colorful pavillions decked out with a myriad of banners, most displaying the devices of the attendees. The prize for the tourney (fought triple-elimination, with 13 fighters) was a large Outlands ensign banner, and was won by His Excellency Sir Olaf Bjornsson of Dragonsspine. In the same manner as last year, there was much merriment during the tourney, including silly marshal games (how long can you spin a two-handed sword like a baton...), funny salutes, and entertainment byes---the best being Sir Olaf, with armor, helm, shield and banner, mounting a fully-barded horse and being led around the field (the horse almost collapsed with the weight!).

One of the more unique highlights of this event was indeed the barded horses, of which we had three---Ebony, a black mare decked in red-and-white barding bearing the arms of Mistress Maeve; Warlock, another black horse wearing a red-and-gold harness-like caparison and jewelled bridle; and Belle, a bay mare wearing a silvery-colored silken cape over her hindquarters and green and blue ribbons in her mane.

The feast in the evening was bountiful and delicious, with the food served piping-hot. The prizes were awarded during the feast. M'lady Kostbera donated a leather sipper-cover bearing the Outlands stag to the tourney-winner, and Sir Olaf accepted both it and the banner graciously. The Best Banner Contest, of which the prize was a 9-ft oak banner-pole and some of Maelgwyn's wine, went to Lord Thorman Arvidsson, who brought a flag bearing his arms done in satin, cloths-of-gold and -silver, and a beautiful green iridescent taffeta (the banner was made, naturally, by his lady, Kostbera).

The autocrat wishes to thank heartily all those who contributed to the event's success, including but not limited to:

m'lady Aldith o Baddon Poeth, the feastocrat who cooked all the delicious food (except for the meatballs);

Friar Coengar, for heralding and trolling (let's take the money and head for Pennsic! Oops, Aldith is reading this...);

Lady Elaine of Valynwoode, for running the Best Banner ballots on such short notice;

m'ladies Aleydis the Horsemistress and Anastasia (called Talon), for bringing their horses out to the site and letting so many people ride them;

m'lady Kostbera, for donating the sipper-cover;

the following Unser Hafeners: m'lady Fionghuella (am I close?) for helping her pin the banner and horse-barding, and

m'lord Ja'far al-Ta'ib, for helping her stencil and sew horse-barding, as well as for cooking meatballs at midnight on Friday night before the event.

The feastocrat, m'lady Aldith, also wishes to give credit and thanks to: Coengar for (bless his heart) washing all of the dishes, m'lord Linei (if I didn't spell this right, Luke, please tell me!--ed. note), and m'lady Fionghuella of Unser Hafen, all who helped her in the kitchen.

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A MESSAGE: Steel Swan (a merchant at Banner Tourney) -- please call Wolfram the Ringsmith ASAP -- phone number 1-532-7756.

# WINDSWEPT

c/o Betty Creegan  
4301 Hayes Avenue  
Cheyenne, WY 82001



## TIME-VALUE-DON'T-DELAY

