

Windswept

Newcomer Edition



Windkeep Calendar

Local Fighting

Every Thursday at Holiday Park, 19th and Morrie from 5 PM until dark.
For more information call Lord Duncan.

Local Archery

Every Monday from 4pm until dark. For more information call Master Rhys 632-1133

Tasters Revel

Held the fourth Tuesday of each month.

It is in the Lions Park Community Center. Cost is \$5.00 and reservations are REQUIRED. For more information or reservations contact Mistress Aldyth 632-1133.

Populace Meeting

The fourth Thursday of each month. Held in the Pioneer Room of the Laramie County Library. Contact Lady Renate 635-1320

Armor construction

By appointment Contact Lord Mavrikii 778-8536

Costuming

By appointment Contact Mistress Aldyth 632-1133

SHIRE OFFICERS

Seneschal - Lady Renate Koven
c/o Pat Hansen
10205 Powderhouse
Cheyenne, Wy. 82009
renatek@juno.com
(307) 635-1320

Knight Marshal - Lord Duncan MacAllister
c/o Eric Schooley
900 E. 6th St.
Cheyenne, Wy. 82007
lonewolf@aol.com
(307) 637-5293

Herald - Lord Mlodn the Merchant
c/o Fred Hansen
10205 Powderhouse
Cheyenne, Wy. 82009
mlofn@juno.com
(307) 635-1320

Arts and Sciences - Lady Fetke Hollo Noemi
c/o Becky Schooley
900 E. 6th St.
Cheyenne, Wy. 82007
varju@aol.com
(307)637-5293

Exchequer - Lady Madlen Dinas Emrys
c/o Lydia Chapman
1314 W. 18th St #3
Cheyenne, Wy. 82001
madlen@juno.com
(307)638-9857

Hospitaler - Lord Bjarki Gulbjornsen
c/o Justin Hammons
1316 E. 19th St #6
Cheyenne, Wy. 82001
lordbjarki@aol.com
(307)778-1804

List Minister - Lady Asta Olafsdottir
c/o Kari Hammons
1316 E. 19th St #6
Cheyenne, Wy. 82001
(307)778-1804

Chronicler - Lord Mavrikii (acting)
c/o Jim Barbero
216 Seymour
Cheyenne, Wy
(307) 778-8536
Mavellic@aol.com

This is the Newcomers Windswept 1998 published for the new members of the Shire of Windkeep, in the Kingdom of the Outlands, of the Society for Creative Anachronism, Inc. It is not an official publication of the SCA, Inc., and makes no attempt to delineate SCA policy

Introduction

Welcome to the Shire of Windkeep and the Current Middle Ages. By definition, the Society for Creative Anachronism is "a non-profit educational organization dedicated to the research and recreation of the years 650 A.D. to 1600 A.D.", but in practice it is much more. It is a gathering of people with similar interests and desires, learning and passing it on to others in an atmosphere of friendship. It's the chance to explore the dreams of childhood, to take time out from everyday life to be a little more the person you would like to be rather than the one that the world has made you. In the S.C.A. the millionaire can be a simple pottery merchant and the gas station attendant can be King. It all depends on what you want to do and who you want to be.

As part of recreating the Middle Ages each member has a persona. A Persona is a method of study used in the S.C.A. It is what makes living history groups unique. After you choose a time period you would like to study, you research to find the details of what it was like to live back then. You study how people would have dressed, what jewelry they would have worn, what they would have eaten, how they would have acted, and other such aspects of their life-style. Then using this knowledge you create a person who could have lived back then. This is a persona. When you attend events and social gatherings in the Society you will take on this persona. You will dress like him or her, wear jewelry like he or she would have worn, and share with others the knowledge you have accumulated in researching this persona. This is what makes living history groups so much fun, for when you attend an S.C.A. event you are no longer John Smith or Carol Johnson, but "Bjorn Egelson" or "Sarah de Eglantine".

Along with the persona that members create, they study the everyday things that medieval people did. They may be fighters, or archers, potters or weavers. They may want to try both the martial arts and the arts and sciences. They may want to delve into the political intrigues that, like in medieval times, seem to thrive throughout the S.C.A., or they may want to help in the running of the Society itself. All of these things are possible because as a member of the S.C.A. you are only limited in what you do by your own imagination.

In the following pages you will find several articles by members of the Shire of Windkeep. They are intended to let you know a little more about the activities in the S.C.A., and help you decide whether spending time in "the Current Middle Ages" is something you might like to do. If you find you want to be a part of the Society for Creative Anachronism, contact any of the people whose names and phone numbers appear within these pages. They will be ready and willing to help you. Costumes (which we call Garb) are available for loan until you are able to make your own. Everyone you meet will be happy to show you how to get around at your first event. As a member, you will find that you have friends all over the world; you just haven't met them yet.

ARTS AND SCIENCES by Lady Siobhan McShihy

Are you inquisitive, curious, or would you just like to know how things were done in the middle ages? If so, welcome to the world of Arts and Sciences.

Arts and Sciences are a very important part of the SCA. This is where you learn about what was worn, what was eaten, and how things were made during the Middle Ages. Did you know tomatoes were considered poisonous in the Middle Ages? These are things that historical research in the Arts and Sciences can help you discover.

Here in Windkeep we practice a number of different Arts and Sciences such as:

- Archery
- Brewing
- Spinning/Weaving
- Armoring
- Leather Work
- Metal and Woodworking
- Cooking/Herbalism
- Costuming
- Scroll Making
- Medieval Gaming

Fighting is the most well known activity in the SCA; however, without research into the construction of their armor, fighters would be at a loss for movement. In the course of building armor, a fighter found reference to articulated (or jointed) arm and leg protection. Armor building, weapons making, leather and metal working, costuming, and painting are all arts involved in making a fighter look more realistic, and come about through historical research.

Costuming is a good example of how historical research is used in the Arts and Sciences. The first step in costuming is deciding on a time period and country. The second step is to decide upon a style of clothing from that era and area. The third step is to find what materials were available and used for that particular style of clothing, how was it fastened, and what accessories accompanied the clothing. The final step is to construct the outfit you have researched.

There are many arts and sciences in which to become involved. If you have any questions about any of these, or have an interest in ones not listed, please feel free to contact the Minister of Arts & Sciences, who can help you contact people who share your interests.

The Middle Paige

An Introduction to Being a Paige.

by
Lord Bjarki Gullbjornsson

It sometimes happens that when at an event, the young people find nothing to do and may get bored. I feel it my duty to save you guys from utter and complete boredom. This article is just what the young people who get bored easy, and the parents who get tired of " Mommy, Daddy, I'm bored", need. Follow these helpful tips, and you parents are finally going to be able to have fun at an event while not having to worry too much about your children.

Before I begin, it is recommended that all minors have a Non-Combatants Authorization card. This is on the odd chance that they go onto the field. Otherwise they may not go anywhere inside the fighting ring or three feet around the outside of the ropes. To obtain this, go to your nearest MOL and fill out the proper forms.

Water bearers are an important part of tournaments. Without them, the fighter may overheat. What a water bearer does is not only serve water to the fighters, but to anyone who wants it. After a fight is over, take whatever container that you may have been given to use over to the fighters and offer it to them, but do not be too pushy. If the day is hotter than normal, above 70 degrees, be a little more insistent, but not enough to get yourself yelled at. If you see a fighter that has not taken water all day, point this out to the marshals. They WILL do something about it. When you are finished, take the containers back to where you received them and thank them for letting you help.

Another thing that we 14 to 16 year olds can do is to field herald at events. A loud well spoken voice plus the ability to project your voice is highly recommended. To do this well, you can read the lists of fighters to find the names that you will have trouble with pronouncing them, and ask someone to help. There are some names that even some of the better heralds cannot pronounce well. If they have a title before their name, be sure to include it when announcing them.

The basic format of heralding an event is this. First, when you get handed the lists, you walk into the field, state the round the list is for, and read the cards. The MOL officer in charge will have them set into groups of two at a time. So you will say, " in the first fight, Duke Muckymuck will fight Lord Dingbat, Fight two..." and so on. Next you go back to the beginning of the cards and say, " Lord So and So & Sir Snob report to the field, CountJuju and m'lord Fred arm thy selves, Duke Gyny and Sir Gooffo make ready." You do this after each fight is over to make sure that the fighters who didn't hear you the first time, does this time.

Once the fighters have made their way to the field, you say, " in this fight, Sir Joe fights Lord Tim. Fighters, salute ye the Crown. Salute ye the one whose favor you so bear. Salute your worthy opponent, and at the Marshals command you may begin." At this time you walk off of the field. When the fight is over, you declare the victor, Write or circle the appropriate letter on the card, usually a W or an L, hand them to a runner and repeat this process. When the tourney is over, you announce the winner. This is your basic field heralding

It's A Camping Event

by Mistress Aldyth Trefaldwyn

Your reservations are in, and you are about to have some of the most fun you can have and still be legal. Yes, it's a Camping Event. If you are familiar with regular camping, you have a general idea of what you will need. If not, the following might be helpful. You will need a tent, sleeping bag, air mattress, blankets, etc for sleeping. You will need a cooler, ice, and food for the duration of the event. Pay careful attention to the announcement that says if you need to bring your own potable water, and which if any meals might be provided. If you are going to provide all of your own food, bring utensils to cook with, and something to eat on. Feast gear is generally fine for the eating on. You will need soap and water, for yourself as well as dishes, and the appropriate towels. Sun screen is one item that frequently is left behind, and is most needed, along with bug repellent. Light sources are always handy. Gas lanterns give off good light, but stand out like a sore thumb. Tiki torches or candles with hurricane covers work well and add to the atmosphere of the event. Garb appropriate for the climate, and always bring extras because if it can get wet, it will.

Now that you have everything assembled, you wedge yourself into your car, and off you go. Make sure that you have good directions to the event. When you arrive, check in with the troll. The troll is the person(s) that are responsible for keeping track of the people on the site, and whether they have rendered the proper coin of the realm for their expected stay. The troll will generally tell you where you can camp, and what restrictions might apply. When setting up camp, keep in mind that even if your tent is mundane, the event is designed to approximate the middle ages. Keep all modern things under wraps, and in the tent if possible. Many times, you will be able to unload your car where you will be camping, but have to park it elsewhere .

There are a couple of very important points that need mentioning so that everyone will enjoy the camping event. The first is children. Children need to be in immediate control of the adults responsible for them. They can't get lost, or get into anyone else things if they are under adult supervision. If you have children, and don't feel that you can control them in an outdoor setting, please reconsider bringing them. The same goes for pets. If your pet doesn't get along with other animals, or people, reconsider bringing it. You need to have your animal under your direct supervision at all times. It is common courtesy to pick up your animal's leavings, very soon after they are left. You wouldn't like anyone's leather boots to be fouled, let alone yours. You need to be sensitive to whether your animal barks frequently or loudly, or at inappropriate times. (5:00 in the morning, for example). Everyone will be happier with well behaved pets, and if you have one that isn't, don't bring it. Also, you need to make sure your pet has plenty of water and shade, and never tie your pet to someone else tent, or near someone else things

If the site is "wet" (alcohol can be consumed), you need to make sure that if your children are under legal age, they don't partake of alcohol. Also, make sure that you don't share alcoholic beverages with others unless they are of legal age. You also need to be aware that if your children are older teenagers, that it is not the roll of anyone else but yourselves to keep track of their whereabouts after dark.

With a few common sense precautions, there are few events as fun as a camping one.. You can sit back, relax and roll with the sound of drums and laughter to a time when life was simpler, or at least they thought so.

WELCOME TO FIGHTING IN THE S.C.A.

by Lord Mavrikii Andronikov

Probably the first thing that you noticed in the Society was the heavy weapons fighting. It conjures in the mind visions of Knights in shining armour, Noble Squires, and the Chivalry of all Men at Arms. If you are reading this, chances are that you are interested in this facet of the Society. And if you are reading this, one of your questions probably is, "This looks fun, how do I get started?" The answer to that question is, "Very Easily."

First of all, try fighting once or twice to make sure that it is for you. Most groups have a suit or two of loaner armour. Find out when fighter practice is and see the local Knight Marshall. If there are other people there already, you may need to wait for your turn with the armour. If there are people waiting, be polite and remember they are waiting for the armour as well. Some things that you can bring to make your wait shorter (and you probably already own) are the following:

ATHLETIC CUP - If Male.
PANTS or SWEATS - NO SHORTS!!!
SHIRT - Sweatshirt or long sleeved preferred
BOOTS - or tennis shoes with ankle support.
BELT - to hold up loaner legs.

If possible, a set of knee pads and elbow pads and something to drink.

Getting into the armour is often tricky; armour does not forgive if it does not fit you quite right. Do not be afraid to ask for help. Liberal use of duct tape may be the answer, but please ask about duct taping on any piece of armour. Sometimes a fighter will loan you their own armour. Remember that the fighter has a lot of time and effort into the armour. PLEASE respect the fighter and his/her wishes or next time it may not be open for use.

After getting into the armour, see the Knight Marshall for instruction. He or She may send you off to another fighter for this instruction. LISTEN, these people have a lot to say, remember that they know what they are talking about. Do not be afraid to ask questions.

Once you find that fighting is one of your interests, it is time to begin on your armour. If your group has an Armourers Guild, see the Guildmaster for more information. Mundane sports equipment makes excellent starter armour, but remember that we are S.C.A. first and fighters within the group. PLEASE cover these items. A pair of loose pants and a tabard cover a multitude of "sins".

Remember that the ideals we have are based on chivalry. This is included off the field as well as on. If you use something, return it. If You were the last person in the loaner armour, pack it. Expect to lose a lot when you first begin, Don't get frustrated, you will learn. Ask an experienced fighter that you feel comfortable with if you have a question; and lastly, but most importantly - Have Fun!!!

So you want to be a fighter ... part I I

Heavy weapons fighting is the most visible part of what we refer to as the S.C.A. Most people who join are enticed by the idea of being a Knight in shining armour. It is a wonderful dream that we all live in, but the game we play does have some inherent dangers. Fortunately, because of our high standard of training and our high armour standards our injury rate from heavy weapons fighting is somewhat LESS than Ping-Pong.

For training, see your local Knight Marshal. Armour, however, you are responsible for attaining yourself. This article will deal with the minimum armour standards as of June 1992.

Please use a little common sense when dealing with what is written, remember that it is YOUR safety at stake.

FEET- Your feet must be covered with closed-toed shoes. NO sandals. Steel toes are recommended but not required. Also recommended are shoes with ankle support and traction.

KNEES- The knee cap as well as the sides of both knees must be covered by a combination of RIGID material backed by 1/4 inch of closed cell foam or equivalent material. Additionally, the knee must stay covered if you are on your knees as well as standing. Rigid material includes metal, plastic or equivalent. See your local marshal if you have a new idea, everyone would like to know.

GROIN- Male minimum groin protection is a plastic karate (baseball, soccer, etc.) cup. A jock alone does not qualify.

Female minimum requirement is closed cell foam over the ovaric areas. Other areas should be covered to the comfort and safety of the wearer. A male cup is PROHIBITED,

KIDNEYS AND SHORT RIBS- For all must be covered by a minimum of heavy leather backed by closed cell foam.

BREAST- Women only must be covered by a minimum of heavy leather and padding. Separate breast cups or valkarie bras must be worn over leather or otherwise attached to displace the blow. See your local marshal.

ELBOWS- See the requirements for knees above. Both elbows must meet the minimums.

HANDS AND WRISTS- The fingers of both hands as well as the back of both hands and wrists must be covered by RIGID material preferably basked by foam. If a basket hilt is used, a half gauntlet or vambrace must cover the parts of the hand not enclosed in the hilt. Note-Hockey gloves do not qualify as gauntlets.

NECK- The neck and upper part of the spine must be covered by a minimum of heavy leather backed by foam. Additionally the Adam's apple and larynx must be covered by RIGID material.

HEAD- The head must be covered by a helmet of at least 16 gauge steel constructed in a professional manner that comes at least 1 inch below the chin and has no more than a one inch gap anywhere in the helm. For your first helm get help from an experienced armourer or purchase the helm.

WEAPONS- Must be constructed of rattan of at least one and one quarter inches in diameter. The rattan cannot be treated in any way that would substantially reduce it's flexibility. For further information on weapons, pleas see your local marshal.

Please keep in mind that these are the minimum armour requirements. These requirements do not, of course, take into account the pain factor. If your shire has an armourers guild, see the head of the guild for more information. Your armour can be as beautiful as you like, but remember that protection and flexibility must be a balance. Have fun and enjoy. Anyone will help you if you just ask, at least to point you in the right direction.

Lord Mavellic Hayes esq.

The Art of Archery within the S.C.A.

or

(My arrows must be out here somewhere)

by Master Rhys Afalwin

During the reign of Henry III it was decreed that archery would be practiced by all able bodied men every Sunday afternoon. This edict went on to state that should an errant shaft kill a passerby, the archer would not be held to blame for the death. This was the how highly regarded the art of archery was held. Archery still has a place in the Current Middle Ages. Archery tournaments are still held as part of many events, and regular archery practices are held throughout each Kingdom. Unlike the other martial arts within the S.C.A., archery does not have a minimum age for participation, and men, women, and children can enjoy the art of archery equally.

All you need to practice or compete in archery is a traditional styled bow (longbow, recurve, or crossbow without sights or other modern enhancements), a supply of wooden arrows that are balanced to the bow, and the desire to shoot. Other conveniences such as arm guards, shooting gloves, and quivers are highly recommended, but they are not necessary for practice or competition. Your largest expense will be the bow. You can find well made inexpensive bows at flea markets or garage sales. Inexpensive wooden arrows (commonly called school arrows) can be found at most sporting good stores, but you will find arrows of better quality at an archery store for about the same price. Ask archers in your local group. They will be glad to help you find starting equipment.

In the S.C.A. there are two official types of archery rounds: IKAC (Inter-Kingdom Archery Competition), and Royal Rounds.

IKAC - An IKAC round consists of two untimed six arrow rounds, followed by two thirty second "speed rounds" (in which the archer shoots as many arrows as is possible in thirty seconds) at forty yards, thirty yards, and twenty yards respectively.

Royal Round - A Royal Round consists of one untimed six arrow round at forty yards, thirty yards and twenty yards, followed by a speed round at twenty yards. Both rounds are shot at 60cm five color targets. Arrows striking the target are scored 1-5 points with a maximum of 30 points possible for a six arrow round.

There are many other types of archery tournaments held, all of which can be great fun. Wand Shoots involve archers shooting at a thin pole placed in front of the backstop. Clout Shoots involve archers shooting at a banner pole placed 220 yards from the shooting line. Fantasy Shoots are shot at targets made to look like monsters or armored figures often at odd yardages. The types of archery competitions are as varied as the archers imagination.

Unlike Heavy Weapons fighting or Fencing, Archery is not necessarily a competition where you are competing against another individual (although you and a friend might enjoy competing against each other). Rather, you are competing against yourself. As you practice you see your scores improve, and that is the gauge of your skill. You learn the mistakes you are making and correct them. You improve your form and your scores will show the result. With time and practice you could be the best in your kingdom, but if you're not that's O.K. Shoot for the pure enjoyment of the sport.

GUIDE TO SMART FEASTING

by Mistress Aldyth Trefaldwyn

You have your garb done, and you have just made your first reservations for a feast. Now what? Since you have gone to the trouble to research your garb, and make it appropriate to the time and place you have chosen, it is a nice touch to assemble your feast gear the same way. It's not required, just fun. Find out whether you would have eaten with a fork, or just spoon and eating dagger, and out of a bowl, or just a trencher. The type of drinking vessel is also fun to research. If it is not important to match yourself to your feast gear, then most anything will do. Ask other people in your group what they use, and where they got them.

When selecting a table covering, remember that most things were made of cotton, flax, wool, and silk. It's better to stick to something washable, because no matter how careful you are, you are going to spill something sometime, and candles are notorious for leaking. Candle holders were usually wood or metal, and it is a good idea to make sure they can be contained. Some feast halls specify no open flames.

There are a few things that you need to know about feast sites, and some of the descriptions you will read. There is usually a reservation cut off listed, and you should stick to it if at all possible. Most of the time the moneys collected in advance feast reservations are required to purchase the food served at the feast. The cut off is there so that the feastocrat can purchase and prepare food for the number of reservations given. Just think of how you would feel if you prepared a meal for 25 people, and 30 showed up. If you need to make a reservation after the cut off date, please contact the feastocrat to find out if there are any reservations left. Sometimes there is something called "off board seating". This is an area in or near the feast hall that is available for you to sit at and eat, bringing your own feast with you. Sometimes there is a fee associated with this. If there are no reservations or off board seating, then make other plans for eating your meal.

There are three very important terms if you intent to bring or consume alcohol at the feast. The first one is "dry". This means absolutely NO alcohol is allowed anywhere. Don't even bring any. Some groups have lost excellent halls and sites because someone brought or consumed alcohol when it was forbidden. "Discreetly wet" means that alcohol consumption is regulated. Usually the guidelines are provided. "Wet" means that it is most generally fine to consume alcohol. If in the description it says "period containers only", that means only drink from your goblet, cup or mug. If you stop and think for a moment, it really doesn't look good in garb for you to have a soda or beer can in your hand anyway.

When you are seated in the feast hall, and the feast is about to begin, please remember that feasts are generally SEVERAL courses long and take on an average of three hours to consume. At some feasts, the menu will be printed and left on the table. At others it is announced course by course by the herald. If you have a food allergy, or something that you absolutely refuse to eat, please refuse to be served the offending food. If there is no menu, and the courses aren't announced, ask your server what the dish being served is. If you aren't seated when the different courses are being served, chances are that you will miss that course. It is a lot of fun to taste familiar foods prepared a different way, and unfamiliar foods too. Take a taste of everything if you're not sure if you will like something.

If you bring a cooler to keep munchies and/or drinks in, please keep it covered and out of sight, much for the same reason that mundane cans and bottles are. If you loose something, or find something, turn it in to the autocrat. Each place has it's own lost and found, and generally speaking, all things lost are found eventually.

If you pre-pay for your feast and are unable to attend, contact the autocrat to see what the policy for refunds is. By and large, most places consider the fee a contribution to the local group unless notified otherwise.

SOCIAL GRACES IN THE SCA

by Lord Dallon O'Shaughnessy

The SCA, in its efforts to recreate and study the Middle Ages, has developed or resurrected many practices and forms of address that seem strange by today's standards. This article is an attempt to provide a set of basic guidelines to help a newcomer through the rocky shoals of Society Social Graces.

The generic form of address for a person in the SCA is 'Milord' or 'Milady'. These are not to be confused with My Lord or My lady which are used when speaking to one's Significant Other. Saying this to a total stranger is frowned upon as it implies a relationship that obviously doesn't exist.

The only time the title 'Sir' is used in the SCA is when addressing a Knight. Knight's are distinguished by wearing the following items: 1) a white belt, 2) a large gold chain, and 3) spurs. Generally the white belt will be the most common item worn, especially if the individual is in armor. The feminine form of address for a knight is 'Dame', although it is acceptable to say 'Sir' if the individual desires it.

The terms 'Master' and 'Mistress' are used when addressing members from the three branches of the peerage: Arms(fighting), Laurels(arts&sciences), and Pelicans(service). These are people who have been recognized for excellence in a particular area. The symbols of their rank are as follows:

- Arms - A white sash worn over the shoulder to the waist.
- Pelican - A medallion about the neck with a picture of a pelican.
- Laurel - A medallion about the neck with a picture of a laurel wreath.

The terms 'Don' and 'Dona' are used when addressing members of the Order of the White Scarf. These are people who have been recognized for excellence at fencing. The symbol of their rank is a white scarf worn over the shoulder.

There are articles of clothing that should not be worn by a newcomer to the SCA as these would indicate that the person holds a title or rank which they do not. Most of these were mentioned above, but will be reiterated here for the sake of clarity: Spurs, unadorned gold chains (no pendants or medallions), white belts, scarves or sashes, red belts or scarves, circlets or coronets. Red belts are reserved for Squires, red sashes for Cadets, and circlets and coronets for nobility.

There are some other actions/behaviors that are performed in the SCA that may seem chauvinistic in modern times but were acceptable, even expected, in the Middle Ages, and hence their inclusion in SCA activities. The most common is to carry burdens for women. Even fighters will likely appreciate it if you offer to carry things for them. Likewise, offering to help set up shade pavilions or tents is usually good behavior. Basically, act like a gentlemen while in the presence of a lady.

On a final note, if you are attending a feast and feel the urge to speak a toast, keep in mind that the first toast for a feast is always to either the Kingdom or the King.

Hopefully you will find this guide informative and helpful in your entry into life in the Current Middle Ages.

NOBILITY IN THE SCA (& How to recognize it!) by Lord Dallon O'Shaughnessy

After attending your first Demo/Event you will undoubtedly have seen a number of people with 'crowns' upon their heads. You may have wondered why we had so many Kings and Queens. Well... we don't. The SCA does have a full system of nobility, just like Europe in the middle ages. In an attempt to provide a basic guide to recognizing who is what, I present the following list of Noble titles in effect within the Outlands, and their proper forms of address:

Title : King/Queen

Symbol: The Royal Crown; sometimes a surcoat, or cloak with the kingdom arms
(A white stag leaping, upon a field of green) upon it.

Form of address: Your Majesty

Title : Crown Prince/Princess

Symbol: The Royal Coronet

Form of address: Your Highness

Title : Duke/Duchess

Symbol: A coronet with strawberry leaves on it (usually in groups of three.)

Form of address: Your Grace

Title : Count/Countess

Symbol: A Coronet with crenelations (square notches like the top of a castle wall)
along the top edge.

Form of address: Your Excellency

Title : Baron/Baroness

Symbol: A coronet, often having six points or balls.

Form of address: Your Excellency

In case you're curious, a coronet is a strip of metal, usually about an inch wide, that circles the head. The most common form of respect towards a noble, and the King & Queen in particular, is to bow. It doesn't need to be anything elaborate; a simple bend at the waist or drop of the head will suffice. It is also considered proper to bow when crossing in front of the thrones, even if they are unoccupied. This is because they are representative of the power of the King and Queen (Seats of power and all that!).

Don't worry if you mistake a Count for a Duke. Most people in the SCA are pretty understanding, particularly if you explain that you're new to all this. A good rule of thumb is; If in doubt, ask!

The T-Tunic

by Mistress Aldyth Trefaldwyn

(Pattern reprinted with permission from Forward into the Past)

The most common and by far easiest to make piece of clothing from the middle ages is the T Tunic. It gets its name from the shape of the garment when laid flat. The pattern opposite this page gives a lot of leeway for constructing many different types of T Tunics. The measurements you will need to take before you start are:

- 1) Neck to floor (or however long you want your garment)
- 2) Neck to waist
- 3) Neck to widest part of chest
- 4) $1\frac{1}{4}$ waist plus 1 inch
- 5) $1\frac{1}{4}$ chest plus 1 inch
- 6) 2 inches for armpit gusset if necessary
- 7) As wide as your most comfortable shirt sleeves plus 1 inch

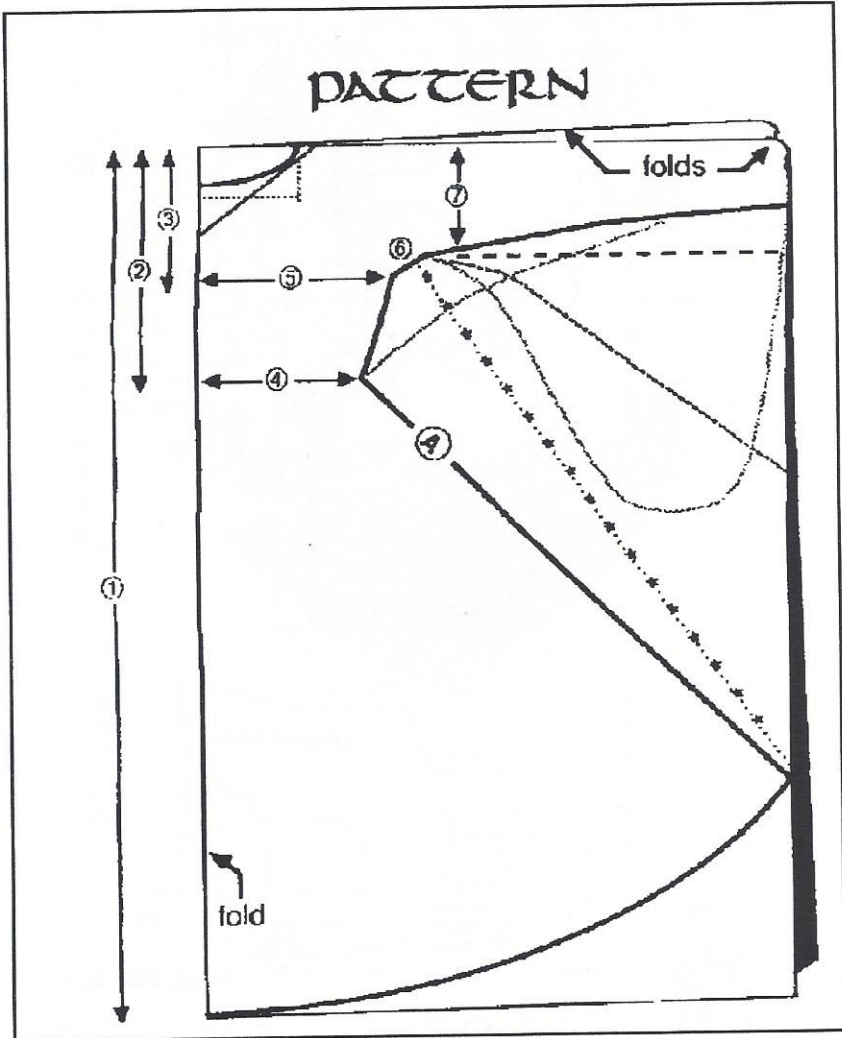
You will need to select fabric 60 inches wide, or sew two 45 inch or 36 inch widths together. The amount of the fabric to purchase is roughly the measurement of the neck to floor (or wherever) times two for 60 inch material. You need to remember that you will need a few inches extra for hems and seam allowances. As far as the type of fabric to select, there are about as many opinions about that as people who sew. It is generally best to select something washable in a cotton or cotton polyester blend, or a wool or wool polyester blend. Pure polyester sometimes looks to modern for what you are going to make. Earth tone colors are best, with the neon and pastel colors best avoided. Wash your fabric first. If you choose a wool or wool blend, buy at least one yard extra, because it WILL shrink. If you wish to dry clean your garb, that's fine, but remember that dry cleaners are a modern convenience.

Fold your fabric in quarters, with one set of folds on top, and one set down the middle. Mark your measurements with straight pins, and cut out the tunic. For the neck opening, there are patterns to help you (Keys) or lay a shirt on the fabric, and cut out the neck hole smaller than the neck-hole of the shirt by 2 inches. You can try the neck on, and enlarge slowly. Remember that smaller can be made larger, not vice versa. If your are using a Key, you will have a circular neck-hole with split front, and a ready-made facing for inside or outside. If you are not using a key, you can finish the neck-hole with bias tape.

With right sides together, sew up the side seams. You can now try on your garment, (We call it Garb) and see if any alterations need to be made. If so, Make them. If not, Hem the garment bottom, and check to see if you need to hem the sleeves. (If you use the outside selvages as the finished sleeves, you don't need to.) Please notice that the sleeves can be as tight or as loose as you wish. You may now wear your tunic proudly. If it is a first tunic, you can wear it over a turtleneck, with dark colored pants and boots. If a male, or over a lighter weight version with narrower sleeves if a female. These tunics can be secured with a belt at the waist for a more form fitting look. The T tunic is by no means the only kind of garb you can make or wear. There are plenty of fancier clothes to be made, and plenty of people who can help you make them. (There are even people who will make garb for you.)

For a quick pair of pants, you will need two yards of cloth, washed and folded with the selvaige edges out. Measure yourself from your waist to your ankles, and add two inches. That measurement will be the length of your pants. measure your waist, and divide it by four. Cut your fabric into two lengths. (one for each leg) From the ankle end, decide how large

you want your ankle opening to be. Mark it with a straight pin. Measure down from the waist the length of 1/3 of the fabric, and mark it with a straight pin on the selvage edge of the material. Mark your waist measurement plus 3 inches (at least) with a straight pin. Cut your fabric from the pin of your waist measurement on a straight line with the pin on the outside selvage edge 1/3 down. Cut from that pin(selvage edge) to the pin of your ankle measurement on a straight line. Sew the leg inside seams up, one at a time. Attach the legs together and sew. You can finish the leg openings with a seam, or a tie. You can finish the waist with a casing, and use a drawstring, or elastic to hold it up. These pants are unisex, and have no front or back.



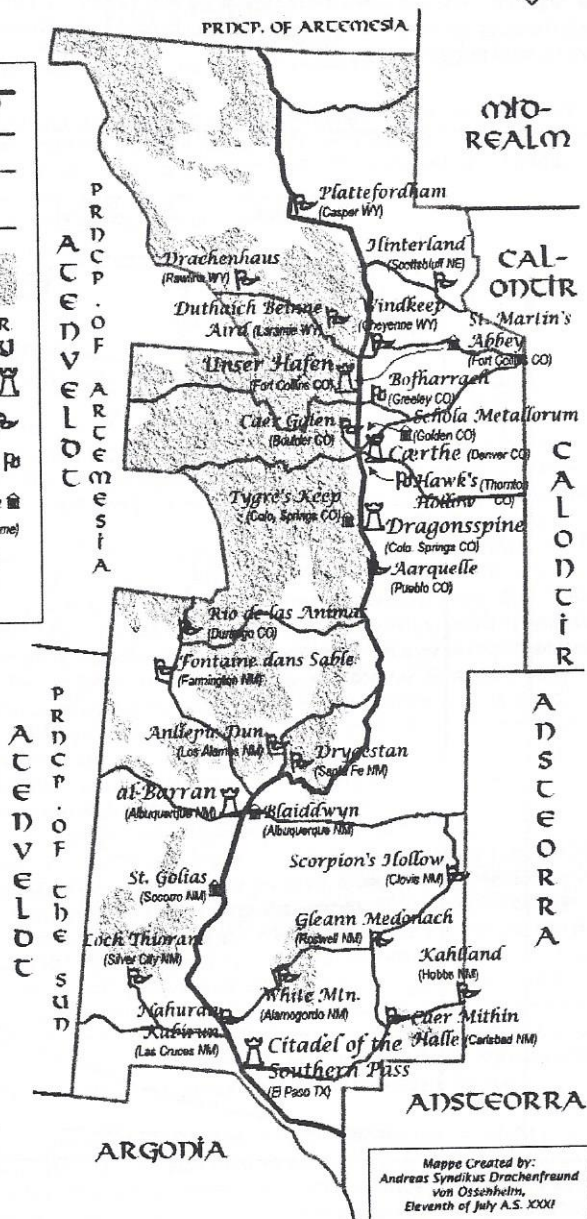


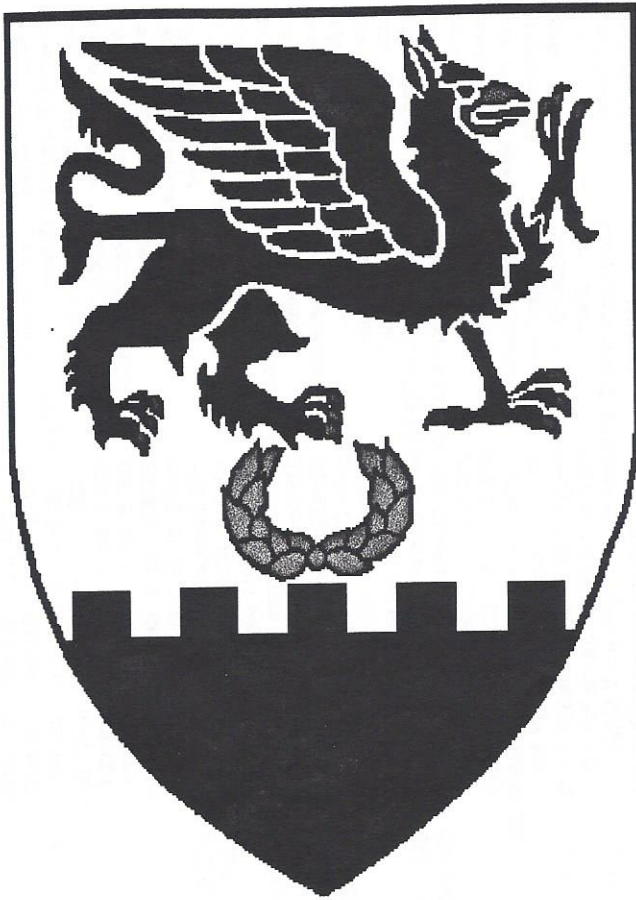
A MAPPE OF YE KINGDOM OF YE OUTLANDS



KEY:

King's Highway (I-25)	
Major Road	
Outlands Border	
Other Border	
Mountainous Area	
KINGDOM OR PRINCIPALITY	
Barony	
Shire	
Canton	
College	
(Mundane Place Name)	
Scale: 1" = 100 miles	





Windswept - The Data Sheet

March - April 1998

Editors Note - This is intended to be included with the 1998 version of the Windswept Newcomers Guide. It contains the dated material as an inset so that the Newcomer's Guide can be used throughout the year.

Officer's Reports

KNIGHT MARSHAL:

Greetings unto Windkeep, and to all those gentiles outside of the shire who are reading this missive. Slowly, the shadow of winter is beginning to withdraw, and upon the horizon are warmer climes, longer days, and with that, a return to fighting in the Spring evening. The first fighter practice is planned for April 9, 1998. However, instead of Holiday Park, I would like to put forth a suggestion to all members of the shire: What are the thoughts of moving practices to another highly visible site? The site I would suggest, based on conversations with several gentiles in shire, would be the new Central Park (Pando's Pond) between Warren, Central, and Pershing. It is highly visible, fronts three major through streets in Cheyenne, and gives us two self-limiting list areas between the sidewalks. The only question I have had raised so far is a parking issue. I will be contacting the city before the end of the month, and communicating my findings on the parking situation to the populace when I find out. I, personally, do not believe that parking will be a problem, as there is plenty of parking in the surrounding block, and the distance to walk is not that great.

Please communicate any thoughts to me prior to the March populace meeting, because I would like to make my final determination about the practice site at that time.

In service to the Outlands,
to Windkeep, and to the
Dreame we all share,

Duncan

Exchequer:

Well, we have money. :-) Don't you love to hear that statement? I know I do, because it means we can still hold events! Before I go any further, I would like to extend a heartfelt thank you to my predecessor, Lady Madlen. From what I have seen of what she left me, she kept everything in a simple, easy to understand order (which is good for a dumb fighter-type like me. :-). I will do my best to continue the good work she started, though I cannot hope to fill her shoes (or any of her other garments, for that matter. :-)

Not remembering how her reports to the Windswept were formulated in the past, and not having a handy copy of a past Windswept with one in it to fall back on, I will begin this report this way, and let my superior Kingdom officer smack me in the nose with a rolled-up newspaper if I make any mistakes (Bad, Duncan. Bad, bad Duncan).

As of March 2, 1998 (A.S. XXXII), the Shire of Windkeep had an account balance of \$2926.06, with one deposit pending. Incomes for January/February totaled \$330.00, while Expenses totaled \$316.37 for a net gain over the two months of (\$13.63).

In service to the Outlands,
to Windkeep, and to the
Dreame we all share,

Duncan

Chronicler

Well, as was stated at the populace meeting, there have been very few submissions to the Windswept for quite some time. (In fact, there were NO submissions as of Populace Meeting - so the dates for submissions was pushed back this month and this goes out late) Mlodn and Renate have been extremely gracious in the supply of researched articles, however we really have had no real articles or local interest pieces submitted. Thank you Duncan and James for your reports. They are the only other people who did so this month. It would appear that the only time people want anything to do with the newsletter is when it is time to get it.

Also Thanks to Rhys who had saved the old newcomers guide from several years ago. It forms the basis for the new one. Now on to another matter completely. My mundane life schedule is changing quite severely. I am beginning to do private contract work in addition to my "day job" As this is happening, I find that for the sanity of myself and my family, I must give up something. And the SCA is a hobby (no, I am not dropping out, but setting priorities) Therefore, I am looking for a replacement chronicler. It is a thankless job that requires enough space for a 2 drawer filing cabinet. It is helpful if interested parties own a word processor and either have spell-check or spell very well. Also, E-mail makes the job MUCH easier as Rudger has been e-mailing out the event announcements. Although the final decision needs to be approved by the Seneschal and Kingdom Chronicler, I hope to make the transition easy for whoever would like to do the job.

Mavrikii

Event Reports

Greetings from James the Small,

The report on my first Event Bows in the Snow held on Jan 3, 1998 at Archery World in Cheyenne. Well, it went well. We had 27 archers at event and all had a grand time. The over all winner was Lark of Fletcher his reward was that of a plaque with a deer upon it. The best attempt was made by Mistress Aldyth her reward was that of a plaque with a deer upon it. I wish to thank all of people who helped me with this event, and to thank all of the people who made food for the revel after and a special thank you to Lady Renate and Mlodn for the use of there home for the revel. The sight manager was pleased with us an is looking toward the next event The cost of the sight was \$135.00 we took in **\$193.00** after the sight fee was paid we had a total of \$58.00. The games we had were fun and all had a good time and I look forward to my next event.

Thank You,
James The Small, Captain of Archery, Windkeep
This Year of our Lord, Feb 2, 1998

Upcoming Events

OUTLANDS CROWN TOURNAMENT

St. Goliass, March 14 & 15, A.S. XXXII (1998)

The fair College of St. Goliass (Socorro, NM) invites one and all to attend Crown Tournament. The fighting will be held at the New Mexico Tech athletic field. The Feast will be held at the Student Activity Center (SAC). Both sites are discreetly wet.

Their Majesties request that the entrants into the Crown Tournament present themselves before the Crown in Procession during Opening Court. Each entrant and consort should provide their own herald and introduction. The Processional will be arranged by Order of Precedence. Prepare your banners and shields for a fine heraldic display to add to the pageantry of the day!

Feast: The feast will be prepared by Mistress Kathryn of Iveragh. Dinner will be simple fair consisting of meat, bread, cheese, and soup. If you wish to bring a dish to share with your table please feel free to do so. If there are any questions concerning the feast, please contact Mistress Kathryn.

Fees: The site fee will be \$1.00 per person and the feast fee will be \$4.00 per person. Reservations: The feast will be prepared for 75 people. If you wish to reserve a space please send a note (snail or email) to Sir Christof. Please do not send cash. Just a note of your intention to attend is fine. I would like everybody to pay at the door at the event. Make checks payable to: SCA St. Goliass.

Crash Space: Please call or send a note (snail or email) to Sir Christof to arrange a place to stay if you are planning to stay here in Socorro. Socorro is only 70 miles south of Albuquerque so if you wish to arrange accommodations with a friend from al-Barran that would work too. If you wish to stay in Socorro a block of rooms have been reserved at several of the local hotels/motels. Contact the hotel/motel or the Autocrat for more information: Best Western, (505) 835-0230; Econo Lodge, (505) 835-1500; Motel Six, (505) 835-4300; and Economy Inn, (505) 835-4600.

Saturday:

8:00 - 10:00am Setup for the list field and day pavilions
10:00 - 11:00am Sign-up for Lists open
11:00 a.m. - 12pm Procession and pre-tourney stuff
Noon Crown Tournament begins
After the tournament the Crown will hold Peer Circles: Laurels then Chivalry then Pelicans. The Pelican Circle may be held after the feast, but all Circles will be done on Saturday.
5:30pm Court
6:30 - 7:00pm Feast and dancing and other fun begins
Midnight Site closes

Sunday:

8:00 - 10:00am Setup for the list field for Warlord Tournament, Lists sign-up
11:00am Warlord Tournament
Closing Court follows the tournament

Directions: Take I-25 to Socorro (70 miles south of Albuquerque). Both the north and south exit turn onto California Street. From California, turn East onto College. There is a light at the turn. At the second stop sign, turn north (left) on Leroy. Go through one stop sign. The Athletic field is on the north side and the site is on the northeast corner of the Athletic Field. The Feast Hall is by the tourney site.

For more information or concerns please contact the Autocrat.

Autocrat: Sir Christof Gately (Chris Anderson), 1210 N 6th, Socorro NM 87801, (505) 835-1523 or (505) 835-1524, cander@nmt.edu

Feast Coordinator: Mistress Kathryn of Iveragh (Kathryn Ballard), 11100 Gibson SE, I-193, Albuquerque, NM 87123, (505) 298-9032, kballar@unm.edu

Herald's & Scribe's Collegium

Dragonsspine / Tygre's Keep, March 28-29, AS XXXII (1998)

Come one and all to the College of Tygre's Keep in the Barony of Dragonsspine to celebrate the heraldic and scribal arts. There will be classes on diverse topics of interest to heralds and scribes, both novice and advanced. Other activities, such as court dancing are planned as well. Lord Pendar the Bard, Rampart Herald, will have a heraldry consulting table available for those who are interested in registering their names or devices, and he will run an Outlands heraldic comment meeting Saturday afternoon. A scriptorium area will be set aside for those who wish to bring books to share, pieces in progress to discuss, or finished scrolls to admire. Mistress Jaelle of Armida, Laurel Queen of Arms, will be on hand to teach, and to run a Laurel commenting meeting on Sunday.

The site opens at 9 AM on Saturday. Classes will be held Saturday morning and afternoon, with a break for lunch. A box lunch will be available for purchase, or maps will be provided showing the location of the wide variety of local eateries.

There will be a feast at 6:00 PM Saturday evening, provided by Mistress Elaina de Sinistre and the Dragonsspine Cook's Guild. The feast will be in two courses and will include: Roast Lamb, Savory Toasted Cheese with Asparagus, Carrots Glazed with Ginger, A Sweet Frumenty with Strawberries and Cream, Chicken Tannis, Rice, Mushroom Tarts, and Bread and Butter Pudding.

Dancing and revelry will follow the feast. Court will be held at the discretion of Their Majesties, and Baron Maelmarden, most likely on Saturday evening. On Sunday morning we will reconvene at 10:00 for the Laurel commenting meeting. A simple lunch will be available Sunday afternoon. A meeting of the College of Scribes (all scribes in the Outlands) will be held after lunch.

Confirmed classes so far include:

Running A Kingdom Court in the Outlands	THLord Iannan the Contentious Blue Iris Herald
Beginning Field Heraldry	THLord Adam the Persistent
Book Heraldry: Conflict Checking	Master Walter Kempe of Falconhold
Order of Precedence	Mistress Kathryn of Iveragh, Wimble
Heraldry: Be Familiar	Mistress Kathryn of Iveragh, Wimble
(Accelerated Beginner, Heraldry thru flashcards)	
Court Heraldry for beginning	Master Hagar the Black and experienced heralds
Organizing and Running a	Lady Richenda Arabella Letellier de Tremont
Grand Processional	
An Overview of the Book of Kells:	THLady Brenainn Lámfhada
History, materials and techniques	
Beyond the Scroll: other things	THLady Caelte Caitchairn
that can be done with calligraphy and illumination	
Late Period Illumination	THL Sadhbh ni Donnabhain
Applying Gold Leaf	THL Tatiana Pavlovna Sokolova
Illumination for Those Who	Lady Medhbh O'Duibhdabhoireann
Think They Can't Draw	

More classes are planned. and a more complete schedule will be available at our website: <http://www.rmi.net/~macgurus/collegium.html>.

Please join us for this collegium dedicated to heralds and scribes. Come to learn and to teach!

Site Fees: \$4.00 site, \$10 site and feast. Children 6-12 are half-price, under 6 are free. Please include a list of all gentiles in your party with your reservation. Send all reservations to the autocrat. Please make checks payable to "SCA-Dragonsspine". Please send reservations no later than March 16th. This is a dry site.

Directions: Take your best route to I-25 in Colorado Springs. Take the Uintah exit (#143) and head east (away from the mountains.) Follow Uintah roughly a quarter mile and turn right on Cascade Avenue. This will put you on the campus of Colorado College, there are a number of different parking areas on the campus. The site is Palmer Hall, a large red sandstone building on the northern end of the central quad. Follow the SCA signs to parking and to Palmer Hall.

Heralds: If you would like to teach a class or help with heraldic commenting, please contact Countess Berengaria de Montfort de Carcassonne (Jeanne Stapleton), 1217 1/2 Yosemite, Denver CO 80220, (303) 661-9682, jstaplet@adm.law.du.edu.

Scribes: If you would like to teach a class, please contact the autocrat. Please bring any interesting or particularly useful books, and copies of your work to share with other scribes in the scriptorium.

Autocrat: THL Tatiana Pavlovna Sokolova (Robin Monogue) 3640 Arborview Court, Colorado Springs, CO 80918, (719) 532-1686, Tatiana@rialto.org

Head Cook: Mistress Elaina de Sinistre (Mary Morman), 1245 Allegheny Drive, Colorado Springs CO 80919, (719) 522-0484, Elaina@rialto.org.
(Please contact with any dietary restrictions or concerns).

Feast of Fools

Tygre's Keep, April 4th, AS XXXII (1998)

Greetings good Gentiles! The time has drawn nigh for fun, foolery and feasting again at Tygre's Keep. This year's Feast of Fools event will be held April 4th, 1998, from 10 am to 11 pm. The day will consist of a fencing tournament, a fighting tournament, and games to be held in the hall for those not partaking of the fighting. The evening will supply grand entertainment with the Fool's Court, and the Rose Petal Feast, as prepared by Timothy O'Brien. Reservations for feast are limited to 80, first-come, first-served, so get them while they last! Prizes will be awarded to those brave and strong enough to overcome the challenges of the day. Please make checks out to SCA - Tygre's Keep.

Directions: Take your best route to exit 143 (Uintah) on I-25. Head east on Uintah, up the hill. At the light at the intersection of Cascade and Uintah, turn right onto Cascade. Head south for half a block. A driveway will be found on your right, just beyond a round brick building. Turn in there and follow the road around to the south of a whitish brick building. At the bottom of the hill on the left of the circle is a large old building, this is Bemis Hall, and will be the site for the feast, and will be open all day. Parking is available in the lots adjacent to Bemis Hall, and additional parking can be found on Cache la Poudre and Nevada Avenue. Parking is illegal on Cascade. If you receive a ticket from the campus security for parking, see the autocrat and it will be cleared, however we are powerless against the actions of the Colorado Springs City Police.

The site is dry, with no pets allowed.

Autocrat: Africa O'Brien (Amy Bittenbinder), 1231 N. Nevada #11, Colorado Springs, CO, 80903, (719) 447-1773, lashoka@hemi.com

Master of the Feast: Timothy O'Brien (Timothy Buxton), 1231 N. Nevada #11, Colorado Springs, CO, 80903, (719) 447-1773, tbuxton@goedel.cc.colorado.edu

Masque Ball IV

Windkeep, April 25, AS XXXII (1998)

The Shire of Windkeep invites all to come and join in our merriment on Saturday, the 25th day of April, AS XXXII (1998), for Masque Ball IV. Many silly and frivolous activities are scheduled. Bring a mask, or be prepared to make one there. Prizes will be awarded for the best mask brought, and the best mask made on site. The royalty of misrule will be chosen by chance. Armored fighting and fencing, fun and games will be held according to weather and interest.

Site fee will be \$5.00. Reservations for feast and site are strongly encouraged. We plan to serve the feast to the first 100 paid reservations. Prepaid reservations (site and feast) are \$10.00 before the 6th of April. After the 6th of April the site and feast fee, space available, will be \$12.00 and must be confirmed by the autocrat. Young ones (6-12) are half price. Little ones (5 and under) are free. Limited sideboard seating available. Feast to consist of various foods of the participants of the Crusades (in other words what could be stolen). Contact the Master of the Kitchen concerning dietary restrictions.

Windkeep is participating in "Toys for Tots" and the donation of each new unwrapped toy will generate a fee reduction of \$1.00.

The site opens at noon, closes at midnight, with feast starting at 6:00 p.m. It is discreetly wet (remove your containers, no hard liquor).

The site is Cheyenne Sheriff's Posse Clubhouse, 9141 Yellowstone Road. Take your best way to Cheyenne, Wyoming. From north-bound I-25, take exit 13, Vandehei to the east (right). Continue on Vandehei Drive to Yellowstone Road (dead-end "T") and turn north (left). Go north on Yellowstone Road for 1.5 miles to the site access road just before Riding Club Road. Turn east (right) and /bold follow the signs; the clubhouse is centered in the 15 acre corner of Yellowstone and Riding Club roads.

Contacts:

Autocrat & Reservations: Lady Renate Koven (Pat Hansen), 10205 Powderhouse Road, Cheyenne, Wyoming 82009-9689, (307) 635-1320, renatek@juno.com

Master of the Kitchen: Lord Bjarki Gullbjornsson (Justin Hammons), (307) 778-1804, lordbjarki@aol.com

Festival of Beltaine - Th Gatherin

HEAR YE, HEAR YE, HEAR YE,

All ye High Kings, Queens, Lords, Ladies, Chiefs, Lairds, Senachies, Bards, Pipers, Knights, Maidens, Freemen, Serfs, Burghers, Monks, Councilmen, Merchants, Farmers, Clerks, Cadgers, Peddlers, Tinkers, Tramps, Hawkers, an' et cetera, wha reside in tha' Realm O' Trego.

Th' Laird O' Trego called "A GATHERIN" o' th' sons an' dochters o' th' clans an' tribes o' Ancient Celtica, wha' reside in th' Realm O' Trego, tae celebrate th' passage fra th' dark haff o' th' yere, tae th' light haff. Tae celebrate th' ancient Festival O' Beltaine. It ha' been lang syne since th' last true Gatherin o' th' tribes, sum 148 yeres. Th' Gatherin' was called tae once again tae dance th' tree, bless th' land, th' people, th' animals, tae feast, tae compete, tae make alliances an' resolve feuds.

Warriors, braw lads, in teams o' four, competed under their respective banners in th' ancient games, puttin th' stane, throwin' th' hammers, pitchin' th' sheaf, an' turnin' th' caber. They competed tae WAN TH' GREE an' be proclaimed WARRIORS O' DESTINY faer th' Realm O' Trego an' this "Gatherin". Th' Warriors, as in ancient days fought faer stanes. Th' Sarmatians (Austrians) WAN TH' GREE, an' whilst th' Laird O' Trego was havin' th' stanes presented tae th' Sarmatians. Stanes which ha' traveled tae Th' Gatherin fra' th' Calder Burn in Lanarkshire, Scotland. Stanes gathered fra' th' burn tha' flows beneath th' verie cave where th' Patriot William Wallace, th' Guardian O' Scotland, sought refuge after he an' his men killed th' Sheriff O' Lanark.

Whilst we were presentin' these stanes tae th' Warriors o' Sarmatia, an unknown Knight stepped on tae th' grounds. He claimed tha' he wa' a Knight fra' th' Shire o' Westumbria, an' declared tha' th' Laird O' Trego ha' no right tae th' lands O' th' Realm O' Trego. He sez tha' these lands were divided atween th' Kingdom o' Calontir an' a Kingdom called th' Outlands. We asked this Knight by wha' right or benefit these Kingdoms claim th' lands O' Th' Realm O' Trego. He said tha' th' Kingdoms ha' claimed th' land less than forty yeres ago. We laffed a' him. We informed him tha' whilst it wa' true tha' it had been lang syne since Th' Laird ha' called a "Gatherin", th' Laird an' his Warriors ha' ne'er relinquished th' Realm.

Th' Realm O' Trego is bordered on th' East by th' Muddy River, (Missouri), th' West by th' Stane Bens, (Rocky Mtns), tae th' South by th' Feather River (Arkansas), an' tae th' North by th' Fat-Meat River (Platte). Th' Gatherin place, Th' Glen, a wee bit north o' Th' Smoky Hill River, tha runs thru th' verie heart o' Th' Realm, ha' been th' Gatherin Place faer th' tribes o' th' Realm since afore time. It bein' exactly haff way atween th' Muddy River an' Stane Bens an' th' Feather River an' th' Fat-Meat River.

We told this Knight fra th' Shire o' Westumbria, tha' whilst owre Laird ha' no wish tae declare war on any clans or tribes in th' Realm, he being a gracious, gentle, an' politically correct Laird. An' it being contrary tae th' Faestival O' Beltaine, tae war or bloodshed on tha' day, we challenged tha' Knight tae appear a' Th' Gatherin one yere hence wie his Warriors tae challenge owre Warriors faer Wan Th' Gree an' settle this matter.

Tha' Knight accepted th' Challenge, an' said he wud appear wie Warriors fra' Calontir, but we ha' heard no maire fra' him. Therefaer Th' Laird O' Trego sends th' Fiery Cross tae all th' sons an' dochters, descendants o' th' tribes an' clans o' Ancient Celtica, wha' reside in th' Realm O' Trego. Ye who presently aire under allegiance tae Calontir an' th' Outland, aire invited tae bring yerselves, horses, hounds, hawks, an' champions tae Th' Gatherin, tae celebrate th' ancient Faestival O' Beltaine. Th' Gatherin weel be held in the Glen tha borders th' Kings Gaet (I-70) exit 127 near th' Village o' WaKeeney. Saturday, May 2nd in th' year o' owre Lord One thousand nine hundred an' ninety eight.

Yere runners aire invited tae join owre runners in th' run o' th' Fiery Cross at 7 AM taegither th' clans taegither. At 9 AM yere horsemen aire invited tae join owre horsemen in riding th' Commons tae secure th' Village an' th' Glen faer Th' Gatherin. At high noon we weel gather a' th' axis mundi o' th' Village faer th' blessings o' th' May Tree, th' land, th' animals, an' th' people. Under owre ain banners we weel then follow th' Tree an' th' Pipers tae th' Glen, faer raising th' Tree, dancin', feastin' an' competin'.

Failure tae appear a' Th' Gatherin wie champions tae compete faer "Wan th' Gree", Th' Laird sez we weel rightfully assume tha' ye henceforth relinquish all claims tae th' Lands o' Th' Realm O' Trego, an' weel cheerfully pay service, feu, an' homage tae Th' Laird O' Trego.

All correspondence regarding this proclamation, declaration, an' challege should be addressed to Th' Laird O' Trego's Senachie at 221 N. Main, Village O' WaKeeney, Ks 67672. Phone 785-743-2200 email: cleland@ruraitel.net. All correspondence received weel be published in THE WESTERN KANSAS WORLD, the official Bard faer th' Laird O' Trego.

Around The Shire

Well, another war has come, and although the Outlands lost as far as the points total works out, I think that the Shire of Windkeep won with the rest of the Outlands by having the most fun there and fighting with honor and chivalry. Fighters present at the war included Ld. Duncan (our glorious defender), M. Rhys, Ld. Mavrikii, Ly. Kaleigh, Ld. Gareth, Ld. Bjarki Steven Macdugal and Jodi the Rus (who was unfortunately unable to participate in most of the battles due to back problems - although she seems better now) M. Aldyth made the journey as well. (Although the truck was apparently broken into on the journey (not at war itself) no one was hurt, and that which turned out to be missing will hopefully be easy to replace)

A good friend of the shire - Baroness Leonora (aka Spike) - Was admitted into the order of the Pelican at war.

Welcome Back to Ld. Coengar from his time in Atenveldt. It is good to have you back.

Da'ud Bob Goes to the Movies

Okay, I'll admit, I had missed seeing this one when it was in the theaters. And, I will also admit, it was partly because it doesn't always work well when you start messing with Shakespeare. Now, occasionally, it works out okay. Ian McKellan's *Richard III* is an example of that. On the other hand, I can still vividly recall *Shogun Macbeth* from a summer stock some years ago, branded on my memory as if it were only yesterday. (Why is there such a difference between something that we will always remember and something that we will never forget? *Shogun Macbeth* is in the "never forget" category.) So I was a bit apprehensive about a Shakespearean tragedy to be set in the southern California of today. And I waffled on it long enough that it was gone from the theaters, and had to wait for it to come out on videotape. Well, it's available now, and so this month, Da'ud Bob scurries off to Verona Beach, CA and reviews *William Shakespeare's Romeo & Juliet*.

Starring Leonard DiCaprio as Romeo Montague, Claire Danes as Juliet Capulet, Brian Dennehy as Ted Montague, Paul Sorvino as Fulgencio Capulet, John Leguizamo as Tybalt, Harold Perrineau as Mercutio, Vondie Curtis-Hall as Captain Prince (head of the Verona Beach Police Department), Pete Postlethwaite as Father Lawrence, and Miriam Margoyles as the Nurse, you should already know the basic plot to this one. (Hey, it's a Shakespeare tragedy! Everybody dies at the end.)

I must grant that in many ways, it was better than I had feared it would be. I will also have to admit that I don't think it is as good as it could have been. But Sir Derek Jacobi expressed my feelings very well when he, as a classically trained Shakespearean actor, was asked his opinion of the film, opined that if it brought the younger generation to come to Shakespeare, well, it couldn't be all bad.

Good points: The large Fish tank in the Capulets' house. The whole Fish tank scene where Romeo and Juliet first see each other. Their reactions on learning that each is of the opposing house. Romeo's setting off the motion-sensor lights in the Capulets' pool area. Romeo's rapid exit from Juliet's chamber the morning after their marriage. Making the role of narrator into a TV newscaster. There is a good bit of suspense as Juliet is just awakening at the same time Romeo is about to take his poison. (Will she wake in time to stop him? Well, if you know the plot line, you know the answer to that one. But the suspense in that scene was extremely well done.)

Not so good points: The cutesy brand names for all the firearms - Sword 9mm; Dagger; Rapier 9mm. Juliet shooting herself in the forehead. (For one thing, people have survived such shots before. It's not guaranteed to be fatal.) The MTV editing. (It is, many times, almost as if they were unable to hold a camera steady.)

Zero breasts. Three gallons of blood. Four dead bodies (plus, for a while, one fake one). Cars roll. Waves roll. Montagues and Capulets roll. Pistol fu. Car fu. Glass fu. Sleeping potion fi-. Gratuitous drug use. Gratuitous thunderstorm. Gratuitous angel and Madonna figurines. (No, I don't mean the modern singer!) Gratuitous candles. Academy Award nominations to Miriam Margoyles as the Nurse and Harold Perrineau as Mercutio for having the two best roles in the play. Academy Award nomination to Claire Danes as Juliet for having an innocent beauty that's delightful to watch, for making Shakespeare's words sound like modern standard English, and for making a beautiful, believable Juliet. An 85 on the Vomit Meter. Three stars. Da'ud Bob says "Check it out!"

I'd missed seeing this one when it first came out in the theaters. Admittedly, it was only playing in the "arts" theaters, and not for all that long, so there was some excuse for me there. But it had intrigued me, so I was glad that it's made it out on videotape. So we went down to the local Videos R Us, grabbed a copy off the shelf, and took it home to watch. It was interesting. It was educational. It jumped around a fair bit, but that didn't seem to matter very much. What really did matter, was that here was a modern actor and film maker helping to explain Shakespeare to the modern world, getting inside the characters in the play, watching the process of actors becoming their characters. And so it is that this month, Da'ud Bob reviews Al Pacino's documentary of his production of *Richard III*, *Looking for Richard*.

Starring Al Pacino as Richard III and as Al Pacino (in a *Scent of a Woman* gimme cap), Alec Baldwin as George, Duke of Clarence, Kevin Spacey as Buckingham, Wynona Rider as Anne, Kevin Conway as Hastings, Harris Yulin as King Edward, Estelle Parsons as Margaret, and Aidan Quinn as Richmond, this documentary is done in a very un-documentary style, and is the story of Al Pacino's production of *Richard III* by William Shakespeare. So it contains clips of: Pacino's 5 thoughts regarding the play, the characters, the motivations, and how to present them to a modern audience; interviews with various actors regarding both Shakespeare in general and *Richard III* in particular; the actors learning about their characters, their motivations, and discussing (and arguing!) about how those characters should be portrayed; "man on the street" interviews about Shakespeare; all interspersed with scenes from the production. Complex? Very. Interesting? Say, rather, fascinating!

There were a lot of good points. Pacino carrying, or pretending to attempt to carry, the big book of Shakespeare's works. Iambic pentameter as an anteaater. (No, really! Not literally, but really.) Many of the costumes. Much of the fancy armor. Watching the process of actors learning and becoming Shakespeare's characters. The coins on Edward's eyes after his death were a nice touch. (I don't know that it was a period or documentable touch, mind you, but it was a nice touch.) Interviews about Shakespeare by, among others, Kevin Kline, James Earl Jones (who told a wonderful tale of his first experience hearing Shakespeare), Kenneth Branagh, Derek Jacobi, Sir John Gielgud, Vanessa Redgrave, and F. Murray Abraham.

The only negative comment I can really make is that the costumes for *Richard III* came from a variety of time periods, many of which were not the last half of the 14th Century.

Zero breasts. 1½ gallons of blood. 25 dead bodies (mostly at Bosworth Field). Al Pacino rolls. Lies roll. (Trippingly off the tongue, as it were.) Dagger FU. Sword FU. Arrow FU. Police fu. ("He says we need a permit.") Gratuitous mariachi band. Gratuitous pigeon droppings. Gratuitous visit to the new Globe Theater in London while it was still under construction. Academy Award nomination to Al Pacino for taking a camera out on to the streets of New York to interview passers by about Shakespeare; for "I'm getting \$40 a day and all the donuts we can eat on this project"; and for "Irony is really only hypocrisy with style." A paltry 42 on the Vomit Meter. 3½ Stars. Da'ud Bob says "Check it out!"

SCA Name	MundaneName	Address	Phone	Email
Aldyth Trefaldwyn	Deborah Hammons	10700 Ranch Road, Cheyenne WY 82009	632-1133	Aldyth@aol.com
Asta Olafsdottir	Kari Hammons	1316 E. 19th St , #6 Cheyenne WY 82009	778-1804	
Bjarki Gullbjornsson	Justin Hammons	1316 E. 19th St , #6 Cheyenne WY 82001	778-1804	
Charles Thomas the Grey	Fred Poutre	P.O. Box 3251 Cheyenne WY 82003		LordBjarki@aol.com
Coengar the Sinister	Joe Hesketh	610 W 10th St Cheyenne WY 82007	638-1268	chargrey@juno.com
Corwyn O'Shea	Frank Doherty	1314 W. 18th Street #4 Cheyenne WY 82001	634-2730	coengar@aol.com
Daniel Josett Daltask	Clarice Twiggs	1105 Crescent Dr. Cheyenne WY 82007	632-5348	
Duncan MacAllister	Eric Schooley	900 E. 6th St. Cheyenne WY 82001	637-5293	
Fekete Hollo Noemi	Rebecca Schooley	900 E. 6th St. Cheyenne WY 82001	637-5293	Lonewolf@aol.com
Gareth of Grich	Dave Clark	2018 E 15th St Cheyenne WY 82001	634-2217	Varju@aol.com
Gaven of Blackthorne	Gerald Roberts	601 E. 8th St Cheyenne WY 82007	637-6974	
Griffin y Mordeithiwr	Rick Sailors	710 Seymour Ave Cheyenne WY 82007	632-0024	
Gwenith Morgan Penrose	Angela Doherty	1314 W. 18th Street #4 Cheyenne WY 82001	634-2730	
Jaelle	Gretchen Palluck	6614 Tate Rd Cheyenne WY 82001	632-2733	
James the Small	Jimmy J. Inmon	610 1/2 W. 10 th Cheyenne WY 82007	635-3214	Inmon0@aol.com
Jodi	Jodi Halladey	216 Seymour Cheyenne WY 82007	778-8536	
Kara	Jamie Balasheck	3919 McKinney Cheyenne WY 82009	634-5706	
Kayleigh Hayes	Gail Barbero	216 Seymour Cheyenne WY 82007	778-8536	
Kenneth McDougal	Justin Batson	4756 Windmill Rd Cheyenne WY 82009	634-1261	GredGrover@aol.com
Kiera	Kiera McMikle	109 E. 29th, Apt #6 Cheyenne WY 82001	632-9158	Kynnedd@hotmail.com
Lyulf Williamson	Leland Williams	709 W. 5th St Cheyenne WY 82007	634-6491	
Madlen Dinas Emrys	Lydia Chapman	1314 W. 18th Street #3 Cheyenne WY 82001	638-9857	Madlen@juno.com
Mavrikii Andronikov	Jim Barbero	216 Seymour Cheyenne WY 82007	778-8536	Mavellic@aol.com
Meredudd	Neighbors Ira	416 E. 19th St Cheyenne WY 82001	634-0299	
Mlodn the Mercheant	Frederick Hansen	10205 Powderhouse Cheyenne WY 82009	635-1320	Mlodn@juno.com
Peredur ap Llyr	Cory Jacobsen	751 Ave C #28 Cheyenne WY 82001	778-3132	
Renate Koven	Patricia Hansen	10205 Powderhouse Cheyenne WY 82009	635-1320	RenateK@juno.com
Rene'	Rene' Clark	2018 E 15th St Cheyenne WY 82001	634-2217	
Rhys Afalwin	Larry Hammons	10700 Ranch Road Cheyenne WY 82009	632-1133	MasterRhys@aol.com
Robert McArthur	Robert VanAlyne	3720 Cheyenne Cheyenne WY 82001	635-5489	Westily@aol.com
Nessa	Sandy Sailors	710 Seymour Ave Cheyenne WY 82007	632-0024	
Stephen McDougal	Darvin McClain	400 Central #1 Cheyenne WY 82001		
William of Fredricksburg	William Twiggs	1105 Crescent Dr. Cheyenne WY 82007	632-5348	

NOTES

WINDSWEPT

216 Seymour

Cheyenne, Wyoming 82007