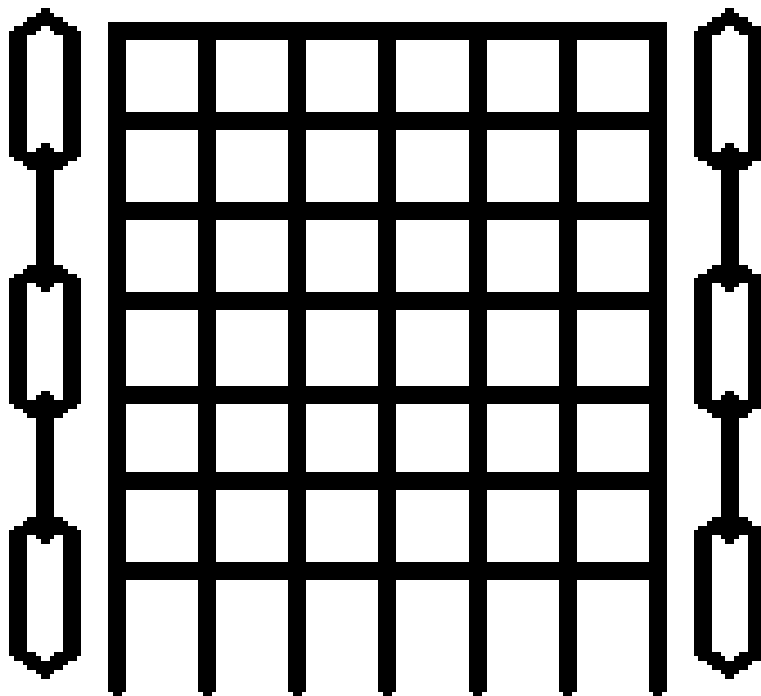


The
Portcullis
3-3



Shire of Cold Keep
(Prince George, BC)

June 2004

Vol. III No. 3

Royalty

Their Royal Majesties of An Tir Skapti Thorinson and Asa Starradottir

Scott Zeller
11221 80th Ave NE
Kirkland, WA 98034
425-823-1783

Alison Avery
900 SW Holden St #106 Seattle,
WA 98106
206-766-9684

king@antir.sca.org

queen@antir.sca.org

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

Their Royal Highnesses of An Tir Thorin Njalsson and Dagmaer in Hvassa

James Paxton
3422 - 153rd Street SW
Lynnwood, WA 98037

Caroline Rosevear
3422 - 153rd Street SW
Lynnwood, WA 98037

prince@antir.sca.org

princess@antir.sca.org

206-369-4009 (Leave voice mail after 10pm)

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

Their Highnesses of Avacal Murchad macArtgal and Morrigan Clubfoot

David Smith
124 Big Springs Hill
Airdrie, AB T4A 1K4
403-948-3154
(no phone calls after 10pm)

Jude Harrison
#18 643 4th Avenue NE
Calgary, AB T2E 0J9
403-212-8908
(no phone calls after 10pm)

avacal-prince@antir.sca.org

avacal-princess@antir.sca.org

Their Highnesses maintain **separate** mailboxes. Please send two copies of your message as appropriate.

Tanist and Tanista of Avacal Vik Vikingsson and Inga the Unfettered

Jim Manners
1325-72 Street
Edmonton, AB
T6K 3E9

Michelle Height
1325-72 Street
Edmonton, AB
T6K 3E9

(780) 463-4445 (no calls after 10:00pm)

avacal-tanist@antir.sca.org

avacal-tanista@antir.sca.org

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

Herald

Lady Brigit ingen Meic Thíre Ruaidh
celticwolf@telus.net

Chatelaine

Lady Desirée de Colecestra
desireeofcoldkeep@hotmail.com

Captain of the Bow

HL Vladimir Andreivich Aleksandrov
chornem@navcanada.ca

Chronicler

Lord Brynach ap Rhys
archer77@telus.net

Champions of Cold Keep

Heavy

HL Nathaniel De Rennes

Rapier

Vincent Pendragon

Archery

Lord Markus Pheilsmid

Arts and Sciences

Lady Natal'ia Volkovicha

Regular Meetings

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

From The Seneschal

Lady Natal'ia Volkovicha

Greetings good gentles of Cold Keep,

Summer is again upon us, warming the earth and bringing out the flowers. It's my favourite time of year, because it means tourney season is again upon us.

I'd like to congratulate the two new champions of Cold Keep, chosen at our May Champions event. Lord Markus finally was able to make it to a tournament, and is our new Champion of the Bow. And HL Nathaniel won the Heavy championship, in a sweeping irony, as he had made the prize! Congratulations again to our new Champions.

I would also like to thank Lady Brynn for all her hardwork during her term as seneschal. She has done a wonderful job and has certainly earned her rest. I hope that I can adequately fill her shoes.

Fight practices have moved down to Fort George park again, Tuesday and Thursday nights at 7pm. Hope to see you down there!

From The Chronicler

Lord Brynach ap Rhys

Greetings!

I would like to thank all of this month's contributors, Sir Geoffrey de Rennes, Lady Natal'ia, and Lady Brigit. Without them, this would be a much smaller newsletter. If you wish to share a topic related to the Middle Ages, the Renaissance, or the SCA, please feel free to send it to me in either WordPerfect or Word format at archer77@telus.net.

Thanks also to HL Josephine for passing along upcoming event information for the Shire of Tir Bannog (Smithers, BC). If you are either hosting or know of an event in your area that would be of interest, please forward the information to me. This information can be posted in The Portcullis and on the Cold Keep web site.

Cold Keep Web Site

http://www.geocities.com/trad_archer77/ColdKeep/ColdKeep.htm

Calendar

July		
Date	Event	Group
1	Canada Day Demo	Cold Keep
1-4	Quad War	Bordergate
2-4	An Tir/West War	Kingdom of the West
3-4	Fields of Gold	Tir Bannog
10	Turkish Picnic	Myrgan Wood
16-18	An Tir July Coronation	Three Mountains
22-29	Clinton Work Week	Lions Gate
30-Aug 2	Avacal/Inlands War	Wealdsmere
30-Aug 2	Clinton War	Lions Gate
August		
14-15	Official Rapier Workshop of the North	Tir Bannog
21	Avacal Investiture	Sigelhundas
27-29	Forest War V	Coill Mhor
28	Flight or Fancy - A Dandy Event	Vatnsdalr
September		
3-6	An Tir September Crown Tournament	Dragon's Laire
10-12	Harvest Feast	Bitter End
18	Michaelmas Feast - U of A Classes	Loch Dorr
18	Tir Righ Fall Coronet	Ramsgaard
25	Birthday Bash	Traitor's Gate

Event Information

July 3-4 Feilds of Gold OPEN Heavy Championship
 Shire of Tir Bannog, Smithers, BC
 Camping event.
 Autocrat: Lord Tewel Gover cardinal@bulkley.net

August 14-15 Official Rapier Workshop of the North
 Shire of Tir Bannog, Smithers, BC
 Don Prospere, Don Kiren, Sir Oak and Thora, and many more will be attending to teach. This is an opportunity not to be missed. There will also be lthra Classes available put on by HE Baroness Amanda. Please contact HL Josephine Blackthorn, blackthorn@monarch.net for more information.

Natal'ia's Notions

Lady Natal'ia Volkovicha

There are many things that we do in the Society that add to the pageantry and sense of reality. We wear garb, we change our names, we shop at value village for wooden tableware and pewter tankards. But that is just the beginning of what we can do to make this hobby a little more realistic.

Developing your persona can add immeasurably to your enjoyment of the SCA.

History of the SCA

Consider the origins of the Society. The SCA was accidentally started by a group of students at Berkeley, who had a garden party and tournament as an end of semester going away party for one of their friends. The students involved were all studying various aspects of the Middle Ages. Because they had so much fun, they decided to do it again – and the SCA was officially formed. (This tidbit of history can be further researched at <http://history.westkingdom.org/Year1/index.htm>).

In studying the history of the Society, we find out that accuracy was not always an issue. As the SCA has grown, research and knowledge has allowed us to progress to a point where we desire more accuracy in our play, whether it be through researching the arts and sciences, garb or even or personas.

Developing a Persona

In those first days of the Society, a persona was simply a name you chose to use for the event. Now, it is so much more. Upon joining the SCA, you probably decided on a name or style of garb before you did anything else. This was the beginning of developing your persona. Who and where you are are the foundations of persona development.

From there, it becomes a matter of how far you want to go with developing you persona. Developing your persona is not a requirement to play in the SCA; it is just something that will make your game more interesting and fun. With that in mind, here are a few quick questions even a child in the Middle Ages would be able to answer (the rest of this quiz can be found at <http://www.enter.net/~brewer/sca/checklist.html>).

1 - What is your name? Is there an English translation or equivalent? How did you get your name?

2 - Where are you from? In what part of the country do you live? Are you from a city, village, manor, farm, town, etc.? In what kind on building do you dwell? Can you describe living in general in this place?

3 - When are you from? What year is it? When were you born?

4 - What is your social status (noble, peasant, other)? Are you wealthy, poor, in-between? With whom do you live? Are your parents alive? Do you have siblings? Are you married? At what age do people marry, on average? Do you or does someone in your family owe fealty to anyone?

5 - What do you "do"? Do you have a regular job? If you're gentry, where does the cash come from?

6 - What is the basic unit of currency?

7 - What is your typical daily menu? Are there religious or other restrictions on your diet?

After you have researched the basics of your persona, you can move on to greater detail. Lady Arnora Dunestan, of the Kingdom of Ealdormere, has created a wonderful template for creating a persona. It can be found on the Internet at <http://ece.uwaterloo.ca/~arnora/arnora/persona-dev.htm>.

Using your Persona

Once you have a persona, use it! Do not let it sit in the back of your head (or saved to your hard drive) and grow cobwebs. Learn it, and use it. Persona play can be one of the most fun aspects of the SCA. When you are at events, think about how your persona would react to the day's activities. How would your persona reverence the crowns, or coronets? How would your persona react to specific foods being served at feasts? How did your persona end up in Cold Keep, in the Kingdom of An Tir? These questions are merely starting points for how to incorporate your persona into events and shire activities.

I don't have a 'next month' topic yet, because I wanted to remind you that I'm not merely writing to see my name in print. If you have a topic you'd like to see covered, I'd be happy to write about it. If you have questions about the Society, the Kingdom, or the period, I'll tackle it – your job is to provide the questions. Please contact me at natalia (at) telus (dot) net with your queries.

The Heraldic Voice - Documentation

Lady Brigit ingen Meic Thíre Ruaidh

Who, What, When, Why and How to Document

Ideally, when you create your persona, you choose your name by research from several references to ensure the name is constructed properly and was used in your preferred period. In practice, however, most persona names are picked because we like the sound of them, or because the name has a special meaning for us. Then, after a few years of using it, and being known to everyone by that name, you decide to register it.

In the SCA, we register our persona name and device to make it uniquely our own, but in keeping with the goal of recreating the Middle Ages, we also endeavour to ensure names and armoury are as authentic as possible for each individual's time and culture. Documentation is a vital part of that effort because it verifies that a specific name or device element was used in period.

Documentation for Device Elements

It is unusual for a device submission to require documentation, but in some circumstances documentation is necessary to show that a proposed element of the device was known and could have been used. Pink flamingoes, for example, were relatively unknown to most Europeans in the Middle Ages, yet there are four instances of pink flamingoes registered in the SCA. The Rules for Submission of the An Tir Administrative Handbook, Part VII says “Every element in a piece of Society armoury must be compatible with period armorial practices”, so an unusual or uncommon element may be registerable as long as sufficient documentation is provided to show that it meets this requirement.

In general, the rule for species of animals or plants that were native to the New World is that they cannot be registered; however, if enough evidence can be shown to demonstrate the animal or plant in question was known well enough in period Europe to postulate that it could have been used in heraldry, or if evidence can be found to suggest the item was used in heraldry, the device should be submitted, and leave the final decision to Laurel Sovereign-of-Arms and the College of Heraldry.

Documentation for Name Elements

On the other hand, all name elements must have appropriate documentation, even for a name as common as “John”, “Mary” or “Smith”. The reason for this is simple: not every name, no matter how common, existed in every culture or in the same form. “John”, for example, could be “Jean”, “Iain”, “Sean”, “Juan”, “Johann” or “Ivan” depending on the culture in which it appears. Names changed over time, both in spelling and pronunciation, or were out of style for a while, until being rediscovered and becoming popular once again. In order to ensure the name you have chosen is consistent for your preferred period or culture, documentation is required to show that it was used in that form.

The Rules for Submission, Part III, state “All names must be grammatically correct for period names and follow documented patterns”, and that “Each phrase must be grammatically correct according to the usage of a single language”, and that “Every name as a whole should be compatible with the culture of a single time and place”

Sources

Where do you go for good documentation? There are many resources, depending on the culture of the name you want: the library is a good place to start, and there are also several good information sites on the internet. There are several references that are commonly used, and are considered to be good documentation by the College of Heraldry: a list of these can be found at http://www.sca.org/heraldry/laurel/admin.html#APPENDIX_H. There are also websites the College of Heraldry consider good sources for documentation, with much of the information written by SCA heralds. The Academy of St Gabriel (<http://www.s-gabriel.org/>) is one, as is The Medieval Names Archive at <http://www.panix.com/~mittle/names/>: both of these sites encompass names from many cultures, and the Academy of St Gabriel offers an advisory service as well.

There are also sources that are not acceptable as documentation: baby name book; fantasy novels, games or movies; many internet name sites; or general references (eg, encyclopaedia

or history texts). The reasons these should not be used are that most of these sources do not specify a date or period for the name, or the name is in a modern format rather than a period one; or, especially in the case of fantasy literature, the name was simply made up by the author.

It is advisable to have more than one resource listed for each part of the name, especially if it includes a variant or uncommon spelling, or has an unusual construction. Using dated period sources such as tax or census rolls (eg the Domesday Book of 1086) is one of the best forms of documentation. And, of course, the heralds are also an excellent resource. They will advise you on name construction and format, and help you locate those hard-to-find references or that obscure name format.

With proper research and good documentation, the process of registering your name and device will go much more smoothly.

Why do SCA groups drive away people?

Sir Geoffrey de Rennes, OL

You join the SCA because it is a world of wonder and enjoyment, but underneath all that glow are problems which are common throughout the SCA as a whole. This article tries to show some of the reasons talented individuals who join a group may end up leaving it. Note, the things listed below are common and it may take a combination of them to make a person leave. But if you keep ramming your head into a brick wall day after day, one day you decide to get a ladder or just plain stop.

1. The Rejected Volunteers:

Individuals find the SCA and take to it. They enjoy the events and they want to help. They offer to assist with the next event, in any capacity. But they are told, "Sorry, we have everyone we need right now." OK, no big deal. They go to the event, help in minor ways and since they are not really needed, go home at the end of the day. The next day they find out that there were not enough servers, no clean up crew, etc. and they wonder, "But I offered to help and they said they did not need any more help???"

They go to the local council and try to contribute. They offer to help the regular autocrats and are again told "We have everyone we need." (Sound familiar). They try a few more times and then decide, "I'll autocrat the next event." So at the next council they volunteer to autocrat, but someone else seems to always be chosen for the regular events. Then they decide, "I'll autocrat a new event." So they go to council and speak up, but there is never an open date on the calendar, forms required are not available, and the person who has the forms keeps forgetting them, month after month. After a while, the person simply stops trying to volunteer and wonders "Why am I here if I can not even contribute?" So they get involved in the group next door or at Kingdom level where they can contribute. Or, they simply quit the SCA.

2. Unwelcome Wagon

A person in the SCA moves from their small local group, in the middle of no-where, to the big Barony. Wow, this will be great. Lots of events, interesting people, things to do and learn. The person arrives and attends their first event in the Big Barony. They are greeted by the Unwelcome Wagon. They are ignored. No one even bothers to say hello and welcome. They are not included in the conversations, groups or made welcome even at local council. Everyone in the Barony is important and important people don't have time for nobodies, seems to be the attitude.

3. Clubbed Seal Pups

A new person finds the SCA and falls in love with the idea of fighting in heavy combat. They find out everything they need to know and work frantically on their armour. They manage to buy a helmet, finish their shield and finally track down some rattan to make a sword. Finally they can go to practice, play and have some fun.

They get their armour on and line up to fight. No one has shown them how to hold their shield, block or even how to swing a blow. They give it a go, and get battered black and blue. They convince themselves, that they are new and learning, but they will get better. They go to the next practice, and get battered black and blue again. This keeps happening each time they put on armour. After a while, it just does not seem to be so much fun.

4. Period Nazi's

A new person has just finished their first costume for their first, maybe second event. They simply sowed something to wear out of what they had or could find. And the first people they run into tell them that the colour is not period, lace is not period, their footwear is not period, they are not wearing their hair in a period manner, etc... They did not ask for this information and by simply showing up get verbally assaulted over things that they know nothing about. Do the Period Nazi's bother to help, of course not. They just like to tear people and their things apart, but they would never consider offering to lend a book on the subject or help the person with their next sowing project.

5. Nasty Politics

A person joins the SCA and gets involved. Because they have a sense of integrity, they open their mouths at council to mention/point out things that it seems other people do not want to hear. Or they espouse causes that if opposite to what some others want done. They go to each council and seem to find themselves in a battle royal over various issues or over no issues at all. One day the person goes to another event in another group far away. They meet interesting people, enjoy fascinating talks about history, learn new things and are treated with courtesy by everyone they meet. The person returns to their own local group and find themselves again embroiled in political wars that all of a sudden seem just plain dumb. The person wonders, why am I putting up with this cesspit. They then realize that they do not have to. The simple have to leave the group and go where they can enjoy themselves.

6. Victim of Gossip

A person joins the SCA and gets involved. They meet many people, some are fine and some they can do without. You are not likely to find everyone in the SCA is going to become your instant friend. After they have been around for a while, if they are seriously active in any way, they become a target for gossip.

Some gossip is minor. Some is not. There are individuals in the SCA that get a kick out of spreading malicious gossip about people, just to see everyone going crazy. These types don't even care if the gossip is even true. They simply make up whatever they think will do the most damage. Why do they do it? Because they get a kick out of it.

If you have found yourself a victim, you are not likely to stick around long. There are much nicer places to be.

Some of the people you meet in the SCA can also cause a person to leave. Look at the list below, have you run into these types, how did you feel? Also, you may run into various combinations of these types.

1. Lecherous Lord: Most ladies do not attend SCA events to be assaulted in the night, or even in broad daylight. There is a lord on the Island whose actions have caused a number of ladies to decide that they will not attend an event if that lord is present.
2. Drunken Party Drone: These individuals drink constantly, party wildly and are typically the one's making all the noise at 3:00am, keeping others awake. After the event is over, you can tell their ex-camp space by the amount of debris that they don't bother to clean up.
3. Award Snob: If you don't have an equal award to greater, you are beneath them. Award snobs only talk to important people and important people have equal awards or greater.
4. Authenticity Police: As we mention with Period Nazi's, these people seem to take great delight in tearing apart anyone's efforts to create things, even if they know nothing about the topic.
5. Officious Officer: This person enforces the letter of the rule or procedures exactly. They simply seem to get their enjoyment from making people jump through hoops, even if those hoops are un-necessary.
6. Local Dictator: This individual runs the local group with their friends or subordinates. They make all the decisions and no one else is allowed any say in such important matters. After all the Local Dictator knows what is good for you, whether you like it or not.
7. Pot Stirrer (S#\$t disturber): Sometimes every group needs one of these people. Sometimes every group wants to string them up.
8. Destructive Criticizer: Immediately after you have autocrated an event, you will hear everything that was wrong with it from this type. The Destructive Criticizer will tell you that there were not enough port-a-potties, camping space, servers, or god forbid, no alcohol at the event. They will tell everyone within hearing or on the local Internet list. But the one thing they will never do, is actually get off their lazy butts and help. They seem to enjoy tearing others down. I guess this way they feel better.

If you run into enough of these types of people or circumstances within your local group, what would you do?

Disclaimer

This is the June 2004 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. 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.

Copyright © 2004 Society for Creative Anachronism, Inc. For information on reprinting photographs, articles, or artwork from this publication, please contact the chronicler. Please respect the legal rights of our contributors. Except where otherwise noted, all articles may not be reprinted without permission from the original contributor. Contributors must inform the chronicler whether or not their submission may be reprinted. Contributions must be received by the second Monday of each month.