

Windswept

May (1991)

A.S. XXVI



WINDKEEPS



May 11-12



FIRST AFENCE

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Hospitaller - Lady Bianca Isabel Orsini / Sharon Williams
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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. It is only a supplement to the Outlandish Herald and is not intended as a substitute. It is not an official publication of the SCA, Inc., and makes no attempt to delineate SCA policy. Articles of an informational nature published in the Windswept may be reprinted — in their entirety and with due credit — without permission unless otherwise noted; rights to art, poetry, stories and other such creative works remain those of the Windswept & the original artist and can not be reprinted without written permission. Subscription rates are \$8.00 per year for 12 issues (pro-rated quarterly) beginning in January. Submissions and advertisements are due by the 1st of the month.

What's happening in your Shire? Where's the local excitement to be found?

Find out in The Windswept! Price for the remainder of 1991 (7 issues) is \$6.00

SCA Name: _____

Mundane Name: _____

Address: _____

Phone: _____

Mail subscriptions and submissions to: The Windswept c/o Cristina Sheats

2940 Plum Drive / Cheyenne WY 82001

(Make checks payable to: SCA - Shire of Windkeep)

Calendar for May 1991

AS XXVI (So begins another year Anno Societatis)

- 4-5 Caer Mithin Halle (NM) - Coronation (Brenna 505-887-2567)
11-12 Windkeep - First A-Fence (Bianca - 635-0427)
14 Tues Windkeep - Fighter Practice (Thorman 634-0224)
16 Thur Windkeep - Demo at Anderson Elem (Elaine 634-2037)
18 Thingvallr(WY) - Unamed Event (Walfram (307-532-7756)
18-19 *Unser Hafen(CO) - Inn of the Mad Woman's Taster Tourney (Aileen 303-224-3389)
21 Tues Windkeep - Fighter Practice (Thorman 634-0224)
24-26 *Dragonspine(CO)? - Brigands Bizarre 111 (Haroun 719-444-0194)
24-27? Al-Barran(NM) - Grand Outlandish
28 Tues Windkeep - Fighter Practice (Thorman 634-0224)

June

- 1 Laramie(WY) - Costume day on the Wyoming/Colorado Senic Railroad
1 Caer Galen(CO) - Caer Galen Conglomerate (Rowanne 303-442-0959)
2 Windkeep - Populace meeting (Rhys 632-1133)
3 Mon Windkeep - Demo at Altavista Elem (Elaine 634-2037)
8 *Unser Hafen(CO) - Eastern Dance Collegium (Mazuna 303-224-5165)
15-16 *Dragonspine(CO) Outland's Fifth Year Celebration(Lydia 719-687-1449)
22 *Windkeep - Banner Demo (Call Aldith 632-1133)
22-23 *Caerthe(CO) - Lamma Lust (Odan 303 622-4343)
29 *Dragonspine(CO) - Dragonspine Warlord (Haroun 719-444-0194)

* indicates Windkeep's Seneschal is planning to attend. He encourages others to join him.

Regular Happenings

Read Carefully for they may not be marked on the main calendar

Fighter Practice (Heavy & Light weapons)!!! Hear the call to arms! Don't be caught unprepared!! Fighter Practices will be held on Tuesday evenings in Holiday Park at 5pm.

Some loaner gear available - call Thorman (634-0224) or Marellie (778-8536) for details.

Armoring, Fletching, and Sewing Guild: Thursdays at Lord Christophe's from 6:30 to whenever. All are welcome. Come to practice, sew garb, build armor, or just socialize, but please limit projects to those SCA related. For info call Lord Christophe or Lord Rhys.

Populace Meetings: The last Sunday of each month at Lord Rhys' house unless otherwise noted. Meetings are in garb, and start at 7:00pm. Occasionally the meetings will be potluck and start at an earlier time. Such meetings will be noted on the calendar.

Unser Hafen Dance Practice: 2nd and 4th Mondays at 7:00pm. Practices are usually held at the Lory Student Center at CSU, room 202. Call Lady Catriona (303-226-2018) or Lady Tehri Hadeel (303-482-6608) for more information.

Unser Hafen Fighter Practice: Sundays from 4:30 to 8:15 in the CSU Fieldhouse on College Ave. For more information call Lord Galen of Shadowraven at 303-229-9507. Loaner armor is available.

Windkeep Archery Practice: Every Saturday from noon till whenever (weather permitting: call Rhys 632-1133) in the easement beyond Afflerbach School. Practices will also be held during the week as interest is shown. Loaner bows available. Call Lord Rhys.



From the Seneschal

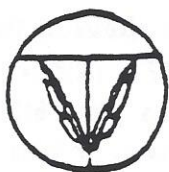
Greetings unto the Populace of Windkeep. First and foremost I would like to thank all of you for your thoughts and prayers over the past few months. I am now delivered from Caid, but your continued support is still welcome. I would especially like to thank Lord Thorman Arvidsson for his taking over the Seneschal duties in my absence.

The Spring and Summer event season is here, and there is something going on every weekend. I plan on attending as many of these events as I can and I am always available for transportation if any of you are wanting to attend an event but are without a way to get there. I ask your special assistance in putting together the Banner Tourney/Demo on the 22nd of June. It is a great opportunity to get exposure in the Cheyenne area and possibly find new members. We have received a special request from the city to put on the event and your support will be most welcome. Also, there are still several School Demos before the end of the school year. The more people we can have attend, the better the demos are. You all have something to contribute.

Lastly, with the return of good weather, it is time to get out the armor, sharpen up the arrows, and attend fighter and archery practice. I have even decided to learn the fighting arts in addition to my archery. Also I have obtained portable archery targets and I will conduct practices above the regularly scheduled practice at any time someone would like to join me. If you have any interest in learning heavy weapons, light weapons, or archery this is the time to start. There are lots of beginners in all areas so you don't need to feel embarrassed. Teachers are ready and eager to teach you. Until next month, continue to live the dream.

Yours in service to Windkeep and the Outlands

Lord Rhys Afalwin



From the Chronicler

Well, the subject of the Un-Cover remains a mystery; I guess no one else was able to figure out what was pictured there either. My thanks to all that have donated work to the Windswept, and an extra hearty thanks to Dale O'Shaunassy for his cover art drawn especially for First A-Fence. His cover is the third entry in the GREAT COVER CONTEST; only 6 opportunities left - don't miss your chance to win a free 1992 subscription! The Windswept is still (is always) looking for submissions - cartoons, reports, articles, stories, poems, songs... It is your newsletter, and your submissions are what make it a quality newsletter.

Have any questions? A problem? An interesting piece of trivia? I want to start a new "column" in the Windswept devoted to reader's needs to solve problems and share knowledge. This "Seeking and Found" section will, of course, need a name, thus I am looking for suggestions. So, can't figure out why your yeast is dying? Can't find any information on the Cluny Sampler? Ask the readers of the Windswept. Maybe someone out there knows the answer. Until next month...

Yours in Service to the Society,

KOHTBERA

From the Deputy Knight Marshall-Thorman

Greetings all!! It is that time of year again where we can escape our dwellings and do some outdoor fighting. Starting this Tuesday at 5pm will be the first scheduled fighter practice at Holiday Park. It will be on the corner of Morrie and 19th st. (one way going away from downtown). I have a few weapons to be borrowed plus I am looking for some rattan for those that don't have weapons and are wanting their own. I have one set of loaner armor to share plus I believe Lord Mavellic has some armor as well. Making your own isn't hard, it just takes time. I'm sure Mavellic or I if we have time would be glad to help. We'll see you Tues.



Miss the deadline for Llama Lust? Can't stay the whole weekend?

Looking for some cheap fun and excitement?

Windkeep has just the event for you. By the request of the City of Cheyenne Windkeep is holding a demo during Cheyenne Superdays. We are looking for individuals who would like to come and spend the day promoting the SCA. If enough fighters/fencers are present a tourney will be arranged. Bring your arts and your wares. Promote the SCA and have fun in the process. Revelling will follow! Contact Lady Aldith for more information and reservations: (307) 632-1133.



Caerthen Directory

Greetings unto the neighbors of Caerthe,



We are updating Caerthe's phone and address directory. We like to list anyone from neighboring groups who wishes to be listed. If you want to be listed, or if you are listed and want to not be listed, please contact Master Roderick deKane before the end of June 1991.

Roderick deKane
c/o Bill Fickas
1840 S. Parfet Ct
Lakewood, CO 80232
303-989-3162

Lord Rhys will be typing up a copy of the shire membership roster for Master Roderick in June. If you do not want your name included on this list please inform the Seneschal ASAP !!

Want to do something fun and different?

June 1, 1991 will be **COSTUME DAY** on the Wyoming/Colorado Scenic Railroad. The Good Old Days historical group has invited us to be truly creatively anachronistic and share our time in history as we join them riding the rails. Put on your garb and ride a train. (Truly, tis a strange and most magical form of conveyance) Because of the popularity of this excursion, ticket information and reservations are suggested as soon as possible. Call 1-307-742-9162 and make your reservations under the GOOD OLD DAYS GROUP. If enough people sign up under the group name, we may be able to get a group discount.

Round Trip

Depart West Laramie - 10:30 am

Return West Laramie - 4:30 pm

Cost (Includes a Box Lunch)

Reserved Delux Coach - \$24.00

Children (4-12) - \$20.00

Windkeep's First A'Fence

May 11-12

Please join us in a weekend of decadence. We will assemble in Hynds Lodge, west of Cheyenne in the Medicine Bow National Forest. Site will open at 10 am with armor inspection for the Decadent Rapier Challenge which starts at 11 am. There will also be a Rapier Melee Sunday. If there are heavy weapons participants, an interesting event is planned. There will also be activities for non-combatants. Lady Bianca wishes to hold a Theme Costume Contest (Italian any period Decadance).

Lady Aldith is planning a truly wonderful feast, and will be serving homemade cinnamon rolls for breakfast. The menu will be printed and available on the tables.

There is bed space for 29. These may be requested with your reservation. There is also camping space, and space on the floor of the lodge for those bringing their own sleeping arrangements. The fee for the weekend is \$15.00 with smalls half. \$2.00 of the fee will go directly to the Kingdom of the Outlands and is not refundable if you cannot attend the event. Send your reservations to Lady Aldith. Please include your society and mundane names, the shire or Barony of origin, and make out the check to SCA-Windkeep. The site is discretely wet. Alcohol is permitted with meals, in the lodge only. Remember that helpers are needed, and enjoy the weekend free of fees.

Autocrat

Lady Bianca
1320 Diamond Ave
Cheyenne, Wy. 82001
(307) 635-0427

Feastocrat

Lady Aldith
3400 S. Greeley Hwy #133
Cheyenne, Wy. 82007
(307) 632-1133

BRIGANDS BIZARRE
(May 24-26)

Brigands Bizarre is back -- it's bigger, it's better and it's more **RENEGADE** than ever before!!! Yes, the most talked about event (or so we hear) of the season has returned. For those of you who don't know: Brigands is the event where you bring your armor, you bring your tent, you bring your mug and, you leave your troubles at home. Our site is incredibly wet, has running water, toilets and plenty of shade. No ground fires (except the bardic pit) are allowed and dogs must be leashed at all times. Site will open at 6:00 pm Friday May 24th. Site fees are \$7.00 per person, \$3.50 for in-be-teens (8-15) and really smalls (7 and under) are free. The Barony of Unser Haven will host a feast consisting of a meat dish and rice pilaf. You are requested to bring a prepared side dish that can be shared with your fellow campers. Feast fees are \$3.00 per person and really smalls are free.

Once upon a time the Merchants set out to deliver their treasure, carefully purchased and all legally obtained, to their castle in the Happy Mountain. Their journey would be long and their treasure in great peril. Two years in a row the Merchants have valiantly, though unsuccessfully, tried to reach their destination with their treasure intact.

Each year, the Merchants leave the city among cheers and flowers only to be set upon by those bizarre Brigands...

CARAVAN PAID 15 stick horses, 15 stick camels, foot soldiers must fight from their knees. Livestock is not to be used as a shield. If livestock or fighters are disabled, they must dismount and fight from their knees. Dead remain on the field.

The Merchants battle fiercely to the beach only to find that the Brigands have anticipated their attempt to escape by sea...

BATTLE @ BEACH All weapon styles permitted. Dead is dead and you remain on the field.

Both Brigands and Merchants take to the high seas where a vicious attack among ships takes place.

SEA BATTLE 8 boats which are not to be used as shields. If your boat breaks, you sink. You may attempt to board other boats. Drowned fighters wash up on shore (dead leave the field).

The battle strays to close to the shore of what appears to be an island, and all are shipwrecked...

ISLAND BATTLE A ribbon will signify the island. All who step over the line are messily devoured by mean, nasty sharks. Dead remain washed up on the field.

But, on second glance, the merchants find they have not been battling on a island after all. To the rear a swamp lends itself to land...

SWAMP SLOG All weapons styles permitted. All fighters on their knees. Dead remain in the muck.

Crossing the marsh lands, the Merchants find that the road runs through a deep, dark canyon...

HAPPY CANYON Wall sections will be set to form the canyon. Dead will just pile up in the canyon.

As it is late, and getting dark, the forces break off the fighting and rest for the night. But the next morning, the Merchants find that under cover of darkness, the Brigands have left. The Merchants fear that somewhere on the road ahead, an ambush awaits...

The Merchants climb the trail into the mountains, only to find that a landslide has wiped out a section of the trail. The ambush...

CHASM SPASM Ribbon will mark the boundaries of the chasm. It is a deep plunge into oblivion on either side. Stepping past the ribbon causes one to plunge to ones death, collect one token for a free drink and move farther up the mountain.

MOUNTAIN TRAIL The Merchants are once again attacked as the trail curves around the bulk of the mountain.

Racing along the mountain trail, the Merchants find a bridge leading into a truly awesome tunnel...

BRIDGE BATTLE The bridge is repaired and better than before. 1 Brigand, 1 Merchant on the suspension bridge at a time. Blows are accumulated. Opponents may not be pushed off the ends of the bridge. Dead take a seat and watch the fun.

TUNNEL TURMOIL Yes, the tunnel is back! We hear the dead make the best shield wall so, dead remain where they fall.

The Merchants emerge from the tunnel and enter onto the plains where they engage the Brigands in a merciless chariot race...

CHARIOT CHASE 4 man horses who carry only a weapon(s), 1 charioteer who has any number of weapons/shields. Dead please leave the field or you'll get run over. These chariots are new, improved and, probably indestructible.

Finally, the Merchants have reached their castle in the Happy Mountain. The Brigands now not only have their eyes on the Merchants treasure but, their castle as well. The Merchants themselves have a few tricks up their sleeves now that they're home!!!

CASTLE SIEGE Merchants in the castle, Brigands outside. Castle is two stories tall and has a drawbridge which is the only way in for the Brigands. Merchants have combat archers in the turret. Brigands have slings which throw fire balls. Any fire landing on second floor burns down turret and kills the archers. Archers can also be killed by being hit by fire balls. Dead remain on the field for ambience. All dead archers must leave the field.

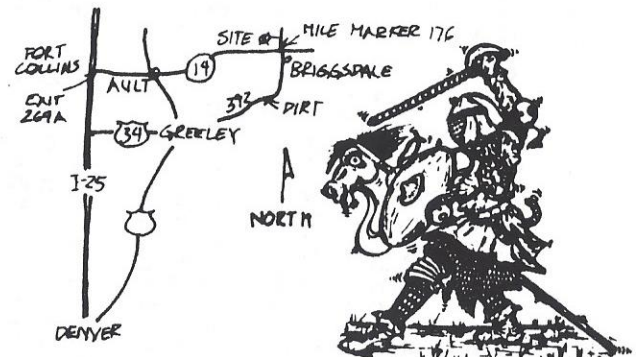
Will the Merchants (finally) emerge victorious and successfully bring their treasure to the people of the Happy Mountain? There is only one way to find out how this wonderful saga ends -- see you at **Brigands Bizarre!!!**

AUTOCRATS

Lady Dovita & Sir Haroun
Debby & Chuck Hacking
531 W. Pikes Peak
Colo. Springs, CO 80905
(719) 444-0194

CO-AUTOCRATS

Lords Richard & Athelstane
Richard & Jim Bainbridge
1950 Mesa Road
Colo. Springs, CO 80904
(719) 632-5036



WARLORD TOURNEY

The Barony of Dragonsspine will host their annual Warlord Tourney June 29, 1991 on the campus of Colorado College (Tyger's Keep).


This year's tourney will be run best two out of three, triple elimination, draw weapon rounds. Shields larger than 24" round (or heater of equivalent size) are prohibited. Other rounds will include pole weapon, two handed sword, single sword, etc.. Fighting will begin at 10:00 am.

The highest placing Dragonsspinian will win the title of Warlord. Other prizes will also be given including Best Death and Most Chivalrous.

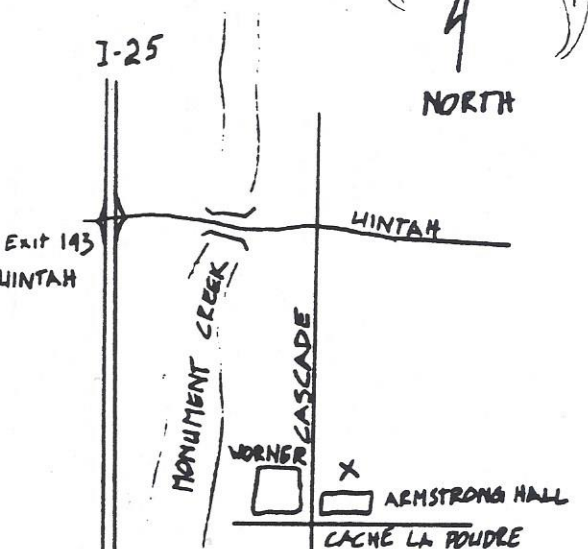

The feast following the Warlord Tourney is being held in appreciation of the populace of Dragonsspine for their years of service. The feast will consist of steak, baked potato and corn on the cob. Tables and chairs will be provided, as well as charcoal grills so that you may cook your steak to your liking (bring your own sauce). We request that you bring a side dish which may be shared with others.

Feast reservations made prior to June 1, 1991 will be \$3.00 per person. Feast fees after June 1, 1991 will be \$5.00 per person. Late reservations made after June 16, 1991 will be \$7.00 per person. Limited steaks may be available at the site.

Site fee is \$2.00 per person to benefit our Baronial newsletter, the Meassis Dragon. Make all checks payable to SCA-Dragonsspine.



AUTOCRAT
Sir Haroun ibn al-Dhi'b al-Abyadh
Chuck Hacking
531 W. Pikes Peak
Colo. Springs, CO 80905
(719) 444-0194



1-25
EXIT 143
HINTAH
MONUMENT CREEK
WORNER CASCADE
NORTH
ARMSTRONG HALL
CACHE LA POUFRE



into the populace of windkeep from Geoffrey Vogelini; Greetings and merriment unto you.

While attending the Kingdom Arts and Sciences Collegium, in Unser Hafen during the month of February, I learned many things from the knowledgeable educators whose classes were well done, and well attended. I would first like to thank all of those who took the time to share their knowledge and experience with those of us who attended.

As many of you know, some painfully better than others, I tried my hand at wine making back in December and had mild success. After attending the beginning brewing class at the Arts and Sciences Collegium I became aware that many of the tools mentioned in the class are useful in both beer and wine making. With this new found knowledge I set to work on my second attempt at wine making, this time mead (honey wine) is my goal.

In starting the fermentation of my mead I ran into a bit of trouble. Something in the wine was killing my yeast almost instantly. After retracing my steps I soon found my suspects. In a fit of inspiration I added lemon juice and cloves to the original recipe to add flavor. However, lemon juice is a very powerful acid, and cloves are known for their purification qualities. Yeast is a bacteria and easily killed by acid and/or purification herbs. After researching and consulting others I found that the use of cloves is common in mead and that the acid level in my wine was adequate. It was the uncommonly high content of sugar in the mead recipe I used that was killing the yeast. A sugar overdose if you will. To remedy the situation I started the yeast in a cup of orange juice and then added my wine to the orange juice/yeast mixture at the rate of 2 cups per hour until I had added half of my wine to the mixture and then added the remainder all at once. By this time the yeast was very healthy and ready to withstand the shock. This method worked very well and my mead is well on its way to completion.

Here is the recipe I used, should any of you wish to make mead yourselves: (measurements are for one gal. of mead (except yeast))

3 1/4 lb Honey
 7 pts Water
 3 tsp Malic Acid
 1 1/2 Tartaric Acid
 1/4 tsp Tannin
 3/4 tsp Energizer
 2 Campden -- crushed
 1 pkg (up to 5 gal.) champagne yeast
 6 oz. Lemon Juice
 4 Cloves

EQUIPMENT

2 glass 5 gal. bottles
 A sediment excluding syphon
 An air lock and cork



METHOD: Dissolve honey in 1/2 gal. of water with acid and tannin. Then add all other ingredients except yeast. After 24 hrs. use the afore mentioned method of combining the mixture of wine to the yeast. Cover with an airlock and wait 3 weeks. Syphon off into a secondary container and reattach airlock. After fermentation has completely stopped add fining (clearing) agent and syphon again. Sweeten with honey to taste and bottle. If you have any questions please feel free to contact me.

References:

The Herbalist, by Joseph E Meyer, ©1976 - Winemaker's Recipe Handbook, ©1976
 Wine & Hopshop, Denver, CO



WINDSWEPT

c/o Cristina Sheats

2940 Plum Drive

Cheyenne, WY 82001



TIME-VALUE: DON'T DELAY

