



Myrtleholt  
of The Kingdom An Tir

# THE LEAFLETTE

The official newsletter of the Shire of Myrtle Holt • AUGUST 2015 (AS L)

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## Myrtle Holt is Tain Bo 2015 Champion!

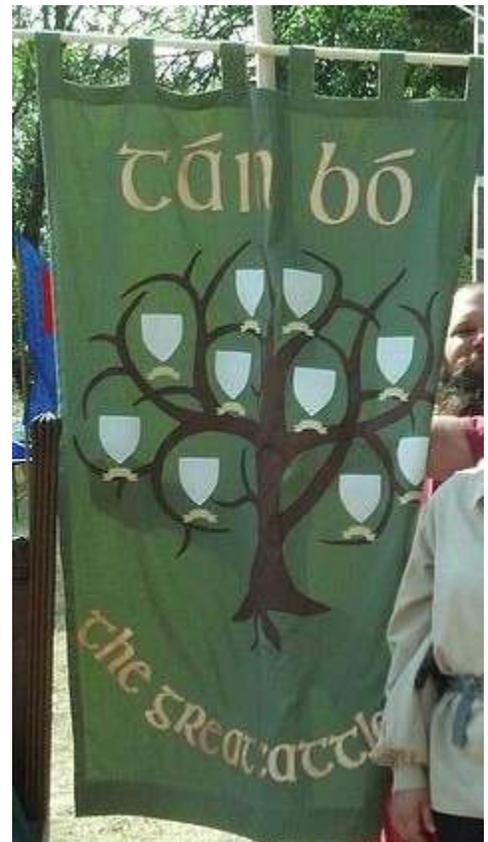
Glyn Dwfn's Táin Bó is built upon the 3 pillars of the SCA: Martial activities, Arts and Sciences, and Service. All three areas are represented at Táin Bó and participants in each category have the ability to earn points for their local branch (or to be bartered to other groups, in the case of returning Tain Bo Victors, who act as mercenaries). Not only do event guests earn points simply for partaking in the activity, but they earn more for winning specific scenarios, competitions, etc.

Finally, each of the 3 pillars, beyond participation points, has an even amount of battle points to be earned! Your branch may not have the most heavy fighters, for example, but may win the day through your amazing service and artisans!

For every member of your branch who participates in a battle activity, that member will receive 1 gold coin. The shire that wins any given activity, be it a castle siege melee, a YAC tournament, a "most hours volunteered" competition, etc. will earn their shire 1 jewel in the color of the appropriate pillar (green for A&S, blue for Service, red for Martial). Each of the 3 pillars will have the potential for the same amount of jewels. Each jewel will be worth 10 points!

The branch with the most points at the end of the day will be victorious and will take home a beautiful gonfalon, with a space to affix their shire arms, that they will be encouraged to display proudly at other events.

*(Website excerpts and picture used with permission of our neighbors in Glyn Dwfn.)*



## CALL FOR CONTENT

Have a workshop you attended and want to share? Read something cool online that you think others would like? Share with your Chronicler!

# Josephine County Fair Demo

“We probably handed out over 100 business cards to people interested in what we do. Clearly people were seeing that we are having fun and are thinking they might like to join in.” - HL David de Rosier-Blanc.



## ***Heavy Fighters in the Demo:***

- HL Alfric Thorfasson
- HL David de Rosier-Blanc
- Mistress Angela Sara Maria Diaz de Valdez
- L Bowen Doyle
- L Tristan Monroe
- L Brunhildr Smidsdottir
- L Robert O'Neill
- L Antonio Valadeo
- James Hitchcock



## ***Cut & Thrust:***

- Lord Hansel von Drakenburg
- HL Taran mac Tarl'a

## ***Other Supporters:***

- Dame Jennet MacLachlan of Loch Fyne
- L Uilliam mag Dhuibhfhinn
- Edward “Slash” Target-Cleaver
- L Ebhlin Mhic Aonghous & Family
- L Anwn Grayingham Hamilton
- HL Keara Rylyn Buchanan
- L Rosalina Salvador
- L Andreana Sionnach
- HL Brian Buchanan
- L Byron MacMurrich
- L Erik Leifson
- Thomas Cox
- Gwen Dodd
- Ian Riley
- L Nim
- L Corum Christenson
- HL Rathyen de Bures of Acton
- L Aelfwine the Dusty
- L Istvan Balogh
- L Gisella Balogh & Family
- HL Anwyn the Organized (and also Dusty)



## Beau Cheval: Safety at Events

By HL Rathyen de Bures of Acton

Beau Cheval means *Beautiful Horse*, and having volunteered to write EQ articles for *The Leaflette*, I would like to show through these articles just how beautiful horses are, and why I love them so much. I will also try and answer questions about EQ activities, especially in Myrtle Holt or our neighboring shires. With the Ancestral Remembrance Celebration event coming up in October, which is Myrtle Holt's only event to include equestrian activities, I'll talk a little about safety —yours and that of the horse. It mostly boils down to using common sense.

*People ask riders all the time, "Can I ride your horse?"*

Horses, being prey on the food chain, are fight or flight animals, mostly flight. If they are frightened, startled, or feel threatened their first instinct is to either run away or protect themselves, which could mean kicking or biting. Fortunately, most horses at SCA events are used to the noise and activity, but even the most dead-calm, bomb-proof horse can be, well, surprised. Here are some easy tips to remember.

Parents, please keep an eye on your children. A whooping child running up to "Horsey" to give it a hug on the leg is probably not the best way to introduce themselves. Also, if you have a dog, make sure it is on a leash.

Always ask the owner if you can approach their horse before you do so on your own. Horse owners love to brag and talk about their partners, but they can also warn you if that particular horse is the anti-social kind. If the owner isn't around, ask someone if they know the horse and will it like being petted by a stranger, or will it pin its ears back and tell you to back off (My mare, Delight, does this with people she doesn't know, so I have to warn people to go slow.)



Approach horses from the front, or side, never the back. That way they can see you coming, and not think you are a crazed mountain lion about to leap on them from behind.

Never feed a horse anything until you talk to the owner. Horses, just like people, have allergies. Also, some riders don't like feeding their horses treats, as they can become spoiled. Personally, we don't feed our horses treats, since I don't like horses who

attempt to strip-search me looking for tidbits. Always ask if it is okay before you offer that piece of apple or carrot. 99% of the time, it will be just fine.

People ask riders all the time, "Can I ride your horse?" Unless you are qualified/or attempting to qualify, for general riding, you wouldn't be allowed on the field anyway. Some horse owners have no problem sharing their horses, and their horses are fine with it as well.

## Beau Cheval: Safety at Events (Cont...)

But some riders, for a variety of reasons, will say, “I’m sorry, but no.” Not all horses are suitable for sharing due to either their temperament, or their level of training. If the owner politely refuses, don’t keep badgering them with, “Oh, but I used to ride my Grandfather’s horse back when I was in High School” or “I used to ride a pony when I was a kid, and I really love horses.”

Horse owners spend hours and hours working with their horses, building a relationship. The horse is a partner. They are a team. Some riders just don’t like loaning out their partner. It has nothing to do with how well you can or cannot ride. So, don’t be afraid to ask, but if you are refused, don’t take it personally.

When in a horse area, such as where they are stalled, where they may cross from one field to another, or at an event where there is no clear separation between the horse area and the people area, always give horses the right of way. Many times you can see them a lot better than the horse, or the rider, can see you, because their attention may be elsewhere. This is especially true if the rider is wearing any type of helm.

Horses are wonderful creatures, with big hearts, a forgiving nature, and nobility of character. They like working with their humans. Yes, they are big and powerful, and can be intimidating to those not used to them, but once you get to know them, you will realize just how beautiful an animal they are, both in body and spirit.



## Dayshade Challenge—Battle of the Blancos

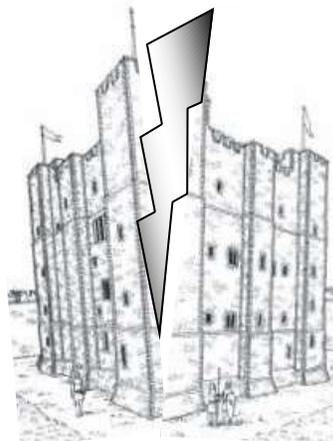
### The Gull-Wing Party

Vicountess Jennet MacLachlan of Loch Fyne

Her Excellency proposes to raise funds to replace the current pavilion with a completely new gull-wing structure utilizing wooden support posts.

#### Progress to date:

\$112.12



### The It’s-Not-Dead-Yet Party

His Lordship David de Rosier-Blanc

His Lordship, the Minister of Arts & Sciences, proposes to replace the support posts of the current pavilion, keep it, and recondition it.

#### Progress to date:

\$92.65

# Help! My (Armour, Sword, Etc.) is Rusted!

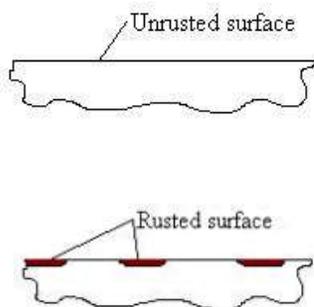
## The Hard Truth about Rust

By Steve Sheldon

It's happened to all of us. One day we pull out our favorite sword, knife, helmet, or other steel object and discover, to our horror, that it has rusted! At least once a month those of us who frequent Internet bulletin boards dedicated to arms and armour see the panicked or dismayed posting of some poor soul to whom this has happened, and their plea: "What do I do now? How do I fix it?!"

First of all, we need to understand what rust is. While it may seem to behave like some villainous creeping creature, in reality rust is simply iron, the primary component in steel, mixed with oxygen, which is all around us in the air we breathe. Rust is "iron oxide". It's usually a powdery reddish-brown color, but can be black, brown, or even bright orange.

When a steel object, like a sword, for example, begins to rust, what happens is that the iron in the outer most layers of steel has bonded with oxygen from the air and changed to iron oxide. The two pictures below show an unrusted object vs. a rusted one:



The first thing you will probably notice about your poor, rusted treasure is that the rust usually does not form as a nice, even coating over the entire surface. As the image above shows, usually the rust forms in splotches - usually areas where by some mischance moisture was allowed to evaporate away on the exposed steel surface.

This moisture could come from something obvious, like drops of rain, or more subtle, like from fingerprints or even humidity right out of the air. This means that some areas of the surface of your object are untouched, but others have begun to corrode.

Even if the surface of your object *is* completely covered with rust, objects never corrode evenly. The depths of penetration of the damage will vary, depending on everything from how clean the original surface was prior to the start of the corrosion to minute localized differences in the internal chemical structure of the steel.

Right about now you're thinking, "Look, I don't care *how* my treasure got rusted, I want to know how to *fix it!*" I know, I know - but it's important to understand what has happened so that you can understand why there is only one option for "repairing" a rusted object. Just a bit more introduction...

### What makes things shiny

When you look at a beautiful, shiny sword blade or helmet, have you ever wondered *why* it is shiny? What makes a mirror reflect?

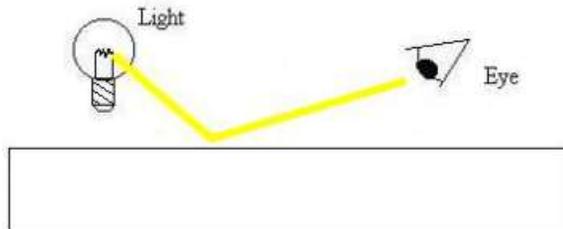
Basically, the smoother the surface of an object is the more light it will reflect. Conversely, the rougher a surface is the duller it will appear. This is because a smooth surface reflects light uniformly, while a dull surface diffuses light. Why? Well, if you were to look at the surface of a dull object under high magnification, even one that looked or felt relatively smooth, you would notice that the surface is made up of many peaks and valleys. The peaks and valleys all act like small mirrors themselves - and many of them direct the light away from your eyes.

<Continued>

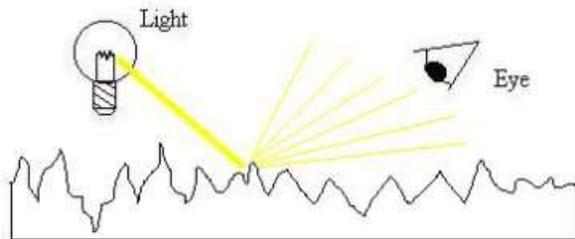
# Help! My (Armour, Sword, Etc.) is Rusted!

## Continued

This is why the object appears dull:



A smooth object reflects light well and appears shiny.



A rough object scatters light and appears dull.

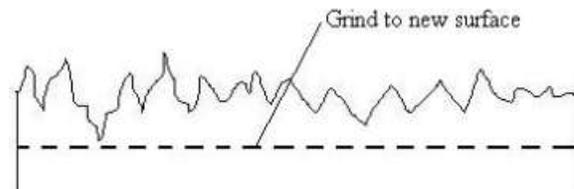
### Why rust makes things dull

Aside from the chemical changes that happen to the steel that make it less reflective, even if you could magically make all of the rust vanish from your rusted object it still would not be shiny! Why? Well as we noted above, when the surface of your object rusts first of all different parts of the original smooth surface are attacked. These patches in turn corrode to different depths. This has the effect of "roughing up" those patches of steel, in contrast to the shiny, smooth, uncorroded surrounding material. In reality, corrosion removes material from the surface of your treasured object. This is why rust so important to prevent - it is permanent damage to the item.

### Repairing the damage

Like I said above - rust damage is permanent. There really is no way to return the rusted object to its original condition - you can't microscopically fill in all of the rough spots created when the rust ate away the iron that was there.

The only option you have to restore a shine to an object that has rusted is to polish it. Polishing obviously removes the rust, but it also has the effect of taking all of the mountains and valleys of the rough surface and smoothing them out - you in affect remove enough material until all that is left is a smooth uniform surface again:



It's important to realize that some objects just can't be repaired. Sometimes grinding away more of the surface is more harmful than leaving things alone. For example, SCA combat helmets are required to be a certain thickness. If one gets too aggressive when polishing a helmet it is easily possible, especially with modern polishing equipment, to remove enough material to make the helmet unsafe. Other objects may have fine engraving on the surface, and polishing these items may obliterate the engraving. This is why it is so important to protect objects from rust in the first place.

But let's suppose your object can be salvaged. What is polishing?

# Help! My (Armour, Sword, Etc.) is Rusted!

## Continued

### What is polishing?

Quite simply, polishing is very controlled grinding. A bench grinder or sand paper can be considered polishing media. Very *rough* polishing media, of course, but polishing media nonetheless. In order to get a mirror shine one works through progressively finer polishing media until the desired level of finish is achieved.

In fact, in professional armour shops the initial polishing can start with something as aggressive as a machinist's file, and end by using media as fine as baby powder. This is the reason, incidentally, why mirror finishes usually cost more - they are labor intensive to produce.

Why does this matter? Well the first thing that many folks do when they discover that their treasured object has rusted is they poke around in their garage until they turn up a piece of sandpaper or some steel wool, and they go at the rust spot with a vengeance. To their dismay, they often find that the areas they have "polished" look worse than they did before they started! This is because they chose a media that was too rough. Or rather, they did not follow up with finer and finer polishing media until they matched to surrounding unrusted surfaces. In fact, many people at this point simply "polish" the rest of the object at this point with their rough media, giving the whole thing a uniform, if somewhat duller, appearance.

Basically, if your object had a mirror finish before it rusted, chances are very good that you will not be able to restore the finish with any polishing media obtained at any regular hardware store. It certainly is possible to achieve a mirror finish on the surface of an object completely by hand - you can work down through progressively finer grades of sandpaper and eventually down to cloth. However, this is an extremely labor intensive way to polish an object and usually the very finest grades of sandpaper required are not available at your usual hardware store.

Mirror finishes are usually applied using specialized "buffing" machinery and specialized polishing wheels and powder. If your object had a mirror finish and you would like to restore it, you are better off seeking professional assistance.

### Why is a mirror finish good?

As I said, many people in a panic grab the steel wool or sandpaper, or chuck up the wire wheel in their drill and go at their object. They might succeed at removing the rust, but they almost always end up with a satin finish on their object. Many folks just "decide" at that point that they like the satin finish better. Even if you really do prefer the satin finish look, there are good reasons for keeping a mirror finish on a steel object.

Remember our discussions earlier of what made something shiny? A dull object has a rougher surface - many peaks and valleys. All those peaks and valleys also mean that a rough object has a greater surface area than a smooth object. This means that a rough object has more area exposed to the air, which means it will be more prone to rust! Worse, all those little valleys make for microscopic nooks and crannies for moisture to settle in and promote rust. Generally speaking, the shinier an object is the more resistant to rust it will be.

### Preventing rust

Hopefully you can now understand why rust is such a bad thing, and how important it is to keep it from happening in the first place. The unfortunate news is that steel objects just plain require preventative maintenance. There's no escaping that. But if you've got a fine helm, sword, or other object that you want to keep looking its best, there are a few things you can do. All of them involve some kind of coating on the surface of your object.

# Help! My (Armour, Sword, Etc.) is Rusted!

## Continued

### Coatings

There are two basic kinds of coatings that can be applied to a steel surface. Barrier and Sacrificial.

Barrier coatings, as the name implies, form a barrier between the surface of the steel object and the atmosphere. Paint, wax, or oil are all examples of barrier coatings. The problem with barrier coatings is that they only work as long as they stay intact. As soon as the coating is scratched or otherwise worn off, it stops protecting the metal.

Sacrificial coatings usually function as barrier coatings, but they go a step further. Sacrificial coatings are made of a material that is "less noble" than the steel it is protecting. The end result of this is that the base metal will not corrode until all of the sacrificial coating has corroded away first, even if the finish is scratched or worn to expose some of the base metal. For a detailed explanation of sacrificial protection [click here](#). A common sacrificial coating is zinc. Steel is commercially available with a zinc coating and is called "galvanized steel". It is often available as wire or sheet metal. Unfortunately, zinc coatings are not very shiny, and polishing is futile - though you may shine up the surface as soon as the zinc begins to corrode it will darken. If you polish too aggressively you will remove the zinc and then you will be back at square one with bare steel again.

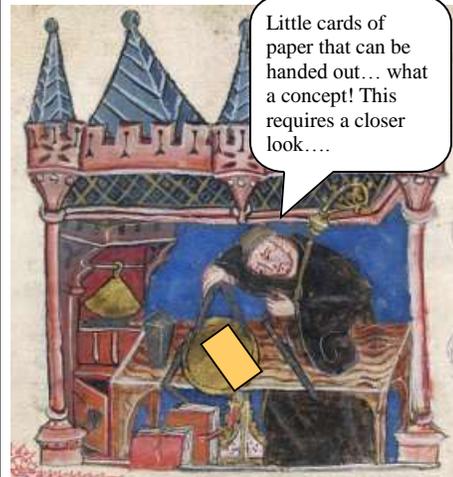
Paint is a good barrier coating, but obviously has the drawback that you won't see a nice, shiny steel object anymore. One should resist the temptation to use clear paints, or lacquers, at least not without extensive testing to make sure they will work for your application. The problem with these clear coatings is that they will eventually chip, scratch or otherwise wear away. These exposed areas will then, of course, begin to rust. The problem now becomes polishing. Now in addition to polishing away the rusted exposed areas you will also likely find you have to polish away all of the old paint or lacquer. Often times this can be more labor intensive than cleaning up a bare steel surface!

The best barrier coating for mild steel object like armour is, in my opinion, a light oil. It has the advantage in that it can be easily removed when you want to actually polish the steel surface with a metal polish, and yet it can be easily applied or re-applied to the object as needed. If you decide to use oil, make sure you get a good, quality, light oil.

Do not use heavy oils as they will trap dirt. Do not use WD-40! While WD-40 contains oils it also contains a lot of other stuff that will congeal and make a gummy mess. The best place to get a good oil is at sporting goods stores or departments - usually in the firearms section. Many oils are available in easy aerosol spray form and odor-free to boot. You should make it a habit every time you touch or use a treasured steel object to give it a wipe-down with an oily cloth. If you do this *every time* you are finished with your fine steel object you should be able to keep the dreaded rust monster at bay.



### Lots of Opportunities coming up to pass out Myrtle Holt business cards!



Little cards of paper that can be handed out... what a concept! This requires a closer look....

## For to Serve a Lord or How to Make a Feast Happen (Part 5)

By HL Felicia of the True Layne

Copy of feast menu in hand, if no herald has been tasked with the job, the hall steward announces the courses and sotelties, directs the serving of the tables, answers special requests and makes sure that the serving of the feast is done in an orderly and timely fashion. **The hall steward usually has an all-volunteer staff.** Those include a **head server to the head table** and a **chief server on the floor** and whichever of the kitchen staff that is plating or portioning. The rest are pure off the cuff volunteers that need instruction from calm people that know how it all should work.

**The chief server** works for the hall steward (Major-Domo) replenishing breads butters, salts, drinks and such like. Often young volunteers work for him. It is important to remember that many children under the age of 11 cannot pour large containers or even carry them properly. If beverages are hot or alcoholic in nature, adults over the age of 21 should be serving them, not minors.

New regulations in the society stemming from mundane law do state that youngsters under the age of 14 are not allowed in the kitchen at all, for their safety's sake. So any food-prep task youngsters are pulling at the parental leash to do, they must be taught outside the kitchen. It is important to allow youngsters to feel a part of what is happening, to allow them to feel useful and to be useful, and to learn to enjoy taking on responsibilities. While in period practice children of nobility were expected to serve their parents and others, the children of today's Middle Ages need to be empowered volunteers. I am asking parents to remember that while the hall steward is usually an affable person, he is in charge of the entire service, not just your sweet five-year-old that wants to serve the bread for five minutes. Teach your child by your example and show him the way even if you must physically help him carry the bread from table to table. Don't forget to praise him. Carrots in this situation are far nicer and more effective than sticks.



If a table is minus a server, the hall steward stands-in or makes sure the table gets served. In addition, since he is the coordinator between the kitchen and the hall, he arranges entertainment for slow-downs in the service. This makes the service of the feast seem flawless and that awkward timing does not exist! He is a smooth and arch-hall steward that can accomplish all this without seemingly working up a sweat!

Oh, the very best hall steward that ever I had is my very good friend in Meridies named Baroness Katherine Maghee. That woman could carry the weight of the entire feast and “get it done”! No one could calm rattling servers, make a correct snap decision for serving head table, run interference on temperamental guests and do it all with a smile the way she did. She could back a pair of peevish peers into their seats in a heartbeat and have them smiling about the spilled ragout. Then she turned on a dime and instructed a young quaking herald about seating protocol (visiting royalty of 3 kingdoms were present) and asked (successfully) a pair of newly met bards to entertain for 10 minutes between courses. An instant afterward she was assisting a seven-year-old bread runner and sending him to fetch the others. Empowered by good instruction and trust squarely placed on him that he would be responsible, the boy did well and all the children felt useful not ordered. (Any wonder why she was for a time kingdom Seneschal?)



## Last Call

Glyn Dwfn's Archery Practices are held every 2nd and 4th Sunday at Fenwald Farm in Shady Cove  
Summer Schedule: 3pm-Dark — Winter Schedule: 1pm-Dusk

Check the Myrtle Holt FB page for fighter practices dates and times

Regalia submissions have been postponed to September's meeting.  
Please bring your ideas for crowns, thrones, cloaks, etc.

### Next Business Meeting

#### **ATTENTION: CHANGE OF WEEKDAY & TIME!**

TUESDAY, September 1, 6:30pm Riverside Park—Invitation to come in GARB

## Officer Excerpts

Reminder: Sign in sheets are required at all events, big and small.

**MOAS:** A&S continues at Vesta's on Tuesdays—Investiture site tokens and largess pouches

**Seneschal:** Get your office reports in!

**Chatelaine:** Ullium Mag Duibhfhinn (Morris) has volunteered!

**Marshall:** Practices are continuing throughout the tourney season. Check online for times & locations.

**Chronicler:** Thanks to everyone who is sending in suggestions/articles. Send more stuff.

More detailed Officer Reports are posted in the Meeting Minutes.

## Looking Forward

**ARC            October 2015**  
Autocrat: Lady Andreana Sionnach (Andrea)  
Feast Team: Needed!

**Investiture   December 11-12, 2015**  
Autocrat Team: L Brynhildr Smidsdottir (Megan) &  
Viscountess Jennet MacLachlan of Loch Fyne, OP (Janet)  
Feast Team: Monique and HL Alfric Thorfasson  
Feast Assistant: Edward Target-Cleaver (Benjamin)

**Hogmanay    January 2016**  
Autocrat: HL Brian Buchanan (Brian)  
Highland Games Steward: L Bowen Doyle (Albert)  
Feastocrat: HL Keara Rylvyn Buchanan (Loree)



# Calendar

| August  |   |   |
|---------|---|---|
| Dates   | Event   | Branch Locations                          |
| 20 - 23 | <b>K Q</b> <a href="#">Sport of Kings</a>                           | <a href="#">Barony of Three Mountains</a> |
| 28 - 30 | <a href="#">Harvest Tourney</a>                                     | <a href="#">Shire of Corvaria</a>         |
| 28 - 30 | <a href="#">Sound Sergeantry Trials &amp; Sable Rose Tournament</a> | <a href="#">Barony of Aquaterra</a>       |
| 28 - 30 | <b>K Q</b> <a href="#">Tir Righ August Investiture</a>              | <a href="#">Principality of Tir Righ</a>  |
| 28 - 30 | <a href="#">William Tell XXX</a>                                    | <a href="#">Shire of River's Bend</a>     |

| September |  |   |
|-----------|--|---|
| Dates     | Event  | Branch Locations                        |
| 04 - 07   | <b>👑 K Q</b> <a href="#">September Crown Tournament</a>  | <a href="#">Barony of Glymm Mere</a>    |
| 11 - 13   | <a href="#">Acorn War XXVI</a>                           | <a href="#">Shire of Mountain Edge</a>  |
| 11 - 13   | <a href="#">Banner War</a>                               | <a href="#">Barony of Aquaterra</a>     |
| 11 - 13   | <a href="#">Border War</a>                               | <a href="#">Shire of Pendale</a>        |
| 11 - 13   | <a href="#">Odin's Play Ground</a>                       | <a href="#">Shire of Lionsdale</a>      |
| 12        | <a href="#">Autumn Celebration</a>                       | <a href="#">Shire of Cold Keep</a>      |
| 12 - 13   | <a href="#">Tides Turning</a>                            | <a href="#">Shire of Fjordland</a>      |
| 18 - 20   | <a href="#">Championship and War in Hartwood</a>         | <a href="#">Shire of Hartwood</a>       |
| 18 - 20   | <a href="#">Dregate Revel</a>                            | <a href="#">Shire of Dregate</a>        |
| 18 - 20   | <a href="#">Emprise of the Black Lion XIV</a>            | <a href="#">Barony of Madrone</a>       |
| 18 - 20   | <a href="#">Kaldorness A&amp;S Workshop Weekend</a>      | <a href="#">Canton of Kaldor Ness</a>   |
| 18 - 20   | <a href="#">Lord Defender and Last Chance</a>            | <a href="#">Barony of Blatha An Oir</a> |
| 18 - 20   | <a href="#">Summer's End 2015</a>                        | <a href="#">Shire of Krakafjord</a>     |
| 18 - 20   | <b>K</b> <a href="#">Summits Fall Coronet</a>            | <a href="#">Shire of Glyn Dwfn</a>      |
| 25 - 27   | <a href="#">Bows &amp; Blades</a>                        | <a href="#">Barony of Vulcanfeldt</a>   |
| 25 - 27   | <a href="#">Feast or Famine</a>                          | <a href="#">Shire of Druim Doineann</a> |
| 25 - 27   | <a href="#">Tymberhavene Birthday Bash</a>               | <a href="#">Shire of Tymberhavene</a>   |
| 26        | <a href="#">Arts Unframed</a>                            | <a href="#">Barony of Wyewood</a>       |
| 26        | <a href="#">Tir Righ A&amp;S and Bardic Championship</a> | <a href="#">Barony of Seagirt</a>       |
| 28        | <a href="#">A Night Along the River Tweed</a>            | <a href="#">Barony of Madrone</a>       |



# Shire Officers



**SENESCHAL**  
Lady Brynhildr Smidsdottir  
(Megan Blattel)



**ARTS & SCIENCES**  
HL David de Rosier-Blanc  
(David Bianco)



**GOLD KEY**  
Constance Campbell  
(Christina Hager)



**CHIURGEON**  
Pending



**SCRIBE**  
HL Keara Rynlyn Buchanan  
(Loree Day)



**HERALD**  
Lord Bjolan Bjornson  
(Rev. James A. Otto Sr.)



**HEAVY MARSHAL**  
Bowen Doyle  
(Albert Wessels)



**WEBMINISTER**  
Lord Thorlof Anarson  
(Josh Plater)



**EXCCEQUER**  
HL Caterine Mitchell  
(Kattie Cole)



**CHRONICLER**  
Lady Nim  
(Sarah Givens)



**DEPUTY GOLD KEY**  
Alina MacMurrich  
(Amanda C. Cowin)



**DEPUTY CHIRURGEON**



**CHATELAINE**  
Lord Uilliam (Liam) Mag Duibhfhinn  
(Morris Givens)



**HERALD IN TRAINING**  
Eric Liefson  
(Glenn Allen)



**TARGET ARCHERY MARSHAL**  
Lord Uilliam (Liam) Mag Duibhfhinn  
(Morris Givens)



**EQUESTRIAN MARSHAL**  
HL Robert Buffle  
(Robert Chism)

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