

The Barony of Arn Hold's Moose Call



Their Excellencies Missive

Greetings Arn Hold!

What a busy time for the Barony over the past month! Kingdom A&S, a newcomer's event, a Baronial polling, tabard making, armor making, silk banner creation, food galore, and even some tent making going on in the Barony! Where to start!?!

If you missed (or were unable to stay for) Kingdom A&S, you missed quite a show! No wait, we mean the lunch. No, the desserts. Wait! The games! The A&S displays! What about Arn Hold folks getting not only King's choice and populace choice but also Champion and Reserve Champion! Our congratulations to both Lady Aelin, our Seneschal, for the populace choice and the reserve champion spots while our resident documentation and casting guru, HE Giliana took King's choice as well as the Champion title! There were also a large number of first time entrants into a Kingdom level A&S. That is the way to put on an A&S event folks!

Our thanks go out to those who helped decorate, set up, take down, and generally run the event. Both of the fundraisers (lunch and desserts) had so many contributions that we had trouble finding space for it all! The dessert auction brought in over \$300 for the kingdom and the lunch netted the Barony about \$230. We find it heartening that 78 people bought into the potluck luncheon. We are disappointed that we did not get to try more of the various dishes! Add to that the fact that the event itself brought in some funds for both Kingdom and the Barony to help fund future events. Obviously, a very successful event all around!

In addition to all of that, we had 60 people (not including proxies) participate in the Baronial polling. After reviewing the results of the polling, their Majesties chose Sir Fernando and HE Syeira as the next Baron and Baroness. We wish to thank all of the candidates as it is not easy to put yourself out there for consideration. Baronial Investiture will be Saturday morning at Raptor war with our final court happening Friday evening. Please come join us at Raptor War as there is a lot happening!

(Continued on page 2)

Volume 30 • Issue 6

June 2012

What's Inside...

Their Excellencies Missive	1
Officer Missives.....	2, 3
Kingdom A&S Results	3
Random Carp	4
Event Announcement.....	5
Guild Information.....	6 - 7
Name That Device	7
Help Wanted.....	7
Calendars	8 - 9
Officer & Guild Contacts.....	10
Legal Stuff.....	11

Electronic (PDF) Issue ONLY

Helga Ball Guidelines.....	12
Feature Article.....	13

On the Cover...

A&S Gauntlet

by THL Earc Cearr

Other Art

<http://computerclipart.com>

<http://godecookery.com>

Web Resources

Barony: <http://baronyarnhold.org>

Kingdom: <http://artemisia.sca.org>

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

Baronial Email Discussion List

<http://groups.yahoo.com/group/arnhold>



(Continued from page 1)

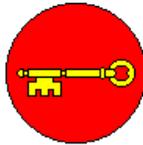
We also wish to say thank you to those who shared their knowledge with others at the Newcomer's event. We occasionally hear about some knowledge or skill being lost when someone leaves the Barony and this type of sharing helps to prevent that from happening. Thank you.

Coming up in mid-June is, of course, Uprising! It is the biggest event of the season set right in the middle of the Kingdom. We highly encourage you to make the effort to attend as the Barony of One Thousand Eyes does a great job hosting this event. We are sure you will find something there that you are interested in!

There are a lot of events happening around the Kingdom this summer in addition to all of the local activities. We heartily encourage you to get out and join in the festivities! There is a wealth of knowledge and experience here in the Barony, but do not miss out on the chance to go visit other groups and see how others live in these current middle ages.

Etienne Vicar  **Morgan** Vicaress

Seneschal's Missive



For her first large effort as our new Seneschal, Lady Aelin is expanding the Arn Hold PR effort internationally, as she and LeRoi are touring France. Since there wasn't any room in the suitcase for me, I am serving as "Senschal-in-Training" for the duration. Any major issues or financial items will go to Don Gomez de Santander.

To the right, you can see Lady Aelin hard at work on our behalf...truly we are blessed!!

Yours in Service,

Biliana Atteuatyr
Seneschal-in-Training

Chronicler's Corner



I've been talking about it for the past couple of months, and with this issue, it's finally true: If you're reading this newsletter as a printed copy that was delivered to your home via First Class Mail, you're missing out on some great content! Allow me to explain why this is.

The *Moose Call* operates at zero profit (and sometimes a loss) - all money from printed subscriptions goes towards funding the purchase of postage and reimbursement to the Chronicler for the cost of printing and paper, as well as the purchase of clipart and other supplies necessary to produce the newsletter (electronic subscription money goes towards the Baronial General Fund, as there is no cost to "print" and "mail" a PDF - the electronic subscription rate exists because the BOD has ruled that if there is a charge for the printed edition, there must be a charge for the electronic edition).

First Class postage rates dictate that the maximum size of the *Moose Call* that can be printed and delivered via the US Mail for the minimum cost is 12 pages, or 6 sheets of paper - anything more than that requires extra postage, paper, and printing costs, all of which would quickly exceed the operating budget generated by subscriptions.

There's some other requirements that state the bare minimum that MUST be included in every newsletter,

(Continued on page 3)



BEING THE SENESCHAL IS SUCH TOUGH WORK...
Photo courtesy of Lady Aelin & LeRoi.



(Continued from page 2)

as well as a ruling that the electronic (PDF) version of the *Moose Call* and other newsletters can differ from the printed version in the form of extra content.

In the end, what this means to you, the reader of the printed & mailed version of the *Moose Call*, is that the required minimum content just about fills the space allowed, given the constraints of postage and budget. There is space for non-required content, but anything that doesn't fit gets published in the electronic-only edition. By switching your subscription now, you get all the extra content!

In Service,

Caric

Webminister's Web

If you've visited the website recently, you may have noticed that it looks a bit different than you remember. Hopefully, you find it cleaner, easier to read, faster to load, and simpler to navigate.



As hard as it is to believe, the previous design of the website was quickly approaching 2 years in age (older if you count the several months I spent designing that site behind the scenes). Although it served well, over the years, I'd received several suggestions for improvement, as well as a few criticisms of the design and speed of the various pages.

Keeping these items in mind, in early April I set out to overhaul the website, with an eye towards keeping the layout simple and uncluttered, with a common design between pages that was easy to read, and loaded quickly. After several nights of burning the midnight oil and tweaking layouts, the new site was launched in early May.

As always, comments on the re-design are welcomed and encouraged.

In Service,

Caric

Kingdom A&S Results



- The Arts and Sciences Champion for Artemisia: Baroness Giliana Attewatyr of Arn Hold
- Reserve Champion: Lady Aelin of Vordingborg of Arn Hold
- Novice Champion: Lady Cayliedh bean Tiernbard of One Thousand Eyes
- Populace Choice: Lady Aelin of Vordingborg for the Horse and Knight Pewter toys.

- Lady of Alchemy: Lady Cayleidh bean Tiernbard for her Hide Glue
- Lady of Armor: Baroness Anna de Brabant for her Quilted Coif
- Lady of Brewing: Sir Leah de Spencer for her Mead Experiment
- Lady of Ceramics: Sir Leah de Spencer for her Paternoster
- Lady of Costuming: Baroness Giliana Attewatyr for the Countess Clare Cotehardie
- Lady of Fief Holding: Lady Symmone de Saint Maur des Fosses for her potted herbs
- Lady of Heraldic Display: Baroness Giliana Attewatyr for her Pewter Salt Cellar
- Lady of Historic Technology: Lady Cayleidh bean Tiernbard for her Quill Pen
- Lady of Jewelry: Baroness Giliana Attewatyr for her Silver Beaded Ring
- Lady of Leatherwork: Lady Cayleidh bean Tiernbard for her Bracer from the Mary Rose
- Lady of Manuscript Arts: Lady Perwyr verch Owen for her Scroll
- Lady of Metalwork Baroness Giliana Attewatyr: for her Pewter Salt Cellar
- Lady of Embroidery: THL Ashé'el Terestini for her Blackwork
- Lady of Performing Arts: Lady Perwyr verch Owen for her Recorder Performance
- Lady of Printing Baroness: Giliana Attewatyr for her Woodcut – Duke Morgan in Stocks
- Lady of Research: THL Ashé'el Terestini for her Cheapside Hoard paper
- Lord of SCA Specific Items: Viscount Etienne Dupre for his Wooden Chairs
- Lady of Textiles: Lady Aelin of Vordingborg for her Twill Woven Fabric
- Lady of Toys and Games: Lady Aelin of Vordingborg for the Pewter Horse and Knight
- Lord of Weaponry: Viscount Etienne Dupre for his 4 foot Leather Covered Axe
- Lord of Woodworking: Viscount Etienne Dupre for his 6 Board Chest with Leather
- Lord of Writing: Lord Tiernbard ap Gwalchmai for his paper the Lost Evolution of the Bronze Sword



Random Carp That I Have Learned...

A look at modern practices and their medieval sources

By K. Braden von Sobernheim

“In wine there is wisdom, in beer there is Freedom, in water there is bacteria.”

– Benjamin Franklin

This famous American told of having beer with breakfast every day, and history points to children drinking beer regularly in medieval England. Yet, these folks were not raging drunkards, so what's the deal? The deal is a very low alcohol beer, called small beer. The phrase is seen in 16th century documents, and the use was widespread, especially in large cities such as London. The water was not drinkable out of the river, so it was common for a household to brew a very weak beer, typically ~2.2% alcohol for general consumption. Since the water has to be boiled during the brewing process, no more bacteria in a glass, and 2.2% was not going to light up anyone. Those doing heavy labor might drink 10 pints of small beer a day to maintain hydration. Small beer can also be made using the second runnings of a strong beer mash, such as a scotch ale or barleywine. The home brewing of small beer fell out of popularity during the 18th century as city water became more drinkable.

Small beer has fallen out of popularity in the U.S. (blame prohibition and clean tap water), and currently the Anchor Small is the only commercially available small beer in the U.S. Even today's "light" beers are 3-4% alcohol, while the modern non-alcoholic brews run around 0.5% alcohol. Today the phrase "small beer" is the English equivalent to 'small potatoes' or 'something of little consequence.'

So order waffles and a small beer at your next breakfast out... and now you know more random carp.





Raptor War

Event

Date
July 5-8, 2012

Please join us for the holiday weekend for a great mix of competition, mountain calm, and partying. Note there are SEVERAL updates, so read carefully.

Map

Please visit the event website for maps and directions.

Site

Blackwell's Meadow
(North of Glens Ferry, ID)

Opens

July 5, 2012
4:00 PM

Closes

July 8
7:00 PM

Site Fees

\$12.00 Adult
\$6.00 Age 7-17
FREE Age 6 & Under

\$36.00 Family Cap

+\$5.00 non-member surcharge for each non-member (does not count toward family cap)

*Please make all checks payable to:
Barony of Arn Hold,
SCA Inc.*

Feast

Weary Traveler's Tavern
Friday Night

Alcohol

This is a WET site

Pets

Welcomed with responsible owners, on-leash ONLY

ACTIVITIES: For heavy fighters, there will be melees, tourneys (including a snowball), and of course a WAR!

There will also be several competitions, including

- Kingdom & Baronial Archery Championships
- Kingdom & Baronial Thrown Weapons Championships
- Baronial Equestrian Championship as well as a Jousting Tourney
- Raptor Rapier Rogue Tournament

Other activities will include hounds coursing Friday and Sunday, children's castle building, catapults & TREBUCHETS (plan ahead and make one)! We have had very few fire restraints these past years in this green meadow, and plan to have fireside bardics Thursday and Friday, and a hafla Saturday with a real bonfire. The *Weary Traveler's Tavern* will be serving hot soup/stew & bread with entertainment Friday night.

Contacts

Please, no calls after 9:00 pm

Co-Event Steward

Her Ladyship
Danielle Alavaine de Licorne
danielle_sh@yahoo.com

Co-Event Steward

Lady
Auraelia de Medici
auraeliade@yahoo.com

Heavy Fighting Marshal

His Lordship
Balenor Blackmere
knightmarshal@baronyarnhold.org

Equestrian Marshal

Lord
Ruger
equestrianmarshal@baronyarnhold.org

Archery Marshal

LeRoi of Arn Hold
archerymarshal@baronyarnhold.org

Thrown Weapons Marshal

Lord
John of York
throwingmarshal@baronyarnhold.org

Event Website

<http://raptorwar.baronyarnhold.org>



Guilds & Practices

Archery Practice

When: 1st, 3rd & 5th Fridays, 6:30 pm at Idaho Archery
2nd & 4th Fridays, 7:00 pm at NBC
Where: Idaho Archery - 5669 N. Glenwood Street, Boise
NBC Range - 222 W. Railroad St, Nampa
There is a \$3 fee, if you are not a NBC member.
NBC memberships are available at the range.

Everyone is welcome, including children, regardless of skill level. Loaner gear is available. We are willing to help you learn the basics and beyond. Please bring your SCA card to your first practice.

Armored Combat Practice

When: Sundays 10:00 am at Julia Davis Park
Wednesdays 6:30 pm at Bristol Heights Park
Where: Julia Davis Park - Capitol & Myrtle, Boise
Bristol Heights Park - Bristol Heights & Stockwell, Boise

Rapier Combat Practice

When: Sundays 12:00 pm at Julia Davis Park
Wednesdays 6:30 pm at Bristol Heights Park
Where: Julia Davis Park - Capitol & Myrtle, Boise
Bristol Heights Park - Bristol Heights & Stockwell, Boise

Bardic Night

When: As there is interest.
Where: Please contact the Guild Head for more information.

Brewers' Guild

When: As there is interest/need
Where: 1809 South 26th, Nampa

Brewing is best described as 3 hours of hard work crammed into 12 to 18 months of time. All skill levels and interests are welcome; however, because of the production of alcohol, members must be at least 21 years of age.

Casting Guild

When: Every other Tuesday (opposite Fletching Guild)
Where: Wolf Haus - 10271 W. Shiloh Drive, Boise

Casting Guild is a project-based guild for making all sorts of things out of pewter. Tokens, pendants, buttons, pins, rings and all sorts of other things are possible here. New things we are looking at trying are period clasps & hooks. There are also some ongoing discussions and plans for working in some other metals. We are happy to teach any who are interested this fun and very period craft. We have materials to buy and tools for use. This is hands-on and anyone over 16 can try it! Because we are working with sharp things and molten metal, children may carve with parental permission and supervision but cannot pour by themselves.

Clothier's Guild

When: [On Temporary Hiatus until August \(maybe September\)](#)
[Watch the Arnie for more information!](#)
Where: Wright Congregational Church
4821 Franklin Road, Boise

The Arn Hold Clothiers Guild is a group of individuals dedicated to the pursuit of historical fashion. It is our goal to educate and develop individual interests in historical clothing. Please watch the Arn Hold Yahoo list for updates on meeting times and locations.

Cook's Guild

When: 2nd Sunday of the month at 12:00 PM
Where: Freydis' house

Cooks Guild Yahoo Group

Arn_Hold_Cooks_Guild@yahoo.com

Craftsmans Guild

When: 4th Monday of the month at 7:15 PM
Where: 5116 Airport Road, Nampa Idaho 83687.

Watch the Arn Hold mailing list for more information.

Dance Practice

When: [On Hiatus](#)
Where: [Please contact the MoAS for more information](#)

Equestrian Practice

When: Saturdays, from 10:00 AM until quit
Where: 7855 Palomino Lane, Emmett ID 83617

Don't rely on Google Maps to get you to the practice; please contact the Equestrian Marshal for directions. Practices depend on the weather; please watch the Arn Hold Yahoo list for updates.

Fletching Guild

When: Every other Tuesday (opposite Casting Guild)
Where: Wolf Haus - 10271 W. Shiloh Drive, Boise

Fletching Guild will give you a chance to complete your arrows for practice and replenish or repair those broken. You learn how to make arrows by making a dozen for yourself.

Guild of the Sea Gryphon

When: [On Hiatus](#)
Where: [Please contact the MoAS for more information](#)

The Guild of the Sea Gryphon, Sea Moose Chapter is a nautical guild that encourages and promotes the exploration and recreation



Guilds & Practics

of seafaring and maritime history and arts throughout the period of the Society for Creative Anachronism. This Guild serves not only Arn Hold, but has members throughout Artemisia. Can't make it to the meeting? Online meetings occur on the Guild website at www.gotsg.org - you can also join us on-line for discussions, file sharing, and class schedules at:

http://www.groups.yahoo.com/group/artemisia_nautical/

Historical Combat Guild

When: **On Hiatus**

Where: **Please contact the MoAS for more information**

Tempus Perfectum (music)

Everyone is welcome - if you don't have musical experience, we'll teach you. If you have experience, even better - you can teach! All areas of interest are encouraged, and if you don't want to perform, you are still welcome to come and share in musical discussions.

Needleworker's Guild

When: **On Hiatus**

Where: **Please contact the MoAS for more information**

Scribe's Guild

When: **On Hiatus**

Where: **Please contact the MoAS for more information**

Textiles Guild

When: **On hiatus - Guild head needed.**

Where: **Please contact the M0AS for more information**

Thrown Weapons

When: **1st, 3rd and 5th (if they occur) Tuesdays of the month, 6:30 PM - 9:00 pm**

Where: **2700 N. Wingate Lane, Meridian**

Loaner weapons and coaching in throwing techniques will be available. Royal Rounds can also be thrown, as well as novelty targets, if you desire. We are starting to explore the period use of thrown weapons, so plan on learning some new throwing techniques!



Name that Device

Do you recognize this device? Can you name the person it belongs to? Try your hand and test your brain with this challenge - bonus points if you can blazon this device!



The answer (and another challenge) will be printed next month, so get those thinking caps on!

Last Month's Answer:
Landgrafs/Sir/Master Wulf Sagan von Osten-See
"Azur, a sea lion erect between two endorses Or between in bend an escallop palewise and a dexter gaunter tergiant clenched palewise argent charged on the cuff with a mullet gules."

Help Wanted

The following offices are open for bid, or need a deputy. Please consider serving your Barony by submitting a bid or volunteering to be a deputy!

Equestrian Marshal • Deputy
Keeper of the Lists • Deputy
Chronicler • Deputy
Universitatis • Deputy
Quartermaster • Deputy
Webminister • Deputy
Historian • Deputy

The following events, demos, and activities need your help!

- Able bodies to help clear the Raptor site on June 9th, 23rd, and 30th (contact *THL* Danielle or the Vicar & Vicaress)
- Fabulous cooks and bakers (we know we have PLENTY) to contribute and share in the bounty of the annual Arn Hold Potluck at Uprising (contact the Vicar & Vicaress)
- Extra space in peoples' War Wagons for some of the Baronial Regalia for Uprising and Raptor War (contact the Vicar & Vicaress or *Sir* Fernando/*HE* Sycra)
- Rugged ladies with a sense of adventure to play Helga Ball at Raptor War (contact Vicaress Morgan)
- Vikings for a Demo in Boise on June 26th (contact *Lady* Akane)



Planning Calendar · June 2012

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1 Archery Beginners 6:30 pm	2 Melee Madness (Loch Salann) Gaelic Games (Castelleone) Equestrian Practice 10:00 am
3 Armored Practice 10:00 pm Rapier Practice 12:00 pm	4	5 Thrown Weapons 6:30 pm Pewter Casting 7:00 pm	6 Armored Practice 6:30 pm Rapier Practice 6:30 pm	7	8 Archery Practice 7:00 pm Guild Report Deadline	9 Equestrian Practice 10:00 am
10 Armored Practice 10:00 pm Rapier Practice 12:00 pm Cooks' Guild 12:00 pm	11	12 Uprising (1000 Eyes)	13 Uprising (1000 Eyes)	14 Flag Day Uprising (1000 Eyes)	15 Uprising (1000 Eyes)	16 Uprising (1000 Eyes)
17 Father's Day Uprising (1000 Eyes)	18	19 Thrown Weapons 6:30 pm Pewter Casting 7:00 pm	20 Armored Practice 6:30 pm Rapier Practice 6:30 pm Officer Report Deadline Moose Call Deadline	21 First Day of Summer Needleworkers Guild 7:00 pm Known World Dance & Music (Middle Kingdom)	22 Archery Practice 7:00 pm Known World Dance & Music (Middle Kingdom)	23 Known World Dance & Music (Middle Kingdom) Equestrian Practice 10:00 am
24 Armored Practice 10:00 pm Rapier Practice 12:00 pm Populace Meeting 6:00 pm Known World Dance & Music (Middle Kingdom)	25 Craftsman's Guild 7:15 pm	26 Fletching Guild 7:00 pm	27 Armored Practice 6:30 pm Rapier Practice 6:30 pm	28	29 Archery Beginners 6:30 pm	30 Equestrian Practice 10:00 am



Upcoming Events

July

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

7/4
7/5 - 7/8
 7/13 - 7/15
 7/13 - 7/15
 7/21
 7/21
 7/21
 7/28

Independence Day
Raptor War
 Dragon's Tear
 Shire Birthday
 Camping Event
 Hellsgate
 Tournament of Virtues
 Castle Siege

Barony of Arn Hold
 Shire of Stan Wyrn
 Shire of Otherhill
 Shire of Dael Beorht
 Barony of Sentinel's Keep
 Barony of Gryphon's Lair
 Shire of Silver Keep

August

			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

8/4
 8/10 - 8/13
 8/17 - 8/20
 8/18
 8/23 - 8/27
8/31 - 9/3

TBD
 Midge Marsh
 Hearthwarming
 Old Farts
 Whipping Winds
Kingdom Coronation

Shire of Dragon March
 Barony of Gryphon's Lair
 Shire of Twae Linnes
 Shire of Otherhill
 Shire of Windegate
TBD

September

						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

8/31 - 9/3
 9/3
 9/8
 9/8
 9/14 - 9/17
 9/15
 9/22
 9/29
9/29

Kingdom Coronation
 Labor Day
 Barbarian Bash
 Insurrection
 Harvest War
 Schola
 Harvest Court
 Loctoberfest
Museum Comes To Life

TBD
 Shire of Crystal Crag
 Province of Arrow's Flight
 Shire of Cote du Ciel
 Shire of Bronzehelm
 Barony of Sentinel's Keep
 Barony of Loch Salann
Barony of Arn Hold

October

	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	
27	28	29	30	31		

10/6
 10/8
 10/13
 10/13
 10/19 - 10/21
10/26
 10/31

Crown Tournament
 Columbus Day
 Autumn Ball
 TBD
 Border Skirmish
1348
 Hallowe'en

TBD
 Barony of Gryphon's Lair
 Shire of Twae Linnes
 Shire of Dael Beorht
Barony of Arn Hold

Information on these calendars was taken from the *Sage Advice*, the Kingdom of Artemisia website, and the Barony of Arn Hold website.



Barony of Arn Hold · Officers

As a courtesy to the Officers, please no phone calls or text messages after 9:00 pm.



VICAR & VICARESS

*Sir Etienne Dupre &
Mistress Morgan du Marc*
(Trent & Jeanine Schlauch)
208.761.2342
bmb@baronyarnhold.org



SENECHAL

Lady Aelin de Vordingborg
(Elen Hunt)
4974 Rivervista Way, Garden City ID 83714
208.559.4125 cell
seneschal@baronyarnhold.org



REEVE

HE Karl Braden von Sobernheim
(Brad Wolf)
10271 W. Shiloh Drive, Boise ID 83704
208.863.8206
reeve@baronyarnhold.org



HERALD

Mistress Giliana Attewatyr
(Shelly Wolf)
10271 W. Shiloh Drive, Boise ID 83704
208.863.8206
herald@baronyarnhold.org



CHIRURGEON

Lady Aelin of Vordinborg
(Elen Hunt)
4974 Rivervista Way, Garden City ID 83714
208.559.4125
chirurgion@baronyarnhold.org



CHRONICLER

Tighearn Mòr (Lordship) Earc Eideard Cearr
(Richard Samul)
1809 South 26th Street, Nampa ID 83686
208.249.2487 cell
chronicler@baronyarnhold.org



CONSTABLE

Lord Gunnvald-r Ulfarrson
(Kris Rule)
7637 S. Valley Heights Drive, Boise ID 83709
208.794.8059 cell
constable@baronyarnhold.org



ARCHERY MARSHAL

Lord LeRoI of Arn Hold
(Gary Hunt)
4974 Rivervista Way, Garden City ID 83714
208.860.2860
archerymarshal@baronyarnhold.org



EQUESTRIAN MARSHAL

Lord Ruger von Wolfen Jager
(Brian Dix)
7855 Palomino Lane, Emmett ID 83617
208.631.6867
equestrianmarshal@baronyarnhold.org



KNIGHT MARSHAL

HL Balenor Blackmere
(Dave Stuart)
208.867.9851
knightmarshal@baronyarnhold.org



RAPIER MARSHAL

Don Gomez Erlandez de Santander
(Craig Waylan)
4121 N. Creswell Way, Boise ID 83713
208.321.8138
rapiermarshal@baronyarnhold.org



THROWN WEAPONS MARSHAL

Lord John of York
(Jerry Gilbert)
3998 Frozen Dog Road, Emmett ID 83617
208.365.5129
throwingmarshal@baronyarnhold.org



LIST KEEPER

Annikka of Arn Hold
(Alexandra Hunt)
4551 S. Trail's End Lane, Boise ID 83716
208.342.2633 -OR- 208.602.1109
listkeeper@baronyarnhold.org



WEBMINISTER

Tighearn Mòr (Lordship) Earc Eideard Cearr
(Richard Samul)
1809 South 26th Street, Nampa ID 83686
208.249.2487 cell
webminister@baronyarnhold.org



MINISTER OF ARTS & SCIENCES

HE Joffior Connersdattir
(Ricki Radford)
11506 Lone Star Road, Nampa ID 83651
208.353.2237
artsandsciences@baronyarnhold.org



UNIVERSITATIS

HL Ellen MacDonall
(Nancy Parker)
25962 Emmett Road, Caldwell ID 83607
208.585.3209
universitatis@baronyarnhold.org



CHATELAINE

Mistress Antonia d'Alessandria
(Elisabeth Sonerson)
5116 Airport Road, Nampa ID 83687
208.461.9340
chatelaine@baronyarnhold.org



PUBLICITY & DEMOS

Hideyoshi Akane-san (Lady)
(Brittany Waite)
publicity@baronyarnhold.org



QUARTERMASTER

Dame Hannah Isabel Lowrey
(Kitty Wardle)
7850 Arlington Drive, Nampa ID 83687
208.442.9106
quartermaster@baronyarnhold.org



YOUTH OFFICER

HL Erin MacClure
(Toni McClure)
2705 Mink Court, Nampa ID 83687
208.850.0781
youthofficer@baronyarnhold.org



HISTORIAN

Lady Gisela van Windkeep
(Iva Schuldies)
190 E. Front Street #146, Boise ID 83702
208.473.8841
historian@baronyarnhold.org

Barony of Arn Hold · Guild Heads

As a courtesy to the Guild Heads, please no phone calls or text messages after 9:00 pm.

ARMOURY LEAGUE

HG Morgan d'Antioche

BARDIC NIGHT

Mistress Gilliana Attewatyr

BREWER'S GUILD

Tighearn Mòr (Lordship) Earc Cearr
208.249.2487 cell • scascot@mac.com

CASTING GUILD

HE Mistress Giliana Attewatyr
208.863.8206 cell

CLOTHIER'S GUILD

HG Mistress Kortland Stirling Mayfaire
208.841.0378 • kortland01@yahoo.com

COOK'S GUILD

HL Ellen MacDonnel

208.585.3209 • carminaburana@centrylink.net

CRAFTSMAN'S GUILD

HE Mistress Varia Goffe
208.461.9340

BREWER'S GUILD

Tighearn Mòr (Lordship) Earc Cearr
208.249.2487 cell • scascot@mac.com

DANCE PRACTICE

On Hiatus

Please contact the MoAS for more information

FLETCHING GUILD

HE Master Karl Braden von Sobernheim
208.863.8206

GUILD OF THE SEA GRYPHON

On Hiatus

Please contact the MoAS for more information

HISTORICAL COMBAT GUILD

On Hiatus

Please contact the MoAS for more information

TEMPUS PERFECTUM (MUSIC)

Lady Katherine Wycliffe
208.860.8950 • biosigns83642@yahoo.com

NEEDLEWORKER'S GUILD

On Hiatus

Please contact the MoAS for more information

SCRIBE'S GUILD

Lady Lysette d'Everaux
208.484.1661

TEXTILES GUILD

On Hiatus

Please contact the MoAS for more information



Publication Information

This is the June 2012 issue (Volume 30, Number 6) of the *Moose Call*, a publication of the Society for Creative Anachronism, Inc (SCA). The *Moose Call* is available from HL Earc Eideard Cearr (Richard Samul) at the address listed on the cover, at 208-249-2487 (no calls after 9:00 pm), or chronicler@baronyarnhold.org. The *Moose Call* 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: a) the text must be reprinted in its entirety without additions or changes except in the case of Arn Hold announcements; b) the author's name and original publication credits must be printed with the text; c) you must send a letter to the editor of this newsletter stating which article(s) you have used & in which publication the material has been reprinted.

Submissions Policy

The deadline for submission is the 20th of each month, prior to the month of publication. All items submitted to the *Moose Call* for publication must be accompanied by a Release for Publication, 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, and to edit for grammar and content if necessary. 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, emailed, or given to *Moose Call* staff members. Please see the Officers Listing for mailing and email addresses. Please use the following guidelines when submitting:

Written: Written submissions are transcribed. When submitting, please print on plain white paper using a minimum 12 point plain font. Drawings and hard-copy photos are scanned; please make sure they are as clean and clear as possible. Handwritten submissions are accepted, and should be as legible as possible.

Email: Email submissions can either be contained in the body of the email message, or sent as a file attachment. File attachments should be plain text (.txt), rich text (.rtf) or Word document (.doc or .docx) format for text. Graphics and Photos should be saved as JPEG (.jpg or .jpeg) or PNG (.png) as appropriate.

Photo Policy: It is the responsibility of the photographer submitting photos for publication to obtain releases from the subjects in the photo. By submitting a photo for publication, the submitter affirms that they have and are giving permission to publish the photo, and that they have obtained all necessary releases from the subject(s).

Circulation

The *Moose Call* delivered a total of 47 printed, electronic, and courtesy copies for the May 2012 issue.



AD Rates

\$10.00 full page
\$5.00 half page
\$2.50 quarter page & Business Card

Contact the Chronicler for further information.

Moose Call Release for Publication

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), song(s), words and music or 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 _____
Phone _____ E-mail _____
Signed _____ Date _____

Moose Call Subscription Form

For a small amount, you, too, can be entertained and informed!

- Print - \$18.00 delivered First Class Mail (12 calendar months)
- Electronic - \$1.00 PDF delivered to your email (through 12/31 of subscribing year)

To subscribe, fill out the form below, make your check payable to **Barony of Arn Hold, SCA, Inc.**, and mail to the return address on the cover of this issue.

Name _____
SCA Title & Name: _____
Address: _____
City: _____ State: _____ Zip code: _____
Phone: _____ Email: _____

You can pick up your copy at the monthly Populace Meeting if production has finished by that time; 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.**



Helga Ball Guidelines

("Cabbage Ball" - Arn Hold Style)

Team Composition

- There shall be 2 "ladies only" teams of unlimited players. However, there may be only 7 players on the field at any one time, including an optional goalkeeper.
- Substitutions are allowed when the cabbage is not play
- Players must be 18 years or older.
- One team shall be called Helgas, and one team shall be called Olgas. The two teams shall be identified by different colored arm bands
- All players must wear a dress. Viking garb is encouraged, but not required.
- Players are encouraged to wear a head covering (coif) and heavy shoes. Seriously stomping-type boots are discouraged.

Officiating/Team Support

- Gentleman may not play Helga Ball (they might get hurt), but may serve as Officials, Goal Posts or Team Support (chocolate bearers, refreshment staff, towel bearers, etc.).
- There shall be 1 Referee authorized to make decisions related to scoring, and rules of the game.
- All play shall stop when the Referee calls "HOLD".
- The Referee may banish a player to a Penalty box for any reason, and for any length of time.
- You must be a member of the Chivalry or a squire to serve as a goal post

Field Setup

- Field is square, 25 yards by 25 yards.
- Two goals are located on the end-line at opposite sides of the field.
- Two members of the Chivalry (or squires) shall serve as stationary goal posts opposite their team. (They may not be goal posts for their own team.)
- Goal posts may not leave the end-line, and shall be positioned a maximum of 3 yards apart.
- The 4 corners of the field, the end-lines where goals are positioned, and a centerline must be marked for play.

Cabbages

- Up to three heads of cabbage may be used per game.
- Cabbage should be compact and aged (sitting in a frost free fridge for a couple of weeks helps).
- If a cabbage breaks up, play shall continue with the biggest remaining hunk unless/until the Referee calls hold and restarts play with a replacement cabbage.

Objective of the Game/Scoring Points

- Points are scored by getting a cabbage through/between your opponent's goalposts. Each score equals one point.
- Goalposts shall signal a "score" by raising one arm and yelling either "Helga Ball!!" or "Olga ball!" to identify the scoring team. When goalposts disagree about a score, the Referee

shall decide.

- Play shall continue until 20 minutes have elapsed (omitting HOLDS), or 3 cabbages have been used, whichever is first.
- The team with the most points at the end of play wins the game.

Rules of Play

- The game shall be started with ball toss by the referee at center line.
- A ball toss by the referee at the center line shall follow each goal scored.
- If the cabbage goes out of bounds (or when directed by the Referee) play will be restarted by rolling the cabbage into play from a sideline.
- The Referee is the only one allowed to touch the cabbages with their hands
- Players may kick or dribble the cabbage with their feet, but may not touch the cabbage with their hands or use hands to pick up the cabbage.
- Players may scoop the cabbage up in a skirt, apron, or do-rag to move the cabbage on the field.
- Passing is allowed by kicking the cabbage to another player or throwing the cabbage from a skirt, apron or do-rag to another player's skirt, apron or do-rag without touching the cabbage with hands
- Holds shall be called anytime the cabbage is touched by a player's hand, the cabbage is out of sight of the Referee for more than 15 seconds or the cabbage is held stationary by one of more players for more than 15 seconds. Play shall be resumed by rolling the cabbage in from the sidelines
- Tackling is not allowed, but "hugs" and holding (individual and group) are allowed.
- Rules may be changed or added to, at any time if approved by both teams and the Referee

Last Revised May 7, 2012

Thank you to the
Kingdoms of Outlands and Atenveldt
for the rules!



How Were Thrown Weapons Used In The Middle Ages?

by Lord John of York

Thrown weapons had four main types of use prior to about 1600 CE:

Warfare - Covert Operations - Self-Defense - Hunting

In many cultures, thrown weapon use (except for specialized applications) generally ended around 1100-1200 CE, although some less advanced cultures used them into the 1800's. Thrown weapons are practical for warfare only in specific cultural and technological settings:

- (1) Iron and steel is expensive. Armor and swords are very expensive and needed skilled artisans to make them, thus were fairly uncommon (only nobles had them). Spears, javelins, axes and knives use only small amounts of expensive iron or steel and could be made by the local blacksmith.
- (2) Limited, fairly unorganized warfare is the norm and heavy cavalry is rare. Throw weapons need close contact with the enemy in order to be effective, and cavalry usually prevented this.
- (3) Infantry shield wall tactics are common.

When a culture develops to the point where it can afford heavy cavalry, steel or iron armor for most of its fighters and advanced weapons like archery and firearms, thrown weapon use becomes relegated to:

- (1) Use by nearly everyone in desperate self-protection situations (military and civilian)
- (2) Specialized use by highly skilled people (spies, assassins, criminals)
- (3) Use by the poorer segments of the society.

THROWN WEAPON TYPES

Percussive Weapons - Percussive weapons (throwing sticks and clubs) were among the first weapons developed by humanity. They were usually used by cultures without an iron technology, by cultures where iron and steel was extremely expensive, or by the poorer segments of a developing society. Percussive weapons were used for hunting, self-protection and occasionally for war.

Javelins and Spears - Javelins and spears were the premier thrown weapons prior to about 1100 CE. In many cultures they were a primary weapon for warfare, self-defense, livestock protection and hunting.

Axes - In some cultures, the axe was used as auxiliary or back-up weapons for the primary weapon (usually a spear or sword). In some northern European cultures (e.g. the Franks) and in some African cultures, the thrown axe was a primary battle weapon. Thrown axes are reasonably practical thrown weapons.

Knives - In most cultures the knife was strictly a back-up weapon and was rarely thrown. For most people, a thrown knife is not a practical weapon, unless the thrower has trained extensively in its use.

THROWN WEAPON USE

The javelin and spear were the most effective thrown weapons in early to mid-period. Unless the thrower was a highly trained warrior or an assassin, thrown sticks/clubs, axes and knives were mostly used either as diversion weapons or as weapons of last resort. These thrown weapons can be lethal, but they were used as much to distract and confuse the enemy as to kill. While the enemy was stunned or disoriented by pain, the thrower had an opportunity to either: (1) escape; (2) attack with a more efficient melee weapon; or (3) attack from a better tactical position. A thrown axe or knife for most people tended to be an act of desperation, done when there were no other options.

A 6th century Frank warrior attacking his enemy's shield wall with thrown angon (a javelin) and francisca (a throwing axe), a 12th century Samurai-class woman fending off an assassin with a thrown tanto (a knife) or a 16th century Sikh covertly dispatching an enemy sentry with a chakram (a steel throwing ring) all have one thing in common: they are buying time to deploy a more efficient melee weapon or to obtain a tactical advantage.

For the Frank, the angon hopefully will stick in his opponent's shield, weighting it down and making it useless and the francisca will gash his opponent's face. These thrown weapons render his opponent unprotected and confused by his wounds when the battle lines close and opens a gap in the enemy's shield wall.

For the Samurai women, the quick knife draw from her sleeve and its throw hopefully will allow her time to seize the spear lying next to the pillow and dispatch her assailant.

For the Sikh, the chakram thrown into the sentry's face from 10 feet hopefully will stop the sentry's sword draw long enough for him to be dispatched with a knife thrust.

All of these throwers hope that their thrown weapon will kill or disable their opponent, but they realize that this might be unlikely unless they are both very skilled and have some luck!





Arn Hold Chronicler
HL Earc Eideard Cearr
Richard Samul
1809 South 26th Street
Nampa, ID 83686

The Barony of Arn Hold's
Moose Call

*Arn Hold:
Putting the "Art"
in Artemisia*



**Kingdom Arts &
Sciences Champion
and King's Choice**

HE Mistress

Gilliana Attewatyr

**Reserve Champion
and**

Populace Choice

Lady

Aelin of Vordingborg

Volume 30 • Number 6 • June 2012