

# What is the SCA?

by John Macpherson of Badenoch, Reprinted with Permission

An "Anachronism" is something out of its proper time frame. The Society for Creative Anachronism (SCA) is a non-profit educational organization devoted to The study of pre-seventeenth century Western Culture, concentrating on The European Middle Ages and Renaissance. Members work to recreate the arts and skills of this era. Calligraphy, martial arts, cooking, metalwork, stained glass, costuming, literature ... if it was done then, somebody in The SCA does it now!

The SCA spans the globe, with The majority of members living in the United States and Canada.

There are lots of different people in The SCA - historians, writers, secretaries, law enforcement personnel, teachers, programmers, doctors, insurance agents - the appeal of the SCA is widespread. There's an SCA event almost every weekend of the year somewhere around the country. Most local groups host at least one or two events per year. Events often feature tournaments, art exhibits or competitions, classes and workshops on all manner of medieval skills and crafts; and later in the evening, a medieval feast, court, and dancing. Educational demonstrations such as this are also an important part of the SCA.

Interested? We welcome you to attend our local meetings and our events. You needn't join the SCA, Inc., to attend and participate (although if you decide to be with us regularly you may wish to join). Be sure to sign up at the welcome table near the entrance to the Festival, and we'll get in touch with more information!



## History of News Distribution

by Dirk Bodkin the Sharp for the Oasis Navigator

Newspapers, News Books, Newsletters, Journals, News Sheets whatever you call it, written (i.e. carved in stone, metal or wood; or with ink on silk, skins, or paper) and printed news, published for distribution on a regular basis (e.g. daily, weekly, monthly, etc.) is still important and has been around for some time. Publishers of the news are many and varied as well (e.g. clubs, churches, societies, associations, businesses, companies, governments, etc.) The purpose of news distribution is to provide information of interest to their readers. This information might include but is not limited to: news, views, features,



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the Oasis



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# How Did This Happen?

by Rignach inghean ui Conal for the Oasis Navigator

In my early twenties, I had always heard of the SCA from friends in another state who played, but I never participated. They told me interesting stories of events and crafts but it still brought to mind all the usual stereotypes of D&D role players or just "crazy people who meet in the park to hit each other with sticks". Of course, later I met someone who

changed my mind.

I had had an interest in history and read mainly fictionalized depictions (eye roll) of medieval life. But, I wanted to know more, just the facts as they say, like what every day life was like? Everyone knows that not every medieval person was a Lord or a Lady living in a keep, there were servants,

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*(History of News Distribution, cont'd from pg 1)*  
business, culture, sports, upcoming events, opinions, stocks, contact information, photographs, cartoons, puzzles, weather, advice, reviews, editorials, social, scandals, gossip, humor, food, classifieds, crime, trials, executions, and advertising.

The earliest recorded effort to distribute news goes back to China. During the Han dynasty (200 BC – AD 220) the government produced tipao which circulated among court officials. Then in Rome the Acta Diurna (Daily Events 59 BC – AD 222) of Julius Caesar, was posted in public places to be read. The next acknowledged source of news came from Beijing, China around the 8th and 9th centuries. During the Tang dynasty (AD 618-907) the Kai Yuan Za Bao published government news read, mostly by government officials.

In the 15th century the growth of newspapers began in Europe due to the spread of printing and the printing press (1430-1450). In the 16th century this was most notably in Germany, and Italy - Venice, in particular, with the paid gazette or avisi which reported news brought by traders from other parts of Italy and Europe. This growth also spread throughout the Low Countries and other states.

The 17th century saw newspapers spread to the rest of Italy and The Netherlands. Also the World Association of Newspapers recognizes Johann Carolus's Relation aller

Fürnemmen und gedencwürdigen Hitorie (which looks more like a book than modern newspapers), published in 1605 as the world's first newspaper. The Dutch Couranteuyt Italien, Duytslandt, &c of 1618 is considered by some to be the first modern newspaper. The Opregte Haarlemsche Courant from Haarlem (1656) which merged with Haarlems Dagblad in 1942 considers itself to be the oldest still publishing newspaper.

In the 18th century the first daily newspaper came to England in the form of the London Daily Courant in 1702-1735, which was founded by Elizabeth Mallett. Also, the New-England Courant began being published in the English Colonies in 1721, by James Franklin whom employed his brother Benjamin.

The principles of free press, formulas for serious and popular papers, wider literacy, lower prices, typesetting, and better communications & transport in the 19th century all led to the worldwide expansion of newspaper publications in the 20th century. Competing technologies of the late 20th and early 21st centuries (i.e. radio, television, and the internet) have led to declining circulation (and therefore declining profits). Even though publications have expanded; through consolidation, there are fewer small publishers as more and more small publishers are being purchased by the larger publishing houses.

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## Persona Profiles

by Rignach inghean ui Conal for the Oasis Navigator

**What is your name?** Gunnarr the Smith

**How long have you been in Society?** 23 years

**What's your time period?** The 950's

**What made you decide to play?**

I got bored with Dungeons & Dragons (D&D) and wanted to actually engage in hand to hand fighting. SCA usually pulls members from D&D and other gamers. Once I discovered the SCA, I quit gaming.

**How did you discover the SCA?**

My downstairs neighbor was in D&D and she had a Pennsic medallion on her door. I asked her, "What is Pennsic?" She told me, brought me to a meeting, and after I attended fighter practice, I was hooked. My first opponent was a woman who beat me.

**When did you become Gunnarr?**

I decided to become Gunnarr because I was in a Viking house but I didn't have a name. My best friend and Viking brother gave me the book "Njal's Saga" by Robert Cook to use as a great reference about Viking life. The character of Gunnar was a warrior, a diplomat, and a fair and honorable man. He reminded me of myself. The Smith part of my name came from my

*(Continued on page 5)*

## So You Wanna be a Fencer?

By Andrew the Good for the Oasis Navigator

**S**o you wanna be a fencer,  
 Can you pass the test?  
 I can tell you've got it in you,  
 I've trained the best.

(Lyrics adapted from the film Bugsy Malone)

Fencing, or light weapons/rapier fighting is one of the most popular activities in Port Oasis. Anyone can fence, but as it uses new muscle groups a conditioning program with leg strengthening and stretching exercises, as in Dirk Bodkin's article will ease the transition.

In fencing there are four basic principles:

- Distance, what do you and your opponent need to do to hit each other?
- Point Control, can you place your point on a spot on your opponent?
- Speed, which can be increased through making your actions more efficient.

- Timing, this can negate speed through managing distance and using blade-work.

First, much of fencing is managing distance. To adjust distance basic footwork while in-range of the opponent is heel-toe, using small steps with feet kept apart and body weight distributed equally for rapid switch of directions. Advanced footwork includes the crossover step and circular/diagonal footwork, but fencers should keep in mind that most movement is linear.

There are five distances, all measured by what you need to do to hit your opponent's torso:

- 1) Infighting, where you are too close to hit an opponent by extension from a normal

*(Continued on page 7)*

# Conditioning for SCA Fencing

by Dirk Bodkin the Sharp for the Oasis Navigator

“I collect swords.” “I like the Three Musketeers, The Princess Bride, Etc.” “I have done a similar martial art or reenactment.” Whatever the reason, you want to fence, but you want to do more than just play. “So,” you ask, “what’s the first step?”

Like any physical activity or martial art, conditioning and muscle memory make for a great foundation. First, fencing is most often done from a standing position. Your feet should be about as far apart as you are wide at the shoulders. Now, your dominant foot should be pointed at your opponent, with your other foot perpendicular to the first, while keeping them spaced apart.

Imagine a straight line, just touching the inside of your dominant foot going from your opponent to your back foot. Your back foot’s heel should just touch this line. (Using a line from a hard wood or tile floor seems to help.) Then bend your knees just enough to make your lower legs perpendicular to the ground. Finally, keep your back straight and your weight evenly distributed between both feet. You should start feeling this stance working the insides of your upper legs. If not, try widening your stance.

When you get this stance to where it is working the insides of your legs, start practicing.  
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*(How Did This Happen? cont'd from pg 2)*  
craftsmen, and artists. How did they do it? I attended dozens of Renaissance festivals that provided some insight but that only inflamed my curiosity. Seeing it and doing it is not the same thing. So, the seed was planted but my life at that time left no room for play.

Fast forward several years, I began talking to this new man in my life; he let me know he had been a member of Society for twenty years (Really). He had just moved back to the area and was thinking of reacquainting himself with the local SCAdians. He invited me to come meet some of his friends at a Scriptorium and then see if I'd like to come to an event. White Hart 2007 was my initiation.

The months prior to the event were a frenzy of research, questions, patches of excitement and panic that I wouldn't "have a thing to wear". Gunnarr (the long suffering at this point) was very patient. He was a true representative of this educational group as he helped me prepare. (He, of course, just went in his closet pulled out his garb and was completely nonchalant about the whole thing). I chose an easy early appearance by layering two contrasting colored T-tunics with lace up boots. To complete my ensemble, my lord made a belt, pouch, and dagger sheath for me. I was finally good to go.

Once at the event, I was all wide eyed and full of questions for the good gentles I met. White Hart is a tournament event and my lord was to compete in the Heavy Fighting (Sweet! Finally, swords and shields clanging, armor glinting, honor, chivalry.....) I was thrilled and nervous to be presented to their then Highnesses Rurik and Angelik and enjoyed the competition immensely along with the other ladies of the gallery. The day was very cold so throughout the tourney, spectating was interrupted by attending classes, browsing the merchants' wares (eyeing the carbobs) and snacking near the crackling fire. By the time the lists had cleared and we had changed garb to attend Court and Feast that evening, I was hooked. I told Gunnarr (the amused) that I wanted to try EVERYTHING from calligraphy to fighting. He cocked an eyebrow and laughed at the crazy woman. That was seven months ago.

Now, I enjoy attending regular fighter practices and Shire meetings. I am usually working on some sort of A-n-S project and have recently begun training as a fencer. I have offered to serve as a deputy Shire officer in a better effort to play a better role in Society. Basically, what started as mere curiosity has now become a major part of my life - all because someone asked me to come and play and I did!

## Shire Officers

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## Suggested Media

### **Books-**

#### *Njal's Saga* - Robert Cook - Fiction

A written account of the verbal lore that is so prevalent in Scandanavian cultures. This Icelandic saga focuses on Viking life and current events of the 10th and 11th century. It contains extensive details of Viking law governing all aspects of everyday life from marriage, divorce, and women's rights to jury trials, financial compensation for the death of family members, and even guidelines for revenge. There are graphic battles and moments of wit and humor along with premonitions and ghosts. Side note: It also has a lengthy character index and bibliography that can be used as an initial source for researching Viking names for Personas. It was an enjoyable and informative read. -Gunnarr

*Tudor Costume and Fashion* - Herbert Norris - an illustrated guide to Tudor era fashion with introduction by Richard Martin, Curator, The Costume Institute, Metropolitan Museum of Art.

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*(Persona Profiles, cont'd from pg 3)*

leather and blacksmithing skills that I did prior to joining the SCA.

### **Why then?**

It was the Heyday of the Vikings, midway between their 1st era (about 750) and the end of their age at the Battle of Hastings when William the Conqueror defeated them in 1066.

### **What most appealed to you about the Vikings?**

They were a very self sufficient society. They had a simpler way of life where people made their way by the hard work of their own hands. Vikings were master ship builders, scholars, navigators, map makers, and traders. They excelled at city planning and road building. They also used a democratic government and a written alphabet. My mundane heritage is Danish and I liked the Vikings before ever joining the SCA so, it was an easy choice to be one for my persona.

# Tavern at Kingdoms Edge III

Port Oasis Event Announcement

**A** hoy thare matey, set sail to the fair Shire of Port Oasis to join us for the Tavern at Kingdoms Edge III, Being held November 16th, thru 18th, 2007, at the Cabell County 4-H Camp, 6040 Booten Creek Road, Huntington WV 25705. The site opens 6:00 p.m. Friday, and closes 12 Noon on Sunday. Fighting, fencing, archery, A&S, gaming, treasure hunt, children's activities and merchants are all planned. This year the Tavern will have a different theme, savvy? We want ye to have a fine time so all manner of marshal and A&S will have coin entry, challenge, or donation. Activities will have a privateer flair so come in yer best plundered garments.

Aye, at the Tavern we'd be havin a different twist on A&S. Twist one, this be a display only, bring yer favorite piece or a new one you can't wait to show off. Only simple documentation be needed, who, what, when and where. Bring more than one item if you be wishin to double or triple yer chances of being the best that day and taking home the loot we have set aside for ye. Twist two, this be a fund raiser for our Kingdoms Sylvan Signet Office, she be a fair lass who works hard for all the scribes and populace of Aethelmearc, so we thought raisin some coin to help her in her ventures would be a good thing. Twist three, winner is determined by most coin raised per entry. Oh, and did I say there'd be coin for sale, remember this is a fund raiser, so vote as often as ye like, fer who ye wants to get the loot, savvy.

All will be well fed as Baron Tarc Turnbull is in charge of the galley, and Elspeth has signed on too. A "New Worlde Feast" is the fare with a little Island tradition of roast pork with a southern taste. All are invited to a light lunch on Saturday. The site is very discretely damp, and open candles are allowed in the feast hall.

The event autocrat is Countess Elspeth Turnbull (Pamela Dick), 604 Thirteenth Avenue, Huntington, WV 25701, 304-522-4912. Co-crating are Tenguin, and Lord Gunnar who will also be serving as merchant-crat, he can be reached at 304-395-5456. Reservations clerk is Lord Dirk Bodkin (Darryl Smith), 933 Jackson Avenue, Huntington WV, 25704, 304-962-2538.

Fees: Please include modern name of everyone for whom you are sending a reservation along with fee amount. Please note, the \$3.00 non-member surcharge will be charged on top of all other fees for gentles over the age of 18 who are not members. This fee will be collected by the troll. Site fee is \$9.00, children 5-12 are \$5.00, and those under 5 are free. Feast fee is \$8.00 and limited to 50 gentles. Bunks are available for \$2.00 per night in segregated dorms. Cabins are available for larger crews for \$60.00 or \$80.00 for the weekend. And of course me mates, the only good reservation be a paid one. Make checks payable to: SCA Inc. Shire of Port Oasis.

Navigations: All take your best route to I 64. FROM THE NORTH/EAST: Take Exit 18 (Merritt's Creek). Turn left off the exit; drive a short distance to the light. Turn Right at the stop light onto Route 60 West. Continue Route 60 West through Barboursville, through two stop lights. After a short distance, you will reach a hill with a stop light at the bottom (Keep to the right to avoid stopping). At the top of the hill, turn left onto Alternate Route 10. Stay on Alternate Route 10 for several minutes, until you see the sign for 4-H Camp Road. Turn left onto 4-H Camp Road. The camp is on the left; there is parking in the lot. Please do not drive on the grass.

FROM THE SOUTH/WEST: take exit 15. Off the exit, turn right onto Route 60 East. Continue several minutes on Route 60 East to Alternate Route 10 (you will pass a shopping center with a K-Mart on the right just before the turn). Turn right onto Alternate Route 10, stay on Alternate Route 10 for several minutes, until you see the sign for 4-H Camp Road. Turn left onto 4-H Camp Road. The camp is on the left; there is parking in the lot. Please do not drive on the grass.

# Tournament of the White Hart XII

Port Oasis Event Teaser

**T**he Shire of Port Oasis invites all lovers and fighters to the 12th annual Tournament of the White Hart, February 22-24, 2008, at the Cabell County 4-H Camp (6040 Booten Creek Road, Barboursville, WV, 25504). The event will feature the traditional heavy weapons tournament emphasizing love and chivalry. Other activities of the day will include fencing, an Arts and Sciences competition, children's activities, and more.

The event will open at 6 p.m. on Friday and close at 10 a.m. on Sunday. Event fees are: Adult site fee (includes lunch on Saturday): \$10.00, Adult Onboard: \$8.00, Child site fee: \$5.00, Child Onboard: \$4.00. (Please don't forget the \$3.00 non-member surcharge.) Cabins are 30-40 per night, camping is free, lodge dorm bunks are 3.00 for the weekend. Contact the reservationist THL Ros O'Donnell (Angie Kummer, 445 Alabama St, Huntington, WV 25705 irishros@hotmail.com 304-521-6860) for reservations. The Autocrat for this event is Lord Gunnarr the Smith (Keith Mosteller, 10 Par Dr, Sod, WV 25564, 304-756-9160, gunnarr1@wmconnect.com). For list of motels in the area contact the Co-crat Rignach inghean ui Conal (Melissa Reeves, 216 Short St, Huntington, WV 25702, 304-529-0241, travelady0208@hotmail.com). The Feast-O-crats are Their Excellencies the Two Turnbolls (Pam and Garry Dick, 604 13th Ave, Huntington, WV 25701, 304-522-4912) and any dietary questions should be directed to them. The feast is limited to 80.

*(So You Wanna be a Fencer? cont'd from pg 3)*  
stance

- 2) Extension distance, where you can hit the opponent by extending your arm
- 3) Lunge distance, where you can hit your opponent with a simple extension and lunge
- 4) Advance-Lunge distance, where you can hit your opponent with an advance and lunge
- 5) Extreme distance, where you cannot hit your opponent without taking multiple steps

For the purposes of this article, we will focus on the middle three distances. First task is to practice at home with a sword or sword-like object so that you know at exactly what distance you can hit your opponent by extension, with a lunge, or with an advance-lunge. Practice this against a wall so you can tell when you are at the right distance, or either too close or far away.

Second, point control is an essential skill if you want to score on your opponent. Your point is at the end of a yard long, flexible sword which will at first seem to have a mind of its own. Fencers can practice point control in conjunction with distance exercises by choosing a few different spots on the wall and trying to hit them repeatedly, first with an extension, then

with a lunge, then with an advance-lunge. As control increases, smaller targets can be substituted or moving ones, like a tennis or golf ball hanging from a string or a ring that the fencer must pass through.

Third, speed is an important quality in fencing, but raw speed and trained speed are two different things. Fencers will practice the same movements over and over to "train-in" their reactions and increase their speed. As movement becomes habitual it will become faster. They will also pay close attention to technique so that there is no wasted movement. When practicing, keep these principles in mind so that each movement becomes more efficient and thus faster.

Lastly, timing is the great equalizer and why older, more experienced fencers often still beat younger, faster ones. Timing is all about when to make a particular movement and is learned through training and experience. It includes changing distance or speed at the right moment so that you can hit your opponent and they don't hit you. I will defer to my teacher, Lord Richart Parion, who was a source for much of the above, for a better explanation of this concept.

# Calendars of Events

## November 2007

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
			<b>1</b> Newcomers Meeting	2	3 Wickerman (Blackstone)	4
5	<b>6</b> A&S + Practice	7	<b>8</b> Practice	9	10—Road to Frankfurt (Gwyntarian)	11
<b>12</b> —A&S + Shire Meeting	<b>13</b> Practice	14	<b>15</b> Practice	<b>16</b>	<b>17</b>	<b>18</b>
				<b>Tavern at Kingdoms Edge III (Shire of Port Oasis)</b>		
19	<b>20</b> Limited Practice	21	<b>22</b> Practice <b>TBA</b> <i>Thanksgiving</i>	23	24	25 Scriptorium
<b>26</b>	<b>27</b> Practice	28	<b>29</b> <b>NO</b> Practice <i>Site Closed</i>	30		

## December 2007

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
					1 -Christmas Tourney 36 (Flame)	2
3	<b>4</b> A&S + Practice	5	<b>6</b> Practice	7	8-Dernhealde Throws a Snow Ball	9
<b>10</b> —A&S + Shire Meeting	<b>11</b> Practice	12	<b>13</b> Practice	14	15	16
17	<b>18</b> Practice	19	<b>20</b> Practice	21	22	23
<b>24</b>	<b>25</b> <b>NO</b> Practice <i>Christmas</i>	26	<b>27</b> Practice	28	29	30
31 <i>New Year's Eve</i>						

# January 2008

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
	<b>1</b> A&S + Practice	2	<b>3</b> Practice	4	5	6
7	<b>8</b> Practice	9	<b>10</b> Practice	11	<b>12-Kindom 12th Night</b> (EndlessHills)	13
<b>14</b> —A&S + Shire Meeting	<b>15</b> Limited Practice	16	<b>17</b> Practice	18	19 Bog 12th Night	20
21	<b>22</b> Practice	23	<b>24</b> Practice	25	26—Winter Revel (Rivenvale)	27 Scriptorium
<b>28</b>	<b>29</b> Practice	30	<b>31</b> Practice			

## Event Details

**Newcomers Meeting**—6:30pm on Tuesday the 1st of November in place of indoor practice at the Museum of Radio and Technology, 1640 Florence Ave, Huntington, WV 25701 Contacts: John Mcherson SKA: John Macpherson of Badenoch or Pamela Dick SKA: Elspeth Turnbull

**Shire Business Meeting**—7:00pm on the Second Monday of Each Month at the Cabell County Library, 3rd floor 455 9th St, Huntington, WV 25701 Contact: Pamela Dick SKA: Elspeth Turnbull

**Shire Practices**—6:30pm on Tuesdays and Thursdays except as noted in calendar at the Museum of Radio and Technology, 1640 Florence Ave, Huntington, WV 25701 Contacts (for Fencing): Darryl Smith SKA: Dirk Bodkin the Sharp (for Heavies): James Mon SKA: Aedan Mac Magnus

**Shire Arts & Sciences**—6:30pm on the First Tuesday of Each Month at the Museum of Radio and Technology, 1640 Florence Ave, Huntington, WV 25701 AND Before the Shire Business Meetings on the Second Monday of Each Month at the Cabell County Library, 3rd floor 455 9th St, Huntington, WV 25701 Contact: Leiann Kesler SKA: Tangwen verch Llewellyn

**Scriptorium**—2:00pm the Fourth Sunday of Each Month at the Huntington High School follow the signs to the room Contact: Pamela Dick SKA: Elspeth Turnbull

**Tavern at Kingdoms Edge III**—See Announcement on Page 6

**Other Æthelmearc Events**—See [www.AEthelmearc.org](http://www.AEthelmearc.org)

**Other Midrealm Events**—See [www.Midrealm.org](http://www.Midrealm.org)

**Deadline for the Next Oasis Navigator**—The deadline for all submissions is by the end of the Shire Business Meeting in January 2008 or no later than the end of the 14th of January 2008 whichever comes first. This will be for the issue scheduled for publication on the 1<sup>st</sup> of February 2008.

## Local SCAdians in the News

From the last court report of TRM's Rurik and Angelik from Coronation on September 15th A.S. 42 held in the Shire of Riversedge as reported by THL Matilda Bosvyle de Bela Acqua, Silver Buccle, et al.

The following business was done by Their Royal Majesties at Summer's End in the Canton of Beau Flueve on September 8th: ...**Lord Wulfstan the Wise** was made a

Companion of the Keystone for his labor in striking pavilions and moving heavy objects (scroll illum: Aibell Suil-uaine)...

...The following gentles received the Sigil of Aethelmearc in recognition for their service to the Crown during this reign:...  
**Rose the Wise, Lord Wulfstan the Wise...**

From the court report of TRM's Rurik and  
*(Continued on page 14)*

*(Conditioning for SCA... Cont'd from pg 4)*

ticing during an hour of television each day. First, keep the stance during commercial breaks, including the break before and after the hour program (or two thirty minute programs) that you are watching; and rest during the show. As this time frame becomes easier, take the stance during the program it's self; resting during the commercials. To increase your stamina, add weights held at your sides, combine with additional exercises, or lengthen your stance a little bit at a time until you are comfortable holding a full lunge. Do this for at least two weeks to a month.

Variations on the above might include the use of heavier weights held at your sides during the stance work. If you do not have weights, a twelve ounce can or sixteen to twenty-four ounce bottle of your favorite beverage would work as well. You can work up to a two litter bottle, or switch out for a nicely sized textbook for heavier weights.

This is sword fighting, and now that you have standing properly well exercised, you can now begin with arm exercises. You should hold your sword as you would a pet bird or hamster with your palm up. Hold it tight enough so that it cannot get away, but not so tight as to kill it (the pet that is). Ninety percent of the sword's weight should be supported by the index finger and thumb. The other fingers are just there for stability. Now assume the stance you practiced previously and point your sword at your opponent's head. (Actual combat stance might aim between the head and sternum, but for this exercise, aim high.) Keep the sword and forearm in a straight line from the tip and guard to your hand and through your wrist and arm to your elbow, all of this

should be in a straight line. This will keep your hand and most of your arm within the cone of protection offered by your sword's guard.

While doing the arm exercises, do not let your elbow rest on your body (ribs or hips), but keep about a hands width between your elbow and torso. Do the arm exercise during commercials then the stance work during the show for a week or two. Then do both together during the show and rest during the commercial breaks. After about a month of this, try doing both the arms and legs during the entire show (see, fencing is not such an easy sport after all.)

If you do not yet have a sword, a low cost alternative would be four foot dowel rod from a craft store. If you use a dowel rod, a four foot dowel is better than a three foot dowel, and you will want one that is not too flimsy and not too big. Something like a one inch hardwood dowel will approximate the weight of a light foil or epee. Anything one half of an inch or smaller gets a bit bendy and is easily broken. If you wish to use only what you might already have lying around, a broom stick, a two or three pound weight, or as mentioned above, your favorite beverage or even a can of food will work. (If you plan on drinking a beverage during the exercises, just bring an additional one to drink, you do not need the weight to become lighter during the workout.) Now place your sword replacement in your hand keeping your palm up. Just make sure to turn your hand to the inside and do not leave your hand pointed directly away from your body, but across your body instead.

Enjoy your practice time which will lead to a higher enjoyment of your participation in the sport of fencing. Next time... Point Control Drills.

# Events Take a Lot to be Successful

by Dirk Bodkin the Sharp for the Oasis Navigator

“Wow! That was such a great tournament. Did you see that semifinal, and the way that the final ended? What sportsmanship!”

Congratulations are in order, but do not forget the supporting cast; The Marshals, Heralds, Spectators, Water Bearers, Runners, and the Minister of the List.

The marshals, you see with every bout. They are the ones making sure that the combatants are satisfied with all aspects of each bout.

The heralds are the ones that alert the combatants as to their next bout. These folks also introduce the combatants to the spectators.

If you are not fighting, in all likelihood you are a spectator. You are the people for whom the combatants bout to entertain.

The water bearers are usually carrying at least two gallons of liquid refreshment. These helpful souls are those whom keep all the participants hydrated.

The runners are usually young people with a lot of spirit. They help keep those of us whom are a little older than themselves from overdoing it. They do this by keeping our running around, like the proverbial headless chicken, to a minimum.

The minister of the list, usually the second busiest spot besides the list itself, is where the combatants, and other participants, gather to see who is winning, whom they fight next, when they fight next, etc. The minister of the list keeps things moving, not too slowly and not too quickly. They also remind the marshals that the combatants need a break from time to time. They do all of this to the best of their ability. And through all of this they still try to keep track of who is who.

Finally to everybody else who makes this all possible, autocrats, setup folks, people whom tear down and clean up, and everybody else attending and doing anything to make every event a success, THANK YOU!



*(Suggested Media Cont'd from pg 5)*

This book is amazing! 802 pages of in depth costume description, uses, and patterns for clothing, headgear, shoes and accessories dating from 1485 - 1603. It breaks the fashion down by class, going so far as to even describe the comparisons between English, Italian, Flemish and Spanish fashions. It also describes the types of carriages used. Fashion descriptions are taken from journal entries of the time, inventories, and also from artwork. Wow. This is an excellent reference for anyone interested in Tudor fashion. -Rignach

## Websites-

*Carrie's Creation Threads*  
<http://carriesthreads.com/>

I ran across Carrie's Creation Threads website, while I was trying to find a cross stitch to do for a prize for tavern. I found a pattern that I could print for free, but the thread colors on the pattern were done using

Carrie's threads, not DMC. However, by going to her website, I was able to find a chart of conversions, converting her colors to DMC. There was a downfall though, some of her threads do not convert to DMC. Out of the four colors that I had to use for my cross stitch, only two converted, so I opted to order all four colors from her website instead. The bright side was that I didn't have to go to Wal-Mart to find the colors, the thread is hand dyed (and they're beautiful), and the prices are reasonable (\$1.00 per 8 yard skeins and it cost \$2.00 shipping for all four thread colors). You can also find some free charts to print : First click on the link, "Designers and Shops", 2nd click on Inkcircles, 3rd choose a picture link, and finally on the left hand side there is a link to FREE charts. WooHoo, I love that word "Free"! I would honestly consider Carries Threads for your next cross stitch project! ENJOY! -Liliana

# Port Oasis Shire Meeting Minutes

Respectfully submitted by Andrew the Good

The 10th of September 2007

Elsbeth Turnbull (Pamela Dick) convened the meeting at 7 pm at the Cabell County Public Library. 15 gentles were present at the meeting.

## Officer Reports

*Exchequer:* Ros O'Donnell (Angie Kummer) stated current balance was \$3,600.18 and signature card is complete for co-signers.

*Herald:* Isaac "Bruce" Chapman was absent but is interested in keeping the position

*Arts and Sciences:* Tangwen verch Llewellyn (Leeian Kesler) said the 3rd quarter report was turned in and people can submit projects for the 4th. A&S will meet first Tuesday each month with fighter practice at the Radio Museum and the hour before the business meeting the 2nd Monday each month. People were interested in a garb workshop at the museum Tuesday Sept. 18th.

*Fencing:* Dirk Bodkin (Darryl Smith) has taken over for John MacPherson. Up to 2 dozen separate fencers during the last two weeks. Shire has an independently verified punch tester. 3rd Tuesday each Month is the Radio Museum Business Meeting

*Knight Marshal:* Aedan Mac Magnus (James Mon) is interested in the position.

*Castellan:* John MacPherson said Blackstone has contacted us about helping with a demo at CharCon, October 20-21st, contact Catherine Sayre. Also Blackstone will have a demo at the Kanawha County Fair Sept. 21st-23rd.

*Chronicler:* Dirk Bodkin got budget together, distributed and explained, Cost per issue 50 cents B&W or \$1.32 color, yearly budget \$54.92. Will vote on this next meeting. Dirk has half dozen articles lined up, is looking for more.

## Old Business

*Website:* Ciathlin MaCallum (Kristi Stephens) who was absent, was reported as wanting to update, Alexander will reset permissions. Suggestion that front page picture be of Port Oasis at Day in the Park.

*White Hart:* No bids yet

*Day in the Park:* Autocrat Master Robert the Grey reports we have east portion of Ritter Park for Saturday September 29th. Set up 9 am, demo 11-6 pm. Need to pay \$100 to Greater Huntington Parks and Recreation District, bringing total budget to \$150 this was voted on and approved unanimously. Suggest bring chairs with covers, something to demonstrate and side dishes and desserts. Goal of the event is to interact with the public. Castellan will arrange publicity, notify newspapers etcetera.

*Tavern:* Autocrat Elspeth Turnbull said everything progressing well, children's activities, treasure hunt for kids and adults, new world feast with roast pork on menu, need handmade things for fundraiser, announcements to Aestel, suggestion that webpage be made for this.

## New Business

Aedan Mac Magnus (James Mon) was voted new Knight Marshal

Suggest more publicity at Marshall.

Next meeting is Monday October 8th at Cabell County Library, 3rd floor at 7 pm.

Meeting was adjourned at 7:45 pm.

-----◆  
The 8th of October 2007

Elsbeth Turnbull (Pamela Dick) convened meeting at 7:05 pm at the Cabell County Public Library. 10 gentles were present at the meeting.

## Officer Reports

*Seneschal:* Elspeth reported demo went well, good flow of people. Suggest we make this an annual event. Thanks to Robert the Grey's hard work and his household's dona-

tion of food. Char Con is October 20th and 21st, we hope to have a demo there.

*Exchequer:* Ros O'Donnell (Angie Kummer) stated current balance was \$3,500.18. Money was deducted (\$100) for Day in Park, food was donated.

*Herald:* Isaac "Bruce" Chapman was absent again, if not heard from will be dropped.

*Arts and Sciences:* Tangwen verch Llewellyn (Leeian Kesler) was absent.

*Fencing:* Dirk Bodkin (Darryl Smith) says one week we had 14 fencers and people coming from Shawnee State to work with us.

*Knight Marshal:* Aedan Mac Magnus (James Mon) said we have two new fighters making armor.

*Castellan:* John MacPherson of Badenoch (John McPherson) was absent.

*Chronicler:* Dirk Bodkin had teaser ready, enough for 10 pages of articles for first issue. Will accept additional articles and officer reports until Oct. 14th.

### Old Business

*Newsletter:* Budget for newsletter unanimously accepted.

*White Hart:* Gunnar's bid for White Hart unanimously accepted.

*Day in the Park:* Master Robert the Grey absent, so no report.

### New Business

Suggest that we follow up with people who left contact information and have a newcomers meeting at the Radio Museum on Thursday November 1st.

Next meeting is 7 pm Monday November 12th, 3rd floor Cabell County Library.

Meeting was adjourned at 7:30 pm.

## How to Write an Award Recommendation

by Duchess Dorinda Courtenay, Reprinted with Permission

Part 1 of 2

### Introduction

One of the greatest joys of the Crown is the opportunity to give awards to the deserving populace, but it is not always to determine who is deserving in any given reign. No two people can know everyone in a Kingdom, and this is why the Royalty needs the help of the people to advise them on the good work of their subjects. The best way to do this is via a letter of recommendation.

### Who Should Write?

There are often misconceptions that only Peers can write letters of recommendation,

or that a person should not write a recommendation for an award that they do not have. Neither of these is true. While it may be true that those with higher level awards may have special insight into the criteria and requirements for an award, the knowledge and insight of even the newest member of the Society is welcomed by the Royalty. Anyone who feels strongly that they know someone who is worthy of recognition should write. And write often!

### When Should We Write?

The sooner the better! One of the biggest mistakes that people make is to write (or worse yet telephone) the Royalty the week before their local event and try to get awards for local folks. This is a disservice to everyone involved. The Royalty do not have proper time to determine if They wish to give the award. If They make a rush decision to give the award, the poor scribe has only days to get a scroll prepared. There may not be time to get a me-

(Continued on page 14)



*(Local SCAdians in the News Cont'd from pg 10)*  
 Angelik from Pennsic War XXXVI held August 4th -10th, A.S. 42 in the Shire of Sunderoak as reported by THL Matilda Bosvyde de Bela Acqua, Silver Buccle, et al.  
 ...Tuesday the 7th...Evening Court, in the Barn...THL Antoinette de la Croix was invited into court, and returned to His Majesty the remains of the apple he had given her as she sit vigil in contemplation of ele-

vation to the Order of the Laurel. Count Henri d'Artois spoke for the Chivalry, Countess Morgan of Rye read the words of Royal Peer **Countess Elspeth Turnbull**, Dame Catelin Parry spoke for the Pelican, Erwilliam MacFergus and Mistress Alicia Langland spoke for the Laurel. Having heard these words of her worth, Their Majesties saw to it that she was adorned with the symbol of her new Order....

*(How to Write an Award... Cont'd from pg 13)*  
 dallion or other items ready. If the Royalty decide to give the award at a later event, those people close to the recipient may not be present to see the award. If the Royalty decide not to give the award at all, then the person who recommended the potential recipient will be angry, and the potential recipient may not get the recognition they deserve.

A good letter of recommendation for AOAs and Orders of Merit (the Sycamore, Keystone and Golden Alce) will be delivered to the Royalty no later than eight weeks before the date of the event where the award is to be given. Six weeks is sometimes acceptable. Letters of recommendation for Peerages and orders of High Merit (the Nightingale, Millrind, White Scarf, Gage, Scarlet Guard and the White Horn) should be delivered almost as soon as the Heirs are victorious in Crown Tourney. This is necessary because the Royalty need to consult these Orders before making a final decision to give an award. This may require several weeks as they wait for the Orders to meet and discuss the candidate that was recommended.

### **To Whom Should We Write?**

When in doubt, write to everyone! Early in a reign, letters may be sent to King and Queen. After Crown Tournament, the Heirs should also receive a copy of all letters. At some point and time in a reign, the King and Queen may request that all further letters be sent to Their Heirs. In addition to the Royalty, it does not hurt to send a copy of the recommendation for a Peerage or Order of High Merit to the Principal and the Clerk of the applicable Order. This way, the Order can get a head start on discussing the candidate.

### **How do I write a letter and how should it be delivered?**

Recommendations should not be verbal! Some Royalty welcome recommendations via e-mail, but you should make sure that individual couples have agreed to this. Some Royalty are not comfortable with e-mail, and may not be able to keep track of your letter. Others may prefer it. A regular old paper letter, sent by the US postal service, is the most reliable method. Many people try to hand a letter to Royalty at an event, but this is risky. How many other things will they need to deal with at the event? Mail it to Their house! What Should the Letter Include? To be complete, a letter of recommendation should contain the following information:

SCA name of the potential recipient (PR for short)

Modern name of the PR

Home group of the PR

Award for which you are recommending the PR

Detailed explanation of why they deserve the award -- may include past awards, offices held, competitions won, work done and more

A list of events you believe they will be attending

Your name

There are sample letters attached that might be useful. One other tip is to include different recommendations for different people on separate pages. If the Royalty keep different folders for different awards, They might have trouble sorting your letter if there are too many people on each page.

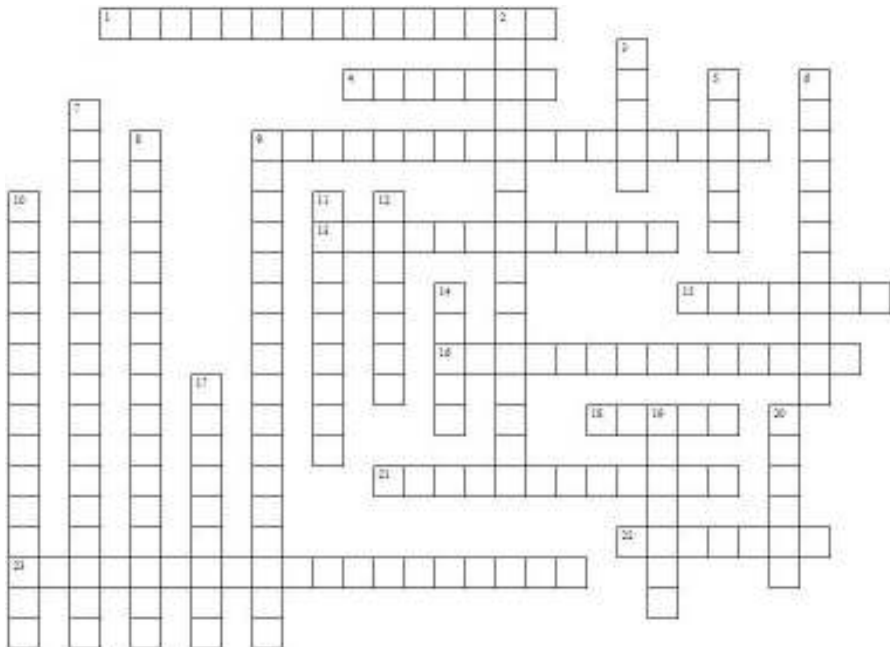
*Next Time (In part 2 of 2):*

### **Why Was the Award Not Given?**

#### **Conclusion and**

#### **Sample Letters (Poor & Better Examples)**

# A Decade of Æthelmearc Monarchs



**ACROSS**

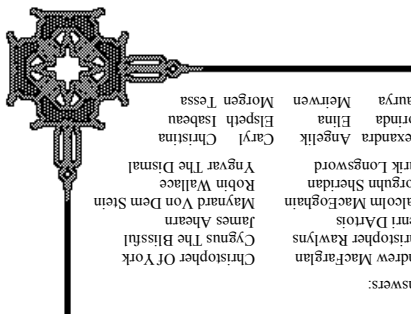
- 1 King in A.S XXXIII again in A.D. 2001 also 10th & 13th Prince of the Principality
- 4 In A.D. 1999 served as Queen and was also the 7th Queen
- 9 Served as King 2 times 1st during Pennsic XXVIII, 2nd in A.S. XXXV
- 13 13th King and only King of Æthelmearc to sit alone
- 15 4th of only 5 Princesses of Principality (15th) to serve as Queen (11th)
- 16 2nd of only 2 Kings to Serve Three Reigns as King (11th, 15th & 20th) also the 15th Prince of the Principality
- 18 Served as 6th & 10th Queen
- 21 King Sep 2005 to Apr 2006 A.D., also 11th Prince of the Principality
- 22 1st Queen of the Kingdom of Æthelmearc also 14th Princess of the Principality
- 23 Served as 14th King with one "of the Rose"

**DOWN**

- 2 9th King whose inspiration was "of Clan Donald"
- 3 16th Queen also served a 2nd reign in A.D. 2006
- 5 Only Queen to serve three reigns as Queen (2nd, 5th & 12th) also 7th Princess of the Principality
- 6 Served as King in A.D. 2000 & 2002
- 7 19th King (in A.S. XLI)
- 8 Served as King during Pennsic XXXIV &

**XXXV**

- 9 1st King of only 2 Kings to Serve Three Reigns (2nd, 5th & 12th) also the 7th Prince of the Principality
- 10 1st King of the Kingdom of Æthelmearc also 2nd & 14th Prince of the Principality
- 11 Served as Queen in A.D. 2004 as the 14th Queen
- 12 Served as 15th Queen in A.S. XXXIX also the last Queen of the 1st Decade of the Kingdom
- 14 1st Queen of the Kingdom of Æthelmearc also 14th Princess of the Principality
- 17 9th Queen serving in A.S. XXXVI King was "of Wiggan"
- 19 Robin's Queen during A.S. XL also 11th Princess of Principality
- 20 19th Queen who inspired Rawlyns



Andrew MacFarlan  
 Christopher Of York  
 Cynus The Blissful  
 James Ahearn  
 Henry D'Arros  
 Malcolm MacEoghain  
 Maynard Von Dem Stein  
 Robin Wallace  
 Rofin Sheridan  
 Morguhn Shertan  
 Rurk Longsword  
 Alexander Angelik  
 Caryl Christina  
 Elisbeth Isabeau  
 Morgen Tessa  
 Maurya Merwen

Answers: