

CLYFFE NOTES

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A view of the buttresses that adorn the York Minster

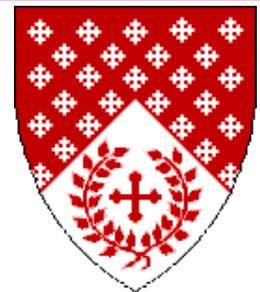
November Business Meeting Minutes

In Attendance: Minna, Cathal, Molly, Khadir, Isolda, Gormr, Matthew, Adriana, Cerridwen, Harald, Mathias, Serena, Mike, Gwen, St. Ro, Skylar

This month's business meeting started with officer reports. These are given in the OR section of the issue, but within these a suggestion was made by Her Excellency of each officer having a page on the website. This would be a way for each officer to keep us up to date on his/her position, if he/she need help, and need or have whatever deputies are useful.

After the OR we got down to business and started with the upcoming Birthday event. The Autocrat reported that the checks have been sent to pay for the site. The cook has been arranging pre-cooks and a schedule has been posted for the week before the event. She's also arranging for having additional cooking burners as the site's kitchen doesn't have quite enough. She needed one server for dayboard, and Ro volunteered then. Heavy tourney is scheduled from 12-2 and the

prize has been purchased. The Rapier tourney is from 2-4. Both scenarios have been posted. Archery will be from 10-4 at Baron Jonathas' house. It will only be a practice due to the fact that planning was not swift enough to include it as part of the event at a different location. Andreas has created a very nice Greek Pantheon scenario for this practice. Hosts, remember that each marshal discipline and AnS has \$20 each available to go toward the purchase of prizes. Spike tattoos will be available for purchase (and hopefully help to fill the barony's coffers). Posting of signs to the archery practice was discussed and it was decided that the first sign should be on Rt. 6, not on R. 301, so as to not confuse gentles looking for the event site. Directions will also be at the event. Signs will also be posted from Rt. 301 to the event site. Merchants are allowed, but must be set up outside. A jewelry merchant has already confirmed attendance. The silent auction will run until 4:30. Court will be at 5. and Feast will be at 6. Site will open



Dun Carraig's Arms

at 10am. Setup will be on Friday before at 5pm.

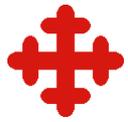
Celtic Dinner

This was a big success. We made \$200 that has gone to the Barony. Much wanted recipes will be posted to the website.

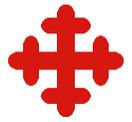
Predicting Attendance

Spurred by a discussion on the Merry Rose, Isolda suggested the possibility of having a website option to send in your intent to attend an event so that for larger events, we can more accurately predict what our numbers will be than relying solely on pre-registrations has seemed to do. Much concern was expressed for people who misinterpret the sending of an intent to attend for a pre

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Letter from Their Excellencies



U

nto the most wonderful Barony of Dun Carraig do your devoted Baron and Baroness send greet-

ings. Thank you to all of those who braved the hardship of Pennsic to support the Barony and Atlantia. Our forces were mighty on the field, earning the respect of our much larger neighbors. Camp was well run, all who attended were well fed, and We could not have asked for a better group of people to spend Our vacation with. You made Us so happy to serve as your Baronage, and we were so pleased to see all of the hard work of Our people finally paying dividends.

We have an opportunity in the months that approach to swell our numbers. We are hammering out final plans for the Celtic Society dinner at the beginning of November, which is a chance to renew our former alliances with the Celtic Society. Dun Carraig will be cooking and serving a dinner to members of the Celtic Society in exchange for being allowed to put up a booth at the upcoming Celtic Festival in the Spring. This is an excellent chance to make more folks aware of the SCA, Inc. and the wonderful things that we offer. Please note, that we are asking for servers for this event, but are requesting that Celtic garb (or similar location/timeframe) be worn. We apologize for this restriction, but we do not want to distract from the ambiance of the Celtic Society's special night. If you can assist with this very worthy event, please let Baron Khadir know.

At the last Officer's meeting, there was much discussion on how to recruit new members and to provide activities that keep our current members inspired and excited about the SCA. Please keep in mind that we are a organization founded on volunteerism. If we do not have gentles willing to offer children's activities, teach/attend classes or schlep loaner armor, we cannot offer these opportunities to our newest members. Often, we as people fall into a "Not Me" frame of thinking...we're too busy or we feel as if we don't know enough about the SCA to really be able to contribute anything of value. Volunteering at a Baronial level is a great training ground. EVERYONE in the Barony has SOMETHING they can offer, something they can add to make the game special. Spend a moment to think about what YOU can do to make the SCA more fun to those who are starting up, and to build on the fun times you'd already had with the Barony. And take a moment to thank those who are already serving as officers. Sometimes it can be a thankless job. Kind words from your fellow Seadogs can go a long way towards making someone feel appreciated.

Finally, we look forward to Our upcoming Baronial Birthday in the middle of November...a celebration of the peace and tranquility of Our lands. We look at the unity and fellowship of Our people, knowing that His Excellency is a model of even-handed gentility and Her Excellency is a shining paragon of modest decorum. We clasp Our hands in love, and gently guide our populace by Our glowing example.

BnB' s Report

Thank Minna and Sam for 1st Baronial Enhancement Meeting. 30 thank you notes were made. Thanks to Lore for her donation of materials and tools. (Yes, it did last longer than 4 hours.)

All pictures in this issue of Clyffe Notes are my own. All artwork is taken from Dover Publication books.

Chronicler' s Report

I'm running behind a bit, and trying to rectify it. I need filler for the Notes...fodder from the populace. As a suggestion, recipes would be a fun something new. (Khadir offered to submit a recipe, and his research for the Celtic feast.)

Herald' s Report

Nothing new...submitted quarterly report. He will research books for office resource.

Quartermaster' s Report

Nothing new here either...general reminder: when you need to check something out, let him know at least a few days early so that plans can be made, and keys gotten.



Seneschal' s Report

The October Baronial Enhancement day was very successful and many Thank You notes for largess. The demo for the Celtic Society on November 1 was also very successful. Now we are preparing for our Baronial Birthday on November 15th and there is another Baronial Enhancement Day focusing on Tudor clothing.

Chatelaine' s Report

Nothing to Report.

Webminister' s Report

New site is up. If you find anything wrong or have suggestion(s) let him know. The calendar you can enter stuff into yourself, and if you're not logged in, then Matt only has to approve. The login is having problems, but is being worked on.

Minister of the Lists' Report

No event, not much to report. But regarding Birthday...Gormr re-sent the heavy scenario for clarification, and thanks to him and Khadir for making the fighters do most of the work (keeping track of their fighting).

Knight Marshal' s Report

Wed night practice has picked up a bit. Kelly has been marshal, thank you. Still need to get pictures of baronial gear.

The Business Meetings are held on the first Tuesday of each month at 7PM at the Southern Maryland Higher Education Center at 44219 Airport Road, California, MD 20619. For directions go to www.smhec.org.

Minister of Arts and Sciences' Report

2nd Baronial Enhancement Meeting will be hosted by Lisette: Tudor garb making. Erwin would like to have an armor-making workshop in the near future

Did you find a mistake? Did I misquote someone? Please (kindly) let me know. Email me at Chronicler@duncarraig.net and I'll correct it in the next newsletter.

Exchequer Report

(For November 4th Meeting)

Received receipt from Minna (Mindy) for polling postage, as well as other postage for Seneschal Office.

Got the signatures from our new Seneschal and my Deputy Exchequer on the bank paperwork to get the account switched over. Paperwork has been forwarded to the Regional Exchequer and the Kingdom Exchequer.

Quarterly Reports were finished and balanced prior to deadline of October 31st. They have been signed, copied, and are in the process of being mailed to the Regional Exchequer with accompanying necessary paperwork.

Wrote \$100 check to Peace Lutheran Church for site deposit for Birthday. Also wrote \$200 check to Peace Lutheran Church for site fees for Birthday.

Wrote \$90.25 check to Minna (Mindy) for polling supplies; polling postage; and general Seneschal postage.

December Meeting (cont' d.)

-registration. Solutions were suggested that can reduce the possibility of thinking this is pre-registration. Of course, everything is dependent on whether the Webminister can produce such a page to go along with the event flyer online. Other similar topics spun off of this conversation, including: whether we should just promote preregistration with the drawing for a prize, or some other such advantage, if this would, in fact, more accurately predict attendance (only to be seen after doing this for a few events), and pages to also calculate the price for a party coming to an event. No decision was made yet, except for the Webminister to look into what he can and can't do for this situation.

Baronial Badges

The Baronial Orders need badges to be registered. Khadir has been working on it. Mathias presented some ideas that received good feedback. More work will be done to make sure the ideas that have been given don't conflict. The Mark of Excellence was also brought up. The name doesn't need to be registered, as it's a common award, but a device may need to be. Also, awards for the barony that are currently represented by beads may also need to be registered.

Miscellaneous

Middle East event is coming up. We'll be discussing more at the next meeting (after Birthday is over). We still need an autocrat for Challenge of the Hear. We still need a Chatelaine, and a MOM.

To Squire or Not to Squire? That is the question???

by Viscount Sterling, KSCA

Well, Squiring means different things in different Kingdoms and Regions. It also varies from each Knight, Master at Arms and Bloodline. So it pays to research and ask questions of the person you are thinking of joining as an affiliate. It is also suggested to ask others (such as other Peers, Friends, the local Nobility and existing Squires) about the person you are considering joining. This is a big decision and should not be made hastily or blindly, as your SCA career will be hitched to this individual. Your triumphs and failures will reflect on them, and their triumphs and failures will reflect on you. Also, to those who are and those to come, that affiliation to the Knight or Master at Arms will reflect on you.

To see how this reflection works, imagine that the Knight with whom you have affiliated wins Crown. The renown and visibility of his/her Squires and Man-at-Arms will be increased. If another of your Knight's Squires gets drunk and says or does something out of line that also reflects on you. There is a fine line between infamy and renown. Renown is what we strive for through deeds, words, and skill at arms. Winning a tournament with honor is always a plus in the Renown category as well, but "rhino-ing" through a list will bring you infamy. Glory goes to the winner of the tournament, and corporate glory to that Knight's or Master-at-Arms' Bloodline including all of his/her affiliates. It should be easy to see how a Knight or Master at Arms is looked upon within the community to which they belong.

There are many things to consider and find out about before you become affiliated with a Knight or Master-at-Arms. Right off the bat, how well do you get along with the Knight or Master at Arms, their Lady/Lord and the rest of those with whom they are affiliated? This being a long-term relationship, each member will have a direct impact on you. How involved is your Knight or Master-at-Arms in the SCA? Do they still play, or are they starting to follow other interests? How much time do you require (training on & off the field, guidance & mentoring, help with garb, armor,

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etiquette, friendship, etc?) Are there others in the area that will help train you when your Knight or Master-at-Arms is not there? Is your Knight or Master-at-Arms a tournament fighter, War fighter or both? What will they teach you (fighting, mentoring, etiquette, how the SCA works, etc?)? As you can see there are many things to consider as to whether a Knight or Master-at-Arms will do for you.

If that wasn't enough, how about what a Knight or Master at Arms will expect of you? The bar could be high (travel, service, etiquette, garb, A&S, training, mentoring, learning, taking care of the Knight's or Master-at-Arms' equipment etc). Some Knights or Masters-at-Arms require their squires to help set up camps and take them down, clean their armor, provide escort duty, and other acts of service. It could be as little as showing up once in a while and doing what you can to help. Realize that the more you give, the more you will receive. You should consider that heavily when making a decision about with whom you want to affiliate, so get your expectations out and find out what they expect of you.

Another big decision is Fealty. To what can you swear? Is it a requirement? Make sure you talk about the oath that you'll be taking and what it entails. Each Knight or Master-at-Arms has their own version of "The Dream", and when you affiliate with them, that dream, in some way, becomes yours. Is that what you are up for?

How serious are you in becoming a Knight or Master-at-Arms? What are you willing to do to become a Knight or Master-at-Arms (time, money, resources, blood, sweat and tears?) What is your dream? Do you want to be a King someday? Will this Knight or Master-at-Arms be able to teach you the skills needed to make that dream come true? Are you here to party and chase the Ladies/Lords? Is the Squire's belt the honor you seek, or is it a path to something else? Is this the path you really want, or is there another route that might be better for you? These are things to consider, when you are deciding to become a Squire.

Once you are a Squire, things will happen which alter the relationships you have with your Knight or Master-at-Arms. You or your Knight or Master-at-Arms may move. How will that affect things? One or both of you may grow in another direction, as well as one or both of you may not grow at all. You or your Knight or Master-at-Arms may have a large falling-out. One of you may go thru a divorce, or change patterns, which may affect your relationship. Things happen and you may need to be ready to deal with them. Are you up to the task or not?

Like any relationship, there will be good times and bad. The only thing that is sure is that it will change, and you may not like some of the changes. If you do not like them, you owe it to yourself and to your Knight or Master-at-Arms to talk about it. If either of you are unable to live with these changes, it might be appropriate to part ways. This by no means is an easy path, and if handled poorly it can be the death of some dreams.

Therefore be cautious, think about what it is you need, and what you want. Take the time to get to know those within the Knight's or Master-at-Arms' Bloodline. Do some homework and research on the Knight or Master-at-Arms and their Bloodline. Do some introspective work to see what you really need, and what form of a relationship you want. Be up-front and ask that they be up-front with you. This is a big commitment that may span decades. To Squire or not to Squire? That is up to you.



If you would like to receive Clyffe Notes in printed form, please email me at [chronicler \[AT\] duncarraig.net](mailto:chronicler[at]duncarraig.net). Please give me your SCA and Mundane name(s) and your address.

December 2008

BARONIAL PROGRESS

December 6, Unevent, **Ba**

Key

BnB—Baron and Baroness

B—Baron

Ba—Baroness

Use other Acorn Progress

Abbreviations.

The Baronial Calendar displays events at nearby locations. It is not indicative of all Atlantian events. For all scheduled events go to www.atlantia.sca.org.



Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2 Business Meeting, SMHEC	3 Heavy and Rapier Practice, Southern CC	4 Archery Practice, Baron Jonathan's house	5	6 Unevent, Caer Mear
7	8	9	10 Heavy and Rapier Practice, Southern CC	11 Archery Practice, Baron Jonathan's house	12	13 Winter's Welcome Revel, Ponte Alto
14	15	16	17 Heavy and Rapier Practice, Southern CC	18 Archery Practice, Baron Jonathan's house	19	20
21 Happy Hanukkah! (but you gotta wait for it to get dark)	22	23	24	25 Merry Christmas!	26	27
28	29	30	31			

Overheard in Dun Carraig

"She just likes saying 'Schlager.'"

"You're so going to regret coming to this meeting and opening your mouth."

"Aww....we have to behave now. We have a chaperone."

"In other words, once he has a site, he can be committed."

"She's had everyone up against the wall tonight" "What, I like that position."

"I like dangly things."

Children in the SCA (Part 2 of 3 -cont'd.)

As I ran out of room last month for an acceptable number of games/activities for elementary-age children, and I am still finding a wealth of ideas for this age group, I'm continuing this from last month's column. As before, the ideas posted are not mine, but can be found at Stefan's Florilegium, in the Children/child-gam section. We should have all types of fun now!

- Pente! Most school-age children should be old enough to learn to play this game. It is also simple to make boards and game pieces. For those who don't know, this game is similar to Tic-Tac-Toe, or Connect 4, but players have to connect 5 pieces in a row. A whole gameboard of squares is the playing field.
- Mouse Trap is a game requiring 2 adults or older children to start. You need a "Cat", and lots and lots of "Mice". The two adults (the trap) will hold both hands, with arms raised so the "mice" can pass underneath in a continual stream. The Cat will stand so that he/she cannot see the mice or trap. As the mice pass in and out of the trap, the cat will suddenly shout "SNAP". Down go the Trap's arms. Any mice caught in the trap are then recruited to be part of the trap (they join the link, making more places for mice to enter and exit. The last Mouse caught then becomes the Cat (or the last mouse left). I'm not sure this one is historical, but it's great fun.
- There is always the game Jingles: One person is "Jingles". He/she wears jingle bells in a necklace or arm/leg band (belly dance coins, cow bells, anything that makes a noise upon movement). All other players wear blindfolds. Jingles must slip in and amongst the blindfolded players without being caught. The person who touches Jingles is then "it". This is a sort of reverse blind-man's bluff (also a period game). This game is wildly popular because there is fierce competition for those bells (and the sheer joy of ringing them!). Adults must referee by preventing children from walking into trees, etc. while blindfolded.
- People sit in a circle on cushions or something else to indicate their place. Each person has a number, and the person who is "it" stands in the middle of the circle and calls two numbers (any two but his own), and those two switch chairs while the person who is "it" tries to steal a chair. Whoever's left is now "it." There's no winning this game--it's just played until people are tired of it. The way I learned it was you could call "Fruit Basket Upset" and everybody got up and got a different chair, not going back to the one they had. Our only adjustment was for it to say "The King is Coming!" and everybody else, as they scrambled for a new chair said, "The King is Coming."
- Beat the Kettle - One person is blindfolded and guards an iron kettle (or helm) with a boffer, sitting on his/her haunches with the kettle in front. On the floor in front of the kettle, put a wooden spoon. The aim is to sneak in, pick up the spoon, hit the kettle and get out before you get boffered. If you get hit, you guard the kettle.
- Tierce - form a ring of couples, with both people facing the centre of the ring, one behind the other. You also have a runner and a chaser. If the runner catches the chaser, their roles are reversed. To escape, the runner can stand in front of one of the couples - the back person then becomes the new runner. Lots of fun!
- Blindfold two (or more) children, put bells on belts or bracelets and give them pillows to have a blind-man's bluff pillow fight. The brawl is great if you can come up with enough bells and blindfolds, but it can be unorganized or even elimination style. Boffer tourneys!
- Spit in the bucket. A relay, where members of a team attempt to run and fill up a small bucket using only their mouths to carry water (or this year purple Kool-aid. ugh). First team to fill the bucket wins.
- Catch the goat. One of our guild members who's especially nimble ties a couple flags on and runs about while kids (and grownups) attempt to catch him.
- Wet rag on a stick. My fave! A person in the middle is blindfolded, and given a short stick with a beer (or other beverage)-soaked rag on the end. Everyone else links arms in a tight circle and goes around, taunting him/her. The blindfolded person then flings the rag off the stick. Whoever it hits (SPLAT!) goes in the middle.

Baronial Regnum



Thegn and Banthegn

Ervin Bloodaxe & Mary Isabel of Heatherstone

c/o DeWitt and Leesa Orton
48871 Trapp Rd
St Inigoes, MD 20684
(301) 872-0030 (NLT 10 pm)
BnB@DunCarraig.net



Seneschal

Lady Minna Rose von Kruppe
c/o Mindy Steinfeld
44721 Emma Lane
Hollywood, MD
(301) 373-9729

Seneschal@DunCarraig.net
Deputy: Gormr Domarsson

Chronicler

Lady Isolda de Crosthwaite
c/o Jill Lee
11778 Big Bear Lane
Lusby, MD 20657
Chronicler@DunCarraig.net
Deputy: Vacant
Historian: Mistress Minowara
Kiritsubo no Ason

Herald

Lord Mathias von Oldenburg
c/o Jim Sprouse
22694 Athlone Dr
Great Mills, MD 20634
(301) 994-0981
Herald@DunCarraig.net
Deputy: Lord Theron Andronikos

Castellan

Vacant
Castellan@DunCarraig.net

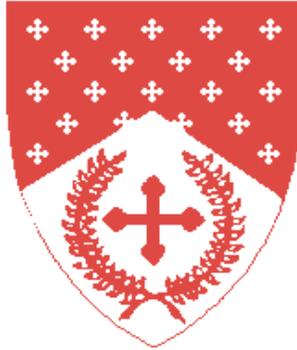
Webminister

Lord Matthew of Summerdale
c/o Matt Keck
17826 Piney Point Rd
Tall Timbers, MD 20690
(301) 576-0561
(NLT 9:00 PM)
webminister@DunCarraig.net
Deputy: Lord Cathal MacLean

Chancellor of the Exchequer

Lady Serena Giovanna de Verona
c/o Bobbi Sprouse
22694 Athlone Drive
Great Mills, MD 20634
(301) 994-0981

Exchequer@DunCarraig.net



Minister of Arts & Sciences

Baron Khadir bar Yosef
c/o Hank Steinfeld
44721 Emma Lane
Hollywood, MD
(301) 373-9729
MOAS@DunCarraig.net
Deputy: Mistress Minowara Kiritsubo no
Ason

Baronial Champions:

Rapier Champion:
Baron Khadir bar Yosef

Armored Champion:
Lord Gormr Domarsson

A&S Champion:
Lady Isolda de Crosthwaite

Archery Champion:
Andreas Eirenikos

Chancellor of Youth

Vacant
MoM@DunCarraig.net

Knight Marshal

Lord Cathal MacLean
c/o Shane Foster
3184 Calvert Blvd.
Lusby, MD 20657
(410) 326-5390
KnightMarshal@DunCarraig.net

Minister of the Lists

Lady Adriana Michaels
c/o Kelly Keck
17826 Piney Point Road
Tall Timbers, MD 20690
(301) 576-0561
(NLT 9 PM, NET 9 AM on
weekends)
MOL@duncarraig.net
Deputy: Vacant

Baronial Marshalate:

Archery: *Jonathas Reinisch*
Archery@DunCarraig.net

Rapier: *Khadir bar Yosef*
Rapier@DunCarraig.net

Thrown Weapons:
Khadir bar Yosef
ThrownWeapons@DunCarraig.net

Kingdom Regnum

Their Royal Majesties

Jason of Kinslae
King@atlantia.sca.org
Gerhild the Willful
Melissa Depner
2263 Pund Ave
Augusta, Ga 30904
Queen@atlantia.sca.org
TRM@atlantia.sca.org

Their Royal Highness

Prince@atlantia.sca.org
Princess@atlantia.sca.org

Kingdom Seneschal

Baroness Fiona MacLeod
c/o Andrea Davis
916 South Church Street, Gastonia, NC
28054
Phone: (704) 678-2133
seneschal@atlantia.sca.org



Kingdom Chancellor of the Exchequer

Lady Gwenhwyvar Ywein
c/o Jennifer Christensen
7520 Oskaloosa Terrace, Rockville, MD
20855
Phone: (301) 840-9763
exchequer@atlantia.sca.org

Kingdom Chirurgeon

Baroness Morwenna Trevethan
c/o Marie D. Frazer
135 Oakcrest Lane, Aiken, SC 29803
Phone: (803) 652-7230 (NLT 9pm)
chirurgeon@atlantia.sca.org

Kingdom Chronicler

Lady Gwerfyl verch
Aneirin (Nancy Hulan)
2401 Windsor Avenue
SW
Roanoke, VA 24015
Phone: (540) 342-0738
chronicler@atlantia.sca.org

Kingdom Clerk of the Signet

Master Tristan Alexander
c/o Tristan Alexander
1245 Cherrytown Road Westminster,
MD 21158
Phone: (401) 346-7719 (NET 10 AM)
signet@atlantia.sca.org

Kingdom Earl Marshal

Sir Roland de Mounteney
earlmarshal@atlantia.sca.org
Web Site: [http://
marshal.atlantia.sca.org](http://marshal.atlantia.sca.org)

Triton Principal Herald

Mistress Rhiannon ui
Neill (Beverly Curry)
PO Box 1648, Enka, NC
28728
Phone: (828) 230-9286
triton@atlantia.sca.org
herald@atlantia.sca.org

Kingdom Minister of Arts and Sciences

Lady Anne la Settere
c/o Anne Westbrook
6440 Mercantile Dr. E, #106, Frederick,
MD 21703
Phone: (301) 305-9687 (NLT 9pm)
kmoas@atlantia.sca.org
moas@atlantia.sca.org

Kingdom Webminister

Signora Cassandra Arabella Giordani
c/o Kim Jordan
webminister@atlantia.sca.org

Kingdom Mistress of the Lists

Lady Lisette la Bergiere
c/o Rachele (Shelley) Patton
3044 Eutaw Forest Drive
Waldorf, MD 20603
Phone: (804) 516-0085 (NLT
9pm) **kmol@atlantia.sca.org**



Kingdom Chatelaine

Lady Luce Antony Venus (Liz
Georges Emrich)
10106 Copper Court, Oakton,
VA 22124
Phone: (703) 242-2339
chatelaine@atlantia.sca.org
Website: [http://
chatelaine.atlantia.sca.org](http://chatelaine.atlantia.sca.org)



Barony of Dun Carraig

Isolda de Crosthwaite
c/o Jill Lee
11778 Big Bear Lane
Lusby, MD 20657

E-mail: Chroniclex@duncarraig.net

We're on the Web!

Check out www.duncarraig.net



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