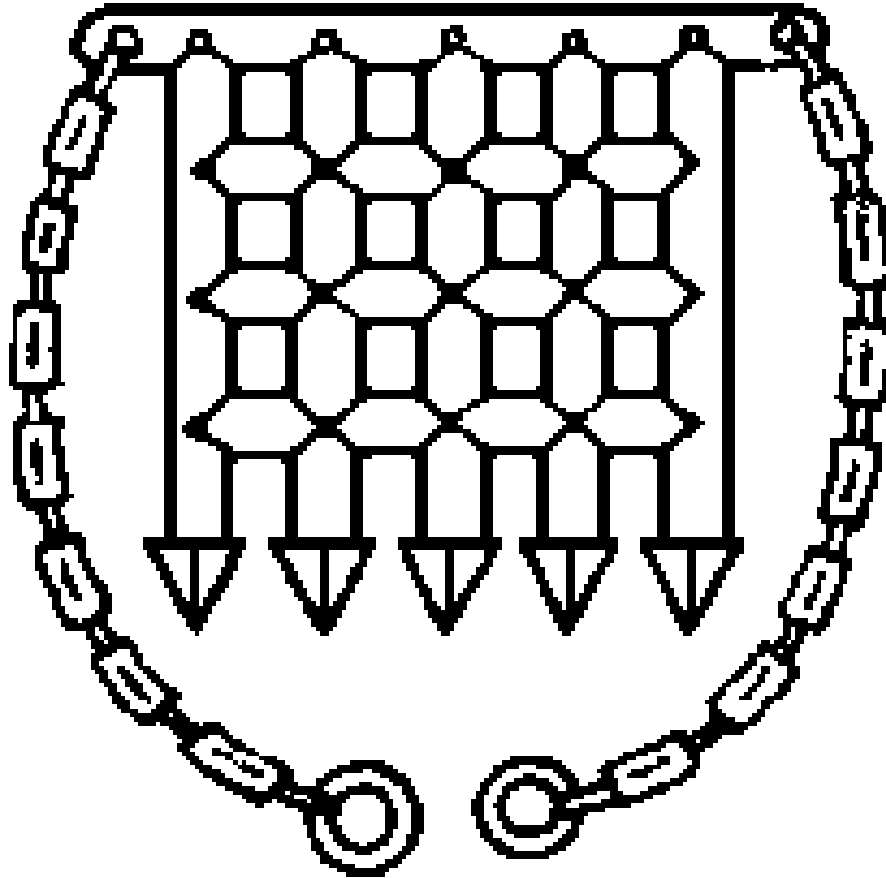


# The Portcullis



Shire of Cold Keep  
(Prince George, BC)

April 2005

Volume 4 Issue 2

# Royalty

## Kingdom of An Tir

**Their Royal Majesties of An Tir  
Skeggi Hrafensfuri and Taisiia of Ma Elring**

Sean Holland  
53302 North Frazier Road  
Benton City, WA 99320

king@antir.sca.org

Danielle Repp Holland  
53302 North Frazier Road  
Benton City, WA 99320

queen@antir.sca.org

Their Royal Majesties maintain a single mailbox. Please send only one copy of your message to one address.

## Principality of Avacal

**Their Highnesses of Avacal  
Gunther Rorikson and Eyoddi Lokadottir**

Damon Steadman  
Box 3197  
(Street Address: #16, King Cres.)  
Humboldt, SK S0K 2A0

Jodi Vanderzee  
Box 3197  
(Street Address: #16, King Cres.)  
Humboldt, SK S0K 2A0

(306) 682-1984 (no phone calls after 10pm)

avacal-prince@antir.sca.org

avacal-princess@antir.sca.org

Their Highnesses maintain separate mailboxes. Please send a separate copy of your message to each if appropriate.



# Officers of Cold Keep

## **Seneschal**

Lady Natal'ia Volkovicha  
pickles@canada.com

## **Exchequer**

Lord Eggbert the Ready  
goldingspg@shaw.ca

## **Master of Stables**

Lord Brennen MacDonald  
dnd18@shaw.ca

## **Master of Blades**

Thest Bloodwyn

## **Herald**

Khudukha  
khudukha@telus.net

## **Arts and Sciences**

Bantiarna Niamh ingen Raigillig  
niamh\_heather@telus.net

## **Captain of the Bow**

HL Vladimir Andreivich Aleksandrov  
chornem@navcanada.ca

## **Chronicler**

Lord Brynach ap Rhys  
archer77@telus.net

# Champions of Cold Keep

## **Heavy**

Khudukha

## **Rapier**

Argan Greygrove of Lionsdale

## **Archery**

Lord Markus Pheilsmid

## **Arts and Sciences**

Asa Sviensdottir

# Gatherings

## **Council Meetings**

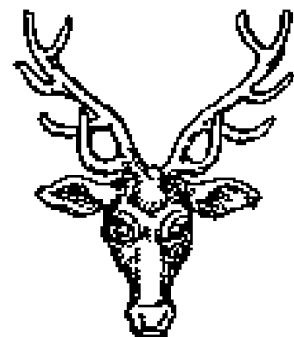
Third Monday of each month at Lord  
Eggbert's house at 7:30pm

## **Fighter Practice**

Tuesday and Thursday at 7pm and Sunday  
at 1pm in the Research Laboratory  
Building Rotunda at UNBC

## **Socials**

First Wednesday of each month at Lord  
Eggbert's house



# Cold Keep Web Site

[http://www.geocities.com/trad\\_archer77/ColdKeep/ColdKeep.htm](http://www.geocities.com/trad_archer77/ColdKeep/ColdKeep.htm)

# Wolfpack Web Site

<http://www.varghala.com/>

## Calendar

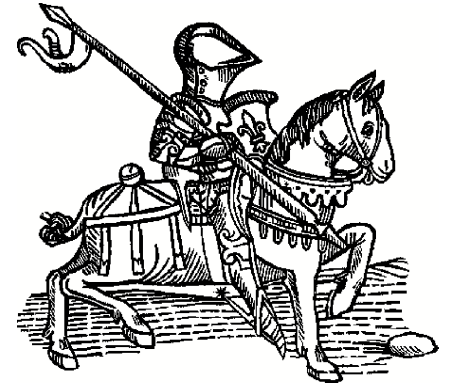
April		
23	Spring Champions	Myrgan Wood
22-24	Penguin Crusade III	Cae Mor
30	Spring Faire and THUA	Borealis
May		
7	Beltaine	Montengarde
14	Heavy and Archery Championship	Cold Keep
14	Champions Feast and Tourney	Harrows Cross
20-22	May Crown Tournament	Corvaria
27-29	May Days	Windwyrn
June		
3-5	Avacal Coronet	Bitter End
10-12	Tavern Night and Practice	Bitter End
18	Dragonslayer	Montengarde
July		
1-3	Quad War	Borealis



# Heavy and Archery Championship Shire of Cold Keep - May 14, 2005

**Location:** Miworth Community Hall, 13910 Flint Road, Prince George, BC  
V2M 7B9

As winter goes and the first buds of spring approach, come and join Cold Keep in choosing their new Heavy Armoured Combat and Archery Champions. Come join the fun, prize for the most spring inspired table. Lunch to be provided for a small donation. Table games will be available for your gaming fun. There will also be an auction after dinner. The Kingdom A&S Champion will be present, and will be teaching a class.



Potluck feast (6-8 people) Please bring a Main Dish.

## Site fee:

Adult	Adult Member	Age 14-18	13 and under
\$10	\$6	\$3	Free

- ▶ The \$4 NMS surcharge is in effect for this event
- ▶ Make Cheques Payable to Shire of Cold Keep
- ▶ Site opens at 10am closes at 12am.

**Site directions:** Make your best way to Prince George. Take 15th Ave Of highway 97 west toward the University. Take Foothills Blvd to Otway turn off. Take turn off onto Otway road. Turn left on Otway Road. Proceed on Otway Road for 11km you will need to travel over three (3) railroad tracks. Turn right on Flint Road and, The Hall is on the right. There will be signs posted.

Crash space is available; please contact the autocrats to arrange.

**Co-autocrats:** Lady Brynn and Lord Brennen MacDonald (Donna Bader & Neil Golding)  
552 Beech Crs, Prince George, BC V2N1L1, Email: dnd18@shaw.ca, Phone: 250-561-2830

## Fighter Practices

### Heavy and Rapier

At UNBC on Tuesday and Thursday starting at 7:00pm and also on Sundays at 1:00pm. As the weather allows, outside in front of the Wintergarden. Otherwise, in the research laboratory building rotunda on Tuesdays and Thursdays, and in the Wintergarden on Sundays.

### Archery

Outdoor practice in Prince George is on Sunday at 2pm. It is off the Hart Highway, at the very end of Perrin Heights, to the left of the cul de sac. For information on the Vanderhoof outdoor practice, please check the Cold Keep Forum.

# The Heraldic Voice

## HL Brigit ingen Meic Thire Ruaidh



### Checking for Conflict

So, you have created a device, put it on the fridge and stared at it every day for the past three months, and you still think it is so very pretty and you want to keep it: this means registering it to your SCA name. Before you send it in, ask your local herald to check it for conflicts.

Conflict occurs when two pieces of armoury are too similar according to the blazon (heraldic description) of each, or when they are too similar visually. Conflict can be avoided by having at least two Clear Differences (CDs) from every conflicting piece of armoury.

Example: Azure, a griffin salient argent (on a blue field, a silver griffin standing on his back feet only) conflicts with:

- a) Azure, a griffin salient and a bordure argent
- b) Gules, a griffin salient argent
- c) Azure, a dragon salient argent
- d) Gules, a dragon salient argent

It does not conflict with:

- 1) Azure, a spinning wheel argent
- 2) Azure, two griffins salient Or
- 3) Sable, a griffin salient contourny argent
- 4) Gules, a griffin salient argent and a bordure Or
- 5) Per pale sable and Or, a griffin salient counterchanged
- 6) Per fess argent and azure, a rose azure and a griffin salient argent

Although each of these examples have some of the same elements, a conflict is avoided where the changes are significant enough to be substantial.

The original piece of armoury is "Azure, a griffin argent" (a silver griffin on a blue field). By adding a silver border, as in example (a), only one significant change was made \* not enough to clear the conflict. The same is true for example (b) - the background colour was changed, but that is not enough to clear the conflict without some other substantial change also being made. In example (c), the charge has changed from a griffin to a dragon, but these are not visually different enough to be considered a substantial change, so there are no CDs for this example at all. However, the same device on a gules (red) background is good for one CD; unfortunately, the dragon is still not visually different enough from the griffin to be considered a CD.

Against "Azure, a griffin argent", the next six examples do not conflict. In example (1), even though the field is the same, the charge is significantly different - no one could mistake a spinning wheel for a griffin unless their eyesight was poor; even though this example has only one CD, it is considered different enough that there is no conflict: this is known as simple armoury and requires only one CD.

In the second example, (2), a second griffin has been added, which is worth one CD, and the colour of the griffins has been changed from argent to Or (gold), which is worth a second CD. In the third example, the field has changed (as in example (b) and (d) for one CD, and the orientation of the griffin has changed - it is now facing the opposite direction, which is worth one CD. The fourth example is similar, in that the field has changed, but there has also been a second charge added \* the Or border \* resulting in two CDs. Both of the next two examples have divided fields. The fifth example has just the griffin as a charge, but coloured Or on the sable (black) part of the field and sable on the Or part of the field, which gives a CD for changing the colour of the field and changing the colour of the charge. The last example uses azure and argent as tinctures, but has divided the field, giving one CD, and added a rose azure, giving a second CD.

These are fairly simple armoury, and the design you have chosen may be more complicated, but as a rule of thumb, armoury conflicts can usually be avoided by doing two or more of the following (keeping in mind that there should never be more than a total of eight tinctures and charges combined):

- 1) change the colour of the field \* eg "azure" to "gules"
- 2) divide the field (note that if both are used in the same piece of armoury, it may count as only one CD) \* eg "azure" to "per fess, sable and gules"
- 3) change the colour of the charge(s) \* eg "a griffin argent" to "a griffin Or"
- 4) change the number of charges by adding or removing one or more \* eg "a griffin argent" to "three griffins argent" or "a griffin argent" to "a rose Or and a griffin argent" or "seven griffins three, one and three, argent" to "three griffins one and two"
- 5) change the orientation of the charge (note that a charge that has no "face" cannot be reversed, such as a sun or an annulet) - eg "a griffin" to "a griffin contourny" or "two swords palewise (vertical with the points down) to "two swords reversed"
- 6) change the type of charge \* eg "a griffin" to "a spinning wheel"
- 7) adding a charge on a charge \* eg "Azure, a griffin argent" to "Azure, on a griffin argent a rose azure" or "Azure, on a fess argent a griffin azure"
- 8) change the posture of the charge (if it is a beastie) \* eg "Azure, a griffin rampant (standing on one hind foot)" to "Azure, a griffin statant (standing on all four feet)" \*note that some postures do not have a CD between them: rampant (standing on one hind foot) and salient (standing on two hind feet); couchant (lying down) and dormant (sleeping); passant (standing with one foreleg raised) and statant (standing on all four feet)

While it is possible for you to do a conflict check yourself, it is always a good idea to have an experienced herald make a second check; heralds usually have the knowledge, the background and the tools to make a more thorough check, which may save you time - and money! - later.

# Asa's Herbs

## Asa Sveinnsdottir

### **Calendula (*Calendula officinalis*)**

Often referred to as Marigold, or Pot Marigold, Calendula isn't related to the common African or French Marigolds (like Crackerjack and Jolly Jester). Culpeper describes Calendula as "being so plentiful in every garden, and so well known that they need no description". Perhaps back then it needed no description, but many gardeners today aren't as familiar with this very useful little flower. Calendula looks much like (and is related to) a daisy. Its leaves are oblong, and slightly hairy. A single flower is set atop erect stems, is fully double, and has many narrow petals, just like a daisy. The flowers come in shades of yellow and orange, with a new variety from Vesey's Seeds (Victoria Sunset) that is a deep orange with red tips. All colours of the common strains have the same medicinal properties, although the orange flowers look much nicer in creams and salads.



Calendula has been in cultivation for well over two thousand years, and was commonly grown in medieval gardens all over Europe and the British Isles. During the middle ages, Calendula petals could be found in barrels in many grocers and spice-sellers in the Netherlands. They were sold by the penny and were extremely popular as not only a medicinal, but as a food item. The Dutch believed that no broth was well made without Calendula petals, and almost everyone kept them in their homes to aid against the trials of winter.

During the middle ages, Calendula was used to treat heart conditions, help with poisonings (this has never been proven in modern herbalism), and as a remedy for infections. A decoction of Calendula was used as a mouthwash to cure toothache, and dropped into the eyes to relieve pain and swelling. Calendula is still recognized today as an excellent remedy. It is used to treat gastric and duodenal ulcers, and to cure fungal infections. These properties appear to have been unknown in medieval times, although they may have been suspected, which would explain its use in broths and stews. In modern times, Calendula is also used as a remedy for bruises, sprains and strains, as well as minor burns and scalds. A simple cream can be made by combining Calendula petals with beeswax and oil. This cream really does work (I know, I've made and used it for quite some time), and is an excellent item to have on hand for all you heavies and archers.

If you are a gardener and would like to grow Calendula, the seeds can be obtained from many online seed suppliers (please feel free to email me if you would like a list). Art Knapp's on Highway 16 West had Calendula seeds last year, so I assume they'll have them again this year. There is no need to start Calendula early, as it is a fast grower that is well suited to our climate. Sow directly in the garden, after danger of frost has passed, in a sunny location. Calendula likes a fairly rich, but well drained site. If you like, it can be grown as a container plant, but make sure your container is on the large side, and give the container a feeding once a week with fish emulsion throughout July and August (don't get it on the petals, or your flowers will taste like fish!). If it's planted in early June, Calendula will flower by early August. It requires no special treatment ~ just a little water and lots of sun. It makes an excellent border plant, and is a great companion to peas, lettuce, and carrots. Add the fresh petals to salads and summer soups for a burst of colour! They have a very mild taste that is quite pleasant and are great for your insides!

## Calendula Bruise Cream

- 1 tbsp beeswax, grated
- 1 tbsp extra virgin olive oil
- 1 tbsp almond oil
- 1 tsp very finely ground Calendula petals

touch of borax ~ and I mean a touch! Very very little! In fact, you can even leave it out. Too much, and it'll burn your skin. If you leave it out, keep the cream in the fridge so it doesn't go rancid.

1. Warm the oils in a separate pot and add Calendula petals. Let steep for about five minutes in warm oils.
2. Melt beeswax in a small heavy bottomed pot (not in the microwave as it could explode all over the inside of the oven, and that's really hard to clean off).
3. Add the borax to the oils now (if using).
4. Gradually add oils to beeswax and remove from heat. Beat well. Let sit for a couple of minutes (no more than 3!). Beat until cool and thickened.
5. If you like, you can add a few drops of your favourite essential oil to give fragrance.
6. Pot up in a jar with a tight fitting lid.

To use: apply a small amount to bruised, swollen, strained, or burned area up to four times a day.

If you would like to order this cream from me, rather than trying to make it yourself, email me and I'll pot you up some the next time I make a batch.

If you have an herb related question, or need information on where to find the herbs you are desiring or the one used above, feel free to email me at [kirstinrs\(at\)fsjames\(dot\)com](mailto:kirstinrs(at)fsjames(dot)com).



# Ask Uncle Vlad

HL Vladimir Andreivich Aleksandrov



Welcome again, Gentle Readers, to another edition of Ask Uncle Vlad, where YOU, the ignorant masses, have the extraordinary good fortune to be able to ask that Sage of the Society, Uncle Vlad, any of your questions about any aspect of the SCA, from the pointed to the obtuse, from the abstract to the wattle-and-daub, as long as it isn't about Ruritanian Purple Feathers or that incident in 15th-Century Minsk where it rained herring, 'cause I had nothing at all to do with that, you can ask anyone. Um, perhaps we should move right along to this month's question:

*Dear Uncle Vlad,*

*I just started in the SCA about a month ago, and everyone tells me I need a persona. I want an Italian-Chinese persona, the son of the Italian explorer Marco Polo and a Chinese woman he brought back to Venice. Is this a problem?*

*Signed.... Yan Polo.*

Ah, Yan, wok with me for a moment.

We do have a bit of a problem here. Let me start by saying that the very first thing you should have done was to consult with your local herald. That's the strange person in green who speaks some incomprehensible gobbledygook called 'blazon'. While it is true that you probably wouldn't ordinarily touch such a person with a ten foot cow-poking-stick, they really do know all about this name and persona stuff. However, you skipped that step and came straight to Uncle Vlad, so I better help you out.

First off, in the SCA you can neither take a persona of a famous historical person (so you can't be ol' Marco himself), nor can you claim descent from such a person (so being his son is out as well). You can well imagine the difficulty in going about actually claiming to be Richard III. Someone is going to put you in a nice comfy room wearing a jacket that has the sleeves in the back, if you take my meaning. In the SCA we pretend to be pretend people in a real historical society, rather than pretending to be real people in real history. So instead we take on the personae of imaginary, inconsequential people who, although their names might have existed in period, certainly didn't leave any kind of document trail for the SCA heralds to sniff out later. And the SCA heralds are good at sniffing things.

So, we have established that you cannot be Marco's son. If nothing else, it would have been quite a surprise for his wife. Now we move on to some other issues.

You say you want an Italian-Chinese persona, with an Italian-Chinese name. Sadly, I regret to inform you that the heralds will not pass such a name. While a compound name from two different languages is (grudgingly) allowed by the Arcane Rules of Registering Heraldic Thingies, the two languages and cultures from which the name is derived have to have been in contact with each other in period. While there may indeed have been one trip by an Italian all the way to China, one shopping spree does not constitute contact. You could have a name that is French and German; you could not have a name which is Tibetan and Aztec. Overall, while mixed-language names are allowed (grudgingly), they are not encouraged. You see, mixing names like that isn't a period practice.

Let's say, just for argument's sake, that you were an insignificant drone who went on this expedition to the east, and indeed had some sort of by-blow while out there. Even if you for some bizarre reason brought the little monster all the way back to Europe with you, you certainly aren't going to give it a Chinese name. No, you are going to name it Guiseppe or something, and hope no one notices that it is funny-looking. Any child left behind in China is going to get a Chinese name. Before leaving, you may have said "name this child Lorenzo", but as soon as you walked out the door she named him Yip instead.

People in period used names appropriate for the culture in which they reside. If you are a Frenchman living in Italy, you will either take on an Italian form of your name, or the locals will give you one anyway. Likewise, any children will be given Italian names, or Italian forms of French names. In Europe this is pretty easy, since there were not really all that many different base names, and every language had its own version of each. So John becomes Jean becomes Ian becomes Ivan etc etc.

Mixed-nationality personae have always been popular among the SCA set, for some reason or other. Usually it is because our modern sensibilities want us to jazz everything up and make it more 'exciting' and 'unique'. Being historically correct falls somewhere far far down the list for many people, especially when they are starry-eyed newbies. However, this is not a good SCA practice because it was not a period practice, or at least it occurred only very rarely. Most people in the Middle Ages didn't travel far from home, and most of them only knew one language, and that was their birth tongue. Those people who did travel didn't tend to mix with the locals in any permanent capacity - if your father was a Norse raider and your mother an Irish lass, she isn't likely to make your heritage public by naming you Sven. When people from different cultures did marry, any children would be named in the language and style of the culture in which they resided. Mixed-language or mixed-culture names just didn't happen in period, as a rule.

Well, Yan, I hope this explains why you really shouldn't pick the persona and name you had in mind. Now, there are a few suggestions I can make that may help you. You might ask yourself what is the real hook that interested you in the persona you thought up? Did you want to be able to wear cool Chinese clothing? Then maybe you want a Chinese persona. Did you want to be a European with access to Oriental goods? An Italian merchant, being at the end of the Spice Route, would have such access. Did you want to have a persona that travelled to the Mysterious East? Maybe you could have been an insignificant drone who went on the expedition.

One very useful thing you can do is talk to the people in your group, and ask them questions about persona development. Someone who has a really well-researched persona has obviously done their homework, and can help lead you along the path to good persona development. In particular, you should consult your Friendly Neighbourhood Herald, who will have the knowledge and resources to help you develop a great persona. Heralds specialise in knowing stuff like this, and nothing gives them greater pleasure than a captive audience at whom they can endlessly talk about Arcane Rules for Registering Heraldic Thingies, and why you shouldn't name yourself Yan Polo and have a device that is barry-bendy erminois and vair with a sword, a duck and a cherry on it - no matter how hilarious your persona story is that goes along with it.

My last piece of advice is not to rush your persona. Take the time to think about what you really want, and what is acceptably period and works in the SCA. It is perfectly fine to remain 'milord David' while you take the time to come up with a good persona. Remember, you are going to be using this identity for the rest of your SCA career, you it had better be something you can handle being called and dressing as for the next couple of decades.

Well, that was fun, but it is time for me to go beat the cat. Keep sending Uncle Vlad your questions, and I will give each one the consideration to which it is due. Ta-ta,

Uncle Vlad (not necessarily your actual uncle, but is definitely someone's uncle, so it is okay for me to call myself that)



# New Avacal A&S Championship Policy Guide and Competition Rules

## HL Sadb ingen Tuathail

Revised January 24, A.S. XXXIX (2005)

The Avacal Champion of Arts & Sciences represents the Principality through leadership and example. The Champion should have a public presence in promoting the arts and sciences within the Principality, show a breadth of skills and be ready and able to judge, teach and guide the populace of Avacal.

The Champion will be expected to serve as an inspiration and role model to others, especially through setting up displays, contests and forums at local and Principality events in cooperation with the Minister of Arts & Sciences (both Principality and Local, as required). The Champion will work closely with the Principality Minister of Arts & Sciences in putting on the competition to choose his/her successor. This includes promotion, recruiting contestants, and judging.

### **The Champion**

The Avacal Arts & Sciences Champion will serve a term of one year. No person may serve as two Principality Champions at the same time. No person may enter more than one Principality Champion's Tournament at one time. Holding a Principality Championship and Local Championship is permitted solely at the discretion of Their Highnesses and the Baron/Baroness (where applicable).

The Avacal Arts & Sciences Champion, assisted by the Principality Minister of Arts & Sciences, must oversee the tournament to choose their successor at the February Investiture following their victory.

The

Champion is responsible for the regalia of their office and must pass it on to their successor. If the Arts & Sciences Champion is unable to serve for the entire year, the Principality Minister of Arts & Sciences or other designate, agreed upon by The Coronets, The Tanist & Tanista, and the Principality Minister of Arts & Sciences, will organize and oversee the next tournament.

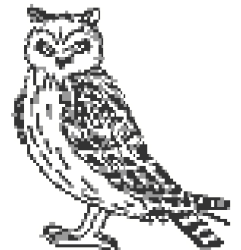
The Champion may not enter the competition to choose their successor. If no successor is found, it is the right of The Coronets to ask the current Champion to remain for an additional year.

### **Avacal Arts and Sciences Championship Entry Requirements**

To enter competition for the Avacal Arts & Sciences Championship, entrants must have a current membership in the SCA, Inc., and must maintain it during their tenure as Champion. Proof of membership will be required at the time of competition.

Entrants to the Championship must have been a resident of Avacal for at least 6 months, and reasonably expect to remain a resident for the duration of their term.

All entrants to the Championship must declare in writing their intent to enter items into the Arts and Sciences tournament. This letter of intent must be sent to the current Arts & Sciences Champion, The Coronet, and the Principality Minister of Arts & Sciences on or



before JANUARY 15th of the competition year. Novice Triathlon and Single entrants need only notify the A&S Champion and Minister of A&S in writing by the deadline. Artisans entering the single entry or in-depth feedback category should clearly indicate this on their entry notification. Any research paper entries must be complete, and four hard copies mailed to the Arts & Sciences Champion or Minister of Arts & Sciences, no later than February 1st of the year of the intended competition.

All those competing to become the Arts & Sciences Champion of Avacal must attend the event where the competition is being held. This requirement may only be waived with prior consent by the express and written permission of The Coronet, in the case of emergency or similar extenuating circumstances. Single entry participants may submit entries in absentia, with prior permission from the Coronets, via an identified representative who will take sole responsibility for the item(s). However, entrants are strongly encouraged to attend.

All entrants will be expected to identify themselves and their entries, and must be available during their scheduled judging periods to answer questions regarding their entries. All entries will be numbered for organizational purposes, and judging periods will be scheduled and announced prior to the event.

Entrants may not enter the Novice Triathlon and the Avacal Championship competitions simultaneously. Entrants to the Novice Triathlon may not have entered the Novice Triathlon or Avacal Championship competitions in any previous year.

There are no longer specific categories. Entrants are expected to describe their entries with enough information to determine suitable judges, and thoroughly document the focus of their entry for the competition.

### **Avacal Arts and Sciences Championship Competition Rules**

All entries must be within the time period 500-1600 CE, and be of a European culture, or from a culture that had contact with Europe at that time.

Champion competitors must have at least four (4), but no more than five (5) separate entries in order to be eligible to become the overall winner and Avacal Champion of the Arts and Sciences.

Individual objects may count toward no more than two entries (i.e.: a 16th c. embroidered chemise may be entered for the chemise construction and for 16th C. embroidery. Bear in mind that for such cross-entry, each entry should be adequate to stand up as a full entry on its own and have individual supporting documentation.

Only the contestant's top four (4) scores will be totalled to determine the Champion.

You may not enter the same object in more than two Avacal A&S Competitions.

Pieces previously entered in a Kingdom Championship are not eligible for competition.

Performance and literature categories may be subject to time/length restrictions, and research papers will be due at a time prior to the actual event (see Entry Requirements, above).

Avacal Arts and Sciences Championship entrants may not be judges.

## **Novice Triathlon Rules**

All entries must be within the time period 500-1600 CE, and be of a European culture, or from a culture that had contact with Europe at that time. Novice Triathlon competitors must have at least three (3), but no more than four (4) separate entries in order to be eligible to become the overall Novice Triathlon winner.

Individual objects may count toward no more than two entries (i.e.: a 16th c. embroidered chemise may be entered for the chemise construction and for 16th C. embroidery. Bear in mind that for such cross-entry, each entry should be adequate to stand up as a full entry on its own and have individual supporting documentation.

Only the contestant's top three (3) scores will be totalled to determine the Novice Triathlon winner.

You may not enter the same object in more than two Avacal A&S Competitions.

Pieces previously entered in a Kingdom Championship are not eligible for competition.

The entrant may not have entered Novice Triathlon or Avacal A&S Competitions as a contestant in any previous competition.

Performance and literature categories may be subject to time/length restrictions, and research papers will be due at a time prior to the actual event (see above under Entry Requirements)

Triathlon entrants may be asked to judge if necessary.

## **Single Entry Rules**

All entries must be within the time period 500-1600 CE, and be of a European culture, or from a culture that had contact with Europe at that time.

Individuals may not present more than four three single entries for judging.

Individual objects may count toward no more than two entries (i.e.: a 16th c. embroidered chemise may be entered for the chemise construction and for 16th C. embroidery. Bear in mind that for such cross-entry, each entry should be adequate to stand up as a full entry on its own and have individual supporting documentation.

You may not enter the same object in more than two Avacal A&S Competitions.

Pieces previously entered in a Kingdom Championship are not eligible for competition

Performance and literature categories may be subject to time/length restrictions, and research papers will be due at a time prior to the actual event (see above under Entry Requirements)

Single entrants may be asked to judge if necessary.

## **Judging & Prizes**

Judges may not judge a category where there may be personal bias (i.e.: Peers judging own

apprentice/squire's work, patrons judging a commissioned work, judging the work of a spouse/SO, etc.) and must indicate such bias to the judging organizer and decline the judging of that entry.

Each entry will be given a base point score out of twenty-five (25) possible points for objects/performance, and twenty (20) points for research papers.

Judging is based on:

Objects/Performance	Research papers
*Initial Impression/Display	*Initial
*Documentation	Impression/Presentation
*Authenticity and Design	*Research Ability
*Technical Ability	*Technical Ability
*Complexity of Piece	*Complexity of Subject

Each judging category will be weighted according to importance with a final score of 100 possible points. A maximum of five (5) bonus points per judge, per entry may be awarded at the judge's discretion if they feel that the entrant has gone above and beyond the criteria listed above. Bonus points are in addition to the weighted base point tally, and are weighted and added separately from the base point total for a maximum of fifteen (15) bonus points per entry..

The Principality of Avacal does not allow joint Arts & Sciences Champions. In the case of identical scoring for two or more contenders, the current Champion and Minister of Arts & Sciences shall meet with Their Highnesses to determine a method of breaking the tie. Under no circumstances will this method be construed as any form of precedent or tradition.

Prizes will be awarded in the following areas:

- \*Avacal Champion of Arts & Sciences
- \*Novice Triathlon Winner
- \*Highest Overall Scoring Entry (including Triathlon and Single entries)
- \*Coronets Choice
- \*Champions Choice
- \*Judges Choice
- \*Populace Choice

We hereby attest to the suitability of these policies and competition guidelines for the determination of the Avacal Arts and Sciences Champion. Done this 24th day of January, A.S. XXXIX (2004).

Vik, Prince Avacal

Inga, Princess Avacal

Sadb, Avacal Arts & Sciences  
Champion

Ceis, Avacal Minister of Arts &  
Sciences

# A Stick-Jock's View on the Arts and Sciences

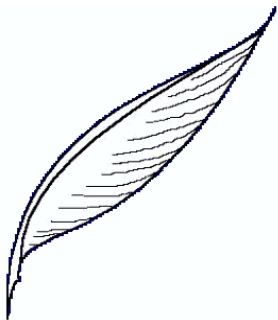
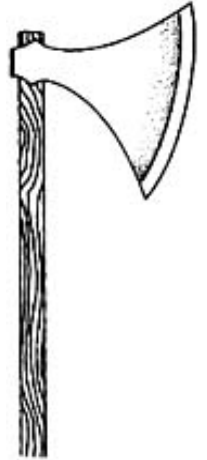
## Lord Hrogn the Skin-Peeler

Granted that I don't know much about entering in A&S championships but how different can it be from entering in the heavy championships?

When I first started in the SCA, I didn't have a chance of winning a tournament. I was just learning and certainly wouldn't have a chance against any of the knights in a tournament. So I entered and got beaten like a baby harp seal. And I learned from those losses. There isn't a better teacher than experience.

So I am thinking here that there might be something to be said for entering into a A&S tournament even knowing that your stuff isn't 100% up to par. I'm not certain, but I would bet that a laurel or two might tell you that their stuff isn't always perfect either.

I am also thinking that I really enjoyed those tournaments even though I lost. I found that victory wasn't the only thing to be gained from the experience. The experience itself was its own reward. So learning about and making items may also be it's own reward.



I have also learned than it is more fun to participate in larger tourneys. Realistically three quarters of the guys that enter in the Heavy Championship probably don't really have a large probability to win. It is still fun to play with more friends. And the person who is victorious has a better story to tell around the campfire that night.

So maybe I should take my own advice here. So here it is. Next year, I am going to enter 4 items into the competition. It will (hopefully) be a respectable entry. Not just some dumb stick jock disrespecting the arts and sciences.

So please Avacal, get your A&S championship entries on the go. Beat me like a baby harp seal because I know you can.

# Call for Submissions

## Morgan the Unknown and Tatiana the Outspoken

Do you long to share your knowledge with the rest of the Known World but couldn't figure out how? Have you ever wanted to be a published author? Have you ever wished there was a way to access in-depth information on medieval topics just for the SCA?

Have we got a deal for you!

We are proud, honoured and excited to announce, with Their Highnesses' permission, the creation of a

new venue for researchers and students of the cultures and creations of the Middle Ages:

### **Bibliotheca Avacalorum**

*A compendium of research papers written by the people of Avacal (this means YOU!) on subjects of interest pertaining to the SCA period.*

*Who can contribute?* Any person who is now or who has in the past legally resided in the Principality of Avacal, or is an "Honourary Avacalian"

*What should you contribute?* Any research paper on a topic of interest to students of the SCA historical periods and/or cultures (see "Submission Guidelines" for specific information)

*Why should you contribute?* This publication will do many things for both the submitters and the Principality of Avacal

It will be a reference work useful to many others

It will showcase the scholarly aspects of Arts and Sciences in Avacal and the SCA

It will be a way to "teach" without travelling

It will, through the sale of the finished book, raise money for the Principality of Avacal

It will be a way to fulfill our "educational" not-for-profit status

It will be a great way to toot your own horn while being a learning experience for all

All of the chosen papers will be edited, just like in the "real" world. This means that if you don't feel that you are a good writer, don't think this excludes you. Plenty of "real-life" authors of non-fiction are assigned editors to take their important and well-researched information from basic to beautiful. If your paper covers an interesting and informative area but needs polishing to get it to a more readable state, an editor/writer's helper will be assigned to you to assist in making that happen.

We urge you to visit our website at

[http://www.geocities.com/avacal\\_book\\_project/](http://www.geocities.com/avacal_book_project/)

Or speak to/email/write to either

Morgan the Unknown  
mka Morgan Smith  
219 - 25 Avenue NE, Apt. B  
Calgary AB, T2E 1Y7  
(403) 276-7643  
missym@shaw.ca

Tatiana the Outspoken  
mka Martina Irvine  
2925 Westwood Drive  
Prince George, BC, V2N  
1R7  
(250) 562-7807  
scamongol@shaw.ca



# SCA-Canada Information

DATE: FOR IMMEDIATE RELEASE TO ALL SCA BRANCHES IN CANADA

## CONTACTS:

### **Western Provinces and Prairies**

Tom Pilcher  
3140 Stevenson Place.  
Victoria, BC  
(250) 995-8526  
tpilcher@shaw.ca

### **Ontario**

Shelley Rabinovitch  
149 Thornbury Crescent  
Nepean, ON K2G 6C3  
tsivia@uottawa.ca

### **Quebec**

Benoit Fiset  
274 Durocher app:1  
Quebec, Quebec G1K 4W8  
(418) 525-8498  
godfroy@conroyfalaize.org

### **Maritime Provinces**

Mike Reid  
30 Limerick  
Halifax, NS B3P 2E2  
(902)479-3341  
dmreid@hfx.eastlink.ca

SCA-Canada

By now many of you have already heard of online activities and discussion under the name of SCA Canada found on the World Wide Web at <http://www.sca-c.org/forums> and through the Yahoo Group SCA-Canada ([scacanada@yahogroups.ca](mailto:scacanada@yahogroups.ca)).

This interest group, formed by Canadian representatives, will seek to investigate thoroughly the options available to SCA Inc members residing in Canada. It is hoped that a thorough, inclusive investigation involving people active in the SCA from every corner of the nation can bring to light some of the issues that need addressing and bring these issues to the attention of those with the responsibility to address them.

It is important to understand that these discussions will not automatically result in the formation of a Canadian entity as that is only one of many possible situations to consider.

It is the desire of those now involved in this process that as many Canadians and even SCA members throughout the world with an interest in these topics are allowed the place to bring their concerns and ideas that they may be properly heard.

This will be truly a coast to coast endeavour seeking to enlighten our membership regarding legal and financial issues that currently affect our operations, if nothing else.

Please disseminate this Press Release freely to all Canadian SCA branch communications media.

*French translation available upon request.*

## Of Note

Some clip art used is from Lord Kyl's Clipart Web Page: <http://clipart.lordkyl.net/>

# Book Review

## Lord Brynach ap Rhys

Newman, Paul B. *Daily Life in the Middle Ages*. Jefferson, NC: McFarland, 2001.

“Daily Life” can be found in the University of Northern British Columbia stacks, catalogue number CB 353.N46 2001. This book is an excellent overview of how people, in general, went about their day-to-day life in Europe during the Middle Ages. The author attempts to debunk the depiction of the era in modern media; ignorant people who wore tattered garments, ate anything that crawled along, and were generally, well, dark and dirty. He describes people not much different from those in the 21st century; people just like us who had needs and wants. He describes noble and peasant alike, as far as his research goes. This isn’t a fully footnoted research text. However it does have an extensive bibliography.

There are seven chapters; Eating and Cooking, Building and Housing, Clothing and Dressing, Cleaning, Relaxing and Playing, Fighting, and Healing. Each of these chapters is divided into clearly labelled sections and subsections, which makes it easy to find a particular topic.

Just because a book is well organized does not make it either accurate or easy to read. This book, for the most part, instilled a great deal of confidence in the author’s research. The bibliography, as stated before, is extensive. There aren’t any major rewrites of history or outlandish claims made. Nor does the author claim to speak for the entirety of Europe, given the variety of cultures from Dublin to Athens, and Birka to Malta. This book is an overview, which should not be forgotten while reading it. This text is not designed for those looking for region-specific information, such as how to build 14th century Lithuanian armour.

For newcomers to the SCA and to the Middle Ages, this is an excellent book. This book is also easy to read. It is written in a light hearted manner, with frequent cross-references between medieval and modern life.

Four smileys out of five.

# From the Chronicler

## Lord Brynach ap Rhys

*The Portcullis* is written by and for the members of the Shire of Cold Keep. However, there are rules governing the publication of local newsletters. Consider the following question:

Who besides the local membership reads *The Portcullis*?

Although one cannot be certain who actually reads either the electronic or hard copy versions of any newsletter, the following can be said for certain. The Kingdom of An Tir Handbook requires complimentary copies of all branch or guild newsletters to be submitted to the Kingdom Royalty, Kingdom Seneschal, and Kingdom Chronicler. Not required, but encouraged at both the Kingdom and Principality level, branch newsletters are also sent to the Principality Seneschal, Principality Chronicler, and the SCA Grete Boke.<sup>1</sup>

(1) The An Tir Handbook, 3rd ed. 15 Dec. 2004. 10 April 2005 <<http://www.antir.sca.org/Pubs/ATH/>>

# AUTOCRATTING AND THE CALENDAR

So, you have decided to autocrat an event. Good for you! But, now what do you do?

First of all, you need a date. Every branch is allowed one principality-wide no-conflict event, and these are set at February Curia. If your event isn't one of these, you need to reserve a date: this is done by submitting to Principality Calendar a completed Date Reservation Form, duly signed by the branch Seneschal.

Okay, now you have a date. You've planned your activities and have a hall. What's next?

According to Kingdom Law, at least one branch event must be published in the "Crier" for the branch to retain its status; Cold Keep has established the policy of making all events "official", which means they must all appear in the Crier. In order to get your event into the Crier, you must complete an Event Information form and have it duly signed by the Seneschal, and send it to Principality Calendar along with your event copy.

It is important to note that the Event Information Form and copy **\*MUST\*** be submitted to Calendar no later than the 15 th of the month **\*two\*** months prior to the event (eg: the 15 th of April for an event in June). Event copy must be under 300 words for publication.

Do not send information directly to the Crier: it will not be published until Principality Calendar approves the form and copy.

If revisions to the copy need to be made, or your form was sent unsigned, you have a few days grace after the 15 th, but don't leave it for too long or your copy won't make it into the Crier.

All the forms can be found on the Kingdom website - go to the "Forms" link on the Cold Keep website, and it will take you directly there.

Happy autocratting!

## Disclaimer

This is the April 2005 issue of *The Portcullis*, a publication of the Shire of Cold Keep of the Society for Creative Anachronism, Inc. (SCA, Inc.). The Portcullis is available from the chronicler at Council meetings or by request, and can be downloaded and printed off the Shire of Cold Keep web site. It is not a corporate publication of SCA, Inc., and does not delineate SCA, Inc. policies. Any opinions expressed are not the opinions of the chronicler.

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