

**A GUIDING HAND -  
The Ansteorran New Member's Guide**  
**An Introduction To The Society for Creative Anachronism**  
**The Customs & Courtesies of the Kingdom of Ansteorra**



**A Guide For Our Newly Arrived Friends**

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## INTRODUCTIONS

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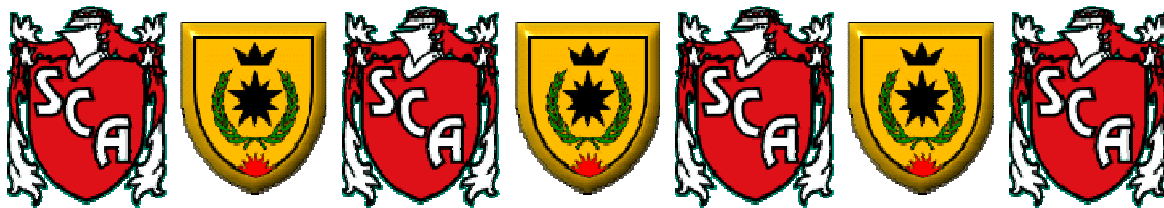
Greetings gentle Lords and Ladies, I bid you welcome. You have taken your first steps forward into the past, as these are the Current Middle Ages in the Society for Creative Anachronism.

I embrace this opportunity to familiarize you, our new friends, with the Society and its activities, and with the customs of Ansteorra. The information contained herein is presented solely for your benefit which I pray you find both useful and informative.

For those of you visiting from distant lands, do not be too concerned that this text has an Ansteorran slant. You, too, will find much of the enclosed information useful no matter where you hail from.

Live The Dream!

The Honorable Lord Michael de la Mare  
Anno Societatus XXXI



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Well, now that you are somewhat familiar with the contents of this work, simply select Chapter II below to begin your journey. If you are new to the Society and/or Ansteorra, we recommend that you begin in succession and proceed in the outlined order. However, if you have knowledge of the SCA or Ansteorran customs, you might wish to select a different chapter to view the information you seek. In either case, enjoy your journey and fair thee well during your travels in the Current Middle Ages!


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## ACKNOWLEDGMENTS

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I wish to thank my close friend and brother-at-arms, Sir Manfred von Schwarzwald for his assistance and support. He joined me in many long hours of conversation discussing the needs of new members. Many of his thoughts and ideas influenced this work. Thank you Manfred!

Additionally, I wish to gratefully thank Their Excellencies Bors of Lothian and Ann of Ayr, for

the courtesies, guidance and friendship they, and the kind gentles of  graciously extended me upon my arrival in Ansteorra.

Lord Barat has generously provided the awards icons in Section IV, Part I.

Last, but far from least, I wish to extend a special thanks to all those kind gentles in the Barony of Axemoor who nurtured my interests when I first began my Society journey. Unto Their Excellencies Shoiel & Francesca, Lord Roland and His Excellency Ragnar, I'll forever share a special bond with you all!



## DISCLAIMER

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## II: The Organization, Who's Who, Administration in the SCA



### THE ORGANIZATION

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#### THE SOCIETY, YESTERDAY AND TODAY

The Society for Creative Anachronism traces its origins to a May Day Celebration held in Berkeley, California in 1966. Several friends planned and organized a medieval tournament complete with mock weapons and appropriate costumes. A court was held at the day's end and included the crowning of the champion's lady. The event was so successful that another was soon being planned.

The current activities of the Society are as diverse and far-ranging as its members. There are groups in Europe, Japan, Australia and throughout the United States. The Known World is divided into fifteen (15) Kingdoms and includes over 500 local Branches.

The Society is incorporated under California law and operates under a set of by-laws interpreted and added to by the Board of Directors., known as the BOD. These interpretations are collected and published as Corpora. (These documents are somewhat analogous to the Constitution and its amendments). The Society is a non-profit organization; its members research and study pre-seventeenth century European history.

#### WHAT IS THE SOCIETY FOR CREATIVE ANACHRONISM?

If you asked several members what the Society for Creative Anachronism was all about, you would probably receive a different answer from each individual. To one, the Society might mean learning a new craft such as spinning wool or making wine. To another it might mean spending a weekend in a "renaissance atmosphere" complete with clothing, feasting and dancing from that era. Yet, another might say he/she enjoys battling other armed warriors on the field of honor to win his/her consort's favor.

The Society for Creative Anachronism, (or SCA to most), is a non-profit educational organization which is dedicated to the study and re-creation of crafts, customs and ideals of pre-seventeenth century European culture. Members try to re-create life not as it was, but as it should have been during those times. We attempt to embody those lost ideals of Chivalry, Courtesy, and Honor.

Members are encouraged to research a favorite period of history between 600 & 1600 ad. While most members study mainly European cultures, everyone is free to study any culture known to

Europe during this era. Members put their research into practice by learning and performing period crafts and activities. In addition, an alter-ego, or Persona, is developed and members thus become noble lords and ladies during official Society events.

There are SCA groups in nearly every city and town across the continent. The United States is divided into Kingdoms and the cities and towns contained therein are known as Baronies, Shires, and Cantons. The Kingdoms are ruled by a King and Queen who won their right to rule by besting all entrants in a tournament called a Crown List. Ruling a Kingdom is such a large task that the King and Queen have ministers and advisors to assist them with the responsibilities of administration. There are Seneschals which handle daily affairs, Marshals which supervise fighters and tournaments, Chroniclers which publish newsletters, and so on.

Members of the SCA come from all walks of life and educational backgrounds. There are families and single adults, young and young at heart, who are all brought together by a common interest in the middle ages. Members meet regularly to learn or practice "period" subjects. On weekends, members travel to campsites throughout the Kingdom to participate in such activities as Collegiums, Tournaments, Arts & Science Fairs, Revels, Mock Wars, and Quests.

There are as many different facets of the SCA as there are members. While Tournament Combat and period clothing are the most visible aspects of the Society, there are many things to do for those who prefer other pastimes. Archery, leather crafting, cooking, heraldry, calligraphy, music, dancing, brewing & vinting, spinning & weaving, are just a few of the arts and sciences researched, taught, and practiced by our members.

We invite you to share our interests and enthusiasm. Join us, have fun, and experience a part of the living history movement.

## HOW DO I JOIN?

Participation in the SCA is open to anyone who shares the Society's interests in historical recreation, and who abides by its laws and customs. Simply show up at any of our meetings, tournaments or classes. There are no special fees or rituals to perform in order to join. If you give your name and address to the local Chronicler, you will often receive a copy of the Branch newsletter. It will provide you with a wealth of information concerning the names of your local Officers, upcoming activities, and more.

Membership in the Society is modest and entitles you to subscriptions to the kingdom newsletter, (the Black Star in Ansteorra) and Tournaments Illuminated. These publications contain expanded information about local activities and provide educational and "how-to" articles on many subjects. To become a paid member, simply complete a Membership Application Form (available through your local Seneschal or Hospitaler).

# WHO'S WHO

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## THE SOCIAL ORDER

Much like feudal society, the SCA has a similar system of hierarchy and rank. All titles in the Society are earned by knowledge, skill and deed. The following is a list of the main dignitaries:



The King & Queen are the monarchs and absolute rulers of our Kingdom. Their reign lasts six (6) months and They have the authority to make Society laws and dispense awards. They are addressed as "Your Majesty", "Your Grace", or "My Lord King/Lady Queen". Two other forms of address include "Sire" and "My Liege", but should only be used if you have sworn fealty. Collectively known as the CROWN, the SOVEREIGN is chosen by combat at a Crown List which is held twice each year, in the Spring and Fall. The CONSORT is a person of the opposite sex for whose honor and favor the Sovereign fights. It is courteous to bow or curtsy when addressing Them or passing nearby.

The CROWN PRINCE and PRINCESS are successors to The Crown and will soon assume the reign as King and Queen. They are the most recent winners of a Crown List and are representatives of The Crown for three (3) months prior to assuming reign. They are addressed as "Your Highness" or "My Lord Prince/Lady Princess".

## PEERS & NOBILITY

There are two subgroups which make up the Peerage: the Royal Peers and the Orders conferring a Patent of Arms. Royal Peers are Dukes and Duchesses, Counts and Countesses, and Viscounts and Viscountesses. These, together with Barons and Baronesses, are referred to as the Nobility.

Patents of Arms are conferred by membership in one of the four Society orders: Knights, Masters of Arms, Laurels and Pelicans. There is no difference in precedence between members of these four orders. They are referred to as Peers and rank in precedence before Court Barons and Baronesses and after the rest of the Nobility.

The title of DUKE or DUCHESS is a permanent rank and indicates a Lord or Lady has reigned two or more times as King and/or Queen. They wear a coronet with strawberry leaves on it and are addressed as "Your Grace" or "My Lord Duke/Lady Duchess".

A COUNT (sometimes called EARL) and COUNTESS are also permanent titles and the title is bestowed upon a Lord or Lady who has reigned once. Their coronets are usually embattled and are addressed as "Your Excellency" or "My Lord Count/Earl or Lady Countess".

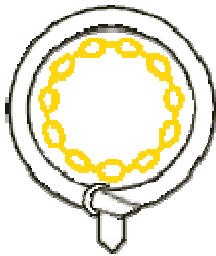


A VISCOUNT and VISCOUNTESS are those who have served as Prince or Princess of a Principality. They wear a coronet with six semi-circles equally spaced along the top edge.

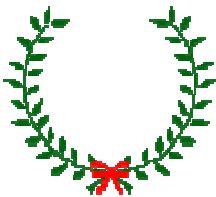
## PEERAGE

The general requirements for receiving any Patent of Arms are: courtesy, chivalry, hospitality, courtly behavior (knowledge of period dancing, music, heraldry and chess), and knowledge or skill equal to that of the members of that Order. In addition, they must be willing to share their knowledge with others. A candidate's qualifications for one of these Orders is discussed by the Crown and members of the Order in a meeting called a Circle.

There are four (4) established orders:



KNIGHTS are outstanding fighters who have received recognition for their fighting skills, as well as, their achievements off the field. They are the very models of Courtesy and Chivalry. Only a Knight is permitted to wear a solid white belt, plain gold chain and gold spurs. They are addressed as "Sir (name)". A knight who chooses not to swear fealty to the Crown is known as a MASTER AT ARMS and wears a white baldric. They are addressed as "Master/Mistress (name)".



The Order of the Laurel: MASTERS & MISTRESSES of the LAUREL are honored for their quality and excellence in a craft or trade, be it an ART or a SCIENCE, and who share their knowledge by teaching their skill to others. They wear a laurel wreath medallion around their neck. They are addressed as "Master/Mistress (name)".



The Order of the Pelican: MASTERS & MISTRESSES of the PELICAN are candidates who have provided long-standing service in an administrative capacity to keep the Society functioning. Members wear a "pelican in her piety" medallion around their neck. In addition, Pelicans have the right to wear a Chapeau, a fitted cap trimmed in fur. They are addressed as "Master/Mistress (name)".

Barons & Baronesses are of two (2) types: Barons/Baronesses in fief, and Court Barons/Baronesses. Those in fief are also referred to as Landed or Territorial Barons/Baronesses. They hold a Barony of the Kingdom for the Crown and are in fealty to them. Court Barons/Baronesses hold no lands and are given that rank by the Crown. They both wear a flat-topped coronet. Those in fief may wear a coronet with charges from the Baronial Arms upon it. In addition, a Baron/Baroness in fief may bear the Baronial Arms in canton upon their shield.

## ADMINISTRATION IN THE SCA

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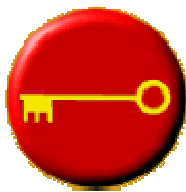
It was previously mentioned that the CROWN rules the Kingdom with the assistance of numerous ministers and advisors. In keeping with feudal tradition, Officers are appointed, not elected. Within the scope of his/her Office, each Officer has virtually unlimited authority and is answerable only to his superiors. A Kingdom Officer is generally warranted to hold an office for two (2) years.

### KINGDOM OFFICERS

These Officers of State, as they are known, include: the Kingdom Seneschal, the Star Principal Herald, the Earl Marshal, the Minister of Arts & Sciences, the Kingdom Treasurer, the Kingdom Chronicler, the Kingdom Hospitaller, and the Kingdom Chirurgeon. All Great Officers of State report to the Crown and their Corporate counterpart for the execution of their duties.

The local Officer structure below lists specific duties for each Office. These responsibilities are similar to the ones shared by the Great Officers of State with the exception that the duties performed by the Kingdom Officers are of a greater magnitude.

### THE LOCAL OFFICER STRUCTURE



The SENESCHAL is the chief administrative officer. He/she is responsible for coordinating the activities of the local group and overseeing the other Officers. He/she reports to the Kingdom Seneschal. Each of the local Officers report directly to the (local) Seneschal in addition to their corresponding Kingdom Officer.



The KNIGHT MARSHAL is in charge of armored or "heavy weapons" fighter training, safety on the combat field, and enforcing the armor rules and regulations.



The RAPIER MARSHAL is in charge of rapier or "light weapons" fighter training, safety on the combat field, and enforcing the armor rules and regulations.



The CHRONICLER publishes the newsletter, maintains and updates the mailing and phone list, and prints any flyers or announcements needed by the group. He/she reports to the Kingdom Chronicler.



The HERALD is responsible for all heraldic matters such as name and device submissions, public announcements and court protocol. He/she also maintains the records of any awards or titles bestowed upon fellow members. He/she reports to the Star Principal Herald.



The MINISTER of ARTS & SCIENCES encourages members to research, teach, and practice historically accurate arts and crafts. He/she reports to the Kingdom Minister of Arts & Sciences.



The CHIRURGEON is the medic for the group and is responsible for administering first aid when needed. He/she reports to the Kingdom Chirurgeon



The TREASURER (also called Reeve, Exchequer) is responsible for the financial affairs for the group.



The HOSPITALER is responsible for welcoming new members and introducing them to the Society's activities and customs. He/she reports to the Kingdom Hospitaler.



The MINISTER of CHILDREN oversees the affairs of our youngest members and our most valued assets, our children.

A DEPUTY of an Office is an apprentice working with an Officer to learn the functions and responsibilities of that position. A Deputy may, or may not, become the successor to the Office when the existing Officer elects to step down.

Once a group establishes a high level of performance in the Arts, Sciences, and Fighting skills, and maintains a required number of paid, active members, a group is eligible to become a Barony. The Crown may then award a person or persons with the title of Baron & Baroness. A BARON & BARONESS are Their Majesties' Presence on a local level. They represent the authority of the Crown and oversee the Barony. They hold Courts, make pronouncements, and may even send the group to war! They are addressed as "Your Excellency" or "My Lord Baron/Lady Baroness".



## Chapter III: The Complete Beginner



### THE COMPLETE BEGINNER

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There's an upcoming event which interests you and you want to go and "check it out". Attending one of the Society's events is the best method to experience first hand what the SCA is all about. The following paragraphs will provide you with some general information concerning the types of events which abound, how to prepare for one, and what to do once you arrive.

#### TYPES OF EVENTS

##### **The WEEKEND EVENT:**

This is the most common type of event. Attending these events normally requires ample preparation and driving some distance to a campground. They generally begin on a Friday afternoon and continue through Sunday. Upon arrival, members check in at the TROLL BOOTH, pay any appropriate site fees if not pre-reserved, and obtain any information concerning camping areas and times of any planned activities. Next you will set up your encampment in the allotted camping areas. The Weekend Events vary in type. Although a large proportion are Tournament Events where armored combatants battle to become champion of the List, there are also Arts & Sciences Fairs for entering period crafts and projects, as well as, Collegiums which offer courses on various SCA subjects.

You will be responsible for your own food and drink for breakfast and lunch. Many events offer an evening FEAST for a nominal fee. While some members drive off site to eat at local restaurants, many plan ahead and purchase food as a group and share in the preparation and cleanup. Wine and beer are acceptable drink if you are of legal drinking age and where permissible. Some sites are considered "dry" and do not permit the use of alcohol. Check the Event Flyer and note if the site is "wet" or "dry".

Throughout the day there are often a number of games, competitions and other activities in which you can participate. These may include archery, chess, heraldic workshops, and Arts or Sciences Classes. The Event Schedule located at the Troll Booth often lists which activities are planned, as well as, when and where they will occur. These are but a few of the ways to meet and make many new friends. As most Weekend Events are annually sponsored, someone can usually inform you in advance what the event is like or how to drive there, good information to know!

##### **The ONE DAY EVENT:**

The above events are considered "official" events as they are sponsored by active groups and placed on the Kingdom Calendar and listed in the monthly newsletter, The Black Star. Other, less formal, "get-togethers" also occur. Although these cannot be considered "events per se, they still provide a glimpse of Society interaction and are worth mentioning. Local members gather regularly for fighter or dance practice, and hold informational "how-to" meetings on a variety of subjects. These types of gatherings are normally held at a local park, meeting hall, or member's

house and are less structured than the Events mentioned above. Generally, you're not expected to attend in garb (period clothing), but it's a good idea to ask someone in advance.

Another type of gathering in which members participate is the DEMO (short for demonstration). These are normally educational demonstrations performed for schools or outside interest groups such as the scouts, or perhaps for recruiting efforts. Demonstrations of heavy weapons or rapier combat, dancing, or other period activities might be performed or displayed. We help promote the Society by answering questions about who we are and lend a period atmosphere with our clothing, crafts, and armor.

## **WHAT TO BRING**

Now that you're familiar with some of our events, let's move on as to how you might prepare for attending one. Since the most important aspect concerning an SCA event is to maintain a period "atmosphere", you will need at least one set of period clothes (called garb). Take along a set of feast gear (wood or pewter plate, bowl, goblet or cup, and utensils), any period games (chess, pence, backgammon), musical instruments, needlework, or other period hobby or craft. Fighters should bring their armor and weapons, archers their bow and arrows, and for those who enjoy "live weapons" competitions, their throwing knives, axes and spears. Check the event flyer for any special needs required for any of the activities or competitions. Additional items might include a chair (canvas-backed director's chairs do nice), large pillow or blanket to sit upon, and perhaps some throw rugs to place your gear on. A pavilion would be a nice luxury to shelter you from inclement weather or the sun's rays.

As previously noted, you will be responsible for your own meals, snacks and drink. It is common for a feast to be served on Saturday evening. On rare occasions food merchants are in attendance and offer edibles for a nominal fee. Others simply drive to a nearby eatery, if one is in the area. However, take it from experience, it's always best to bring your own food and drink!

Some members opt to bring a propane stove and an assortment of cooking utensils and cook their meals. Others use a campfire, if permitted, or BBQ grill while others simply "rough it" on sandwiches, cheeses or fruits from their ice chests. Another important reminder is to bring along sufficient water. Remember to hide your liquid containers by drinking from a period looking mug or goblet. Your ice chest can easily be disguised with a throw rug or tablecloth. Next we come to accommodations. Bring your tent, canopy, pillow(s), sleeping bag or air mattress, sheets and/or blankets as determined by the weather and your personal tastes for comfort. As for the "facilities", some event sites lack adequate chambers and Lords and Ladies alike may share the same facilities. Courtesy is ALWAYS practiced! Before entering showers or restrooms, one should knock on closed doors and ask, "Be there anyone within?". With a little time and experience you will learn to adapt as we have.

You will need to bring your own toiletries: towels, soap, etc. Although toilet paper is usually provided, it isn't such a bad idea to bring along a roll of your own. Band aids and bug spray or citronella candles are equally good ideas. A flashlight or lantern is ESSENTIAL as many sites have no outdoor lighting. Bring along any other supplies which will make the event more enjoyable.

Below is a general checklist of possible SCA needs. Remember, it's not necessary to go out and purchase a lot of equipment prior to your first event. Some items may be borrowed from other members or your local Hospitaler, while others will be collected by you over the course of time.

## EVENT CHECKLIST

### For the Auto:

- Event Flyer
- Road Atlas
- Flashlight
- Change (for pay phone)
- Cellular Phone
- Snacks/Drinks
- 1st Aid Kit
- Sunglasses
- Umbrella/Rain Gear

### 1st To Unload/Last To Pack:

- Ground Cloth
- Tent
- Stakes/Poles
- Mall/Hammer
- Floor Rug(s)
- Bedroll/Air Mattress (Air Pump)
- Sheets/Blankets (seasonal)
- Pillow
- Clothing (Garb & Mundane)
- Toiletries

### Saturday Morning:

- Dining Fly/Canopy
- Banners/Pennons
- Chair/Stool (covers for same?)
- Folding Table (covers for same?)
- Arms/Armor
- Archery Gear
- Live Weapons Equipment
- Cassette/CD Player
- Period Music
- Games
- Musical Instrument
- Embroidery
- Weaving Projects
- Camera

### Food:

- Ice Chest
  - Fruits
  - Lunch Meats
  - Cheese
  - Mayo/Mustard
  - Soft Drinks, Juice
  - Beer/Mead (If Permitted )
- Bread, Crackers, Chips
- Water
- Wine (If Permitted - Check Event Flyer!)
- Coleman Stove
- BBQ Pit, Hibachi (If Permitted )
- Pots, Pans, Cooking Utensils
- Cleanup items: Soap, Scouring Pads, Towels

### Feast Gear:

- Wicker Basket/Canvas Tote
- Plate, Bowl, Goblet, Utensils
- Candles, Holders & Matches
- Corkscrew
- Large Plastic Bags

## GETTING TO THE SITE

It's probably a safe bet that you will be driving to an area that you've never been to before, and probably, in the middle of the night as well. If you're unable to secure a ride or follow someone else who's going, make sure you have one or two good maps of the area and some detailed instructions on how to find the site. Check the event flyer for a map and directions. As you near the event site there will usually be several SCA signs at all the turn-off areas indicating direction to the campground.

Now, assuming everything went well, you will eventually find yourself at the event site. Congratulations! You're about to get your first real experience of life in the "Current Middle Ages".

The first thing to do upon arrival is to check in at the Troll Booth. If you haven't pre-registered (prepaid), you will pay your entrance fee. The registration table should include a list of the planned activities and their start times. If you wish to participate in any of the listed activities, place your name on the appropriate sign-up sheet. There is no limit to the number of activities you can enter, but avoid signing up for activities which begin at the same time. The Troll Booth attendants will advise you where the camping and parking areas are. Be courteous when setting up your camp; a minimal amount of noise will be appreciated by those already asleep!

## YOU'RE HERE, NOW WHAT?

### What to Expect

The following narrative is one possible example of what you might encounter if you were to attend a Tournament. As Tournery's represent an often recurring theme as events go, it was chosen as the model for this narrative. While Lists and Wars are predominant themes, many events focus on non-martial activities such as Collegiums and Arts & Sciences Competitions. Naturally, their format will vary somewhat from the following presentation. However, even Tournaments include a wide variety of activities for those whose interests lie outside the realm of armed combat.

### Saturday Morning

The Herald's call will be heard early in the morning announcing the first of the day's planned activities. This will typically include Armor Inspection. Now is the time to put on some garb and eat some breakfast. While you're up and about, be sure to check the event schedule for the times and locations of the day's many activities. Also, be sure to register for any contest, games, or classes in which you plan to participate.

Following Inspection, the Armed Combat will generally be the next activity. You will hear the Herald's announcement proclaiming haste for all fighters to complete inspection. Inspection

requires all entrants to be fully armored and equipped to allow the Marshal(s) an opportunity to review everyone's gear prior to the list or battle. If you're not fighting, you can go out to the field and view the impending combat. Additional ways to spend your time might include checking out the merchant's displays, attend or enter one of the other contests being held, or circulate and make new friends.

When lunch time comes around (it's whenever you're hungry), activities tend to slow down. Grab your feast gear and enjoy lunch. Following your meal you can resume watching or entering any of the ongoing activities: games, dancing, lessons on period topics/subjects, etc.

Towards the end of the day you will want to begin preparations for court and feast. Take a shower and change into your court garb. At Court, the list Champion(s) and winners of the day's contests will be called up before the Crown or Coronet. Additional presentations, proclamations and Society/Kingdom business will be addressed. Note that all who appear before Their Royal Presence use the appropriate forms of reverence: the bow & curtsy.

Following Court, feast will commence. Depending on the site, it may be held outdoors or inside a hall. In preparation for the meal, set out your table, chair, groundcloth or carpet if the setting is to be outdoors. Next, set out your plate, bowl, mug or goblet, and eating utensils. Remember to maintain the atmosphere by using metal, wood, or ceramic for your feastgear items. Optional luxuries might include a tablecloth, matching cloth napkins, a salt cellar, candle and candle holders. Feast is yet another opportunity to meet and make many new friends.

While food is served, beverages are sometimes not. Come prepared. Water, iced tea, soft drinks are all common beverages. Beer, wine and mead are probably the most common alcoholic beverages consumed. **CHECK TO MAKE SURE THE EVENT IS NOT ON A DRY SITE!** This information is normally contained in the event flyer. In addition, you **MUST BE OF LEGAL DRINKING AGE TO CONSUME ALCOHOLIC BEVERAGES!** Remember to disguise the look of modern bottles and cans by drinking from your mug or goblet.

You will find that a large sturdy wicker basket or canvas tote bag is extremely useful for storing and carrying your feastgear. It should be large enough to carry a duplicate set of plates, bowls, utensils, drinking vessels and any of your other dining needs. Why an EXTRA set? What better way to meet that lord or lady you've admired? Invite them to dine with you.

Following Court and Feast you will find people engaged in various activities. Some will be playing musical instruments, some singing or performing Bardic Recitals, some dancing or playing period games, while others will be sitting in small groups conversing. Join in any one of these activities and, when you're ready, call it a day.

Sunday Morning:

Again you may hear the herald's voice announcing any of the day's planned events. If you're attending any of these, it's time to put on your garb and enjoy some breakfast. If not, you might begin packing and taking down your encampment. Once you've finished loading all your gear, remember to completely clean up your campsite. Soon the time will come to say good-bye to



your new friends and make promises to meet at the next event. Buckle up and drive safely on the return trip home!

## FINDING YOUR SOCIETY WARES

This section covers where to find inexpensive items for Society use. Most of us live on a shoestring budget and even those that aren't enjoy saving a dollar or two. Listed below are a few places to begin your search for your SCA wares.

**Flea Markets:** Generally these are excellent places to begin looking. You can often find feast gear items, material and trim for costumes, jewelry and other useful items. Let your imagination flow while holding the reins of your purse strings. And don't forget to "haggle"!

**Antique Shops:** No, not those fancy places! We're talking about Junque Shops that you pass driving to and from event sites. They can surprise you with the types of goodies they carry. Items such as anvils, old tools, pots and pans, and encampment pieces can sometimes be found.

**Budget Stores:** We're talking about Goodwill, Salvation Army, etc. These places generally offer great bargains. Anything imaginable might be displayed for sale: feast gear items, material, trim, leather belts, camping gear, and occasionally clothing which can be altered to make SCA garb. Shop these places often as their inventory changes frequently.

**Garage Sales:** You never know what you'll find at a garage sale - games, costume material, feast gear items. For the prices charged at these sales, they're well worth the time and effort to shop them.

**Classified Newspaper Ads:** People sell used items at much lower than new prices. Items include everything from camping gear to fabric. Check the listings, especially on weekends.

**Tournaments Illuminated Ads:** There is a "marketplace" in this quarterly SCA publication. Usually there are several pages of paid advertisements which offer re-enactment type wares by various members and businesses.

You may already own some items which are perfectly suited for SCA use. Often you can borrow needed items from someone in your group. In addition, the Hospitaler often has such essential items as garb and feastgear for loan. Eventually, you will want to purchase or obtain your own gear and we hope these guidelines will assist you in your selection.



## The Customs & Courtesies of the Kingdom of Ansteorra



### LIVING IN THE CURRENT MIDDLE AGES

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#### CHOOSING A NAME AND PERSONA

Most members create a persona, a person that they could have been had they actually lived during the middle ages. While some members choose only a name, others enjoy creating and developing an entire &history& of their family. Such details might include a time and place of birth, and perhaps their travels or adventures. Your local Herald will be happy to assist you with ideas for selecting a name and/or developing a persona. Begin by selecting a country and time period that you're interested in, for example, France, late 12th century. Developing your persona can be as vague or as detailed as you like. You may wish to read [Trouble At Tramecourt, THL Michael's Persona Story](#), to get a glimpse about persona development.

When meeting other members, you will often be asked your name. Until you decide upon a permanent Society name, one suggestion might be to alter your current modern name. For instance, you might respond by saying, &I'm John/Susan of Loch Soilleir & by using your modern first name and inserting the name of your local Branch behind it. In order to register your name with the Herald's Office, your choice will have to meet Society guidelines. You will have to select a name that parents would have given a child during the time period in which the SCA studies. In addition, you must choose one that will set you apart from others using the same name. Finally, you may not take the name of any historical or legendary person, nor may you use or imply any titles of nobility.

#### WHAT TO WEAR

The Tunic is a simple period style costume that is both stylish and simple to create. Most of us started out with one or two of these garments. This type of garb is quite appropriate for both sexes and adjustments can be made to the garment length and sleeve pattern to suit your preference for style. Directions for creating such garb can be obtained from your Hospitaler or by contacting this author for pattern design and variation. Choose a natural, woven-look material in primary, solid colors.

For accessories, add a pouch or drawstring purse which fits your belt, a small dagger, and a stylized cross or pendant suspended from a chain. For shoes, choose leather ankle boots or simple slippers (the Chinese type works well), or moccasins without fringe.

There are a few clothing restrictions which you must keep in mind. Do not wear a PLAIN white, red, yellow, or green belt. These have special meaning in the Society. White belts are reserved for Knights, red belts for Squires, yellow belts for Protégés, and green ones for Apprentices. In addition, a plain white scarf worn over the shoulder is reserved for Dons, while red ones are reserved for Cadets. Crowns, tiaras, and metallic headbands are reserved for nobility and should not be worn. With regards to jewelry, PLAIN gold chains are reserved for Knights.

## COURTESY & ETIQUETTE

Courteous and honorable behavior is expected from all members at all times. Such conduct is ordinary good manners with a few special considerations. Listed here are some basic points concerning Society courtesy and etiquette.

- \* Try to use the correct form of address when talking to another member. If you don't know their appropriate title, a simple &milord& or &m'lady& will do.
- \* Pay heed to the Herald while he/she is talking or making an announcement. In Court, never talk or distract others.
- \* Always ask permission before entering a pavilion or private meeting. Most people will ask you to join them once you introduce yourself.
- \* While most members are eager to show off their possessions, be courteous and ask permission to handle any weapons, armor, equipment, or crafts.
- \* Some members wear swords or daggers as part of their costume accessories. It is customary to loudly state &CLEAR& before drawing forth a weapon to show someone. **NEVER DRAW A WEAPON IN AN OFFENSIVE MANNER.**
- \* The Society strives to create an illusion of a period atmosphere. Do your best to cover and conceal modern items such as soda cans, tape players, ice chests, etc. Always use period looking utensils and drinking vessels and wear clothing which has a period appearance.
- \* Always leave a site cleaner than you found it. This reflects on your honor and, permits the use of such facilities again.

By and large common sense and a polite attitude will serve you well. When in doubt about something, ask. Most of us remember when we were new to the Society and are willing to answer any questions you may have. With a little practice and time, you will come to learn the customs and manners that exist.

## PRECEDENCE & SOCIETY AWARDS

You may come to hear the term &Order of Precedence&. This is the placing of people, in order, according to their ranking or standing. Those with the highest ranks come first, and so on. As such, a “March of Precedence” would be a procession of people, by rank or standing, being presented to The Crown or Their Representatives, at Court. The following list should help convey the ranking system in such a procession:

### ORDER OF MARCH

01. Visiting Crowns
02. Crown Prince & Princess of Ansteorra
03. Visiting Crown Prince & Princes
04. Territorial Princes & Princesses
05. Dukes & Duchesses
06. Counts & Countesses
07. Viscounts & Viscountesses
08. Barons & Baronesses in Fief
09. Visiting Barons & Baronesses in Fief
10. Peers:
  - Knights of the Society (KSCA)
  - Mastery of Arms (MSCA)
  - Master/Mistress of the Laurel (ML)
  - Master/Mistress of the Pelican (MP)
11. Court Barons & Baronesses
12. Ansteorran Grant Orders:
  - Order of the Iris of Merit (CIM)
  - Order of the Star of Merit (CSM)
  - Order of the White Scarf of Ansteorra (WSA)
13. All other Grants of Rank
14. Ansteorran Grace Awards:
  - King's Gauntlet of Ansteorra (KGA)
  - Queens Glove of Ansteorra (QGA)

15. Ansteorran Arts & Kingdom Service Awards:  
Award of the Sable Thistle of Ansteorra (THISTLE)  
Award of the Sable Crane of Ansteorra (CRANE)

16. Ansteorran Principality Orders & Awards:  
Circle of the Ascending Star (CAS)\*  
Gilded Thorn of Ansteorra (GTA)\*  
Order of the Aristotelis Discipuli (OAD)\*

17. Ansteorran Baronial Service Orders: (In Order of the Creation of the Baronies)  
Order o/t Misty Star [Stargate] (OMS)\*  
Order o/t Astral Clarion [Stargate] (OAC)\*  
Sodality o/t Sentinels of the Stargate (SSG)  
Order o/t Tread o/t Stepes (OTS)\*  
Order o/t Oak o/t Steppes (OOS)  
Order o/t Cap and Bells of Bjornsborg (OCBB)\*  
Order o/t Ursa Majoris of Bjornsborg (OUMB)\*  
Unnamed order for Bjornsborg (bjo)  
Order o/t Silent Trumpet of Bordermarch (OSTB)  
Order o/t Halberd of Bryn Gwlad (OHBG)\*  
Order o/t Dreigiau Bryn [Bryn Gwlad] (ODB)  
Order o/t Heart o/t Sable Storm [Namron] (OHSS)  
Order des Cotes Anciennes [Eldern Hills] (OCA)  
Order o/t Raven's Heart [Raven's Fort] (ORH)  
Order o/t Azure Keystone [Elfsea] (AKE)  
Unnamed order for Wiesenfeurer (wei)  
Order o/t Serpent's Toils of Loch Soilleir (STLS)

18. Ansteorran Awards for Service to Shires and to Children:  
Award of the Sable Comet (COMET)  
Award of the Compass Rose (CRA)

19. All Other Awards of Arms

20. Kingdom Honors:  
Order o/t Motley Sash of Ansteorra (CMS)  
Award of the Queen's Rapier of Ansteorra (AQR)  
Award of the Rising Star of Ansteorra (ARS)  
Sable Falcon of Ansteorra (FALCON)  
Lion of Ansteorra, Defender of the Dream (LION)  
Lady of the Rose (LR)

21. Principality Honors:  
Order o/t Madonnas of Ansteorra (OMA)\*  
Pillars of Ansteorra (PILA)\*

## 22. Foreign Baronial Honors

(\*Denotes these Orders are Closed):

### AWARDS

In A.S. XII, Ansteorra was created as a principality of Atenveldt. Two years later it became the seventh kingdom in A.S. XIV. The arms of Ansteorra are: Or, a mullet of five greater and five lesser points sable within a laurel wreath vert, in chief a crown of three points, all within a tressure sable, overall issuant from base a demi-sun gules:

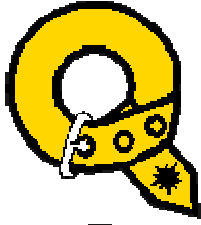


The awards common to the Society are established in Corpora and consist of Peerages, Grants of Arms and Award of Arms. While no kingdom may create awards conferring a Peerage, they may create Orders or Awards conferring a Grant, or Award, of Arms. Each kingdom has the right to determine the precedence of awards in each category in relation to the other awards of the same category. The only exception being that the Orders of Knight, Mastery of Arms, Pelican and Laurel are all ranked equally. While they may be placed in precedence before or after the other peerages, there is no difference in precedence between them.

Many of the awards' insignias and badges often incorporate the kingdom colors of gold and black, and the main charge of the kingdom's arms, known as the Ansteorran Star.

The titles of Court Baron and Court Baroness convey a Grant of Rank. These titles are usually bestowed upon territorial Barons and Baronesses when they step down. They are also given to those subjects whose service, ability, deeds, and grace merit such rank in the eyes of the granting Crown. Court Barons and Baronesses rank just above the Grant Orders.

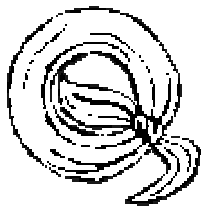
Grants of Rank are also given in conjunction with the following:



Order of the Star of Merit (CSM) is granted to those gentles who have served the kingdom far beyond that which is normally expected. The badge of the order is: "Argent, on a fess Or fimbriated, a mullet of five greater and five lesser points sable." The insignia is a gold garter edged with black and charged with a sable Ansteorran Star, worn either above the left elbow or below the right knee .



Order of the Iris of Merit (CIM) is presented to those gentles who have consistently shown outstanding work in the arts and sciences. The badge of the order is: "Or, a mullet of five greater and five lesser points voided sable, surmounted by a natural rainbow proper." The insignia is a ribbon tintured in spectrum worn on the left shoulder.

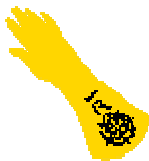


Order of the White Scarf of Ansteorra (WSA) is granted, in consultation with members of the order, to those who have demonstrated exceptional skill and chivalry in rapier combat, service to the kingdom and its people, and a courtly demeanor. The order's badge is: "Sable, on a pale argent between two rapiers, guards to center, proper, in chief a mullet of five greater and five lesser points sable." The insignia is a white scarf worn about the left shoulder or above the left elbow.

Awards of Arms (AOA) may be given at the pleasure of the Crown, or in conjunction with the following awards:



Award of the King's Gauntlet (KGA) is presented by the King to those who have served Him well and faithfully, above and beyond what is normally expected of a subject of Ansteorra. Holders of the King's Gauntlet are entitled to carry a leather or cloth gauntlet bearing a sable Ansteorran Star and the granting King's cypher. This award may be received by an individual more than once, in different reigns and/or from different rulers.



Award of the Queen's Glove (QGA) is presented by the Queen to those who have served Her well and faithfully, above and beyond what is normally expected of a subject of Ansteorra. Holders of the Queen's Glove are entitled to carry a cloth or leather glove bearing the Queen's Rose and the granting Queen's cypher. This award may be received by an individual more than once, in different reigns and/or from different rulers.



Award of the Sable Thistle (THISTLE) is bestowed to those who have shown expertise in a specific area of the Arts and Sciences. This award can be received more than once for expertise in different fields. Holders of the Sable Thistle are entitled to wear a medallion or pin bearing the badge of the award: A blue thistle sable, slipped and leaved Or.



Award of the Sable Crane (CRANE) is granted to those who have served the kingdom beyond that which is normally expected. Holders of the award are entitled to wear a gold medallion or pin depicting the award's badge: "Or, a crane in its vigilance sable, armed, orbed, membered, crested and throated Or, fimbriated sable, bearing in its dexter claw a mullet of five greater and five lesser points sable."

In addition to these kingdom awards, each barony is permitted by the Crown to have a single active service order that confers an Award of Arms to its recipients:

Barony of Bordermarch: Order of the Silent Trumpet (OSTB) "A baldric gules singly striped and tasseled azure." Holders wear the baldric over the left shoulder.

Barony of Bryn Gwlad: Order of the Dreigiau (ODB) "Or, a wyvern erect gules, maintaining a halberd palewise sable, overall a triple-peaked mountain issuant from base vert." The badge of the order is is sewn on a ribbon sable triply striped argent.

Barony of Elfsea: Order of the Azure Keystone (AKE) "A crennelated keystone azure, charged with two bars wavy Or." The badge is worn as a pendant.

Barony of Eldern Hills: Order des Cotes Anciennes (OCA) "Argent, a mountain of three peaks issuant from base gules." The badge of the order is worn as a pendant.

Barony of Loch Soilleir: Order of the Serpent's Toils (STLS) (Badge and insignia unavailable at this time).

Barony of Namron: Order of the Heart of the Sable Storm (OHSS) "A pile wavy Or." The badge of the order is worn as a pendant on a black ribbon around the neck.

Barony of Raven's Fort: Order of the Raven's Heart (ORH) "A raven's head erased contourny sable, holding in its beak a heart gules."

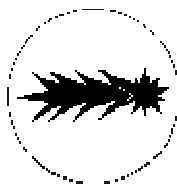
Barony of Stargate: Sodality of the Sentinels of the Stargate (SSG) "Sable, two spears in saltire between two towers in fess argent."

Barony of the Steppes: Order of the Oak of the Steppes (OOS) "Or, on a pale sable endorsed vert, an oak leaf inverted Or."

Barony of Wiesenfeuer - Unnamed Order at this time.

There are two other awards for service to shires and to children:



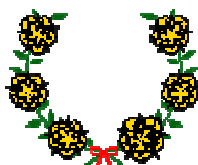


Award of the Sable Comet (COMET) is presented to those who have served a shire, canton, or other non-baronial branch above and beyond what is expected of them. The award may be received more than once, for service to different branches. Holders of the award may wear a medallion or pin bearing the award's badge: "A comet headed of a mullet of five greater and five lesser points fesswise reversed sable."



Award of the Compass Rose (CRA) is bestowed upon those who have done exceptional work with the children of Ansteorra, and/or the Ministry of Children. Holders of the Compass Rose may wear a medallion or pin bearing the award's badge: "Per chevron Or and gules, a compass rose sable."

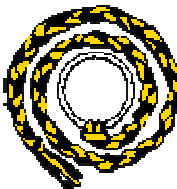
The following orders and awards do not convey the right to bear arms:



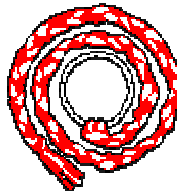
Order of the Rose (LR) is presented to those who have served the kingdom as consort. The badge is: "A wreath of roses". Currently, Ansteorra is the only kingdom to have a male companion in this order. (Duke Hector Philip Martel sat on the throne as consort when Duchess Rowan Beatrice von Kaempfer won Crown, AS XXIV).



Order of the Lions of Ansteorra (LION) may be given a maximum of once per reign, to that person who best embodies the granting Crown's ideals of the Society. Companions of the order are entitled to wear the badge: "Or, a mullet of five greater and five lesser points sable, overall a lion rampant argent."



Award of the Sable Falcon (FALCON) is presented, at the discretion of the Sovereign, to those who have striven to further their skill in heavy weapons combat. The insignia is a cord braided sable and Or tied to a metal ring and worn on the belt.



Award of the Queen's Rapier (AQR) is presented, at the discretion of the Queen, to those who have striven to further their skill in rapier combat. They are examples of courtly graces, manners, and chivalry. The insignia is a cord braided gules and argent usually tied to a metal ring and worn on the belt.

Award of the Crown's Favor (ACF)

Award of the King's Archer of Ansteorra (KAA) ?

Award of the King's Lancer?



Award of the Rising Star of Ansteorra (ARS) is bestowed on those under the age of eighteen who have made contributions of worth by works, service, or example to the kingdom. Holders of the award may wear a medallion or pin depicting the badge of the Ministry of Children: "Or, a mullet of five greater and five lesser points sable, overall a point gules."

This information was derived from several sources, though notably, the Order of Precedence of the Kingdom of Ansteorra. Anyone with updates or corrections should contact Lord Michael (his email address follows at the end of this work) with the appropriate notations.

## SCA PURSUITS

There are many skills and crafts one can learn in the Society. Do not become overwhelmed by the subjects taught and researched. If you have a special area of interest, talk with the Minister of Arts & Sciences to inquire about instruction or information on such a topic. They may be able to refer you to a member, local or otherwise, who is knowledgeable in that particular field of study. If you don't have a particular interest, the following partial list may assist you in developing one:

- Archery
- Armoring
- Autocratting
- Bardic Recital
- Brewing
- Calligraphy
- Candle Making
- Cooking
- Costuming
- Dancing
- Dyeing
- Embroidery
- Equestrian Pursuits
- Falconry
- Feastcratting
- Gaming
- Heavy Combat
- Heraldry
- Herb Lore
- Jewelry Making
- Leatherwork
- Music
- Rapier Fighting
- Scribing
- Sewing
- Spinning
- Stained Glass
- Vinting
- Weaving
- Woodworking
- 

This list is far from complete. There are many, many areas one may study, research and practice. Remember, just about any appropriate activity known during the middle ages can be learned and performed.

## HERALDRY

Since the dawn of time, man has striven to distinguish himself from his fellow man. This was accomplished by deed, signs, symbols and badges, and by appearance. Around the beginning of the 12th century, the shield, probably because it was a convenient flat surface, was painted with the owner's design. This personal identification, the Arms, spread to the banner and lance pennon, to the horses' trappings, and to the rider's surcoat, hence the name Coat of Arms. Heraldry developed with remarkable rapidity, perhaps due to practical necessities of the Crusades. After all, an armored knight with a closed visor would be indistinguishable from another.

In the Society, armorial bearings are personally selected by the lord or lady who is to wear them. A number of factors might influence their design. A pun on a name or a reference to a town or

other locale. Perhaps an animal renown for its strength, courage or ferocity is chosen. Perhaps it's an object which represents your craft or trade. A great majority of arms have no discernible meaning. The likelihood is that a coat of arms was devised for the best of all heraldic reasons: to distinguish its bearer, at a distance or in the fog of war, from all others. No matter what the choice, your design will add color and atmosphere and shall be uniquely yours.

### The Language of Heraldry

At first glance, heraldic terminology may appear difficult and incomprehensible. Mastering a few rules will soon have you proficient and versed. A Herald's description of a coat-of-arms is called a blazon. The arms are distinguished by certain colors, metals, and furs and are collectively known as the tinctures. The tincture of the field, or surface of the shield, is the first item in the blazon. There are five (5) colors (red, blue, green, purple, and black) and two (2) metals (silver/white & gold/yellow).

In addition, there are Ordinaries and Charges. An ordinary helps divide the field. Several examples include the Pale, Chevron, Bend or Fess. A charge is an animal or object, real or fictitious, which is portrayed in the design. Examples would include a castle, gauntlet, dragon, tree, horse or lion. Nearly all arms include either an ordinary or a charge, and many have both. As space here is limited, representations of ordinaries and charges are not permissible. Additional information concerning Heraldry can be obtained through your Herald. He/she can assist you with ideas or suggestions and can answer any questions you may have. In addition, they will have the necessary forms necessary to register your device with the Society.

### SCA COMBAT

SCA Combat is probably one of the most visible aspects of the Society. It is commonly referred to as simply "fighting". This activity attracts much attention and many new members have joined the SCA after having seen a demonstration of this period martial art.

Participation in SCA fighting is open to anyone who has reached the age of 18. It should be mentioned that men and women both actively participate in this activity. Should you decide to pursue Society combat, your local Marshal can provide you with information concerning armor regulations, the rules of combat, as well as, answer any questions you may have concerning Society fighting.

Before one is allowed to enter his/her first list, a fighter must be "authorized" (qualified). He/she must be sufficiently skilled so that they are not a danger to themselves or others. In addition, the fighter will be expected to know the "Rules of the List" prior to fighting in any Tournament or War. Again, your local Marshal can assist in explaining the steps necessary to become authorized. Such procedures are established to reduce the risk of injury to any/all participants.

No SCA fighting is staged or choreographed. All fights are "live"; the outcome of a list or battle is never pre-determined. The champion of an engagement is decided when one opponent

acknowledges that the blow landed by his opponent was of sufficient force to have caused death. Each fighter is on "his/her honor" to determine whether or not a hit is considered a killing blow. The Marshals do not act as referees nor do they decide a match. They are present to merely enforce the safety regulations.

Two types of fighting "styles" exist in Ansteorra: Heavy Armored Combat and Rapier Combat. The former usually involves metal or leather armor, wooden shields and rattan swords. The latter is sometimes referred to "Light Weapons Fighting" and uses modified fencing equipment to simulate fighting techniques of the Renaissance period. If you're interested in either style of SCA combat, contact your Knight Marshal or Rapier Marshal for additional information, equipment requirements and regulations.

## RECOMMENDED READING

There are a number of publications available through the Office of the Stock Clerk. New members may wish to purchase a copy of The Known World Handbook which contains numerous articles on various aspects of the Society and Society life. The Compleat Anachronist series contain information pertaining to a particular subject or field of study. For a complete listing contact the Stock Clerk; their address is listed below (under Membership).

In addition, a paid membership will provide you with monthly issues of the kingdom newsletter, Black Star (in Ansteorra). This periodical contains event listings and other current information. In addition, you will receive quarterly issues of Tournaments Illuminated.

## GLOSSARY

- Arms - What your heraldic design becomes once you receive an Award or Grant of Arms.
- Autocrat - The person in charge of an event.
- Bardic Circle - An informal gathering for singing or storytelling.
- BOD - The Board of Directors.
- Chivalry - The Knights of the Kingdom.
- Coronet - An alternate term for Baron and Baroness.
- Coronation - An event in which the Prince & Princess begin Their reign as King & Queen.
- Corpora - The governing and policy decisions of the Board of Directors of the SCA.
- Crash Space - Informal lodging provided by members hosting an event.
- Dry Site - An alcoholic beverage police; Dry sites permit NO alcohol consumption.
- Earl - An alternate title for Count.
- Farspeaker - An alternate name for a modern telephone.
- Favor - A token item, usually constructed of cloth, given in friendship or love by one individual to another.
- Garb - An alternate name for period clothing.
- Gentle - All members are considered to be of nobility.
- Guild - A group of individuals which meet to study or practice a period art or science.
- Halflings - An alternate name for children.

- Investiture - Same as Coronation.
- List - The fighting competition at a Tournament.
- Mundane - Modern, not in the SCA.
- Period - Within the time period of the Society (600-1600).
- Regnum - A list of Society branches and officers.
- Site - The place where an event is to be held.
- Troll Booth - The place where you check in for admission to an event.

## MEMBERSHIP

A Sustaining Membership is **\$35** (Check, Money Order, Visa or Mastercard) per year and includes subscriptions to Tournaments Illuminated and an appropriate Kingdom Newsletter. Sustaining Members are eligible to hold office within the Society. Other Memberships are available; contact the Registry Office for further details:

The Society for Creative Anachronism  
Office of the Registry  
PO Box 360789  
Milpitas, CA 95036-0789  
408/263-9305  
FAX: 408/263-0641

## Chapter V: A Photo Gallery of SCA Activities



### SCENES FROM SCA LIFE!

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The Hon. Lord Michael Armed For  
Tournament!

Sir Manfred & His  
Lady Tamra!

Fair Lady Eleanor in an Italian  
Ren!

Fabulous Feasts By Candlelight!

Target Archery!

SCA Armored Combat!

A Shield Wall!

War!