

# *Questing Quill*



*Photo from 2011 Melee Madness*

**Photo by Sir Hourì**

*June, 2012 A.S. XLVII*

*Official Newsletter of the Barony of Loch Salann*

This is the *Questing Quill*, published by and for the members of the **Barony of Loch Salann** of the Society for Creative Anachronism, Inc.

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Submissions are not only welcome, they are encouraged! Be a part of the newsletter, reach the people, share your knowledge and wisdom.

Please send all submissions to Chronicler at [Winifred.Whitehorse@gmail.com](mailto:Winifred.Whitehorse@gmail.com).

Submissions must be received by the 27<sup>th</sup> of the month to be guaranteed to appear in the following month's issue.

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## June, 2012

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# Message from the Baron and Baroness



Unto the populace of the Ancient and Glorious Barony of Loch Salann, we do send greetings,

With the weather rapidly improving and the event calendar becoming more and more crowded, there seem to be endless opportunities for everyone to enjoy life in the Middle Ages, as we know it. The tireless efforts of those who provide these diversions for us are greatly appreciated and make for a wonderful chance for us all to get away, relax, and really enjoy life. It is our wish that all who come to our events find something of interest for themselves, be it a lifelong passion or something new altogether. Either way, if you enjoy yourselves then we have met our goal.

Early last month, we were able to attend the Kingdom Arts and Sciences Championships, hosted this year by the Barony of Arn Hold. We are always amazed by the skill and talent exhibited by the populace of our great Kingdom. The entire hall was packed with entrants, both novice and experienced, and the displays covered such a wide range of interests this year that it was truly spectacular. Congratulations to all the entrants and especially those chosen as Champions. The event itself was handled in expert fashion, as always, by the Barony. One additional

**Bjorn Hrafnsson**

**Baron**

highlight of the event this year was the announcement of the newly selected Baron and Baroness of Arn Hold by Their Royal Majesties. We are greatly pleased to welcome Sir Fernando de Santiago and HE Syeira Caminante to the thrones of their Barony.

In the middle of the month, we attended our first camping event of the year, Arabian Nights, hosted by the Riding of Red Bridge on the banks of the Colorado River near Moab. Several members of our Barony were able to accompany us and we all enjoyed a quiet relaxing event. A well run archery tournament and a late afternoon melee battle made for a good time for those attending.

Just last weekend, we attended the first day of the Quest for Atlantis held to our north by the Barony of Gryphon's Lair. Although the weather was cooler and more damp than many would have wished, the event staff did a marvelous job in keeping everyone's spirits high and doing everything possible to provide the activities that had been planned. As always, we enjoyed the companionship of our neighbors to the north and were pleased that so many from our own barony were able to attend.

By the time you read this, we hope that you will have already made your plans to attend our first camping event of the season. Once again, Sir Michael has provided us with the Castle in Provo as the site for Melee Madness. This year the event will include the Baronial Championships for both Archery and Thrown Weapons. Having had some chance to practice outdoors, we anticipate the competition will be fierce in both competitions. The fighting on the Castle will be preceded this year by a Calaphate Brawl, which, as I understand it, is a bransle style dance done in full armor accompanied by some martial arts. Both armored and rapier fighters are expected to participate, which should provide some unusual entertainment for the spectators. We wish to express our thanks to Sir William Kyle of the Wilderness for his inspiration and assistance with this activity and the Musicians Guild for the music. The Baronial Arts and Sciences Champion, Sir Leah de Spencer, and our Minister of Arts and Sciences, Lady Katherine Kelly, will be hosting a tea in the Baronial pavilion on Saturday as well. Of course the chance to fight on the walls of a real castle presents a unique opportunity for the fighters in the area and we hope as many fighters as possible will attend to make this as realistic a battle as we can provide.

In just a couple of weeks we will be venturing north again to attend Uprising. I know the Barony of One Thousand Eyes will once again provide a great event with nearly a full week of activities to tempt us all to enjoy both old and new interests. Please join us for one of the Kingdom's finest events.

**Jennet Moir de Brechin**

**Baroness**

# Officer News



## Seneschal

Greetings unto the Populace of the most ancient and glorious Barony of Loch Salann, here are the words of your Seneschal.

The rays of the Summer sun have begun pounding on the mountains, valleys, and flats of the most ancient barony, and it appears as if it will be a long and hot one. Fighter practice is in full swing at our ancestral summer site of Sugarhouse Park, and attendance is high! Be safe as you go about your Summer activities (Medieval and otherwise) and KEEP HYDRATED!!!

The camping season has officially launched, with several members of the Barony heading down to Red Bridge to support their Arabian Nights event! At the writing of this, Quest is this weekend and Melee Madness is just over a week away! Wow, the weeks are just flying by, and Uprising will be here soon!

As our events and practices move outside, we urge parents to stay ever vigilant over their children, know where they are, who they are with, and what they are doing at all times. We would also like to remind parents that youth activities are here for the enjoyment and enrichment of our youth. They are not a babysitting service, and we urge you to attend the activities with your children. Let's have a safe and fun camping/outdoor season.

As the everlasting peace between Loch Salann and Gryphon's Lair does indeed seem to be everlasting (for this year at least), their Excellencies of Loch Salann have asked that a Tournament of Virtues be held in July. A competition will be held for Baroness' Champion based on Peer like virtues, to include A&S entries, a tournament of games, a test of knowledge of heraldry, combat (and a test of knowledge of combat for those competing for the A&S Champion), and a bardic. Come out to the

South Jordan Equestrian Park July 21st to participate or support your favorite fighter/artist in their quest to be Baroness' Champion! Lord Markos Armenios will be Autocratting this event. Please contact him with any questions you have.

All of our offices currently have officers and we have a slew of new deputies over the last few months. If you have ever considered serving the Barony in any capacity, but did not know where to start, being a deputy is a great way to learn. Contact myself, or the current officer, for more information on any of the deputy positions you are interested in.

Our Fighter Practice is at our Summer location in Sugarhouse Park, every Wednesday night starting at 7:00 pm and going until dark. Archery/Thrown Weapons Practice is at our Summer location at 2741 West 8600 South in West Jordan, on Thursdays at 6:00 pm until dark.

**Lord Dunkr Ormhandleggr**  
Seneschal – Barony of Loch Salann



## Chronicler

Greetings!!!

Its JUNE. June is a wonderful month. The days are warmer and longer and our events are outside.

With outdoor event comes our interaction with Mother Nature. It will be hot and bright in the day and cool at night, so burning and freezing in the same day can occur. As others have mentioned, pay attention, keep hydrated, use sunscreen and bug spray, don't over-exert yourself. Also remember, light clothing and SHADE.

For this month's issue of the Questing Quill check out the fantastic articles submitted by Mistress Leah de Spencer on Banners, THL Bethoc on Embroidery, and the fun and entertaining article from our new friends from Atenveldt (Sir Christopher and Master Raven). Also, check out our Deputy Chronicler's informative article on the work he has been doing as our Historian. In the Kid's Corner there is a Find a Word Puzzle submitted by THL Bethoc to go along with her Embroidery Article.

As we set our focus on our upcoming camping events, let's all remember we are a group of individuals coming together as a community. As a community remember the rules of peer-like qualities. Be kind, be courteous and helpful, and above all, treat yourself and others with respect.

**Winifred Whitehorse**

Chronicler - Barony of Loch Salann

**HIDDEN JUNE**

Each month you will find something hidden. For June, its BEES. If you find the hidden Bees, find me at Melee Madness or any other event, and claim your prize.



The bee reminds us.. we are part of a co



# UPCOMING EVENTS

## TOURNAMENT OF VIRTUES

July 21, 2012



The Baron and Baroness of Loch Salann send greetings to all and invite all to a Tournament of Virtues.

This tournament shall be held on the 21st of July at the Salt Lake County Equestrian Park. Come show your Arts, prowess and ability to entertain. The day starts with entrants in an Arts & Science competition, followed by testing you skill in Nine Men's Morris, a single elimination tourney will show your prowess, while a heraldry test will show you knowledge of recognition. Last you will be asked to entertain the populace in a bardic competition.

The day's events are open to all unbelted/un-scarfed contenders (No Knights or Dons). The Baroness' Champion will be focused on Heavy Fighter prowess, while her Courtier will be focused on the prowess of a duelist. The Baron's Pride Champion will emphasize on the Arts and Sciences. Points will be awarded in all areas. The three highest scores will be chosen as the winners.

The point structure can be found below.

Site opens at 8 AM and Closes at 10 PM. Site fee is \$10 for adults, \$5 for youth ages 6-14, children five years of age and younger are guest of the Barony. Family Cap is \$30. There is no overnight camping, but setup can be done the Friday before starting at 5 PM with tear-down Sunday morning. We will have people on site overnight to provide security for your things.

South Jordan Equestrian Park is located at 2051 W 11400 S in South Jordan, Utah. From North and South: Take your best route on I-15 to the 11400 South exit, turn to head west on 11400 South, follow road to 2200 West, turn right on 2200 West. Parking lot entrance and site are on your right.

### Baroness' Champion Tournament Martial Arts (Heavy)

Action	Points Awarded	Total Possible
Enter Tournament	30	30
Out of Pool (4)	5	35
Quarter Finals (2)	5	40
Semi Finals (1)	5	45
Victor (1)	5	50

### Arts & Sciences Competition

Enter Competition	3	3
Documentation	0-3	6
Judging	0-7	13

## Heraldry

Enter Competition	3	3
Ten Questions	0-10	13

## Gaming

Enter Competition	5	5
Quarter Finals (2)	3	8
Semi Finals (1)	2	10
Victor (1)	2	12

## Bardic

Enter Competition	2	2
Judging	0-10	12



## Baron's Pride Competition Martial Arts (Arts & Sciences)

Action	Points Awarded	Total Possible
Enter Competition	3	3
Judging	0-10	13

## Arts & Sciences Competition

Enter Competition	10	10
Judging	0-40	50

## Heraldry

Enter Competition	3	3
Ten Questions	0-10	13

## Gaming

Enter Competition	5	5
Quarter Finals (2)	3	8
Semi Finals (1)	2	10
Victor (1)	2	12

## Bardic

Enter Competition	2	2
Judging	0-10	12

# Baroness' Courtier Tournament

## Martial Arts (Rapier)

Action	Points Awarded	Total Possible
Enter Tournament	30	30
Out of Pool (4)	5	35
Quarter Finals (2)	5	40
Semi Finals (1)	5	45
Victor (1)	5	50

## Arts & Sciences Competition (Rapier)

Enter Competition	3	3
Documentation	0-3	6
Judging	0-7	13

## Heraldry

Enter Competition	3	3
Ten Questions	0-10	13

## Gaming

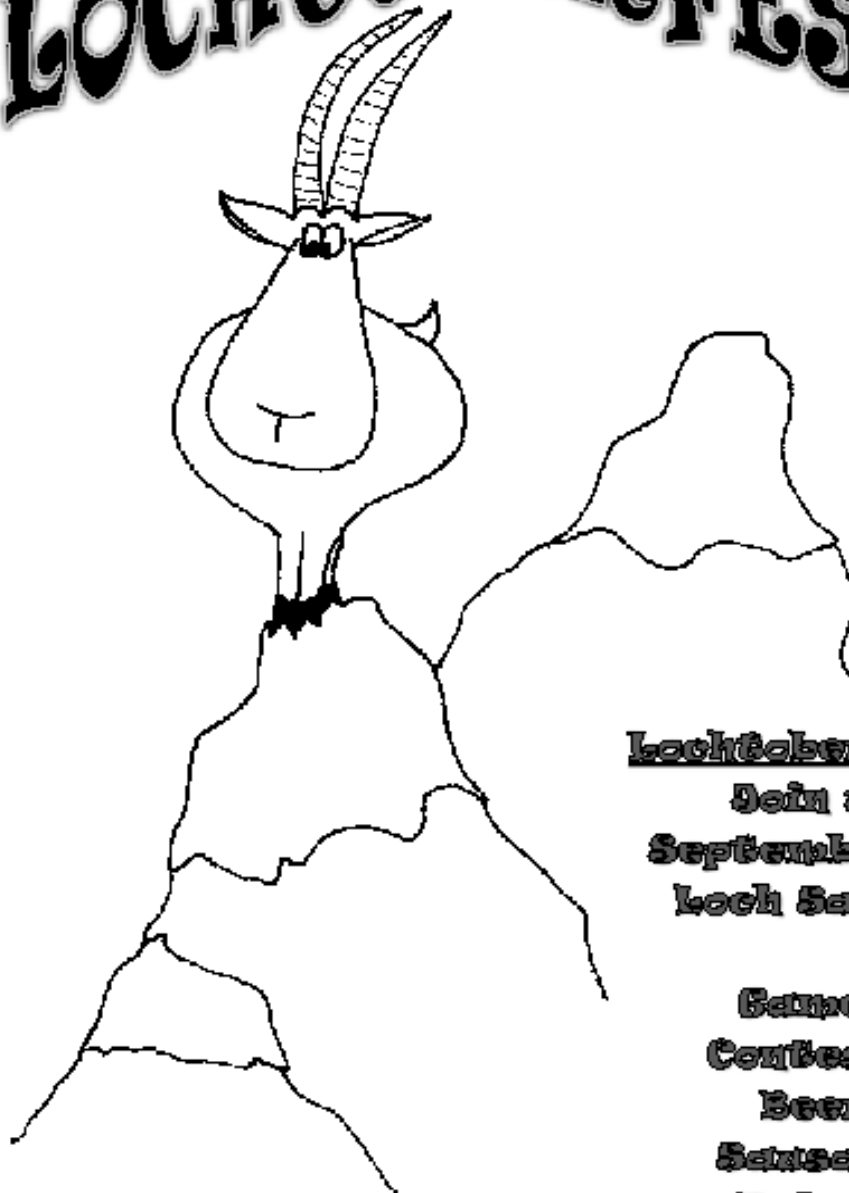
Enter Competition	5	5
Quarter Finals (2)	3	8
Semi Finals (1)	2	10
Victor (1)	2	12

## Bardic

Enter Competition	2	2
Judging	0-10	12



# LOCHTOBERFEST



## Lochtoberfest

Join us  
September 29  
Loch Salann

Games  
Contests  
Beer  
Sausage  
Prizes

# UPCOMING EVENTS KINGDOM

## Uprising

Barony of 1000 Eyes

Event Date: June 12-17, 2012



Once again in the heart of Artemisia, the Barony of One Thousand Eyes is in the process of planning Uprising XXVI. Please visit our web page for more detailed information and updates.

<http://www.barony1000eyes.org/UprisingWar/Home.aspx>

**Site.** Ancestral Youngforest lands.

**Directions .From the north.** Take your best route to Kings Highway

15 (I-15) heading south. Take exit 108 and turn LEFT onto E 1250 RD N. Continue to follow E 1250 RD N. Turn right at US-91 (State St, Yellowstone Hwy). Turn left at E 800 N/Goshen Road (travel about 2.6 miles, if you pass the large electrical substation on the right, you've gone too far).

**From the south.** Take your best route to Kings Highway 15 (I-15) heading north. Take exit 93 and head right toward Blackfoot. Keep right at the fork. Turn left at US-91 (Main Street). Turn right at E 800 N/Goshen Road (travel about 2.6 miles, if you pass the large electrical substation on the right, you've gone too far).

**Site Fees.** Register through ACCEPS or via mail. Pre-Registration closes May 15th.

Age Group Pre-Registration At the Gate

Adult (16 & older) \$30 \$35    Minor (6 - 15) \$15 \$20

Child (under 6) Free            Family Cap \$100 \$110

Non Member Surcharge \$5

Daytrip Fee Adult \$10            Daytrip Fee Minor \$5

**Activities.** (Please note this is a preliminary list)

Archery, Artisans Display (Laurel's Prize), Bloomery, Classes, Children's Carnival and Activities, Dancing, Fools, Grand Ball and Prom, Equestrian, Kingdom Equestrian Championship (Approved by Their Majesties, Kingdom Seneschal and Exchequer), Little Princess Tea, Rose and Butterfly Tourney, Thrown Weapons, Queens Tea, Unbelted Tourney

**Event Steward.** Sumayya bint Suleiman

sumayyaalrumi@yahoo.com

**Co Steward.** Cayliedh bean Tiernbard

## RAPTOR WAR

**"MORE TREES THAN UPRISING**

**BARONY OF ARN HOLD, July 5<sup>th</sup>–8<sup>th</sup>**



Please join us for the holiday weekend for a great mix of competition, mountain calm, and partying. Note there are MORE updates so read carefully. 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 and Baronial Archery Championships
- Kingdom and Baronial Thrown Weapons Championships,
- Raptor Rapier Rogue
- Baronial Equestrian Championship as well as a Jousting Tourney

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 a fireside bardic Friday & a hafla Saturday with a real bonfire. The Weary Traveler's Tavern will be serving hot soup/stew & bread and entertainment THURSDAY night.

### HEADS UPS (NEW)

Archery – bring "flu flu" arrows for aerial targets on Sunday. One dozen arrows recommended for championship. Equestrian – bring your jousting lances, javelins, and your preferred heads weapon. Crests & Jousting on Friday.

A&S – if time allows we will have a crafting gathering, possibly even a reverse laurel's competition.

**SITE:** Blackwell's Meadow north of Glens Ferry, Idaho (GPS 43°14'36.18"N - 115°20'33.76"W) The site is damp, fires are allowed, dumpsters on site. Water available for dishes and horses (non potable). Porta privies, two water buffaloes on site (NEW!) Pets welcome. Large, thin grove of mature quaking aspens for partial shade throughout camping area. Due to the 4th of July holiday on Wednesday we are opening the event earlier. Opening THURSDAY at 4pm and closing 5pm on Sunday.

**SITE FEES:** Only \$12 adult, \$6 for 7-17, 6 and under free, family cap \$36. \$5 Non-member surcharge. Make checks payable to Barony of Arn Hold, SCA Inc.

**DIRECTIONS:** From Boise, take I-84 to Mt Home, exit 95 towards Fairfield, North / left on US-20E for 28 miles, Right on Nat For Dev Rd 156 for 5 miles, sharp left on Hill City Road, less than a mile up the road camp will be on the left.

From Idaho Falls, I-15 to the Broadway St / US-20W exit, west about 66 miles, turn Left at W. Grand Ave / US-26W / US-93S, about 44 miles and turn Right at Queen Crown Road / US-20W, Go about 72 miles then turn left on Bennett Mountain Rd / Nat(ional) For(est) Dev(elopment) Rd 156 for 5 miles, sharp left on Hill City Road, less than a mile up the road camp will be on the left. For more information

including google maps, please see [raptorwar.baronyarnhold.org](http://raptorwar.baronyarnhold.org) and feel free to contact the event stewards or our Vicar or Vicaress with any of your questions. For last minute updates please see the baronial webpage and discussion at

<http://www.facebook.com/groups/209772097776/>

**EVENT STEWARDS** HL Danielle Alavaine deLicorne

[danielle\\_sh@yahoo.com](mailto:danielle_sh@yahoo.com) or

Lady Auraelia de Medici ([auraeliade@yahoo.com](mailto:auraeliade@yahoo.com))

**VICAR & VICARESS** ([bnb@baronyarnhold.org](mailto:bnb@baronyarnhold.org))

## HELL'S GATE ARCHERYTOURNEY

**Barony of Sentinel's Keep**

**July 20th - 22nd, 2012**



On his accession to the throne of England King Henry V has vowed to revive the war against France and press his claim to the French throne. Fittful negotiations between the two countries have resumed, in which the French emissaries are rejecting with increasing alarm what they consider Henry's unacceptable demands. Rumors are flying about that King Henry will be resuming battle with the French (sorry Baron) in the fall and his plans include a strong and agile archery force. A tournament will be held at Hellsgate in the Barony of Sentinels' Keep this July 21st, 2012 to determine who among you can join that force as one of the best archers in the Kingdom. For that to be achieved we will have our Baronial Archery Championship and other trials of the bow.

Heavy Armour fighters do not despair! King Henry may also have need of your skills to join his army. Hellsgate will be the perfect arena to display your might. And lest not you Rapiers be left out, there will be much need for your blades to defend and protect where the army may not tread. We will also be holding a polling to determine The Barony of Sentinels' Keep New Territorial Baron and Baroness. All members of the Barony are requested to attend.

Contact HE Judith, Baronial Seneschal, if you have polling questions. For those who brave the heat, ice cream will again be on the agenda as the Barony's fundraiser and all will be invited to create a favor/token to be given to the braev fighters.

**The schedule:** To spare our archers and fighters the worst of the heat, the archery competitions shall take place starting at 10am and shall end as close to 1pm as possible, starting with the Championship. The range will open at 9am. Archers should be on site, signed up, and shooting practice rounds by 9:30am.

We will then take a break mid-day at 1pm to beat the heat with the Baronial Polling, the ice cream social and other cool down activities. There will be a dinner break at 5pm.

That evening around 6:30pm we will have a short court and then pick up with rapier and armored fighting starting at 7pm that we might enjoy fighting in the dusk. We will also do a glow-stick clout shoot after dark! (Let the fierworks begin!)

Pray heed! The flying, stinging creatures may be about so bring what you need to shield yourself and vanquish them!

**SITE:** will once again be held at Fort Missoula; although this time we will be camping on the lush green lawns of the museum itself. **Camping:** Yes. **Fire pits:** Two central ones only. **Pets:** no. **Water:** Yes. **Site is Wet** after dusk. **Shade:** Some, but not a lot, it will be hot! **Smoking** in designated areas only. **Handicap Accessible:** Mostly. **Site opens** Friday at 6pm and closes by Sunday at 11am. We must be off site Sunday at noon.

**DIRECTIONS:** Take best route to Missoula, MT (1) Take Exit 101 off of Interstate 90, head south on Reserve Street south toward Hamilton. (2) After 4.6 miles turn Right on South Avenue. (3) In 0.8 Miles turn left on CCC rd/Guardsman Ln. (4) Welcome to Hell's Gate. Signs will be posted.

**FEES:** Site \$9 Adults, \$6 ages 15 and under. **Feast:** None, but cooking on site permitted & restaurants are close by.

**Activities:** Archery Championships (Adult and Youth), Fun. Archery Shoots, Rapier, Armored, Ice cream Social, & more!

Extra information, changes or updates will be posted on the Barony of Sentinels' Keep website as needed. <http://sentinelskeep.org/>

# Articles

## The Saints of June



Unto all to whom these letters come, greetings from Sister Scholastica, Abbess for St. Catherine's Abbey.

**June 5<sup>th</sup>** Feast of St. Boniface, Missionary to the Franks and Frisians(modern Germany and surroundings) and an ecclesiastical administrator. You would be wrong the think he was just a pasty faced wimpy pencil pusher, in fact, he defeated the mighty Thor, lion of Asgard, in one-on-one pray off.

The story goes, that Boniface went to a holy oak tree dedicated to Thor (Norse God of Thunder) and in some really eloquent and colorful language, and a few beers called on Thor to strike him down if he felled the tree. He of course successfully cut down the tree the people were so impressed with the power of Christ's missionary that they became Christians. That is why he is the patron saint of Germany, and brewers

**June 15<sup>th</sup>** **St. Eadburga**, who was a minor royal saint, the daughter of King Edward the Elder of England and later aunt of King Edgar the Peaceable. She was a popular saint throughout England in the fourteenth century due to her Vita written by Osbert de Clare.

*Prydum, Carl, "Got Medieval" June Feast Calendar at : <http://www.gotmedieval.com>*

# BANNERS

By Mst Leah de Spencer



You know, I wish that everything I did was worthy of example, but in this case I have to admit that I was wrong. For years we in the SCA have made banners in the shape of heater shields. Perhaps that is because that is the form that we submit and receive our authorizations from the heralds office, or perhaps it is because that is the way we have seen all those old players do it. The fact is that back in the dark ages of the SCA (relatively speaking), when I started playing, ladies were not even allowed to submit their devices on shield shapes, we were relegated to using a lozenge. Needless to say that didn't last too long as ladies demanded a more equal footing with the men in the game.

In doing some research I have found that Heraldry as we know it is relatively new speaking from a SCA period point of view. According to Fox-Davies, Heraldry Explained. A.C. Tuttle, 1985, it became codified during the 1200's. The reasons for this are pretty obvious,



“But it must be recognized that the necessity of a military camp, composed of many small units each controlled by the feudal lord from whose lands the unit was recruited, imposed upon the leader of that illiterate unit the use of a pictured standard his followers could muster by. The closed helmet which concealed the face and the armour, all of the stereotyped pattern, hid identity so completely that the pictured shield and embroidered surcoat were foregone necessities in battle.”

In another article, I will talk about surcoats, badges, standards and the like, but for now let us look at banners. It is the season where we are out in the field, and banners are a great way to identify our campsites, or decorate a hall.



A rectangle or square banner is most often found in the texts and manuscripts of the period. It is a specific type of armorial display. From the Latin *Bandum* meaning “standard”. A banner is a perpendicularly oblong flag. It was the ensign of Kings, barons, overlords, and knights banneret, carried before the owner as a sign of feudal rights. Modern flags are flown and emblazoned 90 degrees. I will not get into the whole discussion about if you fly a banner with

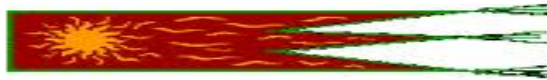
your device on it, viewed from one angle it is dexter and the other it is sinister, suffice it to say one side is your device and the other side is the backside.



Generally speaking, a banner is made of stiff material so that it will not flap around. To display it, sometimes two poles are used, the second fixed at 90 degrees to hold the banner out straight. There is only one exception I know of in Artemisia, SCA heraldry to the practice of placing the full arms on the banner, these are when the bearer has an Augmentation of Arms, a

gift from the Crown” for whatever reason the Crown wishes to give it. The augmentation is usually placed in the canton (upper left corner), and is usually less than a quarter of the arms. The only reason I know about this one is that Sir Robert was given this as founding baron for Loch Salann.

## Banner Construction.



In my opinion, banners should be about a yard square or oblong. They should be made of relatively sturdy material so that they will hang straight. (Pennons, pennants and pennoncels etc., will be discussed in a later article, float on the breeze and are made of silk, but a banner really should be more substantial. We will discuss these in a future article). The banner should contain your whole device, just not on a shield shape. If you have a motto this could also be included. You may display your banner either from a pole or staff like a flag, or using an upside down “L” shaped frame to hold it straight (like they do for Japanese banners) or in a Gofannon or Gofallon (Gunn-Fane= war flag (Norse). The Gofannon is a personal flag, emblazoned with the arms and supported by means of a horizontal pole suspended by cords from the top of the staff. The fashion of display probably



comes from the Roman *Vexillum*. This type of banner usually has tails on the lower edge. This style of display was popular in much of Medieval Europe, not so much in England. Eventually this type of display became the standard form used by ecclesiastic or trade unions.

I hope this gives you something to start with, I am going to have to re-do my banner now, since I have finally admitted that it needs work. Happy banner

making, see you soon.

In Service and by my hand I remain

Mst. Leah de Spencer.



# FINDING THE UNKNOWN DEFENDERS

By Meical ap Gwaredd, Deputy Chronicler



Sometime in the year 1977, a small group of Star Trek fans in Salt Lake City, met a group of players from the Society for Creative Anachronism and in March of that same year, the Shire of Am Mor Salann Fasach was born. The first of a long line of defenders was named in March of the following year at the Shire's First Birthday Tourney when Sir Robert de Spencer was named "Conqueror of the Great Brine Shrimp," and Sir Mika, Lord Longbow as "Tourney Champion of the Great Salt Wastes." (Source: The Questing Quill, Volume II, Issue 4, April A.S. XII (1978), Jerilyn of Vert Silva, Chronicler.)

This was all the information I had when His Excellency Bjorn handed me the assignment to find the names of all thirty-five baronial defenders from 1978 to today. I admit that as a kind of history geek I went into the project with quite a bit of

enthusiasm, an enthusiasm that cooled quickly when I came to realize that the only documentary sources I had to work from were back issues of the Questing Quill and the memories of a changing and highly transient populace.

The research took an early leap forward when Lady Oonaugh Inghean Glaisne handed over to me a rather large banner on which was printed each of the first twenty-one defenders and their Lady Shrimp Baits. It is a large banner made from gray cotton twill, measuring a full 46"x84" and features a painted mural in the upper right hand corner depicting a knight doing battle with the Dreaded Demon Decapod that seems to threaten our peaceful lands every spring. When I first received it, the banner was nicely folded and seemed well taken care of; but time and repeated folding had taken a toll on this priceless artifact from the early years of the barony. After unfolding it and spreading it out across the floor of my home office, I could see that the bottom edge had terrible wear from never having been hemmed, and several of the first names are beginning to fade. While I was able to run a simple hem across the bottom, I have yet to restore the names to their original vividness, lacking the heart to actually place ink to fabric. Fearing to refold it and contribute to the damage, the banner now hangs on the wall of my home office primarily to protect it from further damage, but also because it looks fabulous. Our intent with this banner, and its newer companion, is to display them often at baronial events throughout the year.

My next informational boon came in the form of two mid-size plastic containers which represented the entirety of the baronial archives of the Questing Quill. Naively, I thought that I could just go through the nicely organized Quills, pull out every April issue and have the names of the Defender's Tourney winners for every year from the beginning to today, no problem, lickety-split, hand it all over to the Baron with still time left in the day to take a nap... and then I opened the containers. What I found was hardly a neat and orderly library. I began by organizing the issues by their A.S. date, at least until I realized that "New Year" in the SCA is May 1<sup>st</sup>. I then reorganized them by common era, and found that there is no typical format for the Quill. In the beginning, the Quill was organized by Volume and Issue, this was abandoned in the early 1980's where just month and year (Sometimes by A.S., sometimes by common era, and sometimes by both) were printed on the outside cover. Some issues had the date printed on the inside cover as well, and most of the time both of the dates, on and under the cover, actually matched. For the most part this wasn't much of a problem because I was able to use the events calendar (a commonality in all issues of the Quill) to figure out which month (and sometimes year) I was dealing with. I'm still trying to sort out why there seems to be two separate May issues for 1990.



The other Quill problem I have been running into is that the baronial archive is not complete. In some cases, the April Issue is the only one missing for an entire year. And there are a couple of years in the early 1990's where we only have one or two issues for the given year. Still, even with the problems, I was able to fill in several years worth of names from the Questing Quill archives, but I am still trying to figure out the winners for 2003 where I have only the first names (Sean, Wilhelm, and Owen) and no explanation of the events in which competed. Emails to one prospective champion (Your Majesty) have, as of yet, gone unheeded.

With the wonderful help of the populace through the Baronial group site, facebook, and email, further advances have been made in filling in the blanks but there are still six years between 1999 and 2007 where I have no idea as to who won and how to get those names. The documentary resources have run dry. And so, it is with hands clasped and a pleading heart that this researcher turns to you, the good citizens of the most ancient and noble Barony of Loch Salann, to help find those champions who have put their bodies and honor on the line to protect our homes and families from the fishy, salted menace which threatens them, so that they can be honored and remembered in the manner they so richly deserve.

# Learning to Embroider

By THL Bethoc

## Lesson 1

### About Embroidery

Webster's dictionary defines embroidery as 'the art or process of working ornamental designs upon cloth or other material with a needle and thread.

Literary sources, paintings and sculptures indicate that embroidery was applied to clothing and other fabric from very early times. The earliest surviving examples of embroidery are Scythian (c. 5th – 3rd century BC). The oldest surviving embroidery in England is a stole and manipie (church vestments) from the tomb of St. Cuthbert at Durham, (906 A.D.) The most famous embroidery in European history is probably the Bayeux Tapestry. This isn't a tapestry at all but a very long strip of very elaborately embroidered linen. It measures 231 feet long x 19.5 inches wide. The 'tapestry' is a pictorial account of events, starting in 1064, that led up to the Battle of Hastings and the Norman Conquest of England 1066. The earliest mention of this tapestry can be found in the accounts of the Bayeux Cathedral (1463). Embroidered items were thought to be quite valuable, and could be found in the inventories of kings and queens throughout the centuries. Multiple accounts of embroidered gifts are mentioned in the records of Queen Elizabeth, who was an accomplished embroiderer in her own right.

Because of its importance throughout history and the fact it was a highly cherished skill, the art of embroidery was taught to every young girl from a fairly early age in all walks of life. Only the best embroiders were selected as members of the professional embroidery guilds. Interestingly enough, the embroidery guilds consisted primarily of men who worked with professional tailors. Smaller scale apprenticeship schemes were almost exclusively female, they worked outside of the guild system.

Most often, embroidered embellishments were found on church vestments, clothing and bedding, however pretty much anything made of fabric could be embroidered, so the sky is the limit when it comes to what can be embroidered.

Patterns and stitches ranged from the very simple to the very complex. Threads used for embroidery would range from dyed wool to the finest of silk threads. Metal threads could also be found in some embroidery, including gold, which became popular in the 1300's using a technique called 'or nue' (shaded gold). Precious and semi-precious stones, seed pearls, spangles, and beads were also often incorporated into embroidered works.

Due to the time involved and the cost of specialized threads and other materials used, a person's wealth could definitely be gauged by the amount of embroidery they had on their clothing and other personal items. The more embroidery you wore or owned, the wealthier you were believed to be.

### The tools:

For basic embroidery, you will need:

Colored thread - Recommend starting with inexpensive cotton floss and working up to pricier silk, wool or linen threads after you've had some practice. Pick the colors you like, or use colors that will go well with the pattern you are sewing.

Needle – Embroidery needles come in an assortment of sizes. You can also use either a sharp or blunt point. The type of needle point you use depends a lot on the kind of fabric you are sewing and how thick it is. Be careful, the sharps are really sharp.

Scissors or cutting tool - I prefer scissors with a tiny point that are designed just for embroidery. You can use whatever you have available to you. Just don't cut yourself.

A thimble - This tool helps keep you from sticking yourself with those sharp needles. It can also be used to help push the needle through a particularly thick piece of fabric. You can definitely embroider without one, so you decide what is best for you and your fingers.



An embroidery hoop or set of stretcher bars - This is not absolutely required, but using one will help keep your fabric from puckering while you are sewing. Your project will look a lot better if you use one.

Needle threader – optional. This handy little tool makes threading needles a lot easier.

A bag or box to store your work and your supplies. Keeping your supplies together ensures you will be able to finish the project and not have to worry about losing any of your supplies. When not working, I keep my projects in a separate sealed plastic bag, this keeps moisture and dirt away from the project. I keep the thread, extra needles and scissors in a smaller separate plastic bag that is also sealed. I usually drop the small supply bag into my larger project bag, this keeps them together. The packaged project is then dropped into a larger 'fancier' carry bag, sewing box or basket that can easily be picked up and transported to events. If you're using a printed pattern don't forget to include that in your project bag as well.

### **A project:**

Decide what you want to embroider. Because embroidery is so versatile, you can embroider something on pretty much anything. Let's start with a simple project like a bookmark, or a hankie for m'lady, or better yet a 'favor' for your special someone to carry onto the field of battle.

A tip: If not already done, hem the edge of your fabric before starting your project. It will keep the edges from fraying while you are working.

To make a temporary hem: fold the edges of your fabric about 1/8 to 1/4 inch from the edge all the way around the piece. Fold it over twice so that the 'raw' edge of the fabric is tucked inside the fold. Stitch the hem down using a simple running stitch. If the hem is to become a permanent part of the item, use a fancier stitch.

### **A design.**

Your design can be as simple or complex as you want it to be. Practice drawing several designs on a piece of paper until you find something that you like. Then, using a pencil, draw your design very lightly onto your fabric. Remember, if you are just learning how to embroider, the simpler the design, the better. A simple slightly curvy line could very easily end up becoming the stem for a more complex flower or even a whole garden.

A word about patterns: If using a pattern from a book, make a copy of the pattern and use that. Many a pattern book has become damaged from exposure to the elements, spills, etc. Making a copy ensures your book of patterns will be useful for years to come.

In a future lesson you will learn about counted stitch techniques. If you have a copy of the pattern, you can easily keep track of where you are by marking off the stitches you have completed. Modern advancements also allow you to enlarge patterns, making them much easier to follow.

### **Prepare the fabric:**

An embroidery hoop comes in two pieces. The top ring usually has a split at one end and a screw. This is used to tighten the top hoop around the inside hoop. The inside loop is usually a solid ring. Loosen the screw on the top hoop so that the two pieces of the hoop easily separate. Place the inside hoop on a flat surface like a table. Place your fabric over the top of this part of the embroidery hoop so that as much of the design is inside the hoop as possible and the design is as far from the edges of the hoop as possible. Put the top ring of the hoop over fabric and the inside hoop. Press the top of the hoop down so that both of the hoops are even. Using the screw, tighten the hoop so that the fabric does not move very much. Gently pull the outside edges of the fabric so that the area in the middle of the hoop tightens like a drum. Make sure the fabric inside the hoop is snug, but don't pull it so much that it distorts your design or stretches your fabric out of shape). If necessary, tighten the screw a little more to make sure the fabric is firmly secured.

Note, always wash your fabric before embroidering it. This will ensure shrinkage has already occurred.

### **Wash your hands**

Both the fabric and the thread tend to pick up the oils on your hands. To avoid messy stains, wash your hands often and avoid using oily moisturizers.

Note: silk thread tends to snag easily. Using a heavy moisturizer during the night helps keep your hands soft and reduce the amount of snagging that occurs from rough hands.

### **Separate your thread**

Most embroidery thread comes twisted with multiple strands. The number of strands you will want to use depends on the area you are filling. Cut your thread to the desired length. Don't make it too long, or it will be difficult to work, recommend no longer than an arm's length or double that if you will be working with your thread folded into a double thickness. . Get hold of a single strand and hold it tight. Starting at the top, gently slide the remaining strands straight down the shaft of the strand you are holding. Once they are off your strand, smooth the extra strands and set them aside.

### **Thread your needle**

Every needle has an eye, it's an opening at the top of the needle. Moisten an end of your thread and press it as flat as possible, pass it through the eye of the needle until you can get hold of it on the other side. Pull some of the thread through. If working with the thread doubled, pass both ends of the thread through the eye of the needle at the same time.

Note: If you have a hard time threading your needles, either use a needle with a larger eye, or use a needle threader. Be careful that the needle is not too big, or it could leave 'holes' in your work.

### **Knots**

Some embroiderers use knots and some do not. It depends on your project and how it will be used. If you do not use a knot, you will need to work over your starting thread at least a few stitches to secure it. Insert your thread from the top down about an inch away from the start of your work. Leave a tail at the top of your work. As you work your stitches, make sure to cross over the top of this thread. When you have done enough stitches to secure this thread, pull the remaining loose thread to the back of the work, and trim it. To end the work without a knot, weave the ending thread back and forth through the back side of your work for several stitches. Some embroiders also secure the very end of the loose thread on the back with a tiny dot of fabric glue.

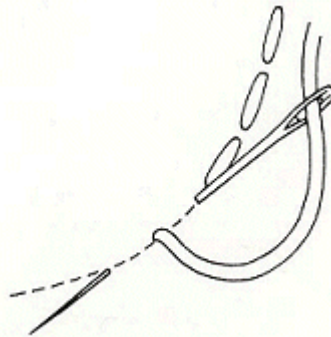
Tip: Lady Jennet taught me this one. If you are using a double thickness of thread, Pass both ends of your thread through the needle and even it out. This makes a large loop on the other end of the thread. Insert your needle into the base of your work from the top a tiny bit away from the start of your work, Bring the needle back up at the starting point of your work, and thread it through the loop created by the needle fold. Pull it snug. Voila, no knot needed on this end and you don't need to worry about securing the starting end of your thread.

### **Stitches:**

Here are a few simple stitches to get you started. Keep in mind, even simple stitches can turn an embroidered piece into a true work of art.

#### **Back Stitch**

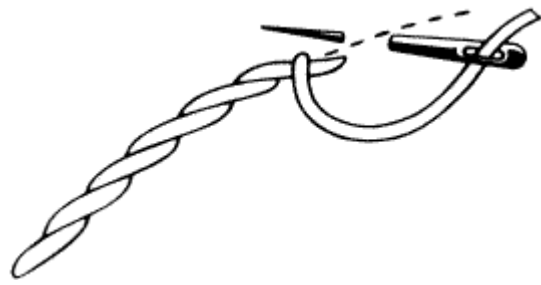
Bring the thread through on the stitch line and then take a small backward stitch through the fabric. Bring the needle through again a little in front of the first stitch, then take another stitch, inserting the needle at the point where it first came through. In blackwork, a single back stitch is usually worked over two threads on a single-thread even weave fabric. This stitch is used in both counted and free embroidery.



### **Split stitch**

A popular stitch, split stitch was used in many forms of embroidery including Opus Anglicanum and Heraldic Embroidery. It was used for very fine work, often only using a single strand of silk thread or was done using quite thick threads, such as wool. It was used as an outlining stitch or as a filling stitch.

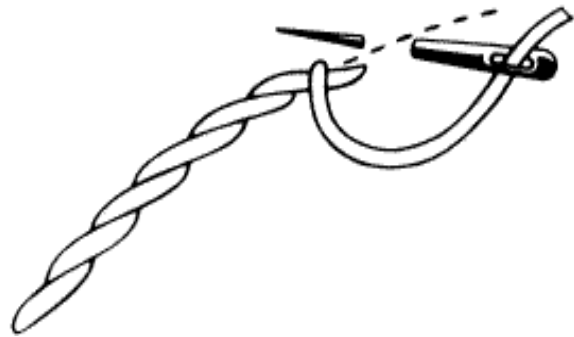
To Work Split Stitch - Bring the needle through at A and, following the line to be covered, take a small back stitch so that the needle comes up through the working thread, and splits it, as shown in the diagram. Generally, it is easiest to work this as a two step stitch by making a small stitch, then bringing the needle up through the thread at the half way point.



### **Stem Stitch**

Stem stitch was often used in the pre-modern period as an outlining stitch. It could also be used as a filling stitch.

To Work Stem Stitch - Work from left to right, taking regular small stitches along the line of the design. The thread always emerges on the left side of the previous stitch. This stitch is used for flower stems, outlines, etc. It can also be worked as a filling stitch if worked closely together within a shape until it is completely filled.



### **Chain Stitch**

To Work Chain Stitch - Bring the thread up at the top of the line and hold it down with the left thumb. Insert the needle where it last emerged and bring the point out a short distance away. Pull the thread through, keeping the working thread under the needle point.



### **To be continued**

Practice the stitches above and I'll bring you more, fancier stitches to try in the future. Happy stitching!

Resources used:

Webster's Dictionary – definition of embroidery

Patterns of Fashion 4 by Janet Arnold

Britannica Concise Encyclopedia – history

**Historical Needlework Resources** - stitches

[http://medieval.webcon.net.au/technique\\_stitches.html](http://medieval.webcon.net.au/technique_stitches.html)

Check out the Historical Needlework Resources web site. It has a lot of examples of period embroideries as well as historical information about the stitches that were used. It also breaks it all down by time period and country.

# Articles

## From the Archives

I had such a great time looking for an article from the Archives. I was checking out old June editions (because it seemed appropriate) and found this archery competition article from Melee Madness three years ago. I thought it would be fun to share and compare with what is being done for the 30<sup>th</sup> Anniversary of Melee Madness.

### Barony of Loch Salann “Just For The Fun Of It” Archery Shoot

HL Brokha and Lord Ragnarr will be the Marshall-In-Charge (MIC) and conducting an archery tournament in two rounds: Static and Timed.

The Static round will use four different targets. The Timed round will be shot in two groups at the Dice and Quintain targets. All Archers shoot all the targets of the Static and Timed rounds. The scores of both are added together for each Archer. The Archers are then ranked. The top Archer will then be considered the Champion of the Tournament. After the “Just for Fun Of It” Tournament, there will be an Elite Tournament. This will consist of one arrow at several different targets. M’lord Angus will be the Marshall-In-Charge (MIC).

#### Rules of the Shoot:

1. All Kingdom and Society rules for Archery and General Conduct are in effect.
2. An archer may not change equipment during the conduct of the entire tournament. Ammunition of similar construction and weight is not considered an equipment change. Under absolutely no conditions will an Archer be permitted to use a crossbow.
3. Any hits breaking a line of a target are counted.
4. Scoring is done on the honor system by each Archer
5. All static ends will use a maximum of 6 arrows.
6. All timed ends will be 30 seconds and unlimited arrows.
7. No withdrawing of another Archer’s ammunition from a target (scoring or non-scoring) without the owning Archer’s permission. Picking up ammunition on the ground is fine.

#### Conduct of the Shoot:

1. Archers will register with the MIC prior to the announced beginning of the shoot.
2. Archers will be broken into groups of three, four or five. If possible, one member of each group will be a warranted Archer Marshall. Groups may be rearranged to ensure each group has a Marshall. Under no circumstances will a single archer shoot alone. (For some ends, this would be an unfair advantage).
3. The order of the shoot will be as follows:
  - a. Two ends, static, will be set up. Groups may shoot the ends in any order. All groups will shoot all ends prior to the next set of ends.
  - b. The same two ends, static, will be set up and shot.
  - c. The final two ends, timed, will be set up and shot.
  - d. Scores will be tallied, and the Champion will be announced in the evening court.

#### End of the Tournament

#### Roll of the Dice – Timed

Three dice, one large, medium and small, will be placed in varying distances on the ground. All archers in the stick must shoot at the same time. This is a 30 second timed round. The arrow must be in the dice to count. 5 points for the small dice, 3 points for the medium dice, 1 point for the large dice. You may hit any dice more than once for score.

#### Twigs

Six foam noodles at varying distances will be staked to the ground. Arrows must remain in the noodle to count. One arrow in each noodle will be considered a bonus score. 5 points for any noodle, 10 points for one arrow in each noodle.

#### Wreath Shoot

Three wreaths of different sizes will be placed on a target. Points are counted for striking on or within a wreath. Large wreath is 1 point, medium wreath is 3 points, and small wreath is 5 points.

#### Save the Duchess

Several bad guys are placed around the Duchess on a piece of cardboard. 5 points for any bad guys hit, and minus 1 for any hit on the Duchess.

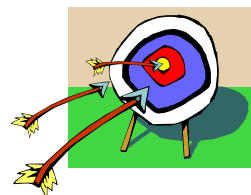
#### Pouching the Baron’s Deer

One of the Baron’s Deer is hiding in the woods. Kill the deer, but don’t hit the trees. 5 points in the kill zone

#### Quintain – Timed

In groups of two, each group will shoot at their own colored target. This will be a 30 second timed round. 5 points for hits on your colored target, minus 1 point for any hits on your opponent’s target.

Article published in *The Questing Quill*, May, 2009, AS XLIV





## EVENT REPORTS –

*Unfortunately, I do not have reports from either Arabian Nights or Quest. I will endeavor to provide that information in next month's Quill, along with reports from Melee Madness and Uprising.*

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This article comes to us from our friends in Atenveldt. Thank you, Sir Christopher, for the wonderful article, and thank you Master Raven Mayne for your assistance. Vivat

### **Summary Report of Findings from the Atenveldt Ministry of Public Health**

*By Sir Christopher Fitzarthur*

The first phase of research regarding increasing evidence of plague has been completed (full demographics and data attached as Addendum A).

Initial results indicate that indeed, a plague has infected most kingdoms throughout the Society and HAS reached inside the borders of Atenveldt. There are carriers among us even now.

The good news is that this plague is NOT transmitted sexually or via saliva (as in sharing a drinking vessel). If it were, our doom would have been sealed long ago.

First, your subjects must learn how to identify a carrier of this plague. There are three increasingly serious symptoms.

I. In early stages it manifests as Verbal Diarrhea. Specifically, the irresistible urge to share information about other people. It doesn't matter if the information is true, verified or even makes sense. As long as it produces an odor.

B. Temporal Displacement. Eventually, carriers will lose all concept of time. Events that happened 1, 2 or even 10 years ago are believed to STILL BE HAPPENING.

III. This disease eventually culminates in Regressed Differentiation. To explain - As infants, we all learn how to differentiate individuals (mom from dad, Bill from Ted). In advanced plague victims this ability has been lost. For example, everyone in a pirate hat is thought to be the same person - with the same motives, desires and attitudes. Carriers only are able to recognize people by "groups" - hats, belts, Thunder, fringies. Chris Walsh While we have been unable to discover a cure, we DO have a way to slow the spread. It has been discovered that a SHOVEL has certain warding powers.

A real shovel works best. Against Verbal Diarrhea, it can be used to remove the resulting "product." Against Temporal Displacement, it can be played like a fake violin to express the APPROPRIATE level of sensitivity to the complaint. Against Regressed Differentiation, it can simply be used to hide behind, just as "peek-a-boo" works with infants. And, if a carrier still won't leave you alone, you can just hit them with it.

However, should a real shovel not be available, a shovel TALISMAN also seems to ward off carriers by sending the clear signal, "No plague for me today, thank you!" It is our belief at the Ministry that if your populace protects itself in this way, we may avoid the worst of this infection or, if we are lucky, even reverse its course.

Thus ends the summary report of the Ministry of Public Health this day.

# TERMS OF THE MONTH

To showcase the events at Melee Madness.

## Pas d'Armes

From: Knighthood & Chivalry Dictionary

A form of tournament *À plaisance\** where combatants met to exchange pleasantries and test their prowess against one another. Essentially a group of challenges, the pas generally produced no single winner, but the defenders often distributed prizes to the challengers. Contrast this with an *emprise* where the intent was to cause harm and emphasize prowess alone.

See also THE BOOK OF THE TOURNAMENT or Chronique: The Journal of Chivalry #4 , #16, and the essay What is the Pas d'Armes .



Image used from Dover Publications, used with permission, all rights reserved.

## \*À plaisir (À plaisance)

From: Knighthood & Chivalry Dictionary

(Fr. "for pleasure") Used to denote a friendly combat, a combat between martial peers. A Joust of Peace\*\* would be fought thus, whereas an *emprise* or a war would be fought *À outrance* .



## \*\* Joust of Peace

Knighthood & Chivalry Dictionary

An *À plaisance\** joust between two knights , usually done at tournament or between knights who want to test their prowess against one another. Jousts, where individual knights demonstrated their prowess, grew in popularity from the 13th century onward; prior to that knights fought in tournaments primarily in groups. Frequently galleries of ladies were present to watch jousts of peace, sometimes offering elaborate favors to the knights who championed their honor. During the late 15th and 16th centuries, specialized armour that became very heavy was fashionable to use in the joust, great hulking pieces featuring many reinforcing plates and bolts, giving the harnesses a very alien appearance.

## Baroness Blog



The Jennet (Moir de Brechin) (Mowyer, Dunkr) of my persona lives just south of Aberdeen, Scotland. As the wife a minor noble who has land holdings in the area and ships with merchandise from all over, my duties involve caring for the people on the estate, viewing the shipments to see what I would like to skim off the top (remember, shopping is my favorite sport), and generally being involved in all types of endeavors beneficial to the welfare and health of people and animals.

In this, my day was similar to these pursuits. I did a few kitchen chores and then tended to the animals. The chickens ran to meet me, but I think they were focused on the carrots and raisins. As I cleaned the barn, I paused to watch the cria (baby alpaca) stirring in the belly of the new mother due to give birth in a couple of weeks. After the barn chores and a little catching up on correspondence, I was able to spend several hours gardening. Don't be fooled into thinking that I was planting vegetables, however. I made pots of Martha Washington geraniums with sweet potato vines and snapdragons. Then I renewed some other pots with the snapdragons, some regular geraniums, and some pansies, for the shady spots. Do you remember when you first learned to make the snapdragons "snap"? The lobelia, love that blue, was used for filler for a couple of other shady pots. The thing is, archery practice will be held at Brechin Haus this Thursday and Lady Aingeal said she wants the flowers done! Tomorrow I work on the deck and fill the pots with pinwheels so those naughty teenager peafowl (Penelope and Percival) don't dig them up.

Just a word about what I am supposed to be focusing on in this missive: I have to thank the people of Gryphon's Lair and my wonderful Retinue for giving me such a great day Saturday. My Page, Abby, is tireless! Lady Oonaugh, Lady Gyzel, Lady Shauna, and THL Bethoc kept me

busy, kind of dry, and well fed. Then, of course, there is so much to get ready for our event Saturday. It looks like we will have great weather. I plan to enjoy the dancing in armor, as a spectator, and the tea, as well as a few classes, and the Baronial Thrown Weapons and Archery Championships. Hope many of you will find your way to the amazing site and help Lord Francisco and Isabella celebrate their wedding anniversary. Yes, they were married at the event and it was beautiful!

So, Hugs to all and please find me Saturday. It goes without saying that we will all have fun at Uprising later this month, so I hope you will give me many stories to write about next month

YIS,  
THL Jennet  
Baroness of Loch Salann



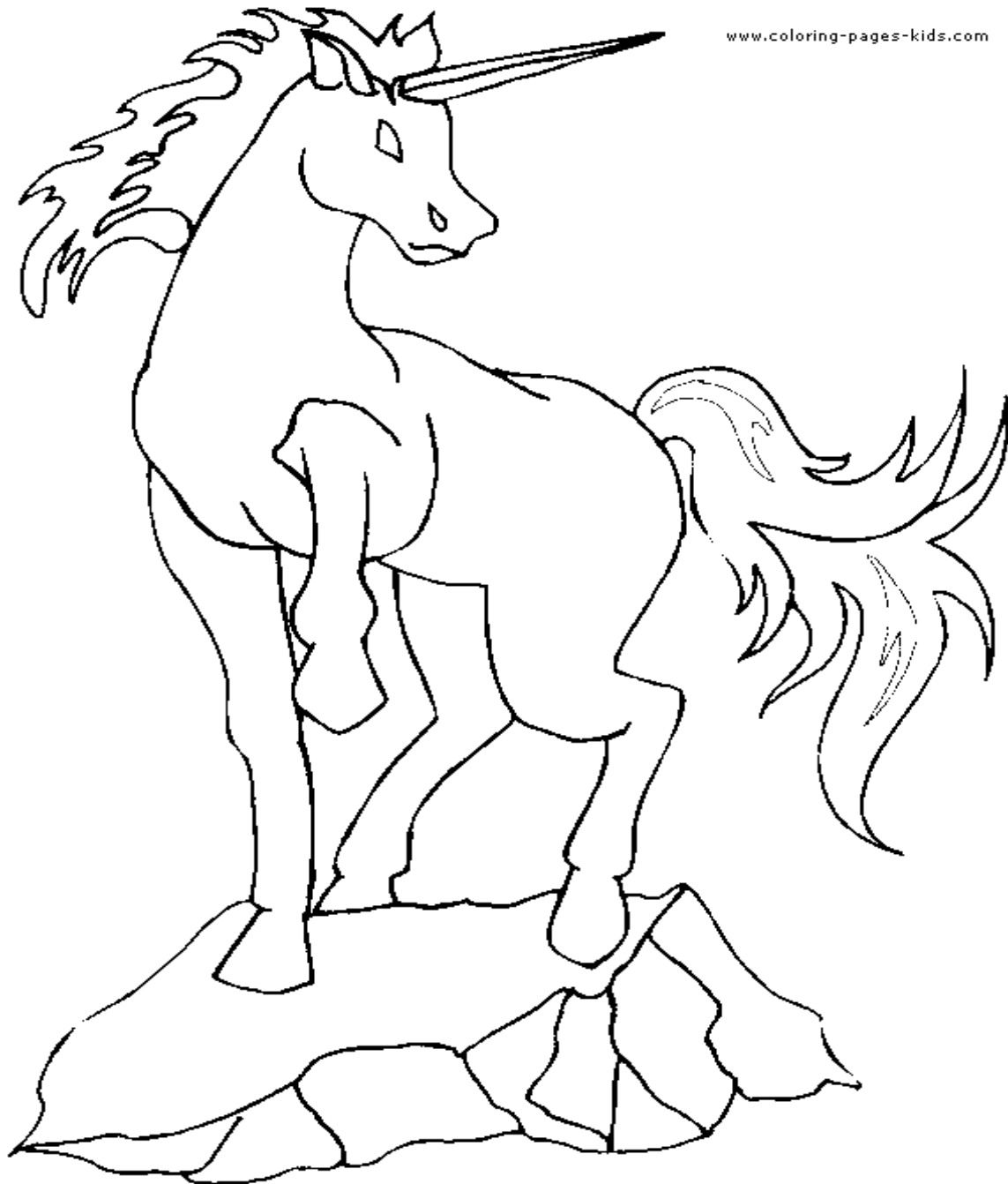
### *Casamira's Corner* *The Pun is Mightier* *Than the Sword!*

*By Mistress Casamira Jawjalny, OL, OP, GA*

I recently wrote a theatrical performance about puns

**IT WAS A PLAY ON WORDS!**

## *Kid's Corner*



**To the Youth of the Barony of Loch Salann (and anyone else who loves to color).** This is the mythical Unicorn. Bring her to life with your creativity. Find the Chronicler (or the Youth Minister Officer) at an event in June and be rewarded!! (picture from free pages of [www.coloring-pages-kids.com](http://www.coloring-pages-kids.com)) Also, there is a Find a Word puzzle. If you prefer, bring that instead of the colored picture for a reward!!!





# Embroidery Puzzle

by THL Bethoc

O N T H I M B L E D C E U P P O N A  
 T I M E I N A L A E T N D F A R F A  
 R G E M B E L L I S H M E N T A W A  
 Y U T H A E H R E I R W M A T S A V  
 E I R R C Y O B E G E A B U E T I F  
 B L A C K W O R K N A U R O R N U E  
 L D L A S N P D O H D S O O B V E R  
 Y K I N T V S T E M S T I C H D P R  
 I N B C I E E S S W H O D S E N A M  
 S P L I T S T I T C H W E A S N A S  
 C L U O C T V E E S H A R P L E Y A  
 I S N H H M E R C F A C Y E S E H E  
 S L T I V E E D H B W I T H T D M A  
 S I L K V N O R N A M E N T A L O E  
 O R S T I T C H I Y Y M E A P E T N  
 R F A M I L Y I Q E N L I N E N I C  
 S L U D I N G S U A O M E V S E F A  
 N S M A N I P I E U I K N O T S F T  
 E R S W H O S E O X N L Y P R U R P  
 O S E C H A I N S T I T C H Y I N L

Embroidery

Learning to embroider can be fun. It is also a great way to decorate your clothing and other things. If you would like to learn how to embroider, ask your parent, your youth officer, or one of the members of the Embroiderers Guild. We would all be happy to teach you.

How many of the embroidery words in this list can you find in the puzzle?

- |               |              |           |
|---------------|--------------|-----------|
| BACKSTITCH    | BAYEAUX      | BLACKWORK |
| BLUNT         | CHAIN STITCH | DESIGN    |
| EMBELLISHMENT | EMBROIDERY   | GUILD     |
| HOOP          | KNOT         | LINEN     |
| MANIPIE       | MOTIFF       | NEEDLE    |
| ORNUE         | ORNAMENTAL   | PATTERN   |
| SCISSORS      | SHARP        | SILK      |
| SPLIT STITCH  | STEM STITCH  | STITCH    |
| TAPESTRY      | TECHNIQUE    | THIMBLE   |
| THREAD        | VESTMENT     |           |

# BARONIAL AWARDS

## *Solstice Court [December 12, 2011]*

Anna de Brabant	Court Barony
Bjorn Hrafnsson	11th Baron of Loch Salann
Dunkr Ormrhandleggr	Crystal of the Salt Waste
Helchen the Rogue of Capua	Golden Gryphon's Talon
Jennet Moir de Brechin	12th Baroness of Loch Salann
Oonaugh inghean Glaisne	Crystal Heart
Phaelaine Ellwoode	Award of Arms
Ryryd ap Gwerstan	Court Barony
Sajah al Shiraziyyah	Order of the Pelican

## *Unknown Event [January 28, 2012]*

Mac Con mac Rodáin	Court Barony
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## *Kingdom Coronation [March 3, 2012]*

Helchen the Rogue of Capua	Gryphon's Heart of Artemisia
Jennet Moir de Brachin	Queen's Confidence
Leah de Spencer	Gratia et Comitatus
Ralph Bigod of Hereford	King's Council
Robert de Spencer	Gratia et Comitatus
Turi MacCarthaig	Quodlibet

## *Defender's Tourney [March 10, 2012]*

Bohun the Black	Defender of the Barony
Casamira Jawjalny	Golden Reflection
Clíodhna Uí Fearadhaigh	Award of Arms
Elyas Tigar	Rapier Champion
Elyas Tigar	White Duck
Hawke Rivenoake	Lady Shrimpbait
Leah de Spencer	Arts & Sciences Champion
Oonaugh Inghean Glaisne	White Duck
Robert le Raven MacLeod	White Duck
Valentina la Marcheande	Lady Shrimp Bait - Rapier

## *Southern Collegium [April 14, 2012]*

Brokha Veis	White Lark
Abigail du Cruford	White Cygnet
Monica De Chocolat	Award of Arms
Talanesea Gupta	Award of Arms

## *Kingdom Arts & Sciences [May 5, 2012]*

Caryn Von Katzenburg	Quodlibet
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## Medieval Solutions to Modern Problems

By M'lady Knowe-itt-all

Dear M'lady K,

I have a friend who lost his job so I and my wife invited him to come live with us until he got back on his feet. Originally it was only for a few months but it's now going on six months. My wife is getting tired of cleaning up after him (he isn't the neatest guy in the world) and wants me to get him to leave. How do I do this without ruining our friendship?

My dear Lord

Hospitality is enjoined upon us by both Holy Scripture and noble custom. One simply cannot refuse it, especially to those known to us who are in need. I assume you have already attempted to recommend your friend to other nobles in your area as a man-at-arms, without success. Without reflecting on why this is so (thereby impugning your judgment in those you associate with) I suggest the following. After proper consultation with you lady wife, at dinner when it is just the three of you, casually observe that you have heard report of plague in the nearest village. If in a few days your guest has not left for lodgings in a safer local, you must then take the following steps. At a similar meal, have your lady wife report to you that one of the children has become sick. You duly reply that you understand that children seem to survive the illness better than adults, especially men of (whatever age your guest is). Do not pursue the subject further. At the closing of the meal your lady wife should inform your guest that because his chamber required freshening you have had the servants move his possessions to another. Which, of course, she informs him, is right next to the nursery. I think you will find he learns he has business elsewhere the next day.

PS. Perhaps you should allow your lady wife to hire more servants, as it is not becoming to her station to be "cleaning up" after anyone.

Dear M'lady K,

I'm a pretty good cook and my family enjoys what I make. When it comes to left-overs, however, they refuse to eat even what they liked the first time. How can I get them to eat, as I hate to waste food.

My dear Lady

I must assume your scribe was careless in his transcription of your dictation. No gentle woman cooks for anyone! It is good that you have someone cooking for your household who know so well the tastes and temperaments of its inhabitants. However he appears to not understand his role in upholding the standard of charity required of individuals in our station of life. Remind him that any leavings of the table he and his fellow servants do not eat should be taken to the back gate to distribute to the worthy poor of your village, thereby adding to the honor of yourself and your lord husband.

Dear M'lady K,

My fifteen year old daughter has started drinking alcohol and we think may be experimenting with drugs. She came home after being to a friend's house one night smelling like alcohol. What should we do?

My dear Lady

Is your daughter betrothed? If she is, simply arrange to have the banns read as soon as possible and hold the wedding. After that her behavior becomes the problem of her husband. If she is not yet betrothed and not likely to soon, investigate reputable convents. A healthy monetary gift (with her attached, of course) will relieve you of your concerns.

# *Guild News*

## *Archery* –

Archery Practice is held every Thursday from 6:00 PM until approximately 8:00 PM. Join the archers of Loch Salann as they hone their skill with bow and arrow. The Barony has loaner gear for the use of newcomers. We are at our Summer Practice Site – 8600 South 2741 West, West Jordan. Please remember that we are practicing at someone's house. Remember to keep driveway clear of all vehicles, unless loading or unloading equipment or for those needing assistance. Proceed thru gate on right side of house and continue straight back to next gate, and you will find the range located there.

## *Arts & Sciences* –

A&S Night is held on the third Friday of each month. We will post the location on the Loch Salann website as soon as the information is available.

## *Baronial Bardic Circle* –

Lawrence Bacon is Baronial Bard of Loch Salann. Please contact him by email at [Christopher.alderman@gmail.com](mailto:Christopher.alderman@gmail.com) at for additional information. Additional information will be provided in the Questing Quill and on the Baronial Website as it becomes available.

## *Brewer's Guild* –

The Brewer's Guild meets quarterly to make Potent Potables. For more information please contact Baron Ryrd ap Gwerstan, [rcaevans@comcast.net](mailto:rcaevans@comcast.net) 801-706-0075 (no calls after 9, please).

## *Cook's Guild* –

At the last cooks guild meeting we had a wonderful time cooking a variety of foods from the book *The Medieval Kitchen – Recipes from France and Italy*. The tasty menu was put together by Gyszel.

We started with soup; but no ordinary soup. It was extemporaneous soup! It was wonderful and a perfect start to our meal. Limonia (Chicken with Lemon) was next on the menu and it was complimented with roast onion salad and a very unique lasagna.

There were several options for sweet treats before and after dinner! The group snacked on Emperor's fritters. Hilde experimented with a variety of toppings with these fritters including: Cinnamon and sugar, parmesan cheese, and honey. They were delicious! Nucato (spiced honey nut crunch) was served at the end of the meal along with candied apple jelly. Both were very tasty and sweet.

There were several members in attendance: We have mentioned Hilde and Gyszel, of course, and Aingeal, Vogg and Casamira rounded out the nights participants.

At the end of the night it was difficult for the group to choose but we finally agreed that the soup was our favorite recipe. The recipe is attached.

Thanks to all who participated and special thanks to Gyszal for planning the menu, Casamira for facilitating the group and Vogg for the use of his wonderful kitchen.

### EXTEMPORANEOUS SOUP

Take some parsley and fry it in butter, then add boiling water and bring it to the boil. Salt, and put your slices of bread in the plates as for pea broth. For meat days, take some meat broth and have ready some bread soaked in the lean portion of this meat broth, then mash it and add six eggs. Strain and mix with broth in a pan with spices, verjuice, vinegar and saffron. Remove when it comes to the boil and serve in soup plates.

Per portion

2 Tbl finely chopped parsley	½ Tsp wine vinegar
2 Tbl butter	½ Tsp verjuice or the juice of half a lemon
½ slice country bread	Pinch of ground ginger
1 egg	Pinch of freshly grated nutmeg
Salt	Pinch of ground cloves

Soak the bread in water. When it is softened, squeeze it out and mash it with a pestle or a fork. Beat the eggs and mix into the bread. Press the mixture through a course sieve or puree in a food processor and stir in the spices, vinegar, and verjuice.

Melt the butter in a saucepan over medium heat and gently sauté the parsley. Add one cup of water or broth per person and bring to the boil. Add the bread mixture, return to the boil and cook briefly. Add salt to taste and serve.

### *Fighter Practice –*

Fighter Practice is held every Wednesday from 7:00 p.m. until approximately 9:00 p.m. (or until dark). We are now at our summer, outdoor location at Sugarhouse Park. Come watch the heavy weapons and rapier fighters.

### *Gardening Guild –*

The Guild plans to meet (roughly) on the Third Sunday of the month. Contact Mistress Jerilyn of Vert Silva (Jeri Foster) [jofvertsilva@yahoo.com](mailto:jofvertsilva@yahoo.com) for more information.

### *Middle Eastern Dance and Drummer's Guild –*

Contact Lady Zafirah: at [zemlar@yahoo.com](mailto:zemlar@yahoo.com) for information and location regarding meeting locations and practice.

### *Musician's Guild –*

Join Mistress Anne de Junius and the Loch Salann Musician's Guild as they explore the music and instruments of the Middle Ages. Meetings are held on Thursdays from 7:15 to 9:00 PM at the abode of Her Excellency Mistress Mary Amanda. The group has had an influx of new musicians and welcomes all musicians who would like to join the group. Members of the guild also perform regularly at Baronial and Kingdom functions held in the Barony.

For question about your instrument or the activities of the guild, please contact Mistress Anne. If you can't meet for practice, your musical talents are still most welcome at events.

Contacts: Mistress Anne de Junius -- (801) 466-7300

## *Needleworker's Guild –*

The Needleworker's Guild meets on the Second Tuesday and Fourth Thursday of the Month. Contact THL Bethoc (801-322-4984), email: leishman10@msn.com for more information. Please see the article in this month's Questing Quill provided by THL Bethoc on beginning embroidery.

Anyone interested in the Needleworker's Guild may visit our blog at: <http://blsng.wordpress.com/>

# Contact Information

## Websites

Barony of Loch Salann	<a href="http://www.loch-salann.org">http://www.loch-salann.org</a>
Kingdom of Artemisia	<a href="http://www.artemisia.sca.org">http://www.artemisia.sca.org</a>
Official SCA homepage	<a href="http://www.sca.org">http://www.sca.org</a>

## Guilds

Armories	Sir Raven / M'Lord Enoch	801-232-1616
Brewers' Guild	Master Ryryd ap Gwerstan	801-706-0075
Cooks' Guild	Mistress Casamira	801-572-6458
Musicians' Guild	Mistress Anne de Junius	801-466-7300
Needleworkers' Guild	THL Bethoc	801-322-4984
MidEast Dance & Drum	Lady Zafirah Bint Al Riyah	801-971-2308
Gardening Guild	Mistress Jerilyn of Vert Silva	jofvertsilva@yahoo.com

## Baron and Baroness

Baron Bjorn Hrafnsson and Baroness Jennet Moir de Brechin  
435- 882-0790 (please, no calls after 9PM)  
otterness@altamistalpacas.com

## Officers

### Seneschal

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Lord Takeyama Nakayoshi  
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His Excellency Mac Con mac Rodain

### Arts and Sciences

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Lady Phaelaine

### Captain of Archers

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al-Samarkandiyya  
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**Rapier Marshal**

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**Deputy:**

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**Quartermaster**

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**Sheriff**

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**Deputy:**

Enoch

**Thrown Weapons Captain**

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*vacant*

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**Deputy:**

*Vacant*

Out of respect for all officers,  
please no calls after 9.00 p.m.