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Visit thedailycourier.com for information on obtaining copies of the 26 May 2016 issue of the Daily Courier newspaper.

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Photos by Timothy Bullard of the Daily Courier





The ARC Adventure—Part I

By HL Nim

"Whatever possessed the King to send along non-combatants on this mission?" he growled. Frustrated, his mailed fist struck the trunk of the tree in a shower of the peculiar bark of this southern tree. Hearing a muffled sound, he spotted a furtive movement out of the corner of his eye. One of the Littles in the caravan had been watching him and scampered off at his display of temper. He sighed. The story would be all over camp that evening of how His Lordship had been punching trees, again.

Thinking back, he thought his mission was going to be simple. The King had pulled him aside after Court one evening, "I have a delicate mission and I need someone I can trust." At first he had been thrilled to have a quest; things had been entirely too quiet lately and each tournament seemed just like the other. He was glad for the strong arms and fighting spirits of the fighters that had been assigned to him. Surely their prowess with sword, both heavy and rapier, would be useful in these back lands! But the inclusion of artisans, bards, cooks, and children were a puzzle to him. It did not make him feel any easier when the King hadn't been able to explain either, beyond that the Queen had a vision, that they would be critical to the success of this mission.

After many years of sad neglect, this portion of the Kingdom had failed to send in tithes and communication had been dismal or lacking entirely. The King had taken a personal interest in seeing that this southernmost branch of the Kingdom of An Tir be brought back into the fold. No longer would this lack of respect be tolerated and someone would have to answer to the King! His quest was going to be challenging enough, traveling through the admittedly beautiful but rugged countryside, encountering who-knew-what barriers, finding those responsible, and bringing them back to the King.

Myrtle Holt, so the tales said, had been charged with a mysterious task, after successfully repulsing a particularly fierce attack from the Kingdom to the South. Raiders had broached the borders and gained access to an enormous cave upon the lands of Myrtle Holt and what transpired thereafter was a bit of a mystery to anyone but their Majesties. When pressed, the King remained tight-lipped. He reluctantly revealed that what transpired was a matter for Kings and involved a great deal of secrecy but all knowledge had been lost after being passed from King to King. He was charged therefore, too, with finding out the real story and determine if this Shire still held to the old charge of defending those southernmost lands.

Yes, this was going to be a difficult task and their Majesties trusted him to bring this to a successful conclusion. He sighed. Putting the Little out of his mind, he started back to camp, signaling to the sentries as he did so to pack up and return as well. They'd need some extra time for the non-fighters to get their belongings together and get back on the trail the scouts had found yesterday.

As he rounded the large tree that marked the edge of their campsite, he was surprised to find that everyone had already packed up and looked at him expectantly as he entered the clearing. Pleasantly gratified, he gave the signal to mount up and move out. "Perhaps," he thought to himself, "this won't be so bad after all."

... Stay Tuned in for Part II ...

Ready for a new SCA Adventure? Grab your sword... Nock your bow... Gather your Party And...

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ARC 2016 Myrtle Holt ^{30 Sept-2.0ct}

Make the Better Choice

Foreword by HL Nim; Article by Mistress Ælflæd of Duckford

I recently read a posting on a social media site, from a member of the SCA. The poster gave a few examples of some comments that were, perhaps, unintentionally hurtful to other members of the SCA. They exhorted their readers to be mindful of what they say and the possible consequences of their comments, as they 've taken out the fun of playing this game of ours, for both newcomers and old-timers alike. Mistress Aelflaed shares some real-life how-to skills in her article that teaches us how to make the better choice.... Both inside and outside of the SCA - HL Nim

In May, 1987, when Kirby was a baby, I was at an SCA/medievalist campout. A friend was being knighted the next day, and I went to his vigil. He told me that he was worried about his duty, as a knight, to set a good example, and that his camp wasn't very nice, nor very authentic to period. I told him it had taken years for our camp to become more elaborate and more period, and that he could improve his gradually, too.

We talked about replacing dishes, or benches, or lanterns, as better ones were found, and not try to replace everything at once.

I suggested that when he got a new tent, if his choices were nylon or canvas, to get canvas; if the choice was brown or orange, choose brown. "Always make the more medieval choice," I said.

I went back to my own camp and shared this idea with Keith and my friend Jeff (who were in that context Gunwaldt and Artan), and it was passed on to all my husband's squires and my students from then on.

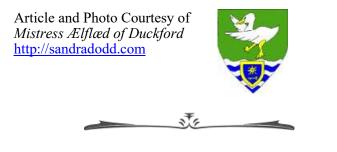


Meanwhile, back in my regular life, I had two more children and as they started making their own choices, the idea of making the better choice was a good tool. I added to that the idea that until one has thought of at least two options, it's impossible to make a choice. The concept has been helpful with unschooling and with mindful parenting, and first came forth in that area of thought in August 2002, at the HSC conference when Richard Prystowsky and I did a joint talk called "Peaceful Parenting." I recommended that people think of two things to do and make the more peaceful choice.

Although this tool is useful in the moment, its best use is for incremental change. If my best choice used to be to yell or hit, and I yelled, then the next time I thought about it, hitting wasn't even going to begin to be one of my choices. Would I yell or wait? Or yell or speak quietly? Yell or leave the room? Maybe leave out the yelling, and choose between "speak quietly" or "breathe before speaking."

Some critics of this advice say children will never decide if they have unlimited choices. No one has "unlimited choices," but compared to children in traditional culture, a parent has a huge range of choices. More often than not they don't choose, because they don't even stop to think. They just react in familiar ways, thoughtlessly. They do the first thing they think of and say "I had to do that, because..." and they fill in the blank with something justifiable. It's not mindful parenting.

A person can choose to have choices. A person can choose not to choose; still a choice, but they think of it as "no choice" or "have to."



How to Choose a Rapier

Article by Lord Gregorie Moroz, The Shire of Trinovantia Nova, The Kingdom of Ealdormere

Today I had a question about rapiers from someone looking to purchase their first rapier (which is a really exciting moment for a new fencer!). So, I thought I would put together my personal thoughts on the various options and their respective strengths and weaknesses. In the end, it really comes down to personal choice and what fits your body mechanics and your style of fencing.

The Anatomy Of A Rapier

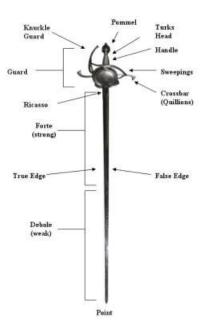
What do you want to consider? Well, let's look at the basic anatomy of a rapier and what components there are... The main components are the blade itself, the guard, the quillions, the handle, and the pommel. Note the handy diagram to the right. Make sure to check the most up-to-date notes for your fencing group on what is and is not allowed for rapier components.

Blade Length

Blade lengths generally range from 32" to 42". When I first started fencing I took the time to try out rapiers of varying lengths before investing the money into purchasing my own rapier.

The shorter blades are lighter and quicker, but by definition are...well...shorter. You simply can't reach as far with them and that extra inch or two of reach can mean the difference between catching your opponent's clothing or making a successful attack. That being said, if you have light musculature then the lighter weight of a shorter blade will also cause less arm fatigue allowing you to fence longer and maintain more accuracy.

The longer blades are heavier and slower. Try out a 32" versus a 42" blade and you'll feel the difference immediately. That being said, a longer blade allows you to keep further away from your opponent (which is good for defense!) and gives you longer reach (which is good for offense!). That being said, the heaviness of the blade may cause you to fatigue quicker which may be a factor to consider depending on your personal fitness and muscle strength.



If range of attack is your main concern, then depending on the style of guard, handle, and pommel incorporated into your rapier, you may be able to get a longer reach by gripping the handle more towards the pommel if you feel safe and comfortable doing so.

Personally, I ended up going with a longer blade as I found the benefit of the longer reach to outweigh the

drawbacks. Given my personal level of fitness and strength it was a good match and it would also force my body to develop to the extra weight of the rapier the more I worked with it. That doesn't mean that a longer blade is the right choice for you. Practice with rapiers of different lengths of blades to see what you personally feel safe and comfortable with.

When you order your rapier, remember to also order a 'blunt' for the tip!

Guards

There are a number of different styles of guards to choose from. Each has its own style, strengths, and weaknesses. As well, if you're looking to fence in a particular historic context

you may want to do some research about what styles of guards were used in the particular geographic area and era that you're interested in. While the guard that you're interested in for its historical connection may not be the best as far as defense, you may well learn to adapt to its weaknesses over time and get more enjoyment out of the experience for keeping truer to the cultural and historic style of fencing. In the end, enjoying the experience of fencing is just as important as being a good fencer.



A rapier with quillions and a 'bell' style of guard.

How to Choose a Rapier (continued)

Bell style guards have a hand covering that is shaped like a bell or cup. They give a fairly good defensive coverage to your hand (especially to straight-on attacks) although personally I find them a little on the ugly side; no idea why, just personal preference... There is a sabre style of guard that is similar to the bell guards except that the guard is less wide on the front and draws down into a knuckle guard to give more protection to the side of your hand.

Swept guards look gorgeous. I fell in love with swept guards from the moment I first laid eyes on them. They simply look elegant and beautiful. That being said, there's more than one fencing opponent whose hand I have sniped through a swept style of hand guard. Despite their beauty, they are somewhat weak in defending against straight-on attacks to your hand. With a long rapier blade versus an opponent with a swept hand guard, a fencer can stay at a safe distance from their opponent's attacks until they finally snipe the opponent's hand through the swept hand guard. Something to consider.



A rapier with quillions and a 'swept' style of guard.

The double clam-shell style of hand guard is the way that I ended up going myself. You get the elegance and beauty of a swept guard, plus the 'clam shells' (the round discs of metal attached to the hand guard pictured to the right) give good protection to straight-on attacks to your hand. Like the swept and sabre styles, you also get protection to your knuckles. A pretty good combination of beauty and functionality. It was that combination that finally made me decide to go with this style.



A rapier with quillions and a 'double clam shell' style of guard.

Quillions

In the three pictures of the different styles of hand guards you'll see a bar of metal that goes out perpendicular to the blade just behind the hand guard. Those are the quillions. What are they? Handy is what they are...!

For the better part of my first year of fencing I really had little clue about their purpose or use until one of our team members demonstrated how they are used. Quillions can be used very effectively to control your opponent's blade by placing your blade across theirs with the quillions other side of their blade. This effectively locks their blade into position while you can then slide forward for a successful strike. Quillions can also be used defensively to push an opponent's blade outwards or upwards while you slide along their blade with the quillions to strike. Some styles of fencing, such as that developed by Nicoletto Giganti, use the quillions as an integral component of their fencing theory and practice.

Not all rapiers come with quillions. If you get a rapier without quillions, my guess is that as you become more experienced you will regret that decision. Quillions...good!

Handle

I personally have no real opinion on the handle other than I like natural wood for its beauty. The only thing to be mindful of is that the SCA does not permit the use of 'pistol' (orthopedic) grips. The only exception to this rule can be granted by the Kingdom Rapier Marshall and must be based on a legitimate and documented legal reason.

Update: Walter at Zen Warrior Armory had the following feedback on handle grips:

"Concerning grips, you might want to point out that wood grips are historically accurate for a fighting weapon, and work well. However, they must be maintained as they give support to the tang of the blade. This means that the ends of the grip might begin to decompose over time, especially if the weapon is exposed to moisture, and then will not support the tang of the blade sufficiently. The result is a broken tang. The solution is to trim the fuzzy pieces off the end of the grip from time to time, and when the grip begins to get short (say, after about one or two eighths of trimming) the grip should be replaced. Plastic grips don't have this problem, but plastic will fatigue and will break apart all at once, which will

How to Choose a Rapier (continued)

still lead to a broken tang.

Metal grips are a solution, and actually are historically accurate (this was a surprise to me when I found a 400 year old rapier in an attic in Paris one afternoon) but they are heavy unless made of aluminum, which is absolutely historically inaccurate."

Pommel

The pommel is the metal cap screwed onto the end of the blade that runs through the rapier's handle. Unimportant decoration right? Not so!

While pommels can be decorative, they also serve as a counter-weight to the blade. The longer your blade, the farther your rapier's center of balance will be down the blade from your hand. Having a center of balance farther down your blade may cause your arm to become more quickly fatigued as you exert energy to hold and move it. A nicely balanced blade just feels beautiful, light, and fluid in its movement. So, if you're thinking of getting a longer blade, you may want to ask for a heavier pommel to help draw that center of balance back towards your hand. Again, different styles of fencing and fencers with different body mechanics may have different preferences in where they like the center of balance to be on their blade.

Best advice is to try different rapiers and see what feels best for you. Put your finger on the flat of the blade and see how far you have to move the rapier until you find it's center of balance. Try this with a few rapiers to understand where that point is and then try them out to compare how they feel.

SCA Approved Suppliers

Make sure that you're getting a rapier that meets all the requirements of your specific fencing group! I can only imagine the sorrow of a new fencer proudly bringing their shiny new rapier to a practice or event to be told that it contains components that are not allowed.

I bought my first rapier from Zen Warrior Armory as they make good, SCA approved rapiers that won't break the budget. Dark Wood Armory makes really beautiful blades for those with deeper

pockets.

In Conclusion...

Getting your first rapier is exciting! But there's no need to rush out and spend your hard earned money on a blade that you may not end up enjoying as much as possible. Think through whether you want to use a rapier specific to a historic era and geographic location. Think through the pros and cons that each component will offer for offence and defense. What looks nice to your eye (nothing wrong with that!)? Most importantly, try out as many rapiers as you can and pay attention to how they vary for each of the components. Does it feel like a good fit to your style and body mechanics? Most fencers are more than happy to let you try their rapier out if you ask politely and explain that you are trying to get experience with the various styles before buying your own. Most SCA fencing groups will also have various loaner rapiers that you can try and compare.

Most of all, have fun and be safe! Fencing is a great sport with a lot of great folks that you will build friendships with. Hopefully the above thoughts will help you find a rapier that will serve you well and bring you both success and fun for many years of fencing.

Sincerely, Gregorie Moroz Fencer, dancer, archer, leatherworker, metalworker, and brewer Shire Castellan and Group Rapier Marshal The Shire of Trinovantia Nova

Editor's Note: The following are some links specific to the Kingdom of An Tir

http://antir.sca.org/Pubs/Rapier/ An_Tir_Approved_Blade_List_January_2014.pdf

http://antir.sca.org/Pubs/Rapier/ An Tir Book of Rapier Combat July2009.pdf

If you know of anyone donating or selling a gentlyused rapier blade that can be pressed into service as loaner gear, please contact the Chronicler at MyrtleHolt.Chronicler@gmail.com with information for our Heavy Marshal, Lord Bowen Doyle

Arts & Sciences



Members join the MoAS at Arts & Sciences Tuesdays; They put together some much-needed largess bags and two chemises for Gold Key loaner garb.



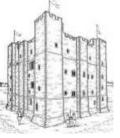
Myrtle Holt Business Cards Now Available! Ask your Chatelaine

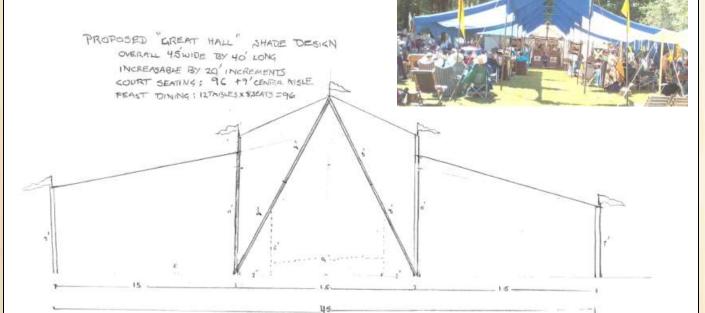




The LEAFLETTE — JUNE/JULY 2016 **A House United!** The Battle of the Biancos Draws to a Close...

After a valiant battle, both parties of the Battle of the Biancos (the Gull-Wing Party and The It's-Not-Dead-Yet! Party) have agreed to pool their resources to be used for the construction of the proposed Great Hall multi-purpose structure; The plan is to make it available for its first use at ARC! See the proposed structure diagram and photo of a similar structure in use.





Ye Olde Help Wanted

DEPUTY EXCHEQUER:

Exchequers are responsible for maintaining the financial records of their branch and for ensuring that all funds are spent to further the Society's non-profit, educational purpose. Branch Exchequers must maintain permanent, detailed books and records of all financial activity.

SENESCHAL:

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Branch Seneschals are responsible for the coordination of the Society activities in their branch. However they do not supervise the other officers, merely aid their cooperative efforts. Branch seneschals hold vacant offices on a temporary basis until they can be filled and are responsible for filling the reports for those vacant offices.

MINISTER OF ARTS

AND SCIENCES (MOAS): Branch Arts and Sciences Officers facilitate S.C.A. members in their artistic and scientific endeavors. They do this by being a resource, arranging to have classes taught on diverse subjects, holding competitions and finding other ways to inspire people's interest in the arts and sciences.

DEPUTY CHATELAINE:

The job of the Chatelaine is composed of many parts: welcome wagon, font of knowledge (both Society and historical), Public Relations officer, and friendly face of the SCA.



Hero Wanted: Apply Within

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Basic Armouring Chapter 5: Leather Working Techniques

Basic Armouring—A Practical Introduction to Armour Making Copyright 2002 By Paul Blackwell

The material provided in these articles are excerpts from Basic Armouring, a book by Paul Blackwell. The contents and images are used with permission and courtesy of Paul Thane-Clarke (Richard the Rampant) of Brighthelm.org

Lots of books have been written on sewing, leather and metal work so it doesn't really make sense to repeat all that information here! Pop down to the library and have a browse - the bits in the next few sections are really just notes to get you started. For a useful book list see Chapter 20.

Shaping

Leather is a flexible material and can generally just be bent to shape. Hard leather such as sole leather needs to be made flexible by wetting it. When wet



tooling leather can, surprise-surprise, be tooled (pressed down on to give interesting patterns). When making straps and the like remember that leather stretches — add a few extra holes!

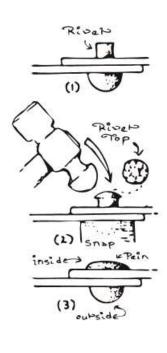
Cuir Bouilli

If you soak vegetable (natural) tan leather, stretch it around a former, wood is good, then dry it slowly in a low oven it goes rock hard. Polish it on the outside to keep water out and you have a nice piece of armour.

Chapter 6 — Metal Working Techniques

Riveting

There are two purposes to riveting. The first is to hold things firmly together, as on a helmet, the other is to form a pivot, as in an articulated knee.



For a firm fit drill a hole in both pieces the same diameter as your rivet then pein the rivet fully down to the inner plate.

For an articulation make the hole one size bigger than the rivet and pein the head over lightly. A washer on the inside is helpful. A leather washer between the two plates surfaces has several purposes, it holds the two moving surfaces apart giving them room to move, stops the rivet falling out (if its a tight fit on the shank) when you turn everything over for peining and allows you to keep the rivet loose without rattling.

Peining simply involves hammering the end of the rivet to form a second head — bring on the ball pein hammer! Place the rivet through the holes in your pieces with the head on the outside. Place the head down onto a hard flat surface, into a rivet snap or into a cut out that matches its head. Now using the ball end of the hammer hit the top of the exposed shank to mushroom it. Smooth out the pein using the flat face of the hammer. Remember this is the inside of your armour — you want something smooth and relatively flat pointing at your skin don't you?

Basic Armouring Chapter 5: Metal Working Techniques (continued)

Bending

It's very easy to push a bit a metal and bend it at that point; what is trickier is to get a curve over the *entire* length. Long bends are best achieved by hammering down over a former; a bit of metal tube, a log, pipe, stake, whatever — provided it's curved. Start by curving the entire length. Don't worry unduly about how much just get the metal moving. Now hammer it some more, push it with your hand, and hammer it back if you have gone too far, until you reach the desired shape. Use a *soft* mallet to avoid marking the metal.

Dishing

Think of a piece of clay; if you push your thumb into it a number of times you can squeeze it out into a bowl shape. If you push it into a bowl shaped former it is even easier to form it. This is in essence what you are going to do with your piece of steel using a hammer and a dishing block.

There are two theories of dishing depending on whether you are a Tinsmith or a Silversmith. One says work from the outside in, the other says work from the middle out; I find it makes no difference.

To dish a piece first mark some guide lines; when you start you may want to draw lots of concentric lines, when you get more experienced you may just want to mark the centre. Place the piece over your dishing hole and start hammering around your guidelines. Holding the piece in a glove cuts down the vibrations to your hand, ear defenders cut down the noise to your ears. What ever you do *don't put your hand between the block and the bit you are about to hit.* I've seen it done — ouch! Work evenly around the shape. On each pass (time round the entire piece) try to even out the hammer marks from the previous pass. If the piece starts to bend dramatically, in a fashion you don't want, straighten it out either by putting it in the vice and pulling or by hitting it over a stake with a flat-faced hammer. If the edges start to crinkle, flatten them out immediately over a former with a flatfaced hammer (otherwise the metal may crack). If your surface is uneven either finish it off by doing a final pass on a flat surface or by planishing (see later). A selection of hammers, with different curves to their faces makes life easier. Dishing can be done onto a flat metal surface, such as the face of an anvil. This is very noisy!

Polishing

Even bright mild steel comes with a protective coating, to stop it instantly rusting, which has to be removed to achieve that bright polished look. You can either polish by hand or by machine. Start with the coarsest grade working in one direction. Continue with a finer grade working across the direction of the last grade, so you can see when all the marks have gone. Keep going with progressively finer grades of grit then polishing compound until you reach the finish you need. Doing a bit of initial polishing on things while they are still flat will save a lot of time! Keep things shiny with coatings of car body polish or wax (neutral shoe polish) and avoid rain. Ha! Fat chance!

Blackberry Patties Recipe

You need: some bread dough, some blackberries, and a little butter and honey. Wash the blackberries in clean water before use. Flatten egg sized pieces of bread dough with your hands (or flatten them on a floured board), making them as thin as you can. Place a handful of blackberries on the dough, with a small knob of butter and a drizzle of honey. Dampen the edges of the dough, fold it in half, and seal it firmly by pressing the edges together. Place your patty on a medium hot griddle (as for the bread), and cook until golden, turning occasionally. Serve hot or cold. Be careful to let them cool; the fruit filling will be hot!

Last Call

A&S Meetings are scheduled at Jerome Prairie School at 6pm on the second and fourth Tuesdays of the month. Combined A&S/Fighter Practice on the 3rd Sunday at 11am.

Want to offer a class at ARC? Contact MyrtleholtChatelaine@gmail.com

Next Business Meeting

AUGUST: Change of Date & Venue due to scheduling conflicts

Jerome Prairie School, 2555 Walnut Ave, Grants Pass, OR 97527 TUESDAY, August 9 at 6:00pm—replaces A&S Night.

<u>SEPTEMBER</u>: Marie Hill Conference Room, Community Corrections, 510 NW 4th St, Grants Pass. SUNDAY, September 4 at 1:00pm.

Officer Excerpts

- Marshal: Fighter practices continue. Check online for any schedule changes. Donation of rapier loaner gear sought.
- Seneschal: Positions need volunteers: Seneschal, Deputy Exchequer, MoAS, Deputy Chatelaine
- **MoAS:** Bring your projects to A&S, anyone without a project can paint charters. Quarterly show-n-tell is due to MoAS now.
- **Chatelaine:** ARC Champions, please contact MyrtleholtChatelaine@gmail.com with your plans for your challenges.
- Chronicler: Welcome Andreana Sionnach as Deputy Chronicler. Huzzah!

Looking Forward

ARC September 30/Oct 2, 2016

Event Steward: Lord Uilliam Mag Dhuibhfhinn & Family, Mentor: Maître David de Rosier-Blanc

Hogmanay December 31, 2016

Event Steward: Andreana Sionnach, Mentor: David de Rosier-Blanc Game Master: Robert ONeill & Youth Activities: Tristan Munroe Feast Steward: HL Keara Rylyn Buchanan Feast Steward Assistant: Bowen Doyle

St. Eggberts April 2017

Feastocrats: Aelfric and Monique



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The LEAFLETTE — JUNE/JULY 2016

Calendar

Find These Events at: <u>http://antir.sca.org/Upcoming/index.php</u>

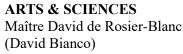
July-2016		
Dates	Event	Branch Locations
15 - 17	W K Q July Coronation	Barony of Stromgard
18 - 25	AT War/Nakusp Medieval Days Demo	Principality of Tir Righ
22 - 24	K Q A Game of Thrones and Stormgods	Barony of Stromgard
23	Midhaven Revelry	Shire of Midhaven
29 - 31	Seafarer's Celebration V	Barony of Glymm Mere
29 - 01	Tournament of Armies	Barony of Lions Gate
30	"August" in the park	Shire of Hauksgaror

August-2016		
Dates	Event	Branch Locations
05 - 07	Briaroak Bash	Shire of Briaroak
05 - 07	Dragons Down	Shire of Fire Mountain Keep
05 - 07	Feast or Famine	Shire of Druim Doineann
05 - 07	KaldorNess Workshop Weekend	Canton of Kaldor Ness
05 - 07	Sergeants, Yeomans, and Gallants	Barony of Seagirt
05 - 07	Warren War	Shire of Thornwood
06	Sergentry Trials	Barony of Wastekeep
06	Wyewood Champions	Barony of Wyewood
12 - 14	Archery Academy	Barony of Three Mountains
12 - 14	Lions Gate Trials	Barony of Lions Gate
12 - 15	<u>Táin Bó</u>	Shire of Glyn Dwfn
13	Madrone Masters Tournament (Event's Web Site)	Barony of Madrone
17 - 22	K Q Autumn War	Barony of Blatha An Oir
19 - 21	Lebus	Shire of Coeur du Val
20 - 21	Newcomers	Canton of Akornebir
26 - 28	Harvest Tournament	Shire of Corvaria
26 - 28	K Q 🗠 Tir Righ August Investiture	Shire of Danescombe
26 - 28	William Tell XXXI	Shire of River's Bend
27 - 28	Aquaterra Champions & Grand Ithra	Barony of Aquaterra

Myrtle Holt Officers



SENESCHAL Lady Brynhildr Smidsdottir (Megan Blattel)





GOLD KEY Constance Campbell (Christina Hager)



SCRIBE HL Keara Rylyn Buchanan (Loree Day)



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



HEAVY MARSHAL Lord Bowen Doyle (Albert Wessels)



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





DEPUTY GOLD KEY Alina MacMurrich (Amanda C. Cowin)



CHATELAINE HL Uilliam (Liam) Mag Duibhfhinn (Morris Givens)



HERALD IN TRAINING Eric Liefson (Glenn Allen)

TARGET ARCHERY MARSHAL HL Uilliam (Liam) Mag Duibhfhinn (Morris Givens)

EXCHEQUER

(Barbara Van Look)

CHRONICLER

(Sarah Givens)

HL Nim

Visc. Vestia Antonia Aurelia



EQUESTRIAN MARSHAL (Vacant)

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