

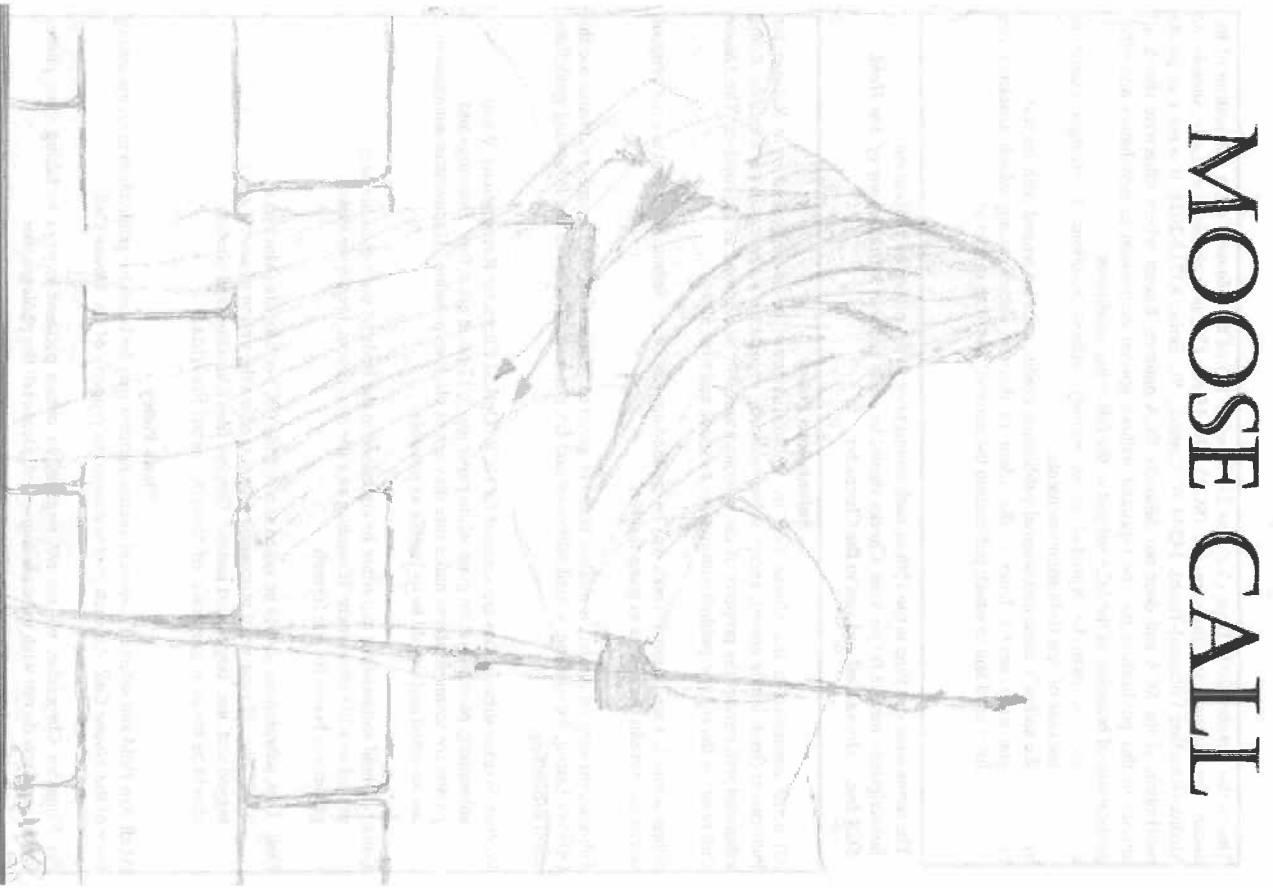


Master William Blackfox Award Nominee:
 A.S. XXXVI Best Overall Newsletter
 A.S. XXXVI Best Article
 A.S. XXXVI Best Regular Feature
 A.S. XXXVI Best Article



Arnold Chronicker
 Lady Auraelia de Medici
 Rosellen Villarreal-Price
 14244 W. Comisky street
 Boise, ID 83713-2028

Grown Tourney
October 11, 2003



MOOSE CALL

OCTOBER 2003, A.S. XXXVIII VOL. 21, NO. 1

Cover, "Archer" by C. Melton
Interior artwork by Printmaster
Painting on Page 15 "Cheats," Artist Unknown

This is the October 2003 Issue (Volume 21, Number 10) of the *Moose Call*, a publication of the Society for Creative Anachronism, Inc. (SCA). The *Moose Call* is available from Lady Anraelia de Medici (Rosellen Villarreal-Price) 14244 W. Cornisky St., Boise, 83713-2028. It is not a corporate publication of the SCA and does not delineate SCA policies. Except where otherwise stated, all articles in this publication may be reprinted without special permission in newsletters and other publications of branches of the SCA subject to the following conditions:

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- you must send a letter to the editor of this newsletter stating which article(s) you have used and in which publication the material has been reprinted.

The submission deadline is the 15th of each month prior to the month of publication. Subscriptions are \$18.00 per year. Checks should be made payable to the *Barony of Arn Hold*, SCA Inc. - *Moose Call* and sent to the Chronicler.

Submissions Policy

All items submitted to the *Moose Call* for publication must be accompanied by a Release for Publication (back inside cover), except submissions by regular (or semi-regular) columnists. Items submitted will remain the property of the submitter and will be returned as appropriate. The *Moose Call* reserves the right to publish submissions as space and time allow.

Submissions that are original works will be credited appropriately. Submissions that are not original works must credit the source in some fashion.

Submissions may be mailed, e-mailed, faxed or given to *Moose Call* staff members. Please see the Officers Listing for mailing, e-mail addresses and fax numbers. Please use the following guidelines when submitting:

Written: Written submissions are scanned for OCR (Optical Character Recognition). When submitting, please print on plain white paper using 12 point plain font. Drawings and photos are scanned; please make sure they are as clean as possible. Handwritten submissions are accepted and should be as legible as possible.

E-mail: E-mail submissions can either be contained in the body of the e-mail message or sent as a file attachment. If sending as a file attachment, please see disk guidelines below for file formats.

Disk: Disk submissions should be saved as a .txt file (PC) or text file (Mac) on a 3 1/2" disk. If your word processing program offers the option of saving as tagged text, use tagged text instead. Graphic files (drawings and photos) should be saved as grayscale .tif files (PC) or tiff files (Mac).

Photo Policy

All Arn Hold and selected non-local events, pictures may be taken for publication in an upcoming issue of the *Moose Call*. All such photos remain the property of the *Moose Call*.
Per Kingdom Chronicler: we are not required to obtain permission prior to taking your photo; however, if you do not wish to be photographed, please tell the photographer.

Photos submitted for publication in the *Moose Call* must abide by the Submissions Policy and will be credited to the photographer.

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I, _____, known in the SCA as _____ do hereby confirm that I am the sole/joint author(s)/artist(s)/photographer(s) of the article(s), poetry(s), song(s), words and music, photograph(s) attached.

I do hereby grant permission for the Society for Creative Anachronism to use my original material entitled _____ in its publication, *Moose Call*. I also grant the Society my permission to reprint my material up to _____ times. I understand that although I allow my submission to be printed and reprinted, I retain full rights to my work. If the work submitted is the effort of a joint author/artist, I here name the others (note: if more than one person contributes to the work, all parties must sign releases):

By this writing, I/we hereby grant permission to the *Moose Call* to publish this work and to reprint it as the *Moose Call* sees fit (if reprints are granted). Subject to these grants, I reserve all rights to this work.

Name _____
SCA Name _____
Address _____
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Signed _____ Date _____

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For a mere \$18, you too can be entertained and informed for one full year. To subscribe, fill out the form below, make your check payable to SCA-Moose Call and mail them to:

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14244 W. Cornisky Street
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Name _____
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You can pick up your copy at the monthly Populace Meeting. Otherwise, it will be mailed to you by the first day of the issue month. Note: If you are an SCA member, your membership does not include a subscription to the *Moose Call*. You must subscribe separately. You know you want to!

UP AND COMING – EVENT PLANNING CALENDAR

Please consult the current issue of the *Sage Advice* for more information on the events listed below. Non-local and weekly local events for the current month are listed on the Calendar in the center of the *Moose Call*.

The information below was taken from the October 2003 issue of the *Sage Advice*.

October	
11	Artemisian Crown Tourney
18	Baronial A & S
18	Harvest Court
25	Gathering of the Gryphon Host

November	
1	Poachers Feast
8	Artemisian Kingdom Collegium
15	Iron Balls
22	Birthday

December	
6	Yule Revel/Toys for Tots
6	Birthday
13	Winter Solstice Court

Cote du Ciel
Loch Salann
Sentinels' Keep
1000 Eyes

Arn Hold
Sentinels' Keep
Twaë Linnes
1000 Eyes

Stan Wyrm
Cote du Ciel
Loch Solann

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Arn Hold Web Site: <http://www.barony-of-arnhold.org>

Arn Hold Newsgroup: <http://groups.yahoo.com/group/arnhold>

Artemisa: <http://www.artemisa.sca.org>

Society: <http://www.sca.org>

THEIR EXCELLENCIES' MISSIVE

Greetings from Alric and Catherine, Baron and Baroness of these glorious lands of Arn Hold.

As the days grow shorter, and the leaves begin to turn, we are still warmed by the friendship of our populace and look forward to the cold days of winter spent near the fire of the feast hall, in grand camaraderie.

We do wish to congratulate all those who participated in the tournaments and competitions held in September (at Coronation, at Museum Comes to Life, and at the Kingdom Equestrian Championship). Arn Hold was very well represented and we were, as always, very proud of our talented populace. We look forward to a similar strong showing at Crown Tournament, which is coming up shortly.

A brief note that it is not too early to start thinking about Estrella War in February 2004. Our own Countess Kortland Stirling Mayfaire has graciously offered to be in charge of land allocation for the Kingdom of Artemisia. If you want to camp within the lands that the War staff allocate for our Kingdom, you must (as always) be pre-registered. If you go to this web page, you can get further information and print off a pre-registration form:
<http://www.estrellawar.org/tees.html>.

We hope you will all start saving your pennies, so we can all meet to defend the lands and reputation of our great Kingdom of Artemisia. WAR!!!!

Also coming up next month: The Peacher's Feast, where we and other persons of royal status with shiny portions of metal on their heads will be conspicuously absent, but where fun and games will be the order of the day. So dust off your best peasant outfit and join your fellow paupers for a day of leisure and feasting, hosted by our own Meister Tor and Dame Rachel.

Have a wonderful harvest month!

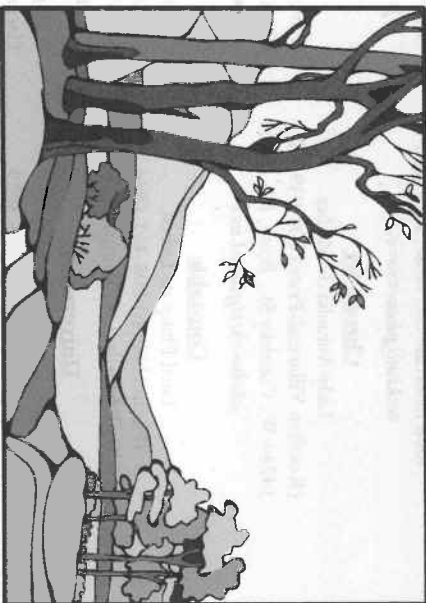
In service to Arn Hold and Artemisia,

Baron Alric

and

Baroness

Catherine



- Run of 3 = 2
- Run of 4 = 4
- Run of 5 or more = 1 point for each card in the run.
- Flush of 3 (3 same suit) = 2
- Flush of 4 (4 same suit) = 4
- Flush of 5 or more (all same suit) = 1 per card
- Noddy Nave = 1 (except when turned up by the dealer)
- Thirty-One = 2
- Last Card = 1

Runs and flushes are made during the round in combination with what the other players lay down, but they do not need to be in numerical order. For example 9,10,j,Q counts as a run of 4 as does j,10,9Q. However, Q,K,A would not count as a run of 3 as Ace is always low. A flush is made up of cards all in the same suit regardless of numerical value, as long as a card of a different suit does not split them up.

The round ends once 31 is reached, or as high as possible without going over. Cards are valued by the number value on their face with J,Q & K being ten and Ace being one. The player who makes 31 earns 2 points and 1 point for last card. If 31 cannot be reached then the last player to be able to lay down earns 1 point for last card. Once no more cards can be played, without going over 31, the round ends. The round is over, even if players still have cards in their hands un-played. After the round has played out, players then use the hold card along with the originally dealt hands to form any additional point combinations. 15 can be formed and reformed with switching around the order in which the cards in your hand are counted. In this version, player hands are scored after each round of play has been completed. In some versions of Noddy, hand points are counted before the round of play begins.

Tip: during the round, play high cards first to have lower numbers ready to make 31.

So, give it a try. Bring a deck of cards to the next event you attend and enjoy a wonderful time of socializing over a "period" game of Noddy.

NODDY, A HISTORICAL CARD GAME

By Dame Rachel Ravenlock, OP
 Arn Hold A&S Champion 2003

"By plaieing to much primeore and noddly he lost all his time and monie 10(0)."

- J. Day, Peregrinatio Scholastica, 1610

"Noddy turn'd up, all made, yet lose the tricke."

- Vadianus' Panegyric Verses in Coryat Crudities, 1611.

There are many variations of card games played throughout history. Cribbage was a later variation of Noddy, which added additional elements to lengthen the game. With little to do during long winter seasons, handicrafts and table games became common forms of social entertainment enjoyed by commoner and king alike. Many of these now distant games had multiple variations. Most often these games were taught between friends, family, or social companions. Sometimes variations or new games became "the rage" when a visiting dignitary would introduce them at court.

Noddy is played with a deck of 52 cards of four suits and a point board of 62 counts. The four suits have 13 cards each numbered from Ace to King, with Ace always being lowest and King always being greatest. Noddy can be played with 2 or 3 players. Or as teams of two, with 4-6 players, team members add their points together and divide any winnings.

As mentioned, you will also need a Noddy board to keep track of your points. (A Modern Cribbage board will work if you double the point values, as Cribbage boards are usually twice as long). Noddy boards could be carved in wood, printed on canvas or paper, or embroidered on fabric. The board is made up of dots, holes or squares forming a winding route of 62 places. The game ends once a player (or team) has won two out of three full lengths of the board. However, shorter variations could be played with the game ending after a single round of the board is completed. If a board is not available, paper and pencil can be used to keep track of points.

Deal passes from player to player, with the dealer passing out 5 cards to each player and turning the top card of the remaining pile face up as the hold card. The hold card determines the suit of the Noddy Nave (Jack) that will be worth points for that round. If the hold card is a Nave (Jack) the dealer gets 2 points immediately, otherwise the Nave is worth 1 point when the Jack of that hold card's suit is played during the round. The first player lays down a card (face up) near themselves. Then, the next player in the circle lays down, and so on. Points are earned as follows:

- Pair: 2 of a kind =2
- Pair Royal: 3 of a kind =6
- Double Royal Pair: 4 of a kind =12
- Fifteen (any combination adding up to 15) =2

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NOTES FROM THE CHRONICLER

Greetings!

The response I got back from my inquiry about adding birthdays or special dates to the Moose Call was overwhelmingly positive. If you missed it the first time, this would be added either to the regular calendar, or be in a separate section.

If you would like to add your dates, send them to the Chronicler and I will be happy to add them. The new feature will be added beginning in the November issue. Remember, this is voluntary, you only need to send the date, not the year or age.

PLEASE, write it down in some way to give it to me. My brain will act as a sieve to all information not in written form.

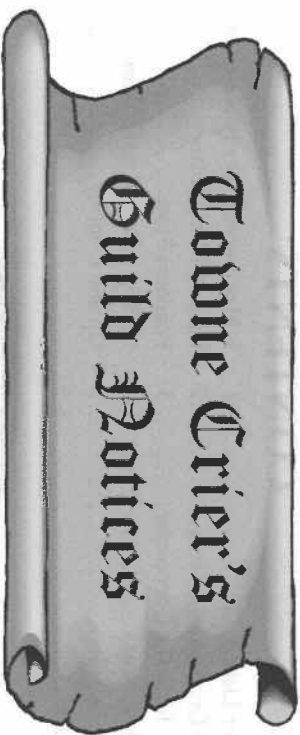
Which brings me to my next note... if you need to have a change made to your name, address, title, etc, please write me a note. Again, if you just tell me, I will probably forget.

As always, I am looking for artwork to grace our covers and inside pages. If you have something, please send it to me. I will be forever grateful!

Yours In Service,

Aurelia de Medici

Arn Hold Chronicler



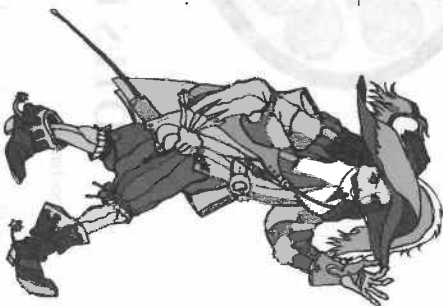
RAPIER GUILD

reetings Rapiers,

aprior War was an enjoyable event. Pendelthg Gruffydd ap Idwal-
n, OP, DWS won the Cloak & Dagger Tourney. The premier
aprior's Rapier Rogue is none other than Maitre Guillaume de la
apier! He shall hold that event title for the coming year.

ractice will still be in Julia Davis Park this next month. As we
ove into the waning days of Fall, it gets darker earlier and earlier.
ractice will be at 6:30pm so we can take advantage of as much
yilight as possible. In November, we will move to an indoor
-cation. If you have questions or suggestions, please feel free to
ntract me!

ours in Service to the Dream,
lase Tourmente, Barony of Arn Hold Rapier Marshal



FIGHTERS GUILD

rn Hold fighters have shown they can hold their own with the best in the Kingdom! Vivat to
ose who showed great skill on the field of combat at the September Coronation events, the
aron's Championship at Museum Comes to Life, and the Demos at the Equestrian Champi-
aships. I know our fighters will again make our Barony shine when they try to best the best
Crown Tourney later this month.

he year is getting older and the dark is coming sooner so I will be trying to arrive at the park
around 6:30 to get an earlier start. Fighter practice will continue every Wednesday at Julia
avis park between the zoo and the rose garden through October.

hanks,
al Bjorn

CRAFTSMAN'S GUILD

I apologize for the inconvenience, but due to mundane distractions, Craftsman's guild is on
atus until further notice.

hanks, Rosamonde & Val Bjorn

SITE:

Parkview Bible Fellowship, 2620 North 36th Street in Boise. At the intersect
at State Street and Veteran's Memorial Parkway becomes 36th Street. Contin
on 36th for about .03 miles. Parkview Bible Fellowship is on your right, pull a
the way to the back and park behind the building.

THIS IS A DRY SITE! Violators will be asked to leave, no 2nd chances. Smok
outdoors only. Parents: there is a wonderfully fully-fenced mundane play are
for the smalls, to be used ONLY while in your company at ALL times.

HOURS: 12:00 Noon to 11:00pm.

LUNCH WILL NOT BE PROVIDED DUE TO THE LATER SITE HOURS.

Dinner Feast begins promptly at 6:00pm. Country Dancing will
begin after dinner, around 8:00pm.

SITE FEES:

\$3.00 for members, \$6.00 for non-members, \$2.00 for chil-
dren under 12 yrs, babes in arms free ...
As always, the Barony of Arn Hold offers a \$25.00 family maxi-
mum.

FEAST FEES:

All singles, couples, or families, are asked to bring a potluck
dish with them suitable for 6-8 people – peasants don't have
the means to supply an entire feast so we will all need to pool
our resources.

\$3.00 for adults, \$2.00 for children under 12 yrs, babes in arms free.

Suggested Potluck items by S.C.A. first name are: A-G = Vegetables, H-N
Dessert, O-S = Side Dish, T-Z = Breads & Spreads. Hosts will provide meat &
drink. Make checks payable to "Barony of Arn Hold, SCA Inc." Please let
know how many will attend the feast, by October 24th, so that we will kn
how big a cow to acquire. A vegetarian entrée is available upon prior requ
call the Feastocrat.

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