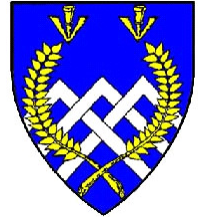




The Privy

The Barony of Terra Pomaria



July 3, 2013

Words from Their Excellencies



Photo taken at Bar Gemels 2013 by
Somatra Devi.

Why are you in the SCA? What brought you and what is it about this crazy game that keeps you coming back. Every one's answer is different, but they usually follow a

common theme. It's fun.

As we are in the middle of our busiest season and hectic schedules it is often easy to forget the fun, the excitement that brought us to the SCA in the first place. Take a few moments to reflect on your own personal reasons. Share them with someone new. Enthusiasm is contagious.

Yours in Service to the Dream,
Baron Peder
Baroness Ainslee

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Special points of interest:

- *Scribal is up and running at a new location as of May (Page 3)*
- *Arts and Sciences gathering is on a different day and time for summer (Page 3)*



Curia

Their Royal Majesties of An Tir

UlfR Blodfotur Fallgrson and Caoimhe (Keeva) ingen Domnaille

Crown Prince and Crown Princess of An Tir

Ievan and Gwyneth Gower

Their Highnesses of the Summits

Keith the Wanderer and Ekatarina Tatiana Aleksandrovna

Their Excellencies of Terra Pomaria

Peder Georg Jensen and Ainslee Goldheart

bb.terrapomaria@gmail.com

"...What a family is without a steward, a ship without a pilot, a flock without a shepherd, a body without a head, the same, I think, is a kingdom without the health and safety of a good monarch."

-Queen Elizabeth the First, to her brother King Edward c. 1550

Officers

SENESCHAL: Mathea Volpella da Perusia tpseneschal@gmail.com

HEAVY MARSHAL: Weylyn Middleson mattcshultz@gmail.com

LIST MINISTER: Mhairi mon myn Cymru Rosemarygarrels@hotmail.com

EQUESTRIAN MARSHAL: HL Tassi peachypiggies@hotmail.com

TARGET MARSHAL: OPEN

RAPIER MARSHAL: Alail Horsefriend skmccartney@gmail.com

YOUTH ARMORED COMBAT: OPEN

CHANCELLOR OF THE EXCHEQUER: Lord Simon Swanbourne tpexchequer@gmail.com

CHAMBERLAIN: Countess Berengaria de Montfort de Carcassonne JCStapleton@gmail.com

LIBRARIAN: OPEN

HERALD: Lord Ji'lid al-banna ibn Hyder tpbaronialherald@gmail.com

MINISTER OF ARTS & SCIENCE: Egen Brauer von Starkberg TPArtSci@gmail.com

CHRONICLER: Lady Melannei Athenaios tpchronicler@gmail.com

GRETE BOKE: Somatra Devi somatradevi@yahoo.com

WEB MINISTER Lord Kenji kenjisca@gmail.com

CHIRURGEON: OPEN

CHATELAINE: Fortune verch Thomas ladyfortunethomas@gmail.com

GOLD KEY: OPEN (Contact Baroness)

SCRIBE: Berte le Webbere baojianth@me.com

FAMILY ACTIVITIES COORDINATOR: Ulf the Wanderer ulf_the_wanderer@hotmail.com



Champions

Heavy Defender: Roland von Bern

Archery: Iurii Levchenich

Arts & Sciences: Egen Brauer von Starkberg

Rapier: Msgr. Chrestien de Valois

Youth Champion: Laura of Murdoch

Local Gatherings

Ceilidh: 2nd Monday, October-May, 7pm, Salem Heights Hall, 3505 Liberty Rd S, Salem, OR (corner of Madrona and Liberty in south Salem).

Business Meeting: 3rd Monday, 7pm, Round Table Pizza at Keizer Station, Contact: Mathea Volpella da Perusia tpseneschal@gmail.com

Bardic Music Night: Currently on hiatus. Contact: Dame Juliana van Aardenburg at julianavana@comcast.net or 503-363-7512.

Archery Practice: To be determined.

Equestrian Practice: Generally every 4th Saturday 10am-2pm—RSVP required.

Contact HL Tassi at peachypiggies@hotmail.com

Heavy Weapons / Rapier Fencing

Fighter Practice: Every Wednesday, 7:00 PM at Clear Lake Elementary in Keizer, OR.

A & S Day: 4th Monday, 7 pm. Location published on lists prior to 4th Monday.

Contact: Egen at TPArtSci@gmail.com

Scribal Night: 3rd Wednesday, 7pm. MBC Gaming, 5008 Commercial St SE, Salem, OR (Between Kuebler and Boone in south Salem) Contact Berte at baojianth@me.com

Legal Stuff

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Submissions guidelines: If you wish to submit articles or notices, they are welcomed and will be published as space permits. Please understand that all submissions are subject to formatting and spelling adjustments. The chronicler reserves the right to edit any submissions for inappropriate content and may make changes to the final copy to ensure entries meet all guidelines for acceptability. Submission deadline for the upcoming month's Privy is by the 1st of that month if a digital copy is provided to the Chronicler. Hard copies require an additional week for processing.



Calendar

July**July 2013**

- 4th-7th—An Tir / West War, Kingdom of An Tir
WA, OR, Western ID, BC, AB, SK, NT, YK
- 19th-21th—July Coronation, Shire of Midhaven
Skagit, San Juan & N Island Counties, WA
- 26th-28th—A Game of Thrones and Stormgods,
Barony of Stromgard
Vancouver, WA

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

August

- 2nd-4th—Briaroak Bash & Summits Archery
Championship, Shire of Briaroak
Roseburg, OR
- 9th-11th—A Prelude to War, Barony of Terra
Pomaria
Marion, Polk & Lincoln Counties, OR
- 16th-18th—Harvest Tourney, Shire of Corvaria
Bend, Jefferson, Deschutes, & Crook Counties, OR
- 15th-18th—Sport of Kings VII, Barony of Three
Mountains
Clackamas & Multnomah Counties, OR
- 23rd-25th—Crimson Sky War - Resurrection,
Shire of Corvaria
Bend, Jefferson, Deschutes, & Crook Counties, OR
- 30th-Sept 2nd—September Crown Tournament,
Shire of Fire Mountain Keep
Lewis County, WA

August 2013

Sun	Mon	Tue	Wed	Thu	Fri	Sat
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11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

September

- 20th-22nd—Summits Fall Coronet, Shire of Myr-
tle Holt
Grants Pass, OR
- 27th-29th—Tymberhavene Birthday Bash, Shire
of Tymberhavene
Coos & Curry Counties, OR
- 27th-29th—Champions Tourney & Boar's Head
Hunt, Barony of Dragon's Mist
Washington County, OR

September 2013

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	20	21	22
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30						



Finance Committee Minutes

Finance Committee Meeting Minutes—June 15, 2013

The meeting was initiated June 15, 2013 at 3:22 pm via e-mail by Geoff Engel. The e-mail was sent to Meredith Alden, Vern Pierce, Matt Shultz, Denise van Dyke, and Cherie and George Beatie. It included an proposed budget for Prelude to War, an event that had been proposed at previous business meetings, to be held August 9-11, 2013.

The budget proposal includes a free site, \$200 for water, \$300 for trash disposal, \$400 for portable toilets, \$50 for site tokens, \$50 for printing and copying, and \$60 for hay bales, for a total of \$1060 in costs.

Geoff proposed an adult site fee of \$15, youth site fee of \$10, and child site fee of \$5. He estimated 120 adults attending, 15 youths, and 15 children. This provided a total estimated income of \$2025. Estimated income minus estimated expenses totaled a projected profit of \$965.

The proposal was tabled until the business meeting June 17, 2013 and discussed during the business meeting break. Geoff indicated at the meeting that he was still waiting for one vendor (portable toilets) but so far all of the vendor bids had been within the original budget. The finance committee approved the budget. Meeting was ended at 8:15 pm, June 17, 2013.

June Business Meeting Minutes

Terra Pomaria Officers Meeting---June 17, 2013

Meeting Start: 7:00 pm

In Attendance: Melannei Athenaios, Mathea Volpella da Perusia, Elspeth Ainslee Goldheart, Catarine Quhiting, Iurii Levchenich, Maude, Emelyn de Munemuth, Ji'lid ibn Hyder, Alexander ibn Hyder Fortune verch Thomas, Kenji, Amira di Lupo, Ulf the Wanderer, Berte Le Webbere, Alyse Peppit Clara, Elena Marnaeh, Marcus Valerius, Astrid, Acacia Gryffyn, Simon Swanbourne, SORCHA Stewart, Akasha Devi, Somatra Devi, Risley, Peder Georg Jensen, Egen Brauer von Regensburg, Virgal.

Minutes taken by: Melannei Athenaios

Baron and Baronessa's Opening Words: Long & Short turned out really well. Thank you everyone who worked, especially those who picked up the slack when Baron Peder had to leave early. We had a great time at War of the Trees. We have some interesting things coming up... Prelude to War, Investiture, Martimas, Acorn War, An Tir West War. We are setting up an encampment at War, and inviting everyone who would like to camp to contact Fortune, as she is setting up a map etc.

Officer Reports

Seneschal: I see some new people here! Welcome! The 2010 SCA Census indicated that the reason people join the SCA is the people, and the reason they leave the SCA is the people! So, be friendly folks! Let's keep the barony's reputation for being the friendliest barony in the knowne world. Officers-June 30th is the end of the quarter. Please do your quarterly reports sooner rather than later. They are easier to do while events are fresh in your mind.

Exchequer: Statement balance as of 5/31/13 was \$9450.20. Our balance as of 6/17/13 is \$10112.74, \$574.57 of which is lthra's. This gives us a balance of \$9538.17. Next month we will be holding our quarterly financial committee meeting. The populace is encouraged to show up. We got the process started for changing signatories on the account. Kingdom acknowledge that they received it. I have finished up most of the paperwork from Bar Gemels but we are still waiting on the final receipts to close out that event.

Chamberlain: For this month, many of our goods were in use at Long & Short that only see the light of day once a year.



June Business Meeting Minutes cont.

No problems nor damages were reported to me over the weekend. I am going to check into our stockpile of batteries, as I know radios were in use.

Lady Melannei Athenaios provided me with a detailed list of materials from the inventory that were in use, and where they are, after L&S and deserves sainthood. I am now up to date on where all of the movable property *of which I was made aware at the start of my term* is. I insert the limiting language because it seems like every month someone finds a little tidbit of something, or an entire bag of fencing gear.

Baron Peder mentioned in court during an award that the repairs to the baronial pavilion were made that needed to occur. Please let me know if any materials receipts need to come out of my June budget; that's what it's there for. Thank you to Sigmund and Egen for making those repairs possible.

At Long & Short, Terra Pomaria was donated a fabulous Arts & Sciences champion cloak by a crazy man. Seriously, Geoffrey Albright deserves major props for the beautiful handsewn cloak. Now that I've found my camera charger :-), I plan to photograph the cloak soon. On that note, I'd like to make some appointments with people at upcoming fighter practices and such to photograph our existing regalia for inventory.

I will probably miss you all tonight; one of the downsides of being self-employed is that my boss is a slave-driving asshole :-), and I have a number of transcripts that must be completed in the next 42 hours for a trial that is coming up.

I'd like to say, major compliments to

Lord Kenji and his crew; Long & Short was a blast, and I heard so many compliments, particularly from the archery crew. They loved our range, they loved our championship, and Johanna described it as "thrilling". That's high praise, indeed, and I believe will serve to make our L&S a draw at the start of the season as William Tell is at the end. On that subject, I'd encourage our archery people to think if there is anyway our material for archery can/should be improved before next year.

We do need new bow strings and arrows, and the targets are extremely full of holes and shedding everywhere.

Librarian-VACANT: no current interest. Fortune has a giant box of books that were donated by Dublin to the Barony when he merchant at Long & Short. She will give them to the Arts and Sciences officer for the time being, as they have room.



Rapier Games: a Salute to the Princess Bride at Long & Short. Photo by: Freydis

Heavy Marshall: Practices have been going great. Azizah does have a fractured thumb from a practice fight with Rustam. Not to worry, she will be doing practice fights at War. There was no Golden Apple Tourney last month, but there will be one this week on the 20th. The prize will be

a 6 foot chunk of rattan. Long & Short had double the competitors from last year. Mhairi was amazing at lists, as usual.

Rapier Marshall: Thanks largely to the organizational efforts of Magdalena, Terra Pomaria once again has a flourishing rapier community, there is regular attendance at practice, and there have been no incidents to report.

To quote Magdalena, "So far, Fighter practice has been going well. We've been practicing even when the Heavy Fighters don't. Averaging 5 to 6 steady people, and (there was) another Sunday Practice on Father's Day. Happy to say no injuries or problems of any sort. At Long and Short, Magdalena acted as MIC as a junior marshal under the guidance of Msgr Chrestien de Valois. She learned a lot, and everyone had a good time.

I would like to have her officially recognized as my deputy for the office of Rapier Marshal. Magdalena is not here, so we will do the paperwork another day.

Some feedback about the Fundraising tournament from populace and event steward. Have the herald announce that lives can be bought, as spectators did not realize they could participate. Be sure to have a volunteer in place beforehand to pass out lives. Suggest increasing the price of lives after a reasonable amount of time.

List Mistress: Absent. She has houseguests this week. Alyn and Catarine helped out immensely with lists at Long & Short.

Target Archery-VACANT: no new interest. Tassi expects to be able to get her Senior TAM at War. This would be great as then we are able



June Business Meeting Minutes cont.

to approve a range! You only have to be a junior TAM to hold the office. We don't have a place within the barony proper to practice. The only range in town that is open to the public will not let us use our wooden arrows. Iurii says you can practice with the modern arrows but they do fly differently. Diego is willing to put up an archery range on his property, not using the barony's property. It would be available for baronial use for practices. (Chronicler's addition: While not mentioned at the meeting, Magdalena provided this information afterward: Pacific Crest range has never told me I couldn't use my wooden arrows. I know you can't use them in the "video" range. But the back room range is fine. I just practiced there Tuesday, and had a guy glue a tip back on for me. They don't have supplies for wooden arrows. They charge \$5 for an hour practice.)

Equestrian Marshall: Equestrian will start again after the tourney season.

Youth Combat Marshall: VACANT. If you are interested please get in touch with Mathea and Duessa.

Herald: Emelyn has volunteered to serve as deputy for Herald. She's motivated, she's smart, and she's able to multi-task. I'll put on the lists that she is available to consult. I attended the Heraldry and Scribal Symposium. I attended voice heraldry and book and name heraldry classes. They were very helpful and great resources. I recommend you all to go to the next one. I have some ideas for some new heraldry books that I will look for. If you have cultures or time periods that you are interested in, please let me know. I did Town Cry and Field Heraldry at Long and Short. I had help from Berte and



The fire swamp flares during Rapier Games at Long & Short. Photo by: Freydis

Emelyn from Field Heraldry. Fortune helped with Court.

A&S: There was no A&S gathering in May, as it was overlapping Egils. I did work on Artisan's Row at Egils, with my oven. We also had several classes taught at Long and Short, including the Cap of St Brigitta by Idonia from Adiantum and dance by Petronia also from Adiantum. This month we are switching to the fourth Mondays, starting at 7. This one will be a general A&S gathering/open house/open project night at my home in Salem. Everyone is encouraged to bring projects.

In July we are hoping to have a two-part weekend class on pewter casting, taught by my squire brother Alysaudre from Adiantum. He is estimating at \$10 fee for the class to cover the materials. You will probably not finish that day, but you can take it home to work on it and be finished by the next weekend. We have not firmly locked in the time for

the 2nd Sunday.

I have a volunteer to help out as A&S deputy out on the coast; however, I do still need a contingency deputy. Volunteers are encouraged to apply. Martinmas, on November 16, will have the Arts & Sciences Championship. We will do it the same way as last year, A minimum of 2 entries, you can do as many as 3. Documentation is required.

Chronicler: The Privy is holding steady at 60 subscribers. It has not yet gone out this month, due to both Long & Short and some miscommunication with financial committee e-mails. The chronicler address keeps getting missed from either the initial e-mail or halfway through the conversation. The exchequer and I have compared notes, and I should have the missing e-mails to add to the June Privy shortly. I will publish the June Privy this week.

The deadline for all submissions for the July Privy is July 1st. I prefer to receive a digital copy. Please ask me for a model release form if you haven't signed one and don't mind if I publish your picture in the privy. I cannot publish any picture, even in a public setting like court or on the eric, if someone in the background is recognizable and hasn't signed a form. This makes finding pictures to publish quite challenging.

I do also troll facebook looking for pictures taken by people who weren't quite as busy at our events as I tend to be. If you take and share your pictures from events, I'd love to talk to you about signing a photographer's release form!

Grete Boke: I will be leaving town for 4 months. Anastasia is my house sitter, and I can call her if you have



June Business Meeting Minutes cont.

any need to get into the Grete Boke box. Please get pictures to Melannei if you'd like to share them with the barony in the meantime. Also, please send me any articles you find.

Web Minister: Still working on the populace page and now that long and short is over I can put more time into getting this up and running again. There are a few updates that I have received that I am catching up on. Also I would still like a job description from the officers to add to the officer pages. If you don't get me one, you may not be happy with the one I put up instead. I will continue to be web minister for the barony once I step up as Principality Chirurgeon.

Chirurgeon: I am expecting to step up as Summits Chirurgeon this upcoming weekend at Investiture. At Long and Short Krystene Morrison De Ness was the CIC allowing me to be the event steward. She reported only treating minor injuries during the event. I am still searching for a replacement Baronial Chirurgeon. I will be happy to CIC with baronial events, but please do ask me, rather than assuming that I can do it.

Chatelaine: My deputy stepped in and chatted with newcomers or interested folks at Long & Short as I was the supervising event steward. Marcus-We are going to have a demo on the coast the last weekend in July. The coastal folks are manning it, and don't need any resources from the rest of the barony.

Gold Key: VACANT. No new interest.

Scribe: I also attended the Summits Scribal and Herald Symposium and

Fortune taught 2 scribal classes. I also recommend anyone who has opportunity to go to any of the Scribal and Herald Symposiums to do so. The kingdom one will be in Adiantum in the fall. The May Scribal meeting had 8 attendees. The next one is at MBC Gaming, 5008 Commercial St SE, Salem, OR, this Wednesday at 7:00 pm.

Family Activities Coordinator:

While at Egil's I helped with the



"Must save Buttercup!" during rapier games at Long & Short. Photo by: Freydís

Saturday evening 'glow stick toss'. Kids of all ages participated.

At Long and Short we had a fairly busy children's point during the morning hours. We had between 5-6 children for most of the morning. The ages ranged from 18 months to 11 years. In the afternoon we only had 3 children at the tent. The kids had fun playing with blocks and the kids and parents colored and experimented with origami.

I plan on going to Summits Investiture, Acorn War and An Tir/West War. I will be assisting with the family activities at all 3 events. I am excited for the YAFA program. When

they release the program I will get started with it right away.

Event Reports

Bar Gamels April 26-28 2013: We have gotten the receipts from one of the Kitchen staff, and now we are just trying to get together with Mhairi to finish up the final report. She has house guests and camp started today, so she is pretty busy. Approximate profit is \$2000.

Long & Short-June 7-9 2013: Event went well overall. There were no major problems, most events went very well though a few events did not go as planned (war practice, siege cooking, and trade blanket had little to no participation). After expenses we made \$592.08. Total of 140 people on site. Discussion ensued about possible sites for the future. Adair park is problematic as it is not our land and we should not assume that we can use it in the future. It is also courteous to give the land owners (Cour du val) 10% of the profit. Whether or not to give 10% to Cour du val will go to the financial committee at the quarterly meeting.

Upcoming Events

Acorn War June 28-30, 2013: They have asked us to cover gate specifically. Peder will be the gate steward. Melannei will advertise for volunteers in the Privy.

A Prelude to War, August 9-11, 2013: We have a planned border skirmish with Adiantum. We have a FREE site. The site has parking, shaded area for camping etc... West of Corvallis and just over the border into Lincoln County. I have a budget approved through the financial committee. The herald will not be available. Note on website, don't trust gps and mapquest etc.



June Business Meeting Minutes cont.

State Fair Demo August 25, 2013: I have a phone call in to figure out how to do the paperwork, as non-profit isn't an option online.

Martinmas November 16, 2013: We have a site and are on their calendar. It is a nice open, bright place with a good kitchen. There is a beautiful lawn for the rapier.

Spring Coronet March 28-30, 2014: We aren't getting the info we need from Dallas Armory, so dropping it from the options for this event. It would be great for a day event, but we can't get information on overnight and site liasons. Polk county fairgrounds will likely be the site. The cost is \$2175 for the weekend. General discussion ensued regarding possible sites, but none of them work for this event. We need a large fighting area, outdoors if possible, indoors if necessary. A lot of people will want to sleep on the site. We need lots of meeting rooms for the different peerage meetings etc...

Old Business

Canterbury Renaissance Faire July 26-29, 2013: The Empire of Chivalry and Steel (a historical group that works with live steel) is committed to running a demo at Canterbury Renaissance Faire and they cannot man both weekends. Jason-Baron Sir Neal Lockland—Can you fill one of the weekends July 20th-21st, 27th-28th 2013. Marcus says his coastal demo will not conflict as they cannot won't be using outside resources. We cannot do July 20thst. General Consensus is that we want to do it. Fortune is willing to do take point, but either Jason or Alex will be there to show her the ropes. Use the term "wasters" to support the "period-ness" of the rattan weapons. Rapier

is ok. Archery and thrown weapons is ok if you have a TAM and if you can show proof of insurance. Arts & Sciences are great. Dancing is great. They love seeing A&S in between the fighting. They love seeing you in persona. If you aren't close to Elizabethan that 's ok just know your time period. We say we are a "wrinkle in time." If you have someone from the East, have a story



ROUSs do not die easily. Rapier Games at Long & Short. Photo by: Freydís

for how your persona would have found themselves interacting with the European culture.
10:00 am-6:00 pm. The faire patrons leave at 6:00 pm, but they continue trade blankets etc. afterward for the faire folk. We don't pay to get in. We provide a Gate list. We can camp there, and she will understand if we need a generator for C-Paps during the night. No selling of your own stuff unless you pay to be a merchant. We can have the demo boards up and hand out fliers.
May need to have masks for one of the days. It may be last minute

warning that you need them. There is a 100 ft X 75 ft encampment. Room for an eric and a few pavilions. Rules: No combat while imperial knights are fighting. No tear down work until the fair closes at 6:00. No bad language, unless you are using Elizabethan (not modern) words.

New Business

Customary: Think about your job descriptions both a blurb for website and officer descriptions. There will be meetings coming up for revisions to the customary. If you cannot attend you can arrange to get the info to the seneschal before hand, but it is recommended that officers be there.

Coffee Stop at War: We have been approached by the Merchant Steward for War, Elspeth, because they have lost their Coffee Merchant. They are asking if we can run a coffee booth 6am-Noon, and we would need 2-3 person per shift. It is recommended but not required to get a food handlers card, which is easy to do online. They thought it would be a good plan for the fundraiser for Summits General Fund or An Tir West War's Fund. We want to get a general feel on whether or not people would volunteer and what fund they would like work for.

General discussion ensued. Consensus was that the barony is willing to donate supplies that we have left over from coffee stop and volunteer for a fundraiser for the Summits General fund, but we cannot take on the entire project. The baroness will get that info to Elspeth and see where we go from there.

Meeting ended: 9:00 p.m.



SCA Personas for Fun and Profit

SCA Personas for Fun and Profit by Baroness Jehanne de Huguenin of Drachenwald

One of the things which distinguishes the SCA from any other form of historical research (well, yes, other than the funny clothes, smelly plastic armour and weird system of titles) is this notion of the persona. Not content with their boring 21st-century identities, most SCA members have this strange dual-name thing going; in the Society, they have a rather different identity to those that they have in the mundane world. This is about far more than the titles which the SCA may permit us to attach to our names; what it is, in fact, is quite a cunning ploy which allows the average SCA member to reduce to manageable levels the notion of historical research.

The scope of the SCA is, frankly, enormous. We cheerfully admit that our purpose is "research and re-creation in the field of pre-17th-century Western culture" (SCA By-Laws III). This opens to us not only all the civilisations of Western Europe prior to 1600 A.D., but, by extension and custom, all those non-Western cultures which had some kind of contact with Western Europe in our period, Japan being a popular case in point. Further custom suggests that there is an unofficial cut-off date at around 600 A.D., so that prehistoric and ancient civilisations are, de facto, excluded. (Although one still finds the odd die-hard classical Roman protesting that the society's rules don't forbid such a persona, it should be remembered that in the SCA custom is often more, rather than less, binding than law). However, the overall field encompassed by that definition is still terrifyingly vast.

Thus, what your average SCAdian is doing in choosing a persona, is quite simply to provide a focus for the huge diversity of times and cultures covered by the SCA's rubric. This is a process quite separate from more focused areas of interest; someone who is particularly interested in, for example, medieval cookery, or dance, or armour, will be very likely to have a broad, cross-cultural and -chronological interest in that particular art. In terms of more general knowledge, however, there is no way that one individual, unless they're particularly hyperactive, hyperintelligent and possessed of unlimited free time, can achieve expertise in every time and culture in Europe in that period. Developing a persona sets you a manageable goal, sacrificing breadth for detail in a smaller sphere; it is not too difficult at all to achieve a working knowledge of the broad political and cultural trends of a fifty-year period in one place. And, as a bonus, the process itself can be fascinating, enlightening and amazingly enriching to the good ol'SCA event-attending experience, besides allowing you to reel off historical facts like a pro, to the amazement and admiration of all beholders.

Picking Personas in the Park

So, definitions and philosophical justification aside, how do you set out to get a persona? There are various different ways of choosing.

- You can choose a general time and place in which you have always been interested, anyway. Lots of SCAdians seem to have this wild yen for Vikings, don't ask me why, and develop Viking personas because, let's face it, the Vikings are just so cool. Sister Mairi Jean, a maddened atheist in real life, is fascinated by the power structures of the medieval church, and has a nun persona. Such an interest is a good place to start, and the research and discovery are often very rewarding.
- You can pick up on one particular aspect of a time or place which really appeals you - a particular figure (Leonardo da Vinci, Charlemagne), an author or literary work (Shakespeare), a particular event in history (the Great Fire of London, one



Dogaressa Elizabeth Turner de Carlisle prepares to cause fire swamp flares during the rapier games at Long & Short. Photo by: Kenji



SCA Personas cont.

of the Crusades). A common point of choice is clothing: if you are going to dress like your persona (which most SCAdians do try to do, at least some of the time), you may like to simply pick a clothing style you like, and take it from there. Frankly, I do 14th century mainly because of two things: (a) I don't have to wear a veil, and (b) Chaucer. There are a number of Saxon, Frankish and Viking personas charging around out there solely and simply because they can get away with good ol' T-tunics and still be perfectly authentic. On the other hand, I bet lots of Burgundian ladies are indulging a yen for the princess-style costume and the fancy-schmancy ice-cream-cone hats.

- You can choose a persona which reflects and compliments one of your major SCA activities. A late Renaissance gentleman because you do rapier combat or Renaissance dance; a Viking because you do tablet-weaving; a Crusader because you're a stick-jock and proud of it. And more power to you, say I.
- You could choose a persona because someone you know has a similar one, and might be able to help you with research. Or because you want to be from the same time and place as your significant other, or your household, or someone you particularly admire. These are also valid reasons, and as far as I'm concerned, there's no such thing as a boring part of medieval history, anyway: any time or place can be filled with a quiet interest. And if you come to the belated realisation that you can't stand the 'orrible people of your chosen place and time, there's nothing to stop you from abandoning ship, auctioning your garb and choosing another.



The plank battle during rapier games at Long & Short.
Photo by: Freydís

Persona Construction: Hard Hat Area

Having decided, in general terms, what aspects of the persona are most important to you, there are several basic things which you should probably know about your persona.

- Where do you come from and when were you born? Where do you live now?
- What is your station in life? Nobility, artisan, merchant, soldier? Married, unmarried? (remember that this had huge implications for women in medieval times). Rich, poor?
- Who rules your country at this time? what kings or queens have you seen come and go in your lifetime? Are you at peace, or at war with anyone? If so, who and why? Where do your own political sensibilities lie?
- Approximately what would you wear, on a day-to-day basis? For feast days? What approximate look and cut of clothing is appropriate?
- What is your name? And don't be mislead by the apparent simplicity of this. Naming conventions in our period had well-defined rules and trends, and you really should call yourself something that a person of your place and time would have called themselves. That's what heralds are for. Talk to one before you decide what you want to be called, there's nothing more annoying than persuading a whole Shire to use your new persona name, only to have the herald gently inform you that Klingon is not period.
- Details can be filled in to the above at your leisure, as your persona develops. What might you eat at meals? What music or dances might you know? What games might you play? What books might you read? What Court scandals



SCA Personas cont.

may you enjoy recounting? What fighting style and armour style is appropriate for you? How do you write letters, address people, swear? The list is endless; none of these are essential or obligatory, but each contributes to your overall sense of a particular person in a particular time and place in history.

The Mongoose Motto: Go And Find Out.

It's all very well for me to say that you need to know the above basic facts, 1-5; how on earth do you learn them? The answer, of course, is research. Now, this may sound like boring school-work to those of you who haven't, like I have, chosen it as a career because we want to (and, possibly, because we want our heads read'). However, the only real way that you can find out about anything is through researching it; you can, if you like, keep this to a minimum, but this is a historical re-enactment society, and sooner or later you'll run into something that your fellow SCAdians can't (or won't, in the case of sneaky research-promoting Laurels) tell you, and you'll simply have to go and look it up yourself.

Books, in fact, are your friend. Your local library is your friend, particularly the university library. Your local long-term SCAdians are probably a fair equivalent for the local library's history section themselves, and are usually only too happy to help neophytes browse their shelves. Second-hand bookshops are also your friend, and incidentally allow you to build up SCA street-cred by developing a library of your own, so that you, too, may one day assist wondering neophytes in the Great Circle of Life. (Cue giant rock and baby lion here).

The Internet is also very much your friend, although it's the equivalent of one of those slightly dodgy friends who's desperately willing to help but who may at any moment arrive drunk, start loud, aggressive arguments, leave their junk around your house, and, in extreme cases, tell you consistent and bare-faced lies of particularly Baroque inventiveness. The Internet is an amazing resource, but you need to be careful what sources you use; it's often a good starting point but one which needs to be backed up by actual research in real books, i.e. examples of research which people have been paid to do properly and over which a modicum of quality control has been exerted. Using pages with .edu as part of their URL is a good hint; so is using pages written by SCA members who call themselves Master or Mistress.

You don't need to start big. What will probably help:

- A simple and generalised historical overview of your period: who's in power in your country, what major events shape the time. School textbooks can be quite useful here, or university internet pages. The starting info about the kings who ruled during my persona's lifetime, I got from the historical contextualisation given by one of my costume resources. Shhh, don't tell anyone.
- A general costume book, with nice pictures (preferably reproductions of period sources) showing the kind of clothes you should really be wearing. More detailed resources may tell you more about how to actually set about making them (or persuading someone to make them for you). The Internet is a good resource for construction ideas, since many SCAdians have pages which describe costume-making in detail.
- A book or page which deals with the particular area in which you see your character living, in period. Maps are fun and useful. Trade details are useful. There's no point in inventing yourself as a spinner and weaver if the town you want to live in is devoted to duck-raising and the fruit industry.
- Something that has examples of how people actually spoke in your period: a contemporary play, a collection of letters, something like that. This is a good source for exclamations, strange oaths, idioms and other things you can have fun introducing into your conversation at events. NB: if you have a persona whose language is something other than English, look for translations. Unless you're a trained stunt linguist.
- A herald. I mean this seriously. The books and sources which reliably describe authentic medieval naming practices



SCA Personas cont.

are specialised and often difficult to find. We have an excellent herald right here in our shire, and his personal collection of name resources generates its very own efficient L-space in which we frequently lose the household cats. He will be deeply moved and happy if you descend on him with a request along the lines of "I want a name for approximately this time and place." You would be horrified at how many people try the approach of "this is the name I want, and I want it to be authentic for this time and place." Spot the logical flaw?

Oh, and as a bonus, your friendly neighbourhood herald can also advise you about your very own coat of arms, and may be able to give you hints as to what kind of design is most appropriate for your time and place.



The fighters face off against ROUSs during the rapier games at Long & Short. Photo by: Freydis

Anachronisms Are Us; or, No Other King But Ours

There is, of course, a bit of a logical double-bind in choosing a persona; it's in some ways peculiarly futile to decide that you're a follower of William the Conqueror when, in fact, you live in the Shire of Adamastor, not England, and your King, whether you like it or not, is Good King John. The system of SCA groups-as-geographical-entities and our-very-own-royalty does not easily co-exist with authentic personas. Generally, one deals with this by a fun process of illogical rationalisation. The one trick is to assume that your 14th-century French lady has moved to Adamastor, a strange and distant land, where she is living happily as a subject of Good King John in company with an unlikely mix of travellers from all over. (This means that you can cheat, and substitute the doings of SCA royalty for persona rulers in your conversation. See note 4, below). The other trick is to assume that your 14th-century French lady is, for the purposes of any one event, temporarily visiting this hall/encampment/tournament, in a land where Good King John rules over an unlikely mix of subjects from all over. In reality, most SCAdians seem to cheerfully subscribe to a sort of doublethink where they are both at the same time, without noticable conflict.

Oh, and the problem with temporal incompatibility? You know, the bit where your late Renaissance gentleman is sharing a bottle of wine with two Vikings and a Crusader? This particular weirdness of the SCA setting is, fortunately, resolvable in the light of modern physics. Since time and space are simply aspects of the same thing, then they are the same thing. Long ago is far away. So is the future. And, fortunately, the geographical knowledge of your average medievaloid is usually severely limited. Your Crusader will politely pass the bottle to these strangely-dressed denizens from unknown lands which are evidently far from the realms he knows, and will perhaps comment gracefully on the difference between their customs or garb. In the words of the immortal Pratchett, it's all because of quantum.

Tricks of the Trade: Sneaky Short-Cuts

The purpose of madly educating you under the guise of "fun" is only half of what's going on when you create a persona. The other half is, of course, making yourself look cool at events, not only in your garb, but in your carelessly-tossed-off comments which establish you as (a) deeply knowledgeable and well-researched, and (b) capable of staying in persona all evening. There are some simple and occasionally rather misleading things you can do to create and sustain this illusion. (Warning: if you do all of the below, repeatedly, you may be pursued by a lynch mob composed of infuriated Shire members who have been made to look inadequate. The vital thing to remember is that in such an event it's not my fault. I just wrote the damned article.)



SCA Personas cont.

- Choose your garb to match, as exactly as possible, a particular drawing, painting or illumination from your period of interest, and then send a file of the picture to the shire chronicler as Storm Tidings art so that the whole Shire has that weird, haunting feeling that you're a medieval illumination come to life.
- Insist on being addressed in persona all the time when at an event, and refuse to notice if people accidentally call you by your mundane name. Look up additional forms of address which people should use to you, and which you can use on other people. (Hint: even an authentic Elizabethan roistabout very rarely gets away with calling women "wench" in the SCA context, at least not without injury. Also, beware of conflicting with a term which is a part of the SCA's own rigid (and rather inauthentic) structure of titles, which, by gum, you'd better have earned before you use it or Large Men With Sticks are going to want to know why). An example: in much of our period in England, nobles would address each other as "cousin." In the SCA, we're all nobility. Use it!
- Parasite unashamedly on the better-informed. In order to work out what kind of recipes and dishes are appropriate for your persona, it's not necessary to read umpteen cookbooks. You just need to ply me with chocolate, and I'll not only tell you at possibly unnecessary length, but will probably provide recipe recommendations and copies with modernised versions. Insist on only bringing dishes from that cookbook to potlucks, and people will think you're a demon for authenticity, rather than assuming you have a limited cooking knowledge. And, with sufficient application of chocolate, your secret dies with me. The same applies to garb (try Ameline), armour and fighting styles (Berthold or Guntram), dances (Katherine). Remember, chocolate may not be period, but bribery certainly is!
- Develop a quick checklist of the Top Ten Facts about your period (a good one would include the ruler, the war, the state of the Church, a contemporary author, a contemporary cookbook writer or specific dish, the major fashion debate (long or short tunics? Veils or hats?), three contemporary oaths or exclamations, a recent scientific discovery, a libellous fact about your country's major enemy and one major piece of scurrilous gossip about your ruler's sex life .) Write it on a card and hide it up your sleeve for easy reference. Or, if you must, embroider it on your tunic cuffs.
- Identify another Shire member from a country or religion in conflict with your own. Make rude comments about them, insult them, get into philosophical arguments with them, or refuse to sit near them at feast because of their insanitary national habits. Do all of the above with freezing dignity and unfailing courtesy, to demonstrate the superior manners of your own culture.
- Develop your persona in tandem with a friend. This not only halves the amount of research you have to do, but two of you from the same time and place can discuss the same in-persona topics, mutter about the King, argue about politics and compare bits of garb for relative fashion adherence. And, folks, remember: more than one Viking is officially a horde!
- By spending a reasonable amount of time researching, actually become reasonably knowledgable and well-researched. It's a deeply under-rated activity, and it's very gratifying to reach the stage where neophyte persona-designers are asking you for advice. And plying you with chocolate.



Santinus de Ferrarra receiving a Silver Apple for service to the Barony. Photo by: Kenji



SCA Personas cont.

Remember, above all, that a persona is always a work in progress, and never needs to be more than you want it to be. It functions equally well as an excuse to do more research, and an excuse to do less research. It can be as simple or complex as you like. Like the SCA as a whole, it should be fun!

Endnotes

1. Although you need to remember the simple Don't of SCA persona-creation, which is that you cannot choose to be a particular individual who actually lived in period. You could choose to be her lady-in-waiting, or housekeeper, or a member of her court, but you couldn't choose to be Queen Elizabeth I. Likewise, you cannot choose a persona which implies you have rank or title which the SCA hasn't given you. We're picky that way. Sorry. You can be Lord or Lady only when you have an AoA, Sir only if you've been an honourable and dedicated stick-jock for years and the Crown chooses to elevate you to the Chivalry, and Queen or King only if you go through the whole irritating process of learning to fight, getting really good at it, entering Crown Tourney with a consort, fighting your way through the assembled might of the Kingdom to victory, and ruling the Kingdom for six months. And, if you want to be a Duke or Duchess, you have to do the whole thing at least twice. A tip from the wise: it's easier to be a commoner.
2. The SCA is a barter economy. The best thing you can do for yourself in this society is to acquire a saleable skill you enjoy, as soon as possible, so you can construct objects of great beauty and utility and use them to trade favours with people
3. At least for the next few months.
4. NB: just to clarify: your persona's ruler's sex life. Under no circumstances does Storm Tidings recommend discussion of your SCA ruler's sex life, in persona or out. Remember, at least your persona's ruler can't get to hear about it. SCA royalty can't actually cut off your head, but they can probably make you wish they had.

Chronicler's Note: This article was originally written for the newsletter, Storm Tidings, in Drachenwald. You can substitute "The Privy" for "Storm Tidings" within the article and still be fairly accurate. The author also provides local resources that the reader can ask for advice regarding recipes, garb, etc that would be appropriate to a particular time period. As South Africa is quite a long way to travel for advice, I have compiled a short list of resources that you can find nearby. Please forgive me if I have left any names off that you feel should be here. This is by no means meant to be an exhaustive list.

<u>Recipes</u>	<u>Garb</u>	<u>Armor and Fighting</u>	<u>Dance</u>
Mhairi mon myn Cymru	Khalja khorkoi	Sigmund Helmschmiede-also	Galeran Chanterel
Berengaria de Montfort Carcassonne	(of Three Mountains)	widely known as Vrin	Mathilde Haðebyr
Egen Brauer von Ravensburg		(of Terra Pomaria)	(both of Coeur du Val)
(all from Terra Pomaria)			

In addition, I would strongly encourage knowledge seekers to simply ask around at a Ceilidh, or an A&S or business meeting if you are unsure who to turn to for information. If the people you ask don't know the answer, they will be able to introduce you to someone who does.

