

## Shrewsbury Cakes (from *Humbles, Sallets & Shrewsbury Cakes*)

1/2 c. plus 2 T butter, softened  
1/2 c. sugar  
1/4 t. rosewater  
2 T water  
1 c. ea. wholewheat and unbleached flour  
1/2 t. nutmeg  
1/2 t. salt

1. Cream butter and sugar
2. Add water and rosewater. Blend thoroughly.
3. Sift together dry ingredients and stir into butter mixture, handling as little as possible.
4. Roll or pat dough on floured board to a thickness of 1/4-1/2" and cut or shape into large round cookies.
5. Place on greased cookie sheet (lifting with a spatula will help keep them from breaking). Prick design of your choice into top of the cookies using fork with dampened tines. I prefer a thistle, but initials, crosses and crowns are also traditional.
6. Bake at 350° for 10 mins. Turn oven down to 300° and bake 10 more mins. or until golden but not browned. Cool

Makes 18 large cookies. They are best fresh, but will keep if stored in a tightly covered jar.

Option: Not for the purist, but tasty! Add 1T powdered cocoa, a sprinkle of cinnamon and 1 t. more water to the mixture. Instant coffee can also be used.

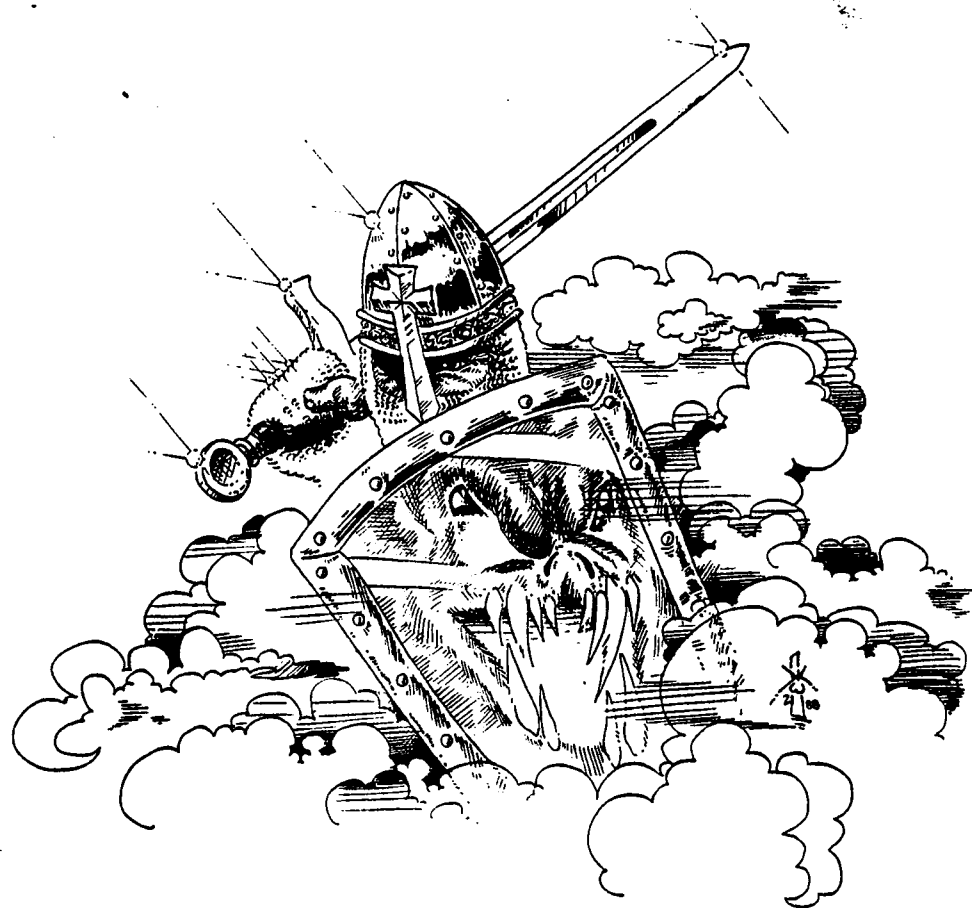
### FASCINATING FOOD FACTS

Traditionally, these small cakes were a regional specialty of Shrewsbury, hence the name. They were made by hand, and then pricked with the design of the baker's choice. Often lovers would request the initials of their current object of passion, mothers, of their children. This is the historical source for the children's nursery rhyme "Patty Cake".

# Moose Call

August 89

A.S. XXIV





knight, and a red belt or baldric marks a squire. Knights are also entitled to wear a metal chain around the neck, and spurs. A white baldric is for a master-at-arms. Heavy medallions may cause confusion with peers of the Laurel or Pelican orders. There are also local awards that are given in medallion form. And that's it. Be as gorgeous as you like, in as many costumes as you want to work up. The more authentic you look, the more authentic you feel and the more fun you'll have.

#### ROYALTY AND THEIR TITLES, HONORS YOU CAN EARN

Everyone in the society may be addressed as milord or milady and is assumed to be upper class. All other titles mean something specific and must be earned.

LORD or LADY: means someone who has been awarded their arms, usually after a year or more of activity in the SCA has brought their skill, chivalry, and dedication to the Society to the attention of the King, often on the recommendation of other armigers (Lords and Ladies).

SIR: means a knight, so named by the king for his feats of arms on the tourney field. (or her feats; women can also fight)

MASTER or MISTRESS: title equivalent to knight awarded by the king for excellence in the arts and sciences

BARON: noble named by the King to head a barony, or equivalent important position at court.

VISCOUNT/VISCOUNTESS: One who has been Prince or Princess in the past; addressed as Your Excellency.

COUNT/COUNTESS: One who has been King or Queen once in the past; addressed as Your Excellency

DUKE/DUCHESS: One who has been King or Queen two or more times in the past; addressed as Your Grace

PRINCE/PRINCESS: winner of the Coronet List or winner's consort, invested as ruler of the principality; addressed as Your Highness

TANIST/TANISTA: winner of a Coronet List or winner's consort, who will be invested as the next Prince or Princess; addressed as Your Highness

KING/QUEEN: winner of a Crown Tourney or winner's consort, crowned ruler of the kingdom; addressed as Your Majesty.

If you know who someone is but forget the form of address, don't panic; just call them My Lord King, My Lady Duchess or whatever. If you don't know who they are but they have metal headgear (coronet or crown), a bow or curtsy and "My Lord/Lady" will do.

The highest titles in the SCA are won by fighting (or being a fighter's chosen consort). If you meet a Duke, for instance, you are looking at one of the deadliest fighters in the kingdom, as well as one of the most chivalrous of knights. However, excellence at anything is noticed and honored in the kingdom.

The local group also has awards for service, chivalry, etc. These are given out yearly and may have some token to be displayed.

#### WELCOME

Thrice welcome to the Shire of Arn Hold. We are but a little town, including Boise and surrounding areas for 50 miles. We are in the Principality of Artemisia, which includes parts of Idaho, Montana, Utah, and Colorado; and Artemisia is in the Kingdom of Atenveldt, which runs all the way to Arizona. Many other shires and baronies of the SCA surround us, and other kingdoms are on our borders, with whom we sometimes war. SCA wars are fought by appointment, and no one really dies. Where else in the world could we have it so good?

#### WHAT WE ARE

The Society for Creative Anachronism is a non-profit educational organization dedicated to recreating the Middle Ages, not as they were, but as they should have been. The personae we play come from the time period from the fall of the Roman Empire to 1650. We are from all civilized areas of the world of that time, but mostly from Europe and the Middle East, with some from the Far East. We practice medieval crafts, arts, sciences, and especially chivalry. We share the results of our research with anyone who asks, thus spreading a knowledge of history. We are open to all ages, though fighting is restricted to age 16 and over and requires a waiver. Kids love to dress up with us! And we have fun. We hold feasts, revels, competitions and tournaments; we crown new royalty every six months with great pageantry; we have been facetiously described as the world's longest running costume party. If this sounds like your kind of group, read on, and welcome to the current Middle Ages.

#### TERMINOLOGY

SCADIAN: member of, or relating to, the SCA

MUNDANE: relating to the everyday world

PERIOD: duplicating or imitating the objects and practices of the Middle Ages as defined above. "period costume", "period music", "period recipes".

DEVICE: design like a coat of arms, but all Scadians may have them even before earning awards or titles. Useful for distinguishing people at a distance, such as fighters on the field.

#### WHAT WE AREN'T

We aren't anarchists, we're anachronists (AN-AK-ROE-NISTS). We are good citizens of our country.

We aren't a fantasy game. Our medieval recreations are based firmly in real history, minus the nasty parts. We don't try to practice magic, pretend to be elves or hobbits, or have dragons around other than in tales and songs.

We aren't a religion. No member of the Society may practice religious rites of whatever type on unwilling bystanders, or make them part of an official event. The Society does not care whether you are, mundanely, a fundamentalist Christian, a Zen Buddhist, or a witch: just keep your persona off his soapbox around the rest of us. Researching and acting out a persona with different beliefs from your real ones can be a fascinating exercise, but most people gravitate to the behavior with which they feel most comfortable.

## AREAS OF INTEREST

Many crafts are practiced in our shire, so most newcomers will find something of interest. Below are some of the guild masters or talented practitioners of various medieval crafts.

Calligraphy: Yehuda ben Avram (farspeaker--345-7613) will instruct new scribes or put them in touch with other scribes.

Woodworking: Guildmaster is Ingvarr (farspeaker--336-4058)

Textiles: Guildmistress is Lady Catronia Valquez (farspeaker--343-8408); meetings are every first Tuesday at 661 S. Curtis, Apt. 32. This guild handles everything from spinning and weaving to needlework and costuming.

Metalwork: Inquire of the Mistress of Arts and Sciences

Armor and Fighting: Knight Marshall is Morgan d'Antioch (farspeaker--344-7202); fighter practices are once or twice a week; call for information

Music and Dancing: The Mistress of Arts and Sciences is also one of the active musicians of the shire and will know when the group will next meet. (Renate Gabriele Granvogel von Ramsau, farspeaker--939-8233)

All other questions and concerns should be directed to the seneschal, who is overall leader of the local SCA group.

## GETTING STARTED

### NAMES AND PERSONNAE

You don't have to settle on your persona immediately upon joining the Society. You can select a generic, medieval-sounding name and be known by it until you find some era and/or place that interests you. Easy patterns for generic names are first name with 1. patronymic: Johannson, ben Moshe, Svensdatter, etc. 2. place name: of Locksley, of the Blue Mountain, of Erin, von Wien, de Toledo, etc. 3. descriptive: the Red-haired, the Tall, the Graceful, One-hand, the Fierce, etc. or 4. occupation: the Scribe, Woodsman, Smith, etc.

When you find a time period you would like to be from, and a place where you feel at home (maybe after reading a few history books or checking your family tree), start to create a rounded persona. Choose a name appropriate to the time and place, remembering that you cannot claim to be someone real from history or fiction. And check with the local herald for help in avoiding conflict with another Scadian who already has that name. Find out what town you might be from, what sort of clothing you would have worn, what occupations you could pursue. Just knowing your name and time period will do the job indefinitely, but the deeper in you get, the more fun this process becomes. Who was king? Was your country at peace, or who were they fighting? What famous people have you heard of and which hadn't been born yet? If you can find some period literature, art or music, it will help to get you in the mood of your persona. Accurate costuming is fun too, and if you don't sew or have a dear friend who does, there are usually those who will help for a fee. Authenticity is not a straitjacket; lots of us wear polyester instead of silk because it's cheaper and washable.

You also don't have to stick to one persona permanently. You can work up two or more, from varying places and times. A lady who wishes to fight may even decide to take a male persona for the purpose, though this is not necessary. A peasant persona is handy to have around for "getting down" at certain kinds of revels, or for heavy work in the kitchen. Many very proper European noble personae have Near Eastern alternates for activities like belly-dancing.

A device is a much more complex topic and can't be explained in a short article. When you are ready to design one, consult your local herald.

### COSTUMES AND SUMPTUARY LAWS

You may be lent a costume at your first event or several, to help you fit in. But period-looking garb can be whipped up from surprisingly simple resources. For ladies, a long dress or skirt in solid color or print, peasant blouse, short sleeve long dress or housecoat worn over a turtleneck with long sleeves. Add a scarf pinned to your hair or folded over a pillbox hat for a veil. Voila! For men, plain colored trousers, tunics or long straight-bottomed shirts worn outside and belted, or turtlenecks worn under a surcote (pin two towels together at the shoulder and add belt, or double a length of cloth and cut a hole for your head and belt it; the surcote, not your head!) Materials for quick-sew costumes may come from curtains, robes, old coats, or anything that doesn't look horribly modern. Fur or lace trim is easy to come by from old clothes or sewing stores, and embroidered towels or tablecloths can become embroidered clothes if sewn together the right way. Shoes should be leather if at all possible; most dress shoes are feasible but sneakers look silly. Jewelry is great on both sexes; just look at some period portraits. Ladies in most periods covered or bound their hair.

#### Sumptuary Laws

In the Middle Ages there were complex sets of laws in various countries limiting the colors, jewelry, and trim that could be worn by different ranks, so that it was obvious who was how high up in society at a glance. The SCA has nothing like so complex a system. Still, for identification purposes, a few things are limited to certain ranks, and are a sign of those ranks (so you know who rates a bow). Metal headgear is for peers and royalty (barons, dukes, princesses, kings and queens, etc.) Your own headgear should be of some other material. A white belt is the mark of a





ARTEMISIAN CORONET LIST

Meeting Minutes

July 16, 1989

Officers' meeting called to order 7:40p.m. About 30 adults present.  
Reports: Herald--two discussions, no other action. Reeve--\$14.86 debits, other receipts from seneschal. Hospitlar--50 interested names, half with Boise addresses. August Moose Call to these. Feast gear loaned at events. Arts + Sciences--needlework, brewing, armor and weapons, dancing, music being carried on. Knight Marshall--Practices twice a week, 8 fighters, no verified injuries, one out of town tourney. Three fighters have armor under revision. Chronicler--Moose call dates and mailed subscriptions discussed. Sheriff--nothing  
Reports are expected by the meeting, informal but written, required of every officer.  
Sweyn takes over as Reeve, Ingvarr is Kingdom deputy Reeve.  
Populace meeting at 8:10p.m. Sue reports on Renfaire with thanks, note from Junior League, Big Whoopie Award to Caitlin.  
Doug reports on Fantasy Arts Convention. Our people took two awards at the costume contest, we will be back next year. May 5--proposed date.  
Joann reports on Cherry Festival. Eight-fighter tourney, Morgan d'Antioch won. Twenty-one at feast at Mantus' house, site fee returned to Shire. Most costs absorbed. Baron and Baroness here. \$47 for shire.  
Mundane revel at Art's--many in attendance, water fight at end.  
New Business  
Newcomers introduced. Principality Arts and Sciences is second week in May, site unknown. Our Arts and Sciences next Sunday by Sue. Threads guild July 17 on documentation. Wilderness Quest in August by Dree.  
Need volunteers for casual revels. Dan will handling tubing in August.  
Need a real event for September. Art in the Park Demo Sept 8 (noon to 8), 9 (10 to 8), and 10 (10 to 6). We will have two tables and fighting, need support.  
Shire meeting 8-27-89  
Shire awards discussed, new one proposed by seneschal. Companion of the Moose = overall "meant the most to this group", paid or unpaid members OK. Minor awards (service, chivalry, arts and sciences, hope of Arn Hold) can't be received twice in a row, Companion is permanent, once only. Given once a year at A+S event.  
Mantus got AOA at Investiture.  
Refreshments at 9:00

Philosophy at 9:35

Seneschal says we are a talented group but lack brotherhood. What is the Dream? = chivalry, courtesy, honor, pageantry. This means to us: honesty, fairness, gentleness, restraint, respect, decorum, acceptance of differences, living up to ideals.  
Words are weapons. Use them as carefully as edged or rattan ones. Don't take ready offense. Pull together.  
We need more pageantry at events, more involvement  
CASE (FROM SENESCHAL)  
Cooperate with seneschal's requests. Get mundane gossip over with at casual events.  
Get involved! = Put on events, attend them, develop and act your persona, use talents and teach them, try new things, fight, accept an office, recruit, research, speak forsoothly, share knowledge.  
LEAVE POLITICS ALONE = Think ahead, work at communicating. Consider feelings; if it affects someone, let them know. Don't deliberately exclude members from SCA activities or flaunt private gatherings in front of those not asked. Anything SCA should be reported to the seneschal, preferably in writing. DON'T take local problems anywhere else. Go to seneschal first, only to superiors if not satisfied and let the seneschal know you're doing it.

Greetings to the Populace of Artemisia.

The Shire of Silver Keep has been given the great honor of hosting this the fourth Artemisian Coronet List on behalf of Prince Raphael and Princess Kerij-e.

The list will be held on October 14-15, A.S. XXIV at the UCT building in Bozeman, Montana. There is both indoor and outdoor fighting sites available to accommodate for the vagaries of Montana weather.

Opening Court will be held at noon, with their Highnesses approval, the fighting to commence as soon thereafter as feasible. There will be showers made available to the fighters after the tourney. There will be camping available (no rocks or sticks to contend with) weather permitting. The site will be open all night and other housing will be available. Contact Lady Margarrett Blakesly or Richard d'Marris for information on housing availability.

The site fee is \$3.50 for non members and \$2.50 for members. The feast fee will be \$8.00, \$7.50 if you pay in advance. Smalls will be arranged on site. Please make checks payable to "Shire of Silver Keep, S.C.A., Inc." The feast reservations are due by Monday, October 16. There will be off board seating available also. The site is wet.


Breakfast will begin at 10:00 A.M. with biscuits and gravy. Lunch will be from 1:00 P.M. to 4:00 P.M. (depending on the fighters) and will consist of bread and soup/stew. Supper will begin at 6:00 P.M. (if fate permits) and will consist of: Bread and broth, fish soup, smoked and baked fish wafers, cold vegetable tray, green salad with dressing, flavored breads and soups, baked glazed goose, wild rice stuffing, green peas, breaded meats, cold vegetables, bread pudding and for dessert, oaten honeycomb.

On behalf of Silver Keep, we bid you come join us in these activities.

**AUTOCRAT/COFEASTOCRAT:** Lady Margarrett Blakesly (406)587-8580 (will be in and around Salt Lake City from August 16 to September 5 and will accept reservations in person.)

**COALTOCRAT:** Richard d'Marris (406)587-4418

**FEASTOCRAT:** Bran Mac Trenmor (406)587-7534 (no calls after 11:00 P.M.)



## THE BARONESS' CHAMPION TOURNEY

It's time for the combatants of the Loch Salann to compete for the honor of being the Baroness' Champion. This year's tourney will be held on September 23, A.S. XXIV at Taylorsville Park, 4700 S. State Redwood Road. It will be an open tourney. All you have to do to enter is your fighter authorization, armor, weapons (to the SCA/Atenveidit standards) and to answer a special question that Her Grace, Baroness Anna will ask you.

The tourney will be held after an Italian feast consisting of: An appetizer, pasta, a special meat dish, veggies and desert. Feast fee is \$4.00 per person. Site fee is \$2.00 per member and \$3.00 for non members. The site is scheduled to open at noon. Court will be at 3:30 P.M., the feast at 4:00 P.M. and the tourney at 7:00 P.M. Reservation deadline is September 13, A.S. XXIV.

**AUTOCRATS:** Viscount Thomas the Diminutive and Viscountess Adria of the Crosswinds (801)224-5539

**RESERVATIONS:** Lady Catronia Nackay, 613 N. Columbus Street, Salt Lake City, UT 84103 (801)531-6703

## SCRIBES CONCLAVE

For the scribe, illuminator or general artist who is involved in the making of scrolls, the Incipient Shire of Eir Dun and the Scribes Guild of Sentinel's Keep will be sponsoring a Scribes Conclave at the National Guard Armory in Butte, Montana, September 30 A.S. XXIV through October 1, A.S. XXIV.

The site will open and classes will begin at 10:00 A.M., Saturday and continue with a lunch break through the evening when a feast will be provided. There will also be more classes and work sessions on Sunday. Crash space is available.

The Conclave will be presented in an informal open forum, with a variety of topics to be covered. Particular emphasis of the conclave will

be the problems and questions in advanced work, hence this is not an introductory workshop. Topics planned include basic and intermediate Celtic knot work, gold leaf, repairing damages and errors on scrolls, freehand lettering, historical references for designs, discussion of paper and supplies and on what to use for a particular project, and much, much more. The Principality Scribe, Lady Aquilanne Jessica Grace, will be present to discuss the office of Principality Scribe and Kingdom Scribe, new warranting procedures on the Kingdom level and the Kingdom Scribes Handbook, which may be distributed at that time.

The dinner on Saturday will include ham or chicken, herbed rice, assorted breads, vegetables and tarts for dessert. Lunch will be provided Saturday.

The site fee for this event is \$2.00 for non members and \$1.00 for members. Feast \$5.00. Paid reservations for the feast are required by September 23, A.S. XXIV. Make checks payable to "Shire of Eir Dun, S.C.A., Inc."

So remember to come, bring works in progress and your own supplies and tools. If you want more information on classes, or want a particular subject to be covered, write the Scribes. For feast and crash space, contact the Autocrat.

**AUTOCRAT:** Brigid Lyoliff, c/o Mary Creech, 3451 Sanders Street, Butte, MT 59701 (406)494-2828

**SCRIBES INFORMATION:** Bertram Errol Ferrar, c/o Michael Seitz, 340 Jefferson #4, Missoula, MT 59802 (406)549-7738

## ATENVELDT CORONATION

Be it known by the people of the glorious Kingdom of Atenveldt. That Their Royal Highnesses, Brion and Anna, have most graciously consented to hold Their Coronation, September 3, A.S. XXIV in the Barony of One Thousand Eyes.

The site of this joyous event is the Square Dancers' Barn, 1100 Booth Road in Pocatello, Idaho. The site will open at 10:00 A.M. Final court of Their Majesties, Trelon and Daphne, will be at 11:00 A.M. to be followed immediately by the Coronation and Opening Court of Their Majesties, Brion and Anna. After court will be held the tournament to determine the King's Champion.

There will be a feast to follow the days' activities at 5:00 P.M. Lady Aquilane and M'Lady Ragnell will present for your delectation: Honeyed fruit and berries smothered in creme, Ale-laced chowder of clams, grilled beefsteaks with sauteed onions and champignons, Marinated vegetables, fetucine with white clam or red meat sauces, green beans almondine, sirring melange (cocktail), bread sticks and rolls, assorted butters and a fabulous dessert (to be announced).

After dining, their Majesties bid the populace to enjoy dancing, song and bardics into the night. 'Tis said the Brewer's Guild of Atenveldt will be lurking about as well, just off the interstate, and within walking distance of three excellent hostelries: Quality Inn, (208)233-2200; Holiday Inn, (208)237-1400; and Super 8 Motel, 1-800-843-1991.

Combination site/feast fee will be \$7.00 and deadline is August 15, A.S. XXIV. Please make all checks payable to the Barony of 1000 Eyes, SCA, Inc.

**AUTORBAT:** Lord Mikhail the Varangian, c/o Mike Lider, 555 S. Higbee Avenue, Idaho Falls, ID 83401 (208)528-1825

**FEASTORBAT:** Lady Aquilane Grace and M'Lady Ragnell GRY, c/o Dory Grace and Beth Rethorn, 812 N. Skyline Drive, Idaho Falls, ID 83401 (208)522-7823

**CRASH SPACE:** M'Lord Braden Burrelign, c/o Kevin Nelson (208)524-2519

### ARTEMISIAN FIGHTING SCHOOL

Greetings unto the Populace of Artemisia.

On September 9-10, A.S. XXIV, the Shire of Silver Keep will host the Artemisian Fighters School. There will be classes in sword and shield, great sword, polearm spear work and war tactics.

The event will also have some arts and sciences with an eye towards preparing for the next Estrella War competition.

The site fee will be \$3.50 per person per night. The site opens Friday, September 8. Make all checks payable to the "Shire of Silver Keep, S.C.A., Inc."

The site will be Big Timber KOA (7 miles east of Big Timber at the Grey Cliff turn off) where hot tubs and bardic circles go hand in hand.

**AUTORBAT:** Danna Thorgerarsson, c/o Ron Strander, P.O. Box 4116, Bozeman, MT 59022-4116 (408)587-2667

