

Walking With the Tyger

An Introductory Guide to the East Kingdom

By Lady Angharad o'r Rhosyn ferch Rhain
And Lady Skya na Ruadh

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About the Authors

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Welcome to the Kingdom of the East

What is the SCA?

The Society for Creative Anachronism (SCA) is a non-profit educational organization, dedicated to researching and re-creating the Middle Ages and the Renaissance in the present. Most groups hold weekly meetings, where we talk, study, and practice different Medieval crafts.

One of the things that makes the SCA so appealing is that we are a “living history” group. This means that instead of just researching the various aspects of the Middle Ages, we actively recreate and experience them. We make our own clothes that reflect what people wore during the Middle Ages, cook and eat Medieval food, put on armor and fight, learn to do the dances and play the instruments. Practically anything that people did in the Middle Ages (except die of the plague!) is done by somebody in the SCA, and we are always willing to teach!

How did the SCA get started?

The SCA started as a Medieval theme party held by a group of students in Berkeley, California in 1966. It wound up being so much fun that afterward they got together to discuss the idea of forming a Medieval recreation and reenactment group. A couple of years later, the group incorporated as a non-profit educational society, started forming groups in other places, and took off from there. Since 1966, the society has grown to over 30,000 paid members, in the US, Canada, Europe, New Zealand, Australia, Okinawa, Iceland, and Egypt, and it is guessed that for every paid member there are three or four other active participants.

Organization

The SCA is based on a feudal society. The “Known World” is divided into sixteen Kingdoms, each with a King and a Queen, a Prince and a Princess, and a council of Great Officers who handle the day to day business of running the Kingdom.

To earn the right to lead our Kingdom, our King has fought in a Crown Tournament for the right to make his Lady the Queen (or vice versa, if it is a woman who is fighting), and to wear the crown. They reign for six months as Prince and Princess

(heirs to the throne), then for another six months as King and Queen. With the Monarchs changing every six months, it can certainly make things interesting!

The East Kingdom

By 1968, the SCA had spread to the East Coast. Since the East Coast groups were so far from the ones in the West, the Kingdom of the East (The Eastrealm), was founded in 1968 as the Second Kingdom in the SCA. Originally, the East spanned the entire eastern seaboard. Over the course of time, large groups from different sections of East Kingdom formed into Principalities, which eventually broke away to form their own Kingdoms.

Currently, the East Kingdom encompasses Delaware, New Jersey, eastern Pennsylvania, eastern New York, Connecticut, Rhode Island, Massachusetts, Vermont, New Hampshire and Maine in the United States and Quebec, New Brunswick, Nova Scotia, Prince Edward Island and Newfoundland in Canada.

Officers

At both the Kingdom and the local level, there are groups of officers that deal with the day to day, organizational matters of the group. Below is a list of some of the major offices (ones that you're likely to find in any SCA group) and their respective duties.

Seneschal – The officer who acts as the legal representative of a group. He or she is the person in charge of the organization of meetings, events, etc., and basically acts as the President of the group. The other group officers report to the seneschal.

Exchequer – The officer in charge of a group's finances, the exchequer maintains the group's checking account and keeps track of money going in and out.

Herald/Pursuivant – The officer in charge of aiding people in the development and registration of names and devices, the Herald also makes announcements at Court and elsewhere.

Minister of Arts and Sciences – The officer in charge of the development and coordination of the arts and sciences within a group. The MOAS may help to set up classes between people who know about a particular subject and those who wish to learn.

Knight Marshal – The officer in charge of safety, training, and supervision of SCA combat.

Chatelaine – The officer in charge of greeting and helping new members of the SCA, the Chatelaine often has hand-outs and resources designed to assist new members.

Gold Key – Many groups have a collection of loaner clothing and gear, which they use to assist newcomers. Gold Key is used to describe this collection, or the Deputy of the Chatelaine in charge of it.

Chronicler – The officer in charge of a group's newsletter.

Chirurgion – The officer with first-aid training that stands by at events to render assistance as needed.

Some larger groups will have other offices in addition to these, like a Historian or someone in charge of children's activities. At the Kingdom level, there are officers who cover practically every aspect of the SCA.

Information

There are a few different sources you can go to for information on what's going on in the Kingdom.

Pikestaff – This is the Kingdom newsletter. In it, you will find a list of all the groups in the East, contact information for all the Kingdom level officers, and a listing of all the events that are happening in the Kingdom for the next few months. It also contains contact information for all local groups.

The East Kingdom Web Site – www.eastkingdom.org Here you'll find many things of interest, such as event listings and information on various activities. You'll also find a copy of the laws of the Kingdom.

Activities

There are literally dozens of different activities available within the SCA. You can wage battle against noble opponents with sword, rapier, arrow or lance; or you can learn the skills of ancient artisans and scientists.

Martial Activities

The Marshal is the officer in charge of teaching the art of war to members of the SCA. If you are interested in learning any of the following activities, please contact the Marshal or the Seneschal to get more information.

Heavy Weapons Fighting – Fighting in the SCA is based on the idea of Medieval foot tournaments. Essentially, it's what would happen when two knights were unhorsed in a joust, and would have to fight on the ground. There is also another type of combat which is a group battle, known as a melee. In this type of combat, one group of fighter faces another. This simulates Medieval Warfare.

The weapons are made of a bamboo-like plant called rattan. A rattan sword is similar to the weight of a real steel sword, while being springy enough to absorb some of the force of the blow. A good, or killing, blow is the amount of force it would have taken to get through a suit of chainmail or armor with your weapon.

Combat is fought on an honor system. The fighter who is hit judges whether or not the blow received would have been hard enough to do injury through armor. One fighter keeps faith with the others by accepting their opponent's word.

Fencing – SCA Fencing, also known as Light Weapons Fighting, is an attempt to recreate late period rapier duels. Fencers usually wear armor made from several layers of woven cloth or leather, as well as gloves and a mask. The weapons that SCA Fencers use are similar to those used by modern Olympic fencers. Since the fencers are assumed to be wearing street clothing, the blows in fencing are much lighter than they are in Heavy Weapons Fighting. The honor system in Fencing is similar to that used by the Heavy Weapons Fighters.

Archery – SCAdian Target Archery is very similar to modern archery with a few exceptions. Archers are required to use wooden arrows with feather fletching and only long bows, recurves or crossbows. These items give a more Medieval feel, since aluminum arrows would NOT have been used during the Middle Ages. Pulleys, spring rests, plunger buttons or any other modern device would also not have existed and are not allowed on SCA bows. Archers in the SCA are ranked by their Royal Round Score. A Royal Round consists of a series of shoots at different ranges.

Combat Archery – SCA Combat Archery has recently been adopted in the East Kingdom. It consists of groups of archers firing into a Heavy Weapons melee with special padded arrows. Combat Archer must also be armored and authorized Heavy Weapons Fighters, so they can defend themselves on the battlefield.

Equestrian Activities – Horses played a major role in Medieval Society and many people within the SCA recreate Equestrian Activities, such as racing, timed courses and tilting at stationary targets (jousting at dummies).

Arts and Sciences

The Minister of Arts and Sciences is the officer in charge of fostering the arts within a group. You can go to the MOAS for information concerning various Arts and Sciences classes and activities that go on in your group. Some of these might include:

Basketry	Beadwork	Brewing
Calligraphy	Candlemaking	Cartography
Carving	Ceramics	Cookery
Costuming	Dancing	Dyeing
Embroidery	Enameling	Games & Toys
Gardening	Glasswork	Heraldry
Herbology	Illumination	Lacemaking
Leathercraft	Metalwork	Music
Painting	Persona Research	Poetry
Smithing	Soapmaking	Storytelling
Textile Arts	Theater/Drama	Woodworking

This list is by no means complete. If someone in your group is working on a project, ask them about it. Ask your MOAS what other people are working on. You may also want to check these other sources for information:

Publications –

Tournaments Illuminated and Compleat Anachronist

Internet –

SCA Arts and Sciences Home Page

www.pb.com/~lindhal/arts_and_sciences.html

East Kingdom Arts and Sciences Page

www.bcn.net/~alisoun/default.htm

A&S Links of the Kingdom of Atlantia

<http://moas.atlantia.sca.org/topics.htm>

Guilds

Guilds are groups of individuals who are organized to help further the study of different arts, sciences and eras within the Society. The following is a list of guilds that exist in the SCA.

Arachne's Web – Lacemaking Guild

Architect's Guild

Athena's Thimble – Embroidery Guild

Beadworker's Guild

Brewer's Guild

Chandler's Guild

College of Bards
Cook's Guild
Equestrian's Guild
Gilded Pearl – Late Period Arts
Musician's Guild
Scribe's Guild
Soothsayer's Guild

Not all of these guilds are currently active. If you're interested, please contact your local Seneschal or Chatelaine to find out how to get in touch with them.

Living in the Current Middle Ages

Creating a Persona

Almost all members of the SCA create what is known as a persona. This is the person they would have been if they had lived during the Middle Ages. This often includes a name and an area of the world where their persona would have lived. Some people create a whole story behind their persona, while others do not. It's up to you. There are a number of ways you can start doing research. Your group Herald/Pursuivant is a great resource and most members are willing to answer questions about their persona. A good way to start is to choose a time period or a country that you're interested in, like 14th century Wales or 10th century Byzantium. The SCA focuses mainly on the years from 500 to 1650 CE, so you can pick a persona from any time between these years. At SCA events, 7th century Celts rub elbows with 17th century Italians. Another way you can start your persona development is by looking through costume or history books for costumes that appeal to you, or by researching your family background.

Names in the SCA

Everyone in the SCA has a special name that they use around other members and at events. These names reflect the persona that each individual creates. For example, a person with a Welsh persona would pick a Welsh name. It should also reflect the time period in which the persona lived. For example, the name Aethelred is an Anglo-Saxon name that probably would not have been used after the Norman invasion of England in 1066.

Until you decide on an SCA name, you may want to use your modern name along with the name of your group or region, like John of Coldwood or Elizabeth of the South. At some point, you'll probably want to register your SCA name with the College of Heralds. To do that, your name will have to be unique within the SCA and you will have to prove that your name could have existed during the time and in the area your persona lived.

There are a few things you should consider before selecting your SCA name. You may not take the name of a real historical person, like Henry Tudor or Eleanor of Aquitaine. You may not take a name that implies a noble title, like Alfred, Lord Tennyson, since titles in the SCA must be earned. Try not to take names from Fantasy or Historical novels, because they are often inaccurate and impossible to document.

So, go ahead and pick a name. Before you set your heart on a particular name, try it out. See if you like it. See if other people can pronounce it. If you're still happy with it after a couple of weeks, congratulations! You now have a Society Name!

Heraldry Within the SCA

During the Middle Ages, Knights were recognized on the field of battle by the distinctive designs on their shields. In the SCA, we have revived that tradition by allowing our members to register a unique design known as a device. At events, you'll see Heavy Weapons fighters with their devices on their shields, banners with device hung in the feast hall and people wearing favors on their belts with the device of the individual for whom they are fighting or the device of the household to which they belong. You are by no means required to have a device, but if you are interested, please contact your group's Herald/Pursuivant. He or she will be more than happy to sit down and help you work on a device and ensure that the one you choose does not conflict with anyone else.

What to Wear

One of the first things you probably noticed about people in the SCA is everyone wearing Medieval and Renaissance clothing. Everyone who attends an event is expected to at least make an effort at a Medieval style of clothing. Eventually, you'll probably want to try to make clothing that reflects a particular time period or area to match your persona, but for your first outfit, the easiest thing to start with is a basic tunic. Tunics were worn in different styles and lengths by both sexes throughout the Middle Ages. Directions for a basic tunic are included below.

For fabric, a natural-looking cloth in solid primary colors works best. Most fabrics come in 45 or 60 inches wide, so get enough to fit around you. You also need to decide how long you want your tunic to be. For example, if you're making a floor length tunic, you'll need to get twice your height in material. You'll also want to accessorize your new garb. A plain brown or black leather belt with a drawstring pouch is always a good idea. Simple boots, cloth slippers or moccasins work great for period-looking shoes.

Directions for a Simple Tunic

1. Fold the material in half lengthwise.
2. Fold the material in half again, this time widthwise.
3. Using a shirt that fits you loosely and comfortably, fold it in half and place it on the fabric with the neck on the folded corner of the material.
4. Use the shirt as a pattern and cut around it adding around 2 inches for a seam and make it long enough to suit your style at the bottom edge.
5. Cut out a small neckhole at the folded corner. Don't forget, it's easier to make the hole larger than to undo what you've already cut!
6. Sew the seams and hem the sleeves, neckhole and bottom edge.
7. Add trim or beadwork if you want to make your tunic more individual.

And Voila! Medieval clothing in seven easy steps!

Your First Event

What You Need to Know

So, you've found out that there's an event coming up in your area. You're ready to go and see what an event is like. After all, this is what SCA members work toward and it really is the best way to get to know the Society. One of the first things to consider about selecting the event you'll attend is what kind of event it is. For example, if you aren't interested in fencing and you don't fence, then going to an event where the main activity is going to be fencing is probably not such a good idea.

There are several different types of events from which to choose: Local Events, Camping Events, Royal Progresses, Universities/Colleges and Wars. Local Events are usually one day events that are held indoors or outdoors, depending on the season. They may include fighting, feasting, Arts and Sciences classes and competitions and any other of the myriad activities that exist in the SCA. Camping Events are just like Local Events, except they last for an entire weekend. Members bring camping gear to sleep outside. Royal Progress Events occur when the King and/or Queen or the Prince and/or Princess attend an event. Royal Court is held, during which awards are given and other official business is attended to. At Universities and Colleges, the main activity throughout the day is classes. Sometimes, these events have a theme, like an Early Period University, in which all the classes have an Early Period theme.

The biggest event during the year in the East Kingdom is Pennsic War. It's held every August in Pennsylvania, where the East battles it out with the Midrealm over the territory known as the Debatable Lands (in and around Pittsburgh). It is a truly huge event, with attendance in recent years reaching nearly 10,000 people and battles with around 1,000 fighters per side. It lasts two weeks, although most of the activities are scheduled for the second week.

There are other Wars held yearly around the Known World, including Gulf Wars in the Southeastern United States and Estrella War in the American Southwest.

What to Do and Bring

Now that you've decided on an event to attend, you're probably thinking, "what do I do?!" The better prepared for an event you are, the more you'll enjoy yourself. So, here's what you'll need:

The first thing you should get is a paid reservation. The person who takes the reservation is named in the event listing in the newsletter, "Pikestaff". Just make out a check and send it to this person. Don't forget to include a note that tells them your name, so they know how to record your reservation. Please don't make the autocrat (the person running the event) guess how many people will be attending their event. They have enough stress as it is.

While some events do offer a lunch or "day board," most do not. For these events, you will need to bring whatever you'll need for lunch. (One of the authors finds that bringing enough chocolate to share is a great way to meet new people.) Also, most feasts are limited as to how many people they can serve. If you reserve ahead of time, you may be able to obtain an "on-board" seat at the feast, meaning you'll be served the meal. "On-board" reservations may cost a few extra dollars. If you do not get an "on-board" seat, you may have the option of an "off-board" seat at the feast, meaning that you are provided with table space, but do not receive any food. The last option is "out-board" in which you receive neither table space nor the feast. If you are "out-board" or "off-board," you will need to bring whatever food you'll need for dinner as well as lunch. Alternately, groups of people who are "out-board" will often go out to eat together at local restaurants.

Another thing to remember is that you'll have to bring feast gear with you, since plates, bowls, mugs and utensils are not provided. Talk to your local Chatelaine about where you can locate some loaner gear or you can check out local antique shops or garage sales to find some simple wooden or pewter dishware and utensils.

How to Get to the Event

Most events that you'll be attending will be located someplace you've never been. If you can't get a ride or follow someone else who's going, make sure you have a map. Plus, directions to the event will be published in the East Kingdom newsletter, "Pikestaff". As you get closer, signs will usually be posted directing you to the site.

Once you find a place to park, proceed to the Troll Booth to sign-in. If you haven't pre-registered, you'll have to pay at the Booth. This is also the place to get a schedule and sign up for any classes that are being offered. The person manning the Booth will be able to direct you to the camping area, if it is a camping event.

When you're all set and changed into your garb, you're ready to participate in your first event!

Checklist for SCA Events

In the Car:

- Wallet, Cash, Credit Cards
- Flashlight
- Event Flyer
- Road Atlas, Map
- Change (Quarters)
- Snacks & Drinks
- First Aid Kit
- Bug Repellent
- Band Aids
- Aspirin
- Sunscreen
- Sunglasses
- Umbrella
- _____

The Day of the Event:

- Cooler
- Arms & Armor
- Games
- Musical Instruments
- Archery Gear
- Fencing Gear
- Books
- Embroidery
- Other Hobbies:

- Banners

Clothing:

- Tunics
- Gowns
- Hat or Veil
- Jewelry
- Boots/Slipper
- Sandals
- Cloak
- Belt
- Belt Pouch
- Accessories
- _____
- _____
- _____

For Camping:

- _Clock
 - _Tent
 - _Stakes & Poles
 - _Groundcloth
 - _Sleeping Bag
 - _Blankets
 - _Pillow
 - _Air Mattress/Pump
 - _Floor Rug
 - _Folding Table
 - _Clothing
 - _Toiletries
 - _Corkscrew
 - _Coleman Stove
 - _Pots & Pans
 - _Scouring Pads
 - _Dish Soap
-

Personal Gear:

- _Chair or Stool
- _Large Plastic Bags
- _Small Plastic Bags
- _Feast Gear
 - Eating Knife
 - Plate
 - Bowl
 - Utensils
 - Goblet/Mug
- _Salt with Dish and Spoon
- _Candles & Holder
- _Matches
- _____
- _____
- _____
- _____
- _____

Food:

- _Fruits
- _Cheese
- _Juice
- _Beer/Sodas
- _Lunch Meats
- _Wine/Mead
- _WATER!
- _Crackers
- _Bread
- _Ice
- _Plastic Bag
- _Water Jug
- _Wicker Basket
- _Canvas Bag
- _____
- _____
- _____

You don't have to run out and get every single item on this list. Only bring what you think you might need. Also keep in mind that this might not include everything you want to bring. Ask around about gear that you might be able to borrow from more experienced group members.

A brief note may be in order about cameras. In most cases, cameras are okay to bring to events. However, flash photography is never allowed in Court and you'll want to check before using a flash in other circumstances.

After the Event

If the event you attended is not a camping event and the ride home is too long to do in a single night, you'll need to get a place to stay, known in the SCA as Crash Space. This must be arranged ahead of time. You can find out if Crash Space is available by contacting the Autocrat or the person taking reservations. Crash Space is usually a private home of one of the local SCA members, who have space where people can sleep on the floor.

Remember, if you use Crash Space, you are a guest in someone's home. Be on your best behavior. A Host Gift is always a good idea and always clean up after yourself.

Manners in the Society

Now that you've learned a little about the Society, it's time to start living the Middle Ages. In the SCA, we try to uphold the principles of Chivalry by acting in a polite and honorable manner all the time, not just at events. This usually consists of simple good manners, but there are a few notable additions. The following sections include some helpful hints on behavior in the SCA.

Forms of Address

There are a number of different awards given by the King and Queen of the East. These will be dealt with a little later. However, many of these awards carry with them a title by which an individual should be addressed. The following is a list of Titles and their corresponding Forms of Address.

King/Queen – Your Majesty, Your Royal Majesty, Sire
Crown Prince/Princess – Your Highness, Your Royal Highness
Prince/Princess (Ruler of a Principality) – Your Serene Highness, Your Highness
Heir to a Principality – Your Excellency
Duke/Duchess – My Lord Duke/My Lady Duchess, Your Grace
Count/Earl/Jarl/Countess – My Lord Count/Earl/Jarl/Lady Countess, Your Excellency
Viscount/Viscountess – My Lord Viscount/Lady Viscountess, Your Excellency
Viceroy/Vicereine – My Lord Viceroy/Lady Vicereine, Your Excellency
Court Baron/Baroness – My Lord Baron/Lady Baroness, Your Excellency
Landed Baron/Baroness – My Lord Baron/Lady Baroness, Baron/Baroness (place name)
Knight – Sir
Master at Arms – Master/Mistress
Laurel – Master/Mistress
Pelican – Master/Mistress
Award of Arms – My Lord/Lady

If you don't know the rank of the person that you're addressing, m'Lord or m'Lady is always considered appropriate.

Sumptuary Laws and Customs

Most of the following guidelines concerning clothing and accessories are customs of the East Kingdom rather than actual laws and, as such, are more prevalent in some areas than they are in others. If you have any questions, ask your local Chatelaine before you invest in anything expensive.

Crowns/Coronets – only worn by those entitled to them (Kings, Queens, Princes and Princesses)
Plain Gold Chains – Knights

Plain Silver Chains - Squires and others in fealty to a Knight
Specific Badges or Medallions – members of the Order depicted
White Undecorated Sword Belts – Knights
White Baldrics – Masters at Arms
Red Belts/Baldrics – Squires
Yellow Belts/Baldrics – Proteges
Green Belts/Baldrics – Apprentices
Closed-Back Circlet – People who have been given an Award of Arms
Circlet with a Single Stone – People with an Award of Arms

The customs concerning circlets are rather old and have fallen into disuse. If you want to wear a circlet, a thin, unadorned one is probably best. More may cause confusion.

East Kingdom Archers and Fencers have their own systems of rankings. Archers wear a badge denoting their current ranking: Archer, Marksman, Bowman, Master Bowman or Grand Master Bowman. Fencers wear a cord, the color of which enables other Fencers to recognize their skill in the art of Fence. Ask your local Archery or Fencing Marshal if you would like to learn more.

Courtesy and Etiquette

The following was found in the Chatelaine's files of the Shire of the Northern Outpost. The author is unknown. It has been altered from the original.

Here's a list of basic guidelines for members of the SCA:

To quote Orlando Ambrosius, "treat your inferiors and your equals, treat your equals as your superiors, and treat your superiors with all the respect and deference you can muster."

Don't guess at someone's title. ASK, even if you've asked before. (This goes for everything, titles, names, whatever.)

If you want to take a better look at something, ask before you touch, particularly with weapons. Never touch the blade of any weapon. When you draw a blade, say "CLEAR!" first. If you are handing a weapon to someone, hand them the handle, not the blade. If you're wearing a dagger or any other bladed weapon, please make sure that it is peace-bonded. This means that the blade is tied in the sheath so it cannot be drawn easily. Do not wear steel into Court. (There are exceptions to this rule. If one of them applies to you, you will know.)

If you hear someone yell "HOLD!" it means that everyone who heard should freeze where they are. There could be danger nearby.

Reservations should be made in advance if at all possible. This makes life easier for the Autocrat and the person planning the feast.

If you get a ride to an event, be prepared to share gas expenses and any other fees, like bridge tolls.

During feasts, there is usually entertainment. If you aren't interested, please keep conversation to a minimum. Other people are trying to hear.

Lords, practice your bows and your handkissing technique. (Ladies hate sloppy handkissers.) Ladies, work on your curtsies. These simple actions improve the Medieval atmosphere of an event.

If you can help in any way, especially in the kitchen or cleaning up after an event, please do. It's a good way to meet people. In the SCA, we try to leave every event site cleaner than we found it.

There may be customs that are practiced in your local group. Be sure to ask your Chatelaine or a more experience member if there's anything you need to know or have questions about.

Above all, don't do anything that makes you feel uncomfortable. No one should criticize you for refusing to do something.

Awards and Titles

There are a number of ways that individuals within the Society and within the East Kingdom are recognized for their participation, whether through excellence in the martial arts, service, or arts and sciences. Here is a brief overview:

Society Level Awards

Awards Carrying Arms

Patent of Arms – given to former Royalty after they descend the throne and members of the Peerage

Grants of Arms – usually accompanies an award of Landed or Court Baron or Baroness and are rarely given as a separate award

Award of Arms – given for participation in the Society, giving the right to bears Arms within the Society, often the first award received

Peerage Orders

Chivalry – award given in recognition of skill at fighting, willingness to teach, knowledge of the gentle arts, courtesy and service to the Kingdom on and off the battlefield

Knight – must swear fealty to the Crown

Master at Arms – not required to swear fealty

Laurel – award given for excellence in the arts, teaching and knowledge of the arts, badge is a laurel wreath

Pelican – award given for service above and beyond the call of sanity, given for highest service, badge is a pelican in her piety

Order of the Rose – usually given to a Consort when they descend the throne

Kingdom Level Awards

Order of the Silver Crescent – award for service within the kingdom, badge is an Eastern Crown under a silver crescent moon

Order of the Maunche – award for arts and sciences, for excellence in one area or skill in several, badge is a purple and gold counterchanged Maunche

Order of the Tygers Combattant – award for excellence in one area of fighting or skill in several areas, badge is two tygers combattant counterchanged gold and blue

Order of the Sagittarius – award for skill in archery, by teaching, making archery equipment or excellence on the archery field, badge is a gold centaur holding a bow and arrow

Order of the Golden Rapier – award for excellence in the art of fence, by teaching, promoting knowledge of fencing or excellence in the lists, badge is a blue tyger's head run through by a golden sword

Other Kingdom Awards

Order of the Burdened Tyger – award given to autocrats and cooks at Royal Progress events that were excellent above the normal standards, badge is a blue tyger with its paws held to the sides of its head

Order of the Tyger's Cub – award for children who uphold the chivalric ideal at events, badge is a blue tyger with its paws resting on a red ball

Order of the Troubadors – award given for vocal entertainment, token is a cup

Order of the Terpsichore – award given for participation in the art of dancing, tokens are bells

Queen's Order of Courtesy – award given by the Consort to gentles who show a superior level of courtesy, token is a glove with a gold rose inside a blue rose

Queen's Cypher – award given by the Queen to those who assisted her during her reign, token is something with the Queen's initial and an R

King's Cypher – award given by the King to those who helped him during his reign, token is something with the King's initial and an R

King's Order of Excellence – award given by the King to individuals who strive to be as authentic as possible

Blue Tyger Legion – award given to groups for excellence on the field, badge is a small banner with the initials of the reigning King and Queen

Order of the Portable Feast – given to individuals for elaborate table displays at Crown Tournament, Coronation and Twelfth Night feasts, token is a footed bowl

Queen's Honour of Distinction – given by the Queen to an individual whose actions are worthy of recognition, token is anything of the Queen's choosing

Court Appointments

King's Champion/Queen's Champion – titles given following a Champion's Tournament for fighting, fencing, archery and equestrian activities. Champions are expected to uphold the honor of the Crown and serve as members of the Royal Household, token is a jeweled collar

King's Bard/Queen's Bard – titles given following a Bardic Championship, Royal Bards are expected to record the history of the Reign and serve as members of the Royal Household, the King's Bard wears a gold baldric with three purple clarions, the Queen's Bard wears of gold baldric with three purple clarions beneath a purple rose

Queen's Guard – consists of twelve fighters, fencers and archers who are selected for their excellence on the field and their courtesy, Guards wear a baldric, usually purple with a gold rose

Shield of Chivalry – given by the Queen to the fighter who fought with the most chivalric behavior during the Crown Tournament, token is a shield with a blue tyger holding a sword in its tail

Admiral of the Armies – title given to the second place fighter in the Crown Tournament

Additional Information

If you are interested in participating in the SCA and have a disability, please contact the Accessibility Porter for information. The address, phone number and email address for this officer is located in “Pikestaff.”

If you are a parent and want to know what kind of children’s activities are available, please contact your local Chatelaine of Seneschal.

There are lots of other places to find out more information about the SCA and participating in it. Here’s a list of a couple of good resources:

The Known World Handbook – This is a book published by the SCA and it contains a number of really great articles, including ones on how to create a persona, a guide to basic garb and much more. It’s available from the SCA Marketplace.

Tournaments Illuminated – This is a quarterly publication by the SCA and contains specific articles on a range of topics, from how to make Turkish Coffee to how to grow Medieval Roses. TI comes with a sustaining membership to the SCA and back copies are available through the SCA Marketplace. Most SCAdians also have a bunch just lying around, so ask if you can borrow some.

The Compleat Anachronist – This is another SCA publication. It’s a pamphlet on a specific topic that is of interest to SCAdians, from clothing of the Byzantine Empire to Period Make-up. For an extra fee, you can have Compleat Anachronists delivered to your house or you can get back issues from the SCA Marketplace.

If you have access to the Internet, there are a number of great web sites that you can check out.

SCA Web Site – www.sca.org

It’s a great introduction to the SCA and has a number of really informative links.

East Kingdom Web Site – www.eastkingdom.org

This is a guide to the East Kingdom and again has a number of good links.

Rialto Archive – pnm.com/~lindh/rialto/rialto.html

This has a ton of great information on a number of different topics, including Personas, garb and much more.

If you have any questions about anything related to the SCA or East Kingdom, the most important thing is to ask. All members are here to help with any problems you might have and Seneschals and Chatelaines are particularly good resources. Good Luck and Welcome to the Current Middle Ages!

Useful Terms in the Society for Creative Anachronism

Anachronism – anything out of time

Armor Inspection – before combat begins, all armor and weapons must be checked over to

make sure they're safe

Arms – a heraldic device that represents a group or a person who has been given the right to bear arms by the Crown

Apprentice – a person who studies under a member of the Order of the Laurel

Authorized – describes a fighter or fencer who has been trained and given permission to fight in the SCA

Autocrat – person in charge of an event

Award of Arms – an award given to a person in the SCA, it conveys the title of Lord or Lady and the right to bear heraldic arms

Badge – identifying symbol other than a device

Bardic Circle – an informal gathering for singing and storytelling

Chatelaine – officer in charge of helping new members

Chirurgion – officer with medical training who is authorized to give medical attention at events

Chivalry – 1. with a lower case “c,” the attitude and standard of behavior expected of all members of the SCA

2. with an upper case “C,” a term referring to the Order of the Chivalry, comprised of Knights and Master at Arms

Chronicler – officer in charge of a group's newsletter

Circlet – a metal band worn around the head, sometimes used to indicate rank

CLEAR! – word called to indicate someone is about to draw a steel weapon, used to prevent accidents

Combat Archery – archery used against human targets, using padded arrows, the archer must be authorized as a fighter

Coronation – an event where the new King and Queen are crowned

Corpora – the document that defines the structure of the SCA

Court – formal meeting presided over by the King, Queen, Prince or Princess

Crash Space – place to stay at out of town events other than a hotel

Crown Tournament – a tournament that decides who will become Heirs to the Crown, won

by Right of Arms

Device – heraldic emblem registered to an individual or group

Dry/Damp/Wet Site – restrictions concerning the presence of alcoholic beverages at event
sites, dry means no alcohol of any kind, damp means beer, wine and mead only and wet means any alcohol is permitted

Exchequer – officer in charge of the treasury (also known as the Chancellor of the Exchequer)

Favor – a token worn to designate membership in a household or group, or to denote friendship or commitment

Feastgear – tableware for one feast (plates, bowls, mug/goblet)

Fighter – used for anyone engaged in SCA combat with Heavy Weapons

Garb – historic clothing worn at SCA events

Guild – an organization chartered to study a particular art, science or era

Heavy Weapons – weapons and armor used to recreate Medieval Combat

Herald/Pursuivant – officer in charge of development and registration of names and devices
and making announcements

HOLD! – a cry meaning “stop what you’re doing, you may be in danger”

Household – a voluntary group of individuals organized under whatever rules the members
accept

Investiture – ceremony in which a Prince and Princess receive their Coronets, Landed Baron
and Baroness receive their insignia or an officer receives token of office

Kill – to defeat in SCA combat

Knight – member of the Chivalry who chose to swear fealty to the Crown

Known World – parts of the world where the SCA is active

Laurel – one of the Orders of Great Merit, given by the Crown to those who display great skill in one of the Arts or Sciences, members are called Master or Mistress

Light Weapons – weapons and armor used to recreate period fencing

Lists – term that designates the border of a tournament field

Marshal – officer in charge of safety, training and supervision of SCA combat

Master at Arms/Mistress at Arms – members of the Chivalry who chose not to swear fealty
to the Crown

Modern – any person or thing that is not of the SCA

Mundane – a term referring to any person or thing that is not of the SCA, a word that has fallen into disfavor

OYEZ! – cry used by heralds to gain the attention of the populace

Pelican – one of the Orders of Great Merit, given by the Crown to those who have served the Kingdom diligently and usually over the course of many years, members are called Master or Mistress

Peer – a member of one of the peerage orders (Order of the Chivalry, Order of the Laurel, Order of the Pelican)

Period – era used by the SCA as a base for its activities and anything dated from or used in
that era, usually defined from 500-1650 CE

Persona – the character assumed by an SCA member
Porta Castle – portable toilet
Post-revel – party after an event, usually held at a private home
Protégé – a person who studies under a member of the Order of the Pelican
Rattan – type of wood used to make SCA Heavy Weapons
Right of Arms – winning the right to a title, like Prince or Princess, through honorable combat
Royal Peer – person who has been given a Patent of Arms for having served as King, Queen, Prince or Princess
Rules of the Lists – a formal document governing the standards of behavior in tournament combat
SCA – abbreviation for the Society for Creative Anachronism
SCA Name – name taken by an individual for use while taking part in SCA activities
SCAdian – any person or thing that is of the SCA
Scribe – calligrapher, person who makes scrolls given to commemorate SCA awards and prepares other formal documents
Seneschal – chief administrative officer and legal representative of any group in the SCA
Squire – a person who studies under a member of the Order of Chivalry
Troll Booth – place where site fees are paid, waivers are signed and other details are attended to
VIVANT! – often shouted during moments of celebration (Court, Feast, etc.)
Waiver – official document saying that the signer understands the risks inherent in participation and agrees not to sue if injured

