

Handbook for SCA-101.®

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By

Bannthegn Alianora da Lyshåret, O.L.

Introduction: The College of St. Brigid & SCA-101

This manual is a revised version of the original Handbook for SCA-101©, written to accompany the SCA's first "SCA-101©" classes given at the College of St. Brigid, beginning in 1981. The structure, etiquette and protocols of the SCA are complex and confusing to beginners, and our newcomers were gleaning their information willy-nilly, and generally being badly misinformed.

The Society for Creative Anachronism, Its History and Structure

Definition from the Corpora and By-laws of the Society for Creative Anachronism:

"The Society for Creative Anachronism, Inc. (SCA, Society) is a nonprofit educational organization devoted to study of the Middle Ages and Renaissance. Most of its activities take place in the context of a social structure adapted from the forms of the European Middle Ages, which allows participants to take a first-hand look at various aspects of the life, culture and technology of the times under study."

For Society members, most of the world, and all of the centuries prior to the 17th, can serve as a source for personal research. However, the further you go from the core of Medieval and Renaissance Europe, the less the environment we offer will resemble what someone of your time and country would find natural or homelike."

The Society for Creative Anachronism, Inc., is the largest American living history organization, with branches all over the world. We're often confused with entertainment enterprises like Renaissance Faires on one hand, and re-enactment groups on the other. Unlike Renaissance Faires, we are a non-profit educational Corporation, conducting our events for our own learning experience and pleasure.

The Society also differs from historical *re-enactment* groups in that we do is better described as *re-creation* than *re-enactment*. We are concerned about historical accuracy, but we seldom re-enact specific battles or events. Instead we have formed our own medieval-style courts, and hold tournaments, revels, and other medieval events.

The SCA is an organization with deeply idealistic roots. As the group has grown and matured we've tried to achieve a balance between striving for legendary heroism and working for historical accuracy. While researching and practicing period crafts, arts, and combat we seek to establish a world of the chivalric ideal from our core inspiration in the romance of medieval courtly love in the high Middle Ages. All that is required to attend an event is that you wear clothing that is a reasonable attempt at the dress of pre 17th Century, i.e. Middle Ages & Renaissance, Europe. This period roughly starts at the fall of Rome (400-600 A.D.) and with the cutoff definitely set at midnight, December 31, 1600.

Some people come to us looking for a venue to enlarge on some other interest they may have, and while we are tolerant, the Society is becoming increasingly intolerant of non-scope activities.

What the SCA isn't and doesn't do:

- ❖ A Renaissance Faire.
- ❖ A Science Fiction or Fantasy convention.
- ❖ A vampire, cavalier (3 Musketeers) or pirates club.
- ❖ Acknowledge or protect the cultures and practices of other living history groups.
- ❖ A Fantasy Role Playing Game- Like some LARPs, *Dungeons & Dragons*, *The Masquerade* or *World of Warcraft*.
- ❖ Recreation of East Asian or other cultures with which the Courts of Europe did not have cultural contact from 600-1600
- ❖ Classical Greece & Rome and Dynastic Egypt (Before 400-600. A.D.)
- ❖ A venue for public religious proselytism or practice.
- ❖ Anything to do with modern politics.
- ❖ Modern ethnic culture.

The Beginnings of the SCA:

The SCA wasn't exactly founded, but rather evolved over a number of years. It all started with a backyard tournament in Berkeley, California on May 1, 1966. The participants had so much fun that they threw another tournament, and then another... Eventually the winners of

these tournaments were given the role of King at the local Renaissance Faire, and the group continued to grow. Over more than four decades the Society has continued to evolve, with an increasing emphasis on education, historical accuracy, and the details of practical living history.

The Society was accidentally named by the late author Marion Zimmer Bradley. Needing to come up with a name for the organization, Mrs. Bradley jokingly wrote “Society for Creative Anachronism” on a New York Parks Department form, and somehow it stuck.

The SCA was incorporated in 1968 as a non-profit, educational corporation, governed by a Board of Directors. The group is divided into various branches, from regional: *Kingdoms*, to local: *Baronies & Shires*. Each kingdom is ruled by a *sovereign* (usually a king) and his or her consort (usually a queen). The sovereign is chosen by combat, being the winner of a *Crown Tournament* (See Tournaments below.) Within kingdoms there are often smaller sub-regional branches including *principalities, baronies, shires and cantons*. Rulers of principalities are also chosen by combat. Territorial Barons and Baronesses are elected by the members of their Baronies.

Branches of the Society:

Kingdom - area ruled by a King and Queen

***Principality** - area within a kingdom ruled by Prince and Princess

Barony - area ruled by a Baron and/or Baroness, who are also the ceremonial representative(s) of the Crown

***Province** - equivalent of barony, without a ceremonial representative

Shire - local branch reporting directly to a kingdom or principality

Canton - local branch reporting through a barony

***Riding** - local branch reporting through a province

College - institutional branch based at a school, research facility, etc

Stronghold - institutional branch based at a military installation

***Port** - institutional branch based at a military installation in situations where groups of members will be detached for long periods, as with ships at sea

**Atenveldt doesn't have this type of branch at this time*

Each branch must meet population and other requirements and be approved by the Board of Directors.

We operate under the **Corpora and By-Laws** of the Corporation. Kingdoms and Principalities may have their own laws and traditions, but none may conflict with **Corpora**, nor with any real world law. SCA “Laws” as such, shouldn’t concern newcomers as they mostly deal with the bureaucratic procedures of the Corporation and its branches.

The Corporation publishes a quarterly journal, **Tournaments Illuminated**, and a number of other periodicals, books, and pamphlets. Each kingdom has a monthly newsletter; Atenveldt’s is the **Southwind**. Baronies also publish newsletters.

Branches: Each branch level of the Society has a slate of officers, which differs in size and nature, each office dealing with a different aspect of our activities. These officers include:

Seneschal - Administration, law and public relations.

Herald - Heraldry and protocol, announcements and court activity.

Marshal – Combat arts, tournaments, wars and safety therein

Chronicler - Journals and newsletters

Chirurgion - First aid, medical matters, often a physician, nurse or EMT in real life.

Exchequer - Treasurer (on the Corporate and Kingdom levels, this officer is known as the *Chancellor of the Exchequer*)

Hospitaler or “Gold Key” - Hospitality, newcomer assistance, demos. This officer is sometimes also known as the *Chatelaine/Castellan*

Minister of Arts & Sciences – Oversees artistic and crafts activities and competitions, and encourages arts and sciences within the group.

Sheriff or Constable- Responsible for security and property, acts as liaison with law enforcement officials

Webminister - Responsible for branch websites and electronic communication.

Media Officer- Responsible for interacting with the press.

There are a number of other officers within the Society. Our oldest and still one of our most important offices is the event *steward*, also called an *autocrat*. This officer is in charge of putting on a single event, from renting the facility and planning activities to coordinating with all of the other officers involved. Most events take at least a month or so to plan. The Stewards of larger events can be involved up to 18 months or more.

Atenveldt

You are currently within the Kingdom of Atenveldt, the SCA's fourth Kingdom. Covering the state of Arizona, our Kingdom holds two Crown Tournaments each year in the spring and fall, to choose the two sets of Kings & Queens who reign each year. There are currently six Baronies within the Kingdom, and a number of Shires, Colleges and Cantons.

Our Kingdom was founded in 1969 by Phoenix journalists Rick Cook (Count Richard Ironstead) and Mike Reynolds (Sir Michael of Moria). Atenveldt combines the name of the Egyptian sun disk and an Afrikaans word for land or pasture. The new SCA Board, not knowing what to do with our fledgling group, decided to create the SCA's first *barony*, (with Michael of Moria as its Founding Baron). We then became the first *province*. Then Atenveldt became the SCA's first *principality*. Finally, on January 16, 1971, Atenveldt broke from our Western Mother Kingdom and became a *kingdom*. Happily, founder Richard Ironstead was the winner of the first crown tournament, crowning Felicia NicChlurain as his queen.

The Barony of Atenveldt

Atenveldt was the SCA's first Barony, the *Premier Barony of the Known World*. When Ironstead and Moria founded the group in 1969, the SCA's only branches were kingdoms. Since the new group was so small, the Board decided to make us a Barony. The Barony of Atenveldt is now one of the largest local branches in the Society.

Events

Many of our events are one day or evening activities, and others are camping affairs lasting an entire long weekend. It is encouraged for

all to attend any event they wish. You're not required to confine yourself to your local barony or shire. Some events are dedicated to one activity, but at longer events you might see any or all of the activities listed below.

Tournaments are outdoor events where the emphasis is on contests of arms. Some of these decide whom our next rulers will be, and others are fought for prizes ranging from the Queen's or Baroness' favor or similar prize to the honor of acting as the Baronial Champion. Crown tournaments are held twice each year, and no monarch may succeed him or herself.

All combat is carried out in the center of an area marked by a flagged or colored rope, called the "*eric*", and is chiefly fought on foot with wooden or metal shields and broadswords made of rattan. Other medieval weapons are used as well, such as maces, axes, etc. We also have organized later period rapier combat. All matches are refereed by officials called *marshals*. If you are interested in combat, talk to anyone at fighter practice. Fighters love to talk about fighting and are usually glad to teach.

Unless you are a combatant or marshal, stay well clear of the battlefield. If you hear someone shout "*HOLD!*" freeze and look around. This is the Marshal calling a halt to the combat and warning you that you might get fallen on, run into or hit by a flying weapon. Keep children well away from the field and watch them closely. An armored man can't easily control his own momentum and weighs far more than you would want on top of you.

In addition to swordplay, we have archery and equestrian competitions.

Many other activities occur at tournaments, such as dancing, games, *bardic* circles, classes, chess, and even dramatic presentations.

Arts & Sciences Competitions are held by most branches in Atenveldt, including the Kingdom and they vary in formality and requirements. Artisans enter their best work in various categories and are judged on the basis of historical accuracy, workmanship, creativity, and artistic quality. Entries must be accompanied by originally composed documentation noting their research on the items' construction and use in period.

Revels are more formal events, usually held indoors, often in the evening and involving a *feast*. Clothing might be fancier and activities usually include a royal and/or baronial court, where announcements are made, awards given out, proclamations made, etc. Dancing, dining, games and socializing are the order of the day.

Feasts Are meals provided at some events, served by volunteer members. Serving a meal is a very good way for a newcomer to meet people. Places at tables provided are taken on a first come first served basis and are marked by putting your cloth and place settings out on the table. (Just setting a basket down saves nothing but the place where the basket sits.) “Saving” places for more than a few people who aren’t yet present is considered rude and won’t be respected.

You will need to have a plate or trencher, cutlery, candles (If allowed by the site), napkins, a tablecloth, and drinking vessels. A plain wooden platter, simple beaker (Glass drinking vessels are historically accurate to our period and were very expensive in the Middle Ages), silverware and a plain white cloth will do nicely.

Don’t bring alcoholic beverages to *any* event unless you are of legal drinking age and are sure that the site allows alcohol.

Collegia (Singular- *Collegium*) are official, costumed, events devoted to instruction in various arts, crafts, activities and history. Classes are also offered frequently at other venues such as fighter practices and members’ homes.

Wars are our largest events. We hold multiple *wars* in Atenveldt each year. The largest is the annual ***Estrella War***, which is one of the SCA’s two largest events. Estrella, named after the Regional Park at which most of our Wars have taken place, is currently being held near Florence, AZ. The event is held in February, and attracts thousands of SCA members from all over the world. Participating Kingdoms choose up sides and actually fight a mock war with infantry, archers and siege engines.

Aside from the battles, wars feature arts competitions, classes for arts and crafts, various tournaments, troubadour performances and formal courts held by the royalty of various kingdoms. Musicians and merchants from all over the world come to entertain and hawk their wares. Attendees can fight, shop, be educated and entertained while

enjoying several days of total immersion in the atmosphere of a temporary medieval city.

Fees and Membership As at most official events, you will be expected to pay a *site fee*: an admission fee used to cover the cost of the facilities. These fees are quite low. Officially joining the Society for Creative Anachronism entitles you to a discount on site fees and will also give you the right to hold offices and receive awards. If you wish to participate in the feast, you might need to pay a fee to cover that, too.

| SCA Memberships can be purchased online at:

<http://www.sca.org/members/welcome.html> Membership forms are also available from the *Hospitaller* (Also called “Gold Key”). Forms can also be found in any SCA newsletter.

About Courts

The Royal or Baronial Court is a formal gathering during which various things happen. New rulers and officers are invested, awards given, presentations and announcements made. You could observe the Coronation of a King and Queen, the creation of a new peer or armiger, or simply hear some announcements.

Your court experience will begin with an announcement from a herald that Court will begin at X time. At that time, a herald will summon the *populace* (You and everybody else), who will assemble around the thrones. If the court is held indoors, it will usually be in an auditorium or hall where chairs are provided. If outdoors, you will want to bring camp chairs because courts can last awhile. Court seating is generally first come, first served.

The herald will call the populace to attention by announcing the rulers, at which point all stand, turn to face the entering King, Queen, Baron, Baroness or multiples thereof, and bow to them as they pass. Once the rulers have seated themselves, the herald will announce something like: “Their Majesties bid you to be seated” or “make yourselves comfortable.” At this point you sit down.

If you are ever formally summoned into the royal presence it will probably happen during court when the herald will call your name. Traditional etiquette calls for the person called to approach the thrones, bow. One bow or curtsy is sufficient, even if there are several rulers enthroned. Then await recognition and/or further instruction. It's the current fashion in Atenveldt to kneel immediately upon reaching the thrones.

Ladies are traditionally escorted to the thrones by a gentleman. (Ladies: If your "*Lord*" – Husband boyfriend, fiancé-- isn't handy, any gentleman will do. If you stick out your hand, you'll likely have several fellows vying to take it.) The escort is to release the lady a few steps before reaching the thrones, bow, and back away to the side. If you are to receive a medallion or accolade, you will be asked to kneel on the cushions in front of the thrones, if you haven't already done so. If you have a medical condition or religious stricture that precludes kneeling, just say so.

When given permission to leave, bow, turn around, find your escort if you have one, walk down the center aisle and back to your seat.

Weapons: Atenveldt custom precludes disarming before entering the royal presence. Aten rulers have nothing to fear from their subjects. Therefore, to disarm insults the Crown, the Barons and the populace. The custom varies in other Kingdoms.

Unless the site forbids it, anyone may carry a period style knife, dagger or sword. Bladed weapons worn on the belt add a period touch and sometimes serve as conversation pieces. We don't tolerate brandishing of or threatening with weapons, and don't allow combat with unpadded live steel.

"Anachronistic" Activities and Organizations

Guilds & Volunteering: Within every branch of the SCA are unofficial subgroups devoted to various interests and activities. There are guilds devoted to arts, crafts and various period interests; informal sewing circles, like-minded fighters who join to practice, choral groups, and many more. If you want to learn calligraphy, talk to the *scribes*, who letter and *illuminate* official documents and need all the help they

can get. The Estrella War always needs many volunteers. There are never enough heralds, cooks, dishwashers, hall cleaners, musicians, *chirurgeons* (first aid) or *water bearers* to go around. If you already have an applicable skill, or just want to help, your Kingdom, Barony or Shire wants you!

Arts & Crafts of the period are among our primary activities. Our members research and practice medieval crafts including weaving, embroidery, clothing history and construction, spinning, metalwork, calligraphy and illumination, painting, sculpture, glass blowing, lamp bead working, knitting, sprang, armour making, blacksmithy, dance, myriad period musical instruments, luthery, theatre arts, jewelry making, poetry, storytelling and many, many others. Our members also research many disciplines of the period including medicine, social sciences, etc.

Martial Arts of the period are also at the center of SCA activity. The primary of these is combat with broadsword & shield. We also engage in equestrian arts, archery, siege engineering and rapier combat, among others.

The **Household** is generally a group of friends or family with similar interests who band together to prepare for events, help each other with costuming, tent making, metalwork and other activities. Some households adopt a feudal internal structure, but most are informal associations.

Demonstrations (“*Demos*”) are excursions by a number of our members to schools, community centers, civic events and other such places where we demonstrate our combat, show off our armor and costumes and talk about medieval history. We are asked to do these on a regular basis and are glad for the opportunity to fulfill our wider educational obligations, share our enthusiasm and strengthen community ties.

Charitable Works pursued by our members include collecting toys for the Society wide annual Toys for Tots campaign, visiting schools, hospitals and retirement homes, and occasional participation in activities for the Make a Wish Foundation.

Courtesy- How should I act and what should I say?

We set great store by the chivalric ideal, and courtesy is our organization's most cherished virtue. Courtesy's core hasn't changed since the Middle Ages. Courtesy simply means being nice to other people, respecting their feelings, and treating them as you wish to be treated. The only difference is that we try to add courtly flourishes. Here are some pointers:

The *Herald* is the voice of the Crown and our public address system. When you hear someone shouting "Oyez!" stop and listen. He or she is about to make an announcement that we all need to hear. Absolute silence should be observed when a herald is speaking officially.

Make an effort to maintain the period ambiance as much as possible. Keep your dress as authentic as you are able. Hide glaring modernities such as ice chests, soda cans, etc. Do your smoking away from centers of activity and clean up your butts. Don't play modern music at events, and hide the audio equipment from view when playing period music.

No one expects you to go around spouting flowery Shakespearean phrases. In fact you're better off not trying it unless you have a thorough understanding of 16th Century English grammar and form.

Don't worry too much about making a mistake: "Please" and "thank you" are period words. Don't interrupt others' conversations; seat yourself at their tables; enter their campsites or handle their possessions without permission. When you use your common sense and best 21st Century manners you will do splendidly.

Rank, Titles & Protocol

In the earliest days of the College of St. Brigid, it took only a few sessions for us to learn that these are the topics newcomers want the most instruction on and that they want it soonest. Furthermore, we found that our newer members are subjected to a mountain of misinformation. While newcomers tend to be fascinated with it, please

don't get the impression that rank is all-important in the SCA. The goal of this section is to put rank and titles in proper perspective.

Bowing: Who. Where, When?

The first thing newcomers worry about is the *courtesy*: the bow or curtsy. All SCA participants are assumed to be of gentle birth unless they specifically choose otherwise, so it's always appropriate to bow or curtsy to any person you may meet, and they should return the favor. This form of greeting will soon become second nature.

What about the Royalty?

The only persons to whom SCA etiquette requires that you bow are our rulers. They, by tradition, have what is called a "*presence*": an imaginary circle surrounding their bodies for a distance of about ten feet. Customarily, you should pay *homage* when you come within the royal presence. Some also bow to empty thrones, though the royal presence exists there only when rulers are seated or the crown/coronet rests upon its seat.

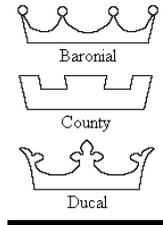
Just because a person is wearing a coronet doesn't mean that he has a presence. The only persons who have a personal presence are *Ruling royalty & nobles*: King, Queen, Prince, Princess and Territorial Baron or Baroness. Don't be nervous or try to avoid a presence, just bow and keep moving. If you wish to speak to the ruler in question, simply approach, bow, and wait to be recognized.

Why are there so many people wearing crowns and how do I tell who's Royalty?

Newcomers do get confused, as coronets are not limited to reigning royalty. Medieval Dukes, Counts and Barons wore coronets for occasions of state and held court in their own domains. SCA Dukes, Counts and Barons also have the right to wear coronets of rank.

Kings, Queens, Princes and Princesses will usually be wearing crowns and coronets larger and more ornate than the Barons and Royal Peers. The same is true for the coronets of Territorial Baron/esses as compared to other baronial coronets. Monarchs and Territorial Baron/esses will spend much of an event seated in central locations on discernable *thrones*. If you still can't tell, ask someone.

SCA Coronet Shapes:



Rank, Titles, and Forms of Address

Who's who? And what do I call them?

It can get pretty confusing. Just remember that “my lord” and “my lady” are good all-purpose forms of address. Most everyone will answer to that gladly. In the unlikely event that anybody shows offense at being called “milord”, he is unworthy of your courtesy, so forget him. But it’s ideal to address everyone properly, as SCA ranks and titles have been earned by the people who hold them. By using them you honor their hard work to make the experience better for all of us and add to the general ambiance. Once you get a better idea of who everybody is, you won’t have a problem.

Remember that the SCA was never planned; it just happened and grew without any blueprint or much initial attention to feudal hierarchies. The Society’s system of rank and titles is **not** historically accurate. For instance: In the SCA knight outranks a baron, and *Mistress* is a higher title than *Lady*. It’s the way it started and unfortunately became ingrained. Here is what you need to know about our ranks system.

There are three divisions of rank within the Society for Creative Anachronism:

- I. Royalty**
- II. Nobility**
- III. Gentry.**

Rank and definition

Form of address

Royalty

Are further divided into two categories: Reigning or “greater” royalty and the *Royal Peers*, or “lesser” royalty.

Reigning royalty- (have a personal presence)

King & Queen

Your Royal Majesty

Your Majesty

King/Queen Name

Rulers of the Kingdom

The sovereigns wear one of several sets of Aten royal crowns. Once seen, easily identified.

Crown Prince & Princess

Your Royal Highness

Your Highness

Princ/ess Name

The winner of previous Crown tourney and heirs to the throne

The most commonly worn of the coronets of the Aten Crown Princ/ess are diadems with incised laurel wreaths and large, malachite stones.

Royal Peers- former monarchs

Duke/Duchess

Your Grace,

Duke/Duchess Name

Have reigned twice as King/Queen

Dukes & Duchesses Society-wide wear a coronet of their choice, (Often embattled) with varying arrangements of strawberry leaves.

Count/Countess

Your Excellency

Count/ess Name

Have reigned once as King/Queen

Counts & Countesses Society-wide wear embattled coronets.

Crown Baron or Crown Baroness

Have reigned once as Princ/ess of Atenveldt (1969-71)

Your Excellency

Crown Baroness Name

Coronet style will vary.

Viscount/ess

Your Excellency

Have reigned once as Princ/ess of any *Viscount/ess Name*
Principality other than the Principality of Atenveldt
Viscounty coronets are usually *diadems*.

All peers, including royal peers, hold *patents of arms*. All SCA Countesses and duchesses, as former reigning consorts, are companions of the *Order of the Rose*. Their insignia is a pendant of a single rose. Atenveldt Crown Baronesses and Viscountesses are companions of the *Order of the Leaf*.

Hint: Almost anybody you see in a coronet is properly addressed as “Your Excellency”. Dukes/Duchesses are also Counts/Countesses

Courtesy titles:

The only “*courtesy titles*” used in Atenveldt are those occasionally extended to the immediate real world families of the Crown, and the spouses of former sovereigns.

The courtesy titles you are likely to encounter are those of *royal peeresses by courtesy*. By Atenveldt law and custom, the legal wife of a former *sovereign* (The winner of the Crown Tournament- so far all Atenveldt sovereigns have been kings.) shares her husband’s rank and precedence even if she did not serve as his royal consort. She, by custom, may wear the coronet of his rank, and is officially known by the landed form of his surname, i.e. “The Duchess Lockehaven” though she might be addressed informally as “Duchess Lorelei”. This particular lady, a countess in her own right, would thus be styled: Countess Lorelei of Zagamar, the Duchess Lockehaven.

Though not used in some time, ancient Aten custom also allows the children and siblings of the King or Queen to be created *Princes or Princesses Royal*. A Princ/ess Royal has no permanent or official rank or precedence. The real world mother of the King or Queen may be styled *Queen Mother*. These titles are unofficial, and vanish at the end of the reign.

Title Stacking:

Addressing members who hold two peerages using double titles is a relatively recent and unfortunately widespread fad we strongly discourage. It’s awkward, affected and historically inaccurate,

especially in English. Please use only one title at a time, preferably the highest title of the person in question.

Nobility

Peers of the Realm-----

The Order of the Chivalry is the combat peerage. This order is divided into two equal sub-orders, *Masters-at-Arms* and *Knights*. Members of both have been recognized for their chivalry, courtesy and proficiency on the field of honor. Knights are required to swear an oath of fealty to the crown at the time of their elevation and Masters are not. Companions of the order of chivalry come in both sexes.

Knights

Sir/Dame Name

Knights wear a plain, white belt and a large, open-linked, chain around their necks.

Masters & Mistresses-at-Arms

Master/Mistress/Dame Name

Masters/Mistresses at arms wear a plain white *baldric*: A strip of white leather hung diagonally across the chest from one shoulder to the opposite hip.

The Order of the Laurel is the peerage order for distinction in the arts and sciences. Examples would include Master Woodford of Lorien, who first distinguished himself by building armor, siege engines and the area's first period pavilion, and Mistress Louise of Woodshome, who excels in costuming and decorative arts.

Masters & Mistresses of the Laurel

Master/Mistress/Dame Name

This Order's insignia is a pendant medallion of a laurel wreath.

The Order of the Pelican is the peerage order established to recognize those members who have gone above and beyond the call of duty in the thankless area of administration or in other areas of volunteer service. Exceptional seneschals and other officers who have toiled hard and well are thus rewarded.

Masters/Mistresses of the Pelican

Master/Mistress/Dame Name

This Order's insignia is a pendant medallion of a pelican "in her piety", piercing her breast to feed her young on her own blood.

The Combined Peerages

All members of all orders of the peerage hold *patents of arms*. They are of equal rank and their precedence is reckoned by the date of their elevation. All peers have the right to *collars of estate* (Like those "S" chains you see around the shoulders of some people in 16th Century paintings.)

Remaining Nobility

Next come the holders of *Grants of Arms*. Though the Crown may bestow a Grant of Arms upon anyone, they were originally given to Kingdom Great Officers of State, previously described.

Grants of Arms

The Honorable Lord/Lady Name

Your Lord/Ladyship Name

A Grant of Arms ranks below a patent of arms, but above other *armigers*. Holders of Grants of arms are referred to as The Honorable Lord/Lady Name. In written form it would be abbreviated to "THL Name" or "TH Lady Name".

(*Note:* One should never use "lord/ladyship" as a title, or to refer to oneself)

Barons

Barons and Baronesses come in four different flavors in Atenveldt. First, there are *Territorial* or **Landed Barons**. A Territorial Baron or Baroness is the ruler of a Barony chosen by the populace and appointed by the Crown. They are not chosen by combat. Such are known as the Baron/ess of Placename. Example: Sir William Flanagan was recently the Baron of Atenveldt and Mistress Dasiya Alexandrovna Rostova the Baroness of Atenveldt. Reigning Territorial Barons & Baroness have a *presence*.

At the Atenveldt Crown's pleasure, those who have served as Territorial Baron/esses will hold the rank and title of **Thegn** or

Bannthegn (Gaelic titles for landed chieftains, roughly equivalent to “Baron” & “Baroness”).

Founding Barons, those who serve as the first Baron or Baroness of a Barony, have the additional prerogative of carrying the title in perpetuity, and are the only non-ruling nobles to officially carry the title in the *landed form*, i.e., Baron/ess Placename. Examples: Sir Michael of Moria is forevermore “Baron Atenveldt”, and Sir Woodford of Lorien is “Baron Tir Ysgithir”.

Court Baron & Court Baroness are titles granted by the crown as a special mark of gratitude and/or affection. Court baronies confer the right to wear a coronet, but carry no other rank or precedence.

Barons & Baronesses, (Including Thegns & Bannthegns)

Your Excellency

Baron/Baroness Name

(Or Thegn/Bannthegn Name)

Baronial coronets bear peaks (points) and/or *pearls* (Heraldic term for a sphere-usually metal). The sizes of baronial coronets are specified in Atenveldt Sumptuary tradition. Territorial Baron/esses wear the coronet of their Barony. The narrowest baronial coronets will be those of Court Baron/esses. The next largest will be those of Thegns and Bannthegns, who have the privilege of bearing the badge of their baronies on their coronets. The largest and most elaborate will be those of the Ruling Baron/esses

(Important Note: A few misguided folk have recently taken to referring to the various baronies (Crown, Court, and Thegn/Bannthegn) as “baronetcies” or “baronetseys”. This error unfortunately even appears on some websites. A *baronetcy* is the state of being a *baronet*. The title and rank of baronet is post SCA period. **Baronets do not exist in the SCA** and therefore neither do “*baronetcies*”.)

Armigers

Persons who have been awarded Arms by the Crown

Lord/Lady Name

There are *Armigerous Orders* within the SCA, awards given by the crown for service to the kingdom. These awards carry with them an *Award of Arms*, and their companions carry higher rank than simple

armigers. The oldest armigerous order and the highest service award of the Kingdom and the Society is *The Order of Light*

The first step from the gentry to the nobility is the simple award of arms. Holders of an “AoA” rank below members of the armigerous orders, but above the gentry.

Gentry make up the rest of the populace. This includes you, newcomer! Such *gentles* are addressed at *M’lord or/M’lady*, and should be treated with the same courtesy as any royal peer. A young girl could be called *demoiselle*. Please note that *M’lord* and *M’lady*, like *squire*, *apprentice* and *protégé* are **not** titles. The former are forms of address and the latter three are job descriptions. Never use them to refer to yourself!

Regalia

Insignia of rank are restricted by custom to those who hold the rank and office they symbolize. While *sumptuary* traditions in Atenveldt are not termed laws, respect for the hard work that earned members these ranks compels us to respect their exclusive right to wear them.

The information below is specific to Atenveldt. Baronial, County & Ducal coronet conventions are similar throughout the Known World, but other specifics of custom may differ.

Reserved (Restricted) Regalia

Crowns	The King and Queen
Coronets wider than 3-ish inches	The King and Queen
Coronets with Strawberry Leaves (Any shape)	Dukes and Duchesses
Embattled Coronets	Counts and Countesses, Dukes & Duchesses
Coronets with pearls and/or peaks	Baron/esses- All types (Note: There are size restrictions according to specific baronial rank)
Diadems: Coronets	Crown Prince & Crown Princess, Crown

with a single, central peak	Baronesses Viscounts & Viscountesses, Landed Barons & Baronesses
Coronets decorated with Baronial Arms	Landed & Founding Baron/esses
Coronets decorated with Baronial Populace Badges	Thegns & Bannthegns, Landed & Founding Baron/esses
Metal or metallic Circlets	All of the above
Laurel Wreaths (Metal, silk or other materials)	Companions of the Laurel
Caps of Maintenance (Chapeau shapes in red w/ermine)	Companions of the Pelican
Collars of Estate	Royalty, Ruling Baron/esses, Peers of the Realm, Great Officers of State, Kingdom Champions, & the Lions of Atenveldt
Medallions of Orders	The Companions of those orders
Chains of Fealty	Knights & Other Peers in direct fealty to the Crown
<u>Plain</u> White Leather Belts or Baldrics	Companions of the Chivalry: <i>Knights</i> or <i>Masters-at-Arms</i>
<u>Plain</u> green, yellow or red belts	Apprentices, protégés & squires
Spurs (Silver, brass, bronze)	Companions of the Chivalry,
Gold Spurs	The Sovereign and Dukes
White Scarf pinned to the left shoulder	Companions of the White Scarf

Uncodified Traditional Restrictions	
Pendant of a single heraldic rose	Ladies of the Rose
Gold/Silver two toned Spurs	Counts
Suns in Splendour on Coronets,	Former Crowns of Atenveldt

Collars of Estate, and other Regalia of Rank- or- quartered with personal arms on a surcote (NOTE: This charge is not otherwise restricted)	
Coronets of rank of the Royal Peerage	Royal Peeresses “ <i>by courtesy</i> ” - Legal wives of former Sovereigns of the appropriate rank
The Arms of a, Shire, Canton or College (NOTE: Not extended to Baronial & Kingdom Seneschals)	The Serving Seneschal of that Branch

You may wear any color you like. Purple is **not** just for royalty and “royal purple” wasn’t a restricted color in medieval Western Europe. Nor was royal purple the same violet color we call “purple” today.

As long as your clothing is reasonably accurate to our scope from 600-1600, and you avoid indicia of rank you don’t hold, you may wear anything you like.

Heraldry

is a pictorial form of symbolic identification common to most human cultures, especially when related to war. The basic principal is simple: I can’t read, but I know that the guy on the brown horse is Sir Joe Blow who is on my side, because his surcote, shield, banner, etc., has a picture of a red triangle on it.

Heraldry was immensely important in Medieval Europe and is also important in SCA activity. All members are expected to compose a suitable heraldic design (Called a *device*) for themselves. These devices must be unique, follow the SCA’s rules of composition, and will be registered with the College of Heraldry. See your local herald for specific information. Your device can and should be displayed at any event at to show that you are present. It should not be displayed if you are not present.

Rank in the Society is earned by service to the group, and comes from the Crown. As part of that recognition, the Crown will bestow the

right to bear arms in the form of *Letters Patent, Grant or Award* as discussed earlier. At the point that a member of the Gentry is awarded arms, his device becomes his cote of arms, and he becomes Lord Soandso, a member of the nobility. You are encouraged to display your device before you are awarded arms

Charges: Nobody has exclusive title to a *charge* (An object depicted in a heraldic device, such as a cross, an eagle or a cup) to decorate his clothing or other possessions. No one can claim exclusive right to *any* heraldic device *that is not officially registered to him*.

Historic heraldic devices related to persona practices can be used by anyone. No person or household can legitimately claim an exclusive right to use one. As long as it heraldically accurate, not restricted and not someone else's registered device, you may embellish your clothes any way you like.

Reserved (Restricted) Charges

Baldric - White baldrics can only be used in the armory of Masters of Arms.

Belt - White belts can only be used in armory of Knights of the Society.

Cap of Maintenance (Chapeau) – Are reserved to members of the Order of the Pelican.

Chain - Closed loops of chain (of any color) are reserved to members of the Knighthood. (Links and open chains are not restricted)

Chaplet of Roses - Reserved to Princesses.

Crowns & Coronets - May only be registered in the arms of Society branches of Principality level or above, or in the personal armory of Dukes, Duchesses, Counts, Countesses, Viscounts, Viscountesses, Barons and Baronesses.

Pelican in her piety/pelican vulning - Can only be used in armory of members of the Order of the Pelican.

Two straight trumpets crossed in saltire - Reserved to registrations of seals of Principal Heralds.

Wreath (laurel wreath) - May only be registered in the arms of Society branches.

Wreath of Roses -Reserved to Queens and companions of the Order of the Rose.

Costume

There are many sources of information on costume available, and you can also ask the *Hospitaler/Gold Key Officer* to point you in the direction of someone who can help you. Regular classes in costuming are available, as are bibliographies to help you start your research. Nobody expects newcomers to have a perfect ensemble right off the bat. We were all there once, and understand.

The scope of the SCA's period is Europe from 600-1600 A.D. This gives you an entire millennium, from the Dark Ages through the Middle Ages, the High Gothic Age and into the Renaissance. Our recommendation would be, unless you are a truly good seamstress with a thorough knowledge of period dress, to start with something relatively simple to construct, like a Saxon tunic or gown. There are a few online resources listed in the resources at the end of this pamphlet.

Common Costuming Mistakes to Avoid: We're very tolerant towards newcomers, but there are some things we see that jar the eye and stick out like a sore thumb. Don't be afraid of criticism, but to get a good start on dressing mediievally; you will want to avoid the following:

- ❖ *Bare arms and shoulders:* For pretty much the entirety of the SCA period, and in generally all countries and cultures, everybody, *always* covered their shoulders and arms to the wrist. You will find short-sleeved overgarments, but these should never be worn without a long sleeved undergarment. The off-the-shoulder chemise or peasant blouse popular with the Renaissance Faire crowd is a major boo-boo.
- ❖ *Head coverings:* Grown women in Western Europe generally wore some form of headdress. Depending on period and place, a veil, headrail, crespnette (hairnet/"snood") or scarf is appropriate. Men usually also wore some sort of hat or coif, or at least had a hood. Hoods were seldom sewn to the cloak and were a separate garment worn both with and without the cloak.
- ❖ *Shoes:* It's good to avoid blatantly modern shoes styles. Historically accurate shoes are now available at reasonable prices, and a number of our members make period shoes and teach the craft. In the interim, there are many unobtrusive simple, modern shoes.

- ❖ “*Mix and Match*”: Headdress and embellishments widely divergent from those of the period of your clothing are visually jarring. Examples: Gothic headdress with a 16th Century gown; high heeled *chopine* shoes with a 14th Century cotehardie; lace or blackwork embroidery on a 10th Century tunic or a 12th Century gown; and modern styles in trims or embroidery.
- ❖ *Fantasy costume*: Our goal is the recreation of the dress of Medieval Europe. The dress of any person who might *plausibly* have been at a medieval royal court is welcome. Purely fantasy costuming is not: Pirate outfits, tricorne hats, Spock ears, modern belly dance costumes, “wench” outfits, vampire teeth and fur bikinis should be saved for the Renaissance Faires and Sci-Fi conventions.

Your Persona

A *Persona* is essentially a character you invent and become in the Current Middle Ages. This person has a name and a heraldic device. You can develop a specific time, place, and a plausible background if you want, but it’s unnecessary to devise anything more. Most of our members don’t go beyond name, heraldry, period and place. All you need is a unique, historically accurate and consistent name.

Eager newcomers often develop intensely detailed, fantastical biographies that read like the plot of a bad romance novel. Please hold off until you have comfortably assimilated into the Kingdom, and then be sure that your persona history is plausible. Keep in mind the fact that few people in medieval Europe ever traveled as much as 20 miles from their birthplaces. Mixed nationality was quite uncommon below royal rank in most of our period.

We discourage going outside medieval Europe. As the Society becomes ever more concerned with historical accuracy, those who do are increasingly marginalized. In spite of this a very few folks do still have Asian, African and Arab personae. North African and Middle Eastern personae have some plausibility because there was at least some cultural contact with North Africa, and the Crusader Kingdoms in Syria and Palestine. Sub-Saharan Africans and East Asians had essentially no cultural contact with our time and places.

We welcome members of all races and ethnic backgrounds and your persona need not match your physical characteristics. An African-

American can play a 7th century Swede if he wishes and nobody will turn a hair.

You are encouraged to design and register a *heraldic device* that must meet heraldic rules and be unique. Once registered, your exclusive right to your heraldry will be protected by the Society. Attend heraldry classes and get advice from a herald on following the rules and learning heraldic terminology. Example: Alianora's arms form a picture of three white narcissus flowers seen face-on in a triangular formation with their stems and leaves included on a black background.

Heraldically this is described or *blazoned*:

Sable, three narcissi affronty one and two, slipped and leafed proper:

QuickTime™ and a
TIFF (LZW) decompressor
are needed to see this picture.

Drawing courtesy of Countess Ismenia O'Mulryan

Sable describes the color black, the flowers and their position are described, and “*proper*” means in their usual or natural state and colors.

Neither your name nor your device may be those of a historical or fictional character, nor someone who already exists in the SCA. You can't name yourself Eleanor of Aquitaine or Richard the Lionheart; nor will the heralds accept Ivanhoe, Robin of Locksley or Frodo of the Shire. Richard Ironstead and Katherine of Cate Hall are registered names of SCA personae and therefore restricted, but you may call yourself Richard, Katherine, or Alianora something else, because these were all common first names in our period.

You are not required to dress in the period and style of your chosen persona at all times, though some of our members do. Many of us try the many styles within the 1000-year SCA period. You aren't required to write a biography or even to address the issue.

Miscellanea

Authenticity is an ideal towards which we all strive. Some members go so far as to card, spin and weave their own cloth, which they then hand-stitch using handmade bone or copper needles. It's

admired but not necessary. Frankly, it is more important that your kit “look” right than be 100% accurate. By this we mean that the gown that looks just like the historic painting, even if the fabric is a synthetic blend, with serged seams and manufactured trim is a greater contribution to historical understanding and the enjoyment of all than is a hand-woven, hand-sewn, fantasy renaissance faire get-up. Historical accuracy is always preferred, but if you can’t do it exactly the way they did, faking it isn’t a crime. Accurate methods and materials take time and money to acquire.

We also put health, safety and common sense above historical accuracy. If you have to wear glaringly modern orthopedic shoes, do so. If you can disguise them, great; if not, no one will fault you. Many of us have poor vision and can’t wear contact lenses. Few can afford an extra pair of spectacles in a period design. Sunglasses are often a necessity in this climate, as the sun’s glare can be painful and harm vision. Unobtrusive sunglasses aren’t a problem, but aggressively modern styles are jarring, so avoid them please.

Modern medical equipment such as wheelchairs, walkers, crutches, oxygen tanks, etc., are never an issue and are essentially invisible to us

Religion was possibly the most important factor in the daily lives of Medieval Europeans and was at the heart of the Code of Chivalry. Unfortunately, it is a touchy point with modern Americans. For this reason religion is not a public part of SCA life. We do not allow religious services as official parts of events, though they may be held privately away from the center of an event.

Medieval Europe was overwhelmingly Orthodox Christian (*Orthodox Christianity* includes Roman Catholic [Western] & Eastern [“Greek”] Orthodox) with a minority of Jews and Muslims. Heterodox Christianity [Protestantism] appeared in the final few decades of our period. “Wicca” is out of period, as it is a modern religion. The pagans of our period were generally limited to early period Norse and Anglo Saxons.

Your persona may be as devout as you like and carry a rosary or psalter and wear a crucifix. At the same time you must remember that Christianity, Judaism and Islam are living religions today. Many of our

members are active Christians and Jews and we might have a Muslim or two. If you decide to carry religious objects, research their history and treat them with respect. You have an absolute obligation to respect symbols of other people's genuine faith.

Note: Please don't wear a rosary as a necklace. It's sacrilegious and highly offensive.

SCA vs. the 21st century: The Current Middle Ages are so much fun that some can forget that it really is just a hobby. The SCA isn't real life, however important a part of our lives it may be. We all must keep "the game" in its proper perspective and our lives in rational balance.

The SCA plays varying roles in the lives of its members, from all consuming to occasional weekend fun. But you need to remember that it's only the latter, and not carry SCA conventions into the social and business situations of daily life. Greeting other members outside events is fine, just be courteous and do it modern style when in the real world. If you meet a fellow member at a party or on the street and don't know his real name, ask for it and use it.

It's also important to apply this rule to the U.S. mail. The letter inside can be as flowery and title-laden as you please, but it's a lot more likely to get to its destination if you address it to "Dave Smith", instead of "Sir Ralph of Desmond". Be considerate of postal employees as well as your intended recipient

"SCA-ism": A 'cultish' approach to the idealism of the organization is unhealthy and unwelcome. Those who can't remember that the group is a club and part of modern life in the real world and/or treat the group as a religion are destructive to themselves and to our group. For your sake as well as ours: If you can't keep the Society in balance with real life, we urge you to find another hobby.

Illegal activities are not tolerated at SCA events!

Those committing crimes at SCA events are turned over to the police, and unlikely as it might be, it's your duty to call the police if you witness any kind of crime at an SCA event. Protect yourself and the rest of us by dialing 911 and notify the Seneschal immediately.

General obnoxiousness, such as loud foul language, racial and religious slurs, obscene gestures, lewdness, drunkenness and other such behavior are not well received in Atenveldt or the SCA in general.

Minors- The SCA is a family activity and children are welcome at SCA events, so long as they are accompanied by a parent or guardian. There are many children's activities and functions available, and all are welcome. But remember that parents and guardians are responsible for their children's safety and behavior at all times.

There are youth combat programs for older children, and teens 16 and older can participate in *hardsuit* and rapier combat with parental permission. As an added safety measure, the SCA Corporate Office is initiating background checks for our youth officers.

We don't offer babysitting services at events. If you leave your child at a class or activity, you must return for your child at the appointed time.

In Conclusion:

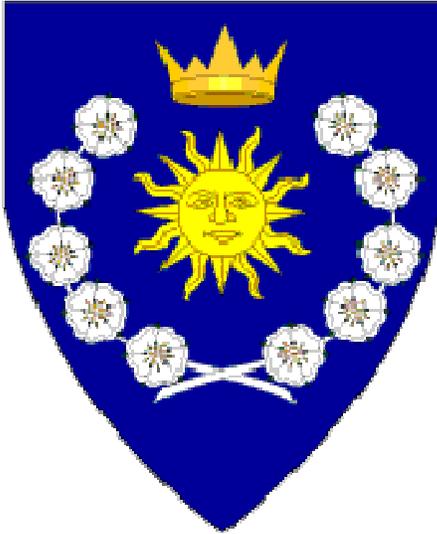
Many of our members tell me that when they found the SCA they felt like they had "come home". I understand because I've felt the same way since I joined in 1970. I hope that you will enjoy participating in the Society, and have fun learning about history. Please feel free to contact me at fretknot@cox.net with any questions or comments.

Well met, Good Gentle, and Welcome!

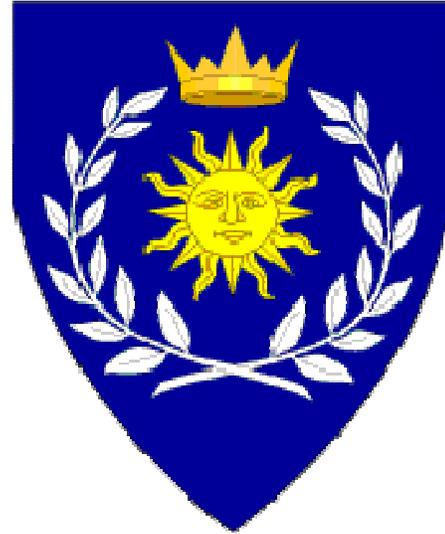
Bannthegn Alianora da Lyshåret, O.L.
The Countess Golden Dragon
First Baroness of the Atenveldt Court
And at this writing,
Hospitaler of the Barony of Atenveldt

Royal Arms of Atenveldt
(May only be used and displayed by the King & Queen)

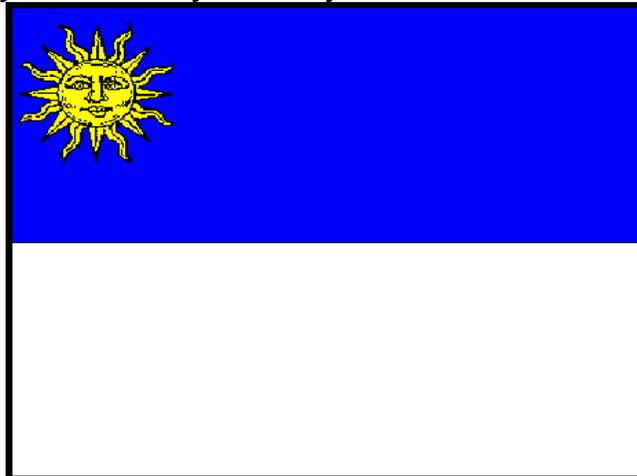
Queen of Atenveldt



King of Atenveldt

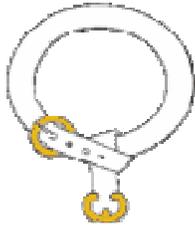


Atenveldt Kingdom Ensign
(May be used by all subjects of the Aten Crown)



Badges of the Peerages

In order of Precedence



The Order of the Chivalry: Masters at Arms & Knights
Excellence in Combat Skills

Plain, white, leather worn as baldric by Masters and around waist for
Knights

Other tokens of rank: All may wear Spurs. Chain for Knights & for
Masters in fealty



The Order of the Laurel
Excellence in The Arts & Sciences

Other tokens of rank: Medallion of the Badge & Laurel Wreath



Order of the Pelican
Excellence in Service & Administration

Other tokens of rank: Medallion of the Badge & Cap of
Maintenance

Arms of the Baronies Of the Kingdom of Atenveldt



Barony of Atenveldt
(Phoenix, Scottsdale, Paradise
Valley)



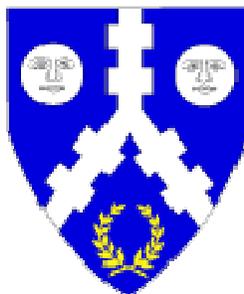
Barony of Sundragon
(West Valley)



Barony of Tir Ysgithr
(Tucson)



Barony of Mons Tonitrus
(Sierra Vista)



Barony of Twin Moons
(East Valley)



Barony of Ered Sul
(Flagstaff)

Resources:

Society for Creative Anachronism, Inc.

<http://www.sca.org/>

Resources for SCA Newcomers

<http://www.sca.org/newcomers.html>

An Unofficial Glossary of Terms As Used in the SCA

<http://www.goldenstag.net/MiscSCA/glossary.htm>

An Unofficial Glossary of Combat Terms As Used in the SCA

<http://www.goldenstag.net/MiscSCA/FighterGlossary.htm>

Glossary of SCA Terms (Kingdom of Ealdormere--Canada)

<http://www.ealdormere.sca.org/glossary.shtml>

Atenveldt Gold Key Yahoo Group

<http://groups.yahoo.com/group/AtenveldtGoldKey/messages>

Group for discussion, advice and information for newcomers in the Kingdom of Atenveldt

Overview of Atenveldt Awards including Charters and Badges:

<http://www.atenveldt.org/Default.aspx?tabid=69>

SCA Heraldry

<http://www.sca.org/heraldry/welcome.html>

Glossary of Terms, SCA College of Heraldry

<http://www.sca.org/heraldry/coagloss.html>

Kingdom of Atenveldt

<http://www.atenveldt.org/>

A Few Beginning Costume Resources:

Cynthia Virtue's Medieval Clothing Pages

<http://www.virtue.to/articles/>

Cass McGann's Archive of Articles for the Beginning Costumer

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

(Note: Ms. McGann's pages are aimed at costumers from many different interests and feature some articles & patterns that are not within the SCA scope. Remember to stick with pre-1601 European.)

T-Tunics the Period Way

<http://www.forest.gen.nz/Medieval/articles/Tunics/TUNICS.HTML>

Quick and Dirty T-Tunic Articles

<http://garbindex.com/content/t-tunic.php>

Kingdom Branches:

Barony of Atenveldt - Central Metro Phoenix & Scottsdale, AZ

<http://www.baronyofatenveldt.org/>

Atenveldt Order of Precedence ("Who's Who"- Most listings include a photo and a picture of personal heraldry)

<http://www.atenveldt.org/Heraldry/OrderofPrecedence/tabid/111/Default.aspx>

Barony of Tir Ysgithr – Tucson, AZ

<http://www.tirysgithr.org>

Barony of Sun Dragon – West Metro Phoenix, AZ

<http://www.baronyofsundragon.org/>

Barony of Mons Tonitrus – Sierra Vista, AZ

<http://www.geocities.com/monstonitrus/>

Barony of Twin Moons, East Metro Phoenix, AZ

<http://baronyoftwinmoons.org/>

Barony of Ered Sul – Flagstaff & Williams, AZ
<http://eredsul.org/>

Shire of Burning Sands, Yuma, AA
Seneschal Email: immalooney@msn.com

March of Wealhnutu – Rio Rico, AZ
Seneschal Email: myrddina@msn.com

College of Brymstonne –Arizona Statue University, Tempe, AZ
<http://www.brymstonne.org>

College of Saint Felix - University of Arizona, Tucson, AZ
<http://clubs.asua.arizona.edu/~stfelix/>

Shire of Granite Mountain - Prescott, AZ
<http://www.granitemountain.org/>

Shire of Iron Wood Loch - Ehrenburg, AZ
Seneschal Email: SKEETER1959@msn.com

Shire of Windale - Kingman, AZ
<http://www.windale.org/>

Shire of Granholme - Casa Grande, AZ
<http://granholme.tripod.com/>

College of Sankt Vladimir - Northern Arizona University, Flagstaff, AZ
<http://dana.ucc.nau.edu/~sca-p/>

