

**Directory of Avacal Branches**

**Bitter End** (Red Deer AB) (Shire)  
**Seneschal:** HL Stragin Vikingsson (Darcy Posein)  
 11 Ellis St., Red Deer AB T4R 2C8  
 403-347-8073 bardman1066@hotmail.com

**Bordergate** (Cold Lake AB) (Shire)  
**Seneschal:** Denis Le Griz (Denis Ouellette)  
 5301—44th St., Cold Lake AB T9M 2B4  
 780-594-1828 grizsho@telusplanet.net

**Borealis** (Edmonton AB) (Barony)  
**Baron and Baroness:** *TE Vik Vikingsson & Inga the Unfettered* (Jim Manners & Michelle Height)  
 1325 - 72 St., Edmonton AB T6K 3E9  
 780-463-4445 slikboy@shaw.ca or michelle.height@ualberta.ca  
**Seneschal:** *HL Kintair of Hawkehaven* (Bill Hatley)  
 11328 95A St., Edmonton AB T5G 1P1  
 780 432-7927 kintair@telus.net

**Cold Keep** (Prince George, BC) (Shire)  
**Seneschal (Acting):** *L. Eggbert the Ready* (David Golding)  
 1474 Warner Ave, Prince George BC V2L 4P2  
 250-564-1343 goldingspg@shaw.ca

**Harrows Cross** (Strathmore & environs) (Shire)  
**Seneschal:** *Isibel Svindandi* ( Tammy Giles)  
 316 Bermuda Dr., Calgary AB T3K 2B1  
 403-230-2641 twg88@yahoo.ca

**Montengarde** (Calgary AB) (Barony)  
**Baron and Baroness:** *TE Beothuk of the Beothuks & Wilma the Still* (Ian Racine & Jenny Stellick)  
 #4 1704-35 ST SE, Calgary, AB T2A 1B5  
 403-568-0735 beothuk@shaw.ca  
**Seneschal:** *James the Quixotic* (James Cyr )  
 44 Dalton Bay NW, Calgary AB T3A 1H8  
 403-243-7084 quixote317@hotmail.com

**Mvrgan Wood** (Saskatoon SK) (Barony)  
**Baron and Baroness:** *HE Dietrich von Kleeve* (Derrick Schreiber)  
 119 Lochrie Cr., Saskatoon SK S7M 5E3  
 306-382-8789 or (306)-220-9973 (cell)  
 Dietrich.sca@sasktel.net  
*HE Hélène Charesse* (Shona Price)  
 207-203 Tait Pl., Saskatoon SK S7H 5L7  
 306-242-4004 helenecharesse@gmail.com  
**Seneschal:** *Citvogel* (Steven Morhardt)  
 Box 1292, Rosetown SK S0L 2V0  
 306-882-2531 morhardt@sasktel.net

**Rhuddglvn** (Medicine Hat AB) (Shire)  
**Seneschal:** Maulore la Mondeta (Marlowe Fairman)  
 70 – 10st NE, Medicine Hat , AB T1A 5S4  
 403-528-1605 liiredhairdgirl6@yahoo.ca

**Sigelhundas** (Regina SK) (Shire)  
**Seneschal:** *HL Thomas Wollffe* (Stuart Glennie)  
 3242 Athol St., Regina SK S4S 1Y9  
 306-789-3185 thomaswollffe@gmail.com

**Valley Wold** (Moose Jaw SK) (Shire)  
**Seneschal:** *Geoffrey Lawrence* (Jeff McKibben)  
 1147 Elgin Ave, Moose Jaw, SK S6H 4G9  
 306-692-3332 jeffmckibben@hotmail.com

**Vinjar** (Grand Prairie AB & environs) (Shire)  
**Seneschal:** *John of Vinjar* (John Gallagher)  
 Box 17 Site 12 RR2, Sexsmith AB T0H 3C0  
 780-568-2528 esylvester@telus.net

**Windwvrm** (Lethbridge AB) (Shire)  
**Seneschal:** *L Matthias der Jager* (Kris Fischer)  
 99 Mt. Alderson Cr. W., Lethbridge AB T1K 6N8  
 403-381-7078 fiske@uleth.ca

**Other Avacal Contacts:**

**Hvar** (household Humboldt & area)  
 contact Viscount Gunther (Damon Steadman)  
 steadman@crtc.sk.ca or 306-682-1984

**North Battleford & area**  
 contact Lord Hamish at sean131@yahoo.com  
 or 306-445-0482

**Wvverns Veldt** (Brooks AB) (Household)  
 Contact *Unknown*

**The Principality Online:**

*Avacal Website:*  
<http://www.avacal-sca.org/>  
*An Tir Website:*  
<http://www.antir.sca.org/>  
*Avantgarde Website*  
<http://users.accesscomm.ca/avantgarde/>  
*Avacal Circus (Mailing List):*  
<http://groups.yahoo.com/group/Avacal/>



**AVACAL  
 TOGETHER  
 WE CONQUER**

# The Avantgarde

Newsletter of The Principality of Avacal  
 AS XLII \* February 2008

In the Reign of Their Highnesses  
 HH Kvigr Ivarsson and HH Linnet Grimolfsdottir



**In This Edition:**

- ❖ **Subscription Info p. 2**
- ❖ **From the Gryphon Thrones p. 3**
- ❖ **Royal Progress p. 3**
- ❖ **Interesting Link p. 3**
- ❖ **Court Report p. 4**
- ❖ **Seneschal's Message p. 4**
- ❖ **NMS Submission Process p. 4**
- ❖ **Chronicler's Message p. 5**
- ❖ **Heraldic Submission**
- ❖ **Price Reduction p. 5**
- ❖ **Equestrian Games p. 6**
- ❖ **Riddle Me This p. 13**

- ❖ **Selewine's Scribings—Farewell..for Now p. 14**
- ❖ **Youth Combat**
- ❖ **Rules Committee p. 14**
- ❖ **Cat's Meow p. 15**
- ❖ **Rules of Love p. 16**
- ❖ **Lover's Match p. 17**
- ❖ **"Love Birds" Colouring Page p. 18**
- ❖ **Summons for Principality Officers p. 19**
- ❖ **Calendar and Event Info p. 21**
- ❖ **Officer Listings p. 26**

## AVANTGARDE RENEWAL FORM

Please fill out and submit the following information along with your payment. See below for full subscription information.

_____	_____	_____	_____
Date	_____	Renewal	_____
	_____	New Subscription	_____
_____	_____	Cash	_____
Amount Paid	_____	Cheque	_____
_____	_____		_____
Title	_____	SCA Name	_____
_____	_____		_____
SCA Group	_____		_____
_____	_____		_____
Mundane Name	_____		_____
_____	_____		_____
Street Address	_____		_____
_____	_____	_____	_____
City	Province	Postal	_____
_____	_____	_____	_____
Phone number	_____	Email	_____

This is the **Avantgarde**, a publication of the Principality of Avacal, encompassing Alberta, Saskatchewan, and parts of Eastern British Columbia, Canada; a branch of the Society for Creative Anachronism, Inc. The **Avantgarde** is not a corporate publication of the Society for Creative Anachronism, Inc., and does not delineate S.C.A. policies.

**Avantgarde Subscriptions: \$25.00 Cdn./year  
Hardcopy or \$2.00 Cdn./year e-copy (12 issues)**

**Mail to: Angela Miller**

**409 Halifax St., Regina, SK S4R 1T4**

**Phone: 306-775-3759**

**make cheques payable to : "Avacal Medieval Recreation Association".**

Copyright 2007, Society for Creative Anachronism, Inc.

For information on reprinting photographs, articles or artwork from this publication, please contact the Chronicler, who will assist you in contacting the original creator of this work. Please respect the legal rights of our contributors.

(Continued from page 26)

**Regalia Deputy:** *HL Jajiradai Batu*

(Ryan Schriml)  
76 Big Springs Hill, Airdrie AB T4A 1L3  
403-948-5290 e-beer@telus.net

**Gules Signet Scribe:**

*HE Inga the Unfettered (Michelle Height)*  
1325 - 72 St., Edmonton AB T6K 3E9  
780-463-4445 michelle.height@ualberta.ca

**Scribal Deputy:**

*Boyarina Sina Erdena (Lisa Santucci)*  
12809 Woodbend Pl. NW, Edmonton AB T5N 3V3  
780 288 8656 cinarabeguyurdina@hotmail.com

**Royal Scribe:**

*Boyarina Sina Erdena (Lisa Santucci)*  
12809 Woodbend Pl. NW, Edmonton AB  
T5N 3V3 780 288 8656  
cinarabeguyurdina@hotmail.com

**Chatelaine :**

*HL Natal'ia Volkovicha (Joanna Garbutt)*  
9007 85th Ave., Grand Prairie AB T8X 0A8  
780-832-3970 natalia@telus.net

**Earl Marshal:**

*L. Haakon Einarsson (Rob Richardson)*  
3817-113 Ave., Edmonton AB T5W 0P9  
780-634-8660 haaken@shaw.ca

**Lists:** *HL Caitilin ingen ui Dalaig (Wendy Hobbs)*

76 Big Springs Hill, Airdrie AB T4A 1L3  
403-948-5290 lists@avacal-sca.org

**Rapier Provost:**

*L. Guillemin de Rouen (Nelson Godfrey)*  
513 Willow St, Saskatoon SK S7J 0E1  
306-652-5172 modern.cavalier@gmail.com

**Royal Archer:**

*L. Brynach ap Rhys (Eric Bayrd)*  
2573 Inlander St., Prince George BC V2L 1J6  
250-562-8417 archer77@telus.net

**Target Archery Deputy:**

*HL Thomas Wollffe (Stuart Glennie)*  
3242 Athol St., Regina SK S4S 1Y9  
306-789-3185 thomaswollffe@gmail.com

**Youth Combat:**

*HE Malcolm de Bruce (Asher Keim)*  
RR4 Site 11 Box 15, Red Deer, AB T4N 5E4  
403-309-1755 malcolm\_de\_bruce@yahoo.com

**Warlord:**

*HE Sir Wernar The Wild (David J Wagner)*  
14916 69 ST Edmonton AB T5C 0J1  
780-457-3397

**Minister Arts & Sciences:**

*HL Gabrielle of the Leaf (Patricia Keim)*  
RR4 Site 11 Box 15, Red Deer, AB T4N 5E4  
403-309-1755 artsci@avacal-sca.org

**Bardic Deputy:**

*L. Tristram ap Emrys ap Iago (Tony Nijssen)*  
106-419C Tait Ct., Saskatoon SK S7H 5L3  
306-373-5717 illyanth@hotmail.com

**Gamesmaster Deputy:**

*L. Tristram ap Emrys ap Iago (Tony Nijssen)*  
106-419C Tait Court, Saskatoon SK S7H 5L3  
306-373-5717 illyanth@hotmail.com

**Exchequer:**

*HL Dezzrienne Dragnova*  
(Dezzrienne Windecker)  
411 Gordon Rd, Saskatoon SK S7T 0A1  
306-382-7420 dragnova@sasktel.net

**Branch Exchequer Deputy:**

*L. Agnete von Freiburg (Amanda Farries)*  
316- 27th Street W., Saskatoon SK S7L 0J6  
306-664-6451 amandafarries@sasktel.net

**Chronicler:** *L. umm Bishr (Angela Miller)*

409 Halifax St., Regina SK S4R 1T4  
306-775-3759 millerac@sasktel.net

**Web Minister:** *HE Raoul (Duane Walker)*

2618 Preston Ave., Saskatoon SK S7J 2G5  
306-651-2599 raouldelaroche@gmail.com

**Chirurgion:** *L. Gosfrei Kempe (Neil Slater)*

Box 24073 Regina SK S4P 4J8  
306-757-5245 gosfreikempe@gmail.com

**University of Avacal:**

**Regent :**

*L. Katelijne van der Ast (Mona Boucher)*  
226 Hidden Hills Pl. NW, Calgary AB T3A 6E2  
(403)730-0345 thua@avacal-sca.org

**Borealis Chancellor: Vacant**

**Southwest Avacal Chancellor: Vacant**

**Montengarde Chancellor: Vacant**

**Southeast Avacal Chancellor: Vacant**

**Myrgan Wood Chancellor: Vacant**

**Principality Royalty, Champions and Officers**

(no calls after 9 pm please)

**King & Queen An Tir:***Tiernan Mor Dal Cais and Miranda Faoltiarna*

Todd &amp; Miranda Brothers

17807 NE 122nd Ave, Battle Ground, WA 98604 (360) 687-2142

king@antir.sca.org or queen@antir.sca.org

or crown@antir.sca.org

**Prince and Princess An Tir:***Cedric Rolfsson and Elizabeth Owles*

Tyler &amp; Tamara Everett

PO Box 491, Grandview, WA 98930 (509) 786-5388

prince@antir.sca.org or princess@antir.sca.org

**Prince & Princess Avacal:***Kvigr Ivarsson and Linnet Grimolfsdottir*

Jeremy and Line Bell

118 Boyd St., Saskatoon SK S7N 2C7 (306) 651-3008

prince@avacal-sca.org or princess@avacal-sca.org

**Tanist & Tanista Avacal:****Einar Vikingsson** (Ivan Williams)

12819 Woodbend Pl.

Edmonton AB T5N 3V3 (780) 951-4523

tanist@avacal-sca.org

**Ifatahyo al-Jenne** (Chris O'Toole)

1910 Luxstone Park SW

Airdrie, AB T4B 3B5 (403) 945-1874

tanista@avacal-sca.org

**Champion of Sword:***HL Gerhard Thorwulfsson (Mark Gelof)*

Box 147, Hays AB T0K 1B0

306-653-1066 midgardarts@yahoo.com.

**Champion of Arrows:***Genic (James Hewitt)*

8506B 169 Street, Edmonton AB, T5R 2W9

780-481-5456 Spiderbane@hotmail.com

**Seneschal***Mistress Manyra Thorinsdottir (Keri-Anne Lawton)*

Box 147, Hays AB T0K 1B0

403-725-2120 seneschal@avacal-sca.org

**Contingency Deputy:***HE Roxanne Delaroche (Tracy Walker)*

2618 Preston Ave., Saskatoon SK S7J 2G5

306-651-2599 dandt.walker@sasktel.net

**Long Term Development Deputy:***HL Stragin Vikingsson (Darcy Posein)*

11 Ellis St., Red Deer AB T4R 2C8

403-347-8073 bardman1066@hotmail.com

**New and Incipient Branches Deputy:***L Hamish MacCarraig (Pat Nixon)*

1651 - 106 St., North Battleford SK S9A 1X9

306-445-0483 sean131@yahoo.com

**Rapier Champion:***L Guillemin de Rouen (Nelson Godfrey)*

513 Willow St, Saskatoon SK S7J 0E1

306-652-5172 modern.cavalier@gmail.com

**Champion of Arts & Sciences:***Boyarina Sina Erdena (Lisa Santucci)*

12809 Woodbend Pl. NW, Edmonton AB T5N 3V3

780 288 8656 cinarabeguyurdina@hotmail.com

**Warrants and Reporting Deputy:***HE Asney Grimolfsdottir (Christine Fehr)*

7407 Sherwood Dr., Regina SK S4X 2V6

christine@fehmail.com

**Calendar:** *HL Brigit ingen Meic Thire Ruaidh*

(Darlene Edvall)

2573 Inlander St., Prince George BC V2L 1J6

250-562-8417 celticwolf@telus.net

**Sanguinaris Herald:***HL Anny Bradwardyn (Suzanne Jacquest)*

27 Kallbom Cr., Whitecourt AB T7S 1E2

780-779-3171 suejacquest@yahoo.ca

(Continued on page 27)

**From The Gryphon Thrones:**

To the Right Noble and Valorous Populace of Avacal:

We have almost made it though another Winter and our thoughts are turning to Spring. Which means Avacal will soon be at war. Avacal must prepare itself so that we are ready when the snow melts from our lands, and we must sharpen our swords and string our bows. We must also make way for new direction and leadership. Our reign has been one of peace, feasting, drinking and games, but Avacal will soon need a Prince and Princess that will lead the Principality well in the wars to come. Before the armies of Avacal march We will invest our Heirs, Einar and Ifatahyo. Their reign will be one that brings glory to the populace of Avacal and crushing defeat to our enemies.

Although it is time to pass on the torch, we will be sad to go; it has been an amazing experience. We have been honoured to be the Prince and Princess of Avacal. The generosity, support, enthusiasm and kind words We have received is unmatched.

Thank You, Avacal

Kvigr and Linnet  
Prince & Princess of Avacal

Picture by HE Beothuk

**Royal Progress**

Watch for the new Royal Progress after February Investiture!!

**Interesting Links (no, not chainmail...)**<http://www.sca-bitterend.org/><http://borealis.avacal.net/><http://www.avacal-sca.org/coldkeep/><http://www.harrowscross.ca/><http://www.montengarde.org/inside.html><http://theringlord.org/mw/><http://www.avacal-sca.org/rhuddglyn/><http://www.sigelhundas.org/><http://valleywold.ca/index.htm><http://vinjar.antir.sca.org/><http://people.uleth.ca/~windwyrn/>

Submitted by L. umm Bishr, principality chronicler

# COURT REPORT

Updates Coming Soon!

For the complete Avacal OP  
please visit:  
<http://heraldry.avacal.net>

Any corrections or updates can be sent  
to Master Mordecai Avacal OP Deputy  
at [rslansky1@shaw.ca](mailto:rslansky1@shaw.ca)

## Recommendation forms!

[http://www.avacal-sca.org/officer/award\\_rec\\_files/avacal\\_award\\_rec.html](http://www.avacal-sca.org/officer/award_rec_files/avacal_award_rec.html)

<http://www.antir.sca.org/recommendations.php>

## Heraldic Submission Price Reduction

Late last year I announced we were working on dropping the submissions rates and temporarily reduced the cost for submissions in Canadian currency to \$12 to match US submissions.

I am pleased to say the changes we implemented have worked and thanks to the resulting considerable reduction in copy and postage costs the charge for submissions is being further reduced.

Effective the First of March, 2008 all heraldic submissions in An Tir will cost \$10 (US or Canadian) per item. If you submit a name and a device you only have to send us \$20 not \$24.

Please remember to send all submissions to the Lions Blood Clerk for processing:

Lions Blood Clerk  
An Tir College of Heraldry  
1001 Cooper Pt Rd SW #140, PMB-164  
Olympia, WA 98502

*Submitted by —Lord Christopher Thomas  
Black Lion Principal Herald, An Tir*

### PROCESS FOR SUBMITTING NMS SURCHARGES

**AUTOCRATS PLEASE REMEMBER: Non-member surcharges (NMS) must be sent to the Kingdom Exchequer (Master Pyotr Constantinovich (Peter C. Gorshkoff) 10224-123rd Ct. E., #3, Puyallup, WA 98374-2602, 253-845-0375, [pgorshkoff@comcast.net](mailto:pgorshkoff@comcast.net)) and cc'd to the Branch Exchequer Deputy (L. Agnete von Freiburg (Amanda Farries), 316- 27th Street W., Saskatoon SK S7L 0J6, 306-664-6451 [amandafarries@sasktel.net](mailto:amandafarries@sasktel.net))**

## Silver Arrow Bitter End

Red Deer AB  
April 25-28, 2008

Spring is just around the corner and so is the Shire of Bitter End's annual Silver Arrow Archery tournament. The coveted Silver Arrow and 5 pieces of silver are among the prizes for the Archery, Rapier and Heavy tournaments. Then join us as we travel in the footsteps of Marco Polo along the Spice Road. Do you like it HOT!!! Your food that is....no, nor do we, but we do like it SPICY. Sample the flavours of simpler times....pepper, salt, cinnamon and saffron; paprika, garlic and turmeric. For those of you who do like it a little hot, well, we have something for you too.

After a long day of archery, rapier, heavy and youth combat; rest, relax and eat. The glory of the Silver Arrow is yours and what follows is simply the best the Shire of Bitter End can offer its glorious combatants.

### Site Information:

Location: Shady Nook Community Hall, Red Deer County.  
No street address

### Directions as follows.

Make your best route to Red Deer and the intersection of Highways 2 and 11. From highway 2 travel west on highway 11 to Secondary highway 596 (Burnt Lake Trail) and turn left (south), there is a FasGas on the North corner. Travel along Sec. Hwy 596 (this road curves from the south to the west) to Range Road 283 and turn left (south) onto gravel. Follow Range Road 283 to Township Road 380 and turn right (west), there is feedlot on your right-hand side. Hall is the 4th drive on the right. Signs will be posted.

Dates and Times: Site opens at 5 pm on Friday, April 25th and closes at 12 pm on Sunday, April 27th. Camping is available, but beware, it is April and come prepared for any weather. Crash space is available in the hall.

### Fees:

Site/Feast fee is \$22.00  
Site only is \$10.00

Children Site/feast: 0 - 5years – free  
6 - 12 years \$11.00, site only \$5.00.

There is a non-member surcharge of \$3.00.

Please make cheques payable to ASCA Shire of Bitter End. You MUST reserve to eat. This is a licensed event and all alcohol will be served from the bar in accordance with mundane liquor laws.

### Autocrats/Feastocrats:

Conal Fitzalan and Rosoin MacAskil  
(Don Allen and Marlise Ziegler)  
5155 40 Street, Innisfail, AB, T4G 1H1  
403.227.0413  
(no phone calls after 8 pm).  
[mmhziegler@shaw.ca](mailto:mmhziegler@shaw.ca);



## Spring Champions Myrgan Wood

On Saturday, March 29, 2008, Their Excellencies Helene and Dietrich of Myrgan Wood invite all to participate in the choosing of their spring champions.

Where: Sts. Martyrs Hall,  
1628 – 9th Avenue North ,  
Saskatoon , Sask. S7K 3A1

Time: 10:00AM to 11:00 PM

There will be Archery, Armored Combat, Rapier, A& S display, Gaming, Barding and competitions for all of the above. The day will end with feasting and merry making.

Merchants are welcome, contact Lady LJ for space.

Autocrat: HL Lina Joya of Grantham Keep

Feastocrat: Kvan of Grantham  
Site Fee \$10.00,  
\$3.00 non-member surcharge.  
Feast \$15.00  
PAID RESERVATIONS ONLY

Contact HL Lina Joya for family rate.  
Make cheques payable to:  
SCA – Myrgan Wood

Crash Space is limited.  
Contact : HL Lina Joya  
at 306 -249 -1257  
or e-mail pixster@sasktel.net  
(Pixie Glasser  
227 Needham Crescent ,  
Saskatoon , Sask. S7M 4X3)

## Saskatoon SK March 29, 2008

Schedule: 10:00 AM- site opens  
set up for A&S  
Archery  
11: 30 to 2:00 - lunch BBQ  
\$2.00 for burger  
\$1.00 for Pop-  
Proceeds to Travel Fund  
1:00 - Armored Combat  
3:00 - Rapier  
6:00 - Bar opens and Feast will begin shortly thereafter.

Schedule may change at the whim of their Excellencies.

This wonderful event is brought to you by the Household of Grantham Keep.



## Seneschal's Message

Greetings Avacal!

We, in this principality, have been very lucky recently. Quite a few calls for volunteers for principality officer positions have gone out in these last months and I am delighted to see so many new faces step forward to help. However, I am sorry to say we still need more. Not only at the principality level, as you can see in the Royal Summons section of the newsletter, but also at the local branch level. As someone once said "without officers, this game can't function..." Ideally, we wouldn't have to do paperwork or account for our activities but we do. If that work is spread out to many people it makes it much easier for all of us to get back to the larger game. The local branches are in need of new people not just step into officer positions but help the branches grow and thrive. So I am calling on everyone, encouraging you all to take some interest in how this game operates. Being an officer is can be very rewarding and fun, I promise.

In closing, I have to thank those people who have taken the time to write me with their ideas or concerns. It is wonderful hear feedback (good or bad) that gives us the chance to improve or see things from a different side. Please, keep it coming!

Ever In Service  
Manyra, Avacal Seneschal

## From the Principality Chronicler

Ya Hala,

Five more issues to go! Thank you again to everyone who makes these issues possible! I hope you enjoy this month's edition. Watch for Curia minutes in next month's issue, as well as another equestrian article, and plans are in the works for another theme issue in April, so for those of you with subscriptions about to expire, please see me at Investiture and renew and while you're at it bring a friend who hasn't already subscribed, or buy a subscription for a newcomer as a 'welcome to the game' gift.

*alaam Alikum — al-Sayidah umm Bishr, principality chronicler*

**Event Reporters Wanted! Branch Reporters Wanted! Branch Chroniclers Wanted!**  
For more info e-mail [avacal-chronicler@antir.sca.org](mailto:avacal-chronicler@antir.sca.org)

## EQUESTRIAN GAMES

Previous articles have focused on generalities. This issue provides specific details on games, equipment needs, space required as well as scoring options. The games we will focus on in this article are the most common games you will see at an event.

*The An Tir Book of the Horse (ABotH) is currently being rewritten due to the recent changes made to the SCA Equestrian Rules. As a result, the information here is not guaranteed to be accurate for use in An Tir. The information in this article was taken from sources in other Kingdoms, but differences from the forthcoming rewritten ABotH will likely be minor so this information is at least useful to help get you started.*

### Ring Tilt

This is a test in lance accuracy. There are various ways to set up ring tilt, but all versions involve suspending rings from one or multiple standards. Rings should be suspended so that when the ring is speared it breaks away from its attachment easily.

**Equipment:** 4 rings each with the following diameters: 2", 4", & 6" or 2 rings each with the following diameters: 1", 2", 3", 4", 5", 6" for a total of 12 rings. 7'-10' lance/spear with a tip less than the diameter of the smallest ring. 'T' bars approximately 7 feet in height with fasteners to hold one or two rings at each end of the T.

**Area Needed:** For single T-bar, a lane 8-10 yards wide and 40 yards long with the T-bar in the center. For multiple T-bars, a lane 8-10 yards wide, with 15 yards from the start to the 1<sup>st</sup> T-bar and from the last to the end of the lane and 5-10 yards between each.

**Set-up:** One way to set up is using three T-bars in a line 21'-30' apart and at least 30' from the edge of the arena. In a more challenging version the rider has the choice of a larger or smaller ring at each arm of the T, so that strategy is involved in deciding whether to try for the greater points of the small ring, or the lesser points but easier capture of the larger. For this version the 1<sup>st</sup> T would suspend a 1" & a 6" ring, the 2<sup>nd</sup> would suspend a 2" & 5" and the 3<sup>rd</sup> would suspend a 3" & 4". The smaller ring should be placed to the outside position.

**Rules:** The rider starts at one end of the lane and rides in a line, spearing the rings as he goes. Before the end of the lane, the rider turns and rides straight down the opposite side, spearing the rings on that side. After the last ring on each side, the lance must be raised to a vertical position. The rider stops before reaching the end of the lane where he started. He lowers his lance, dropping the rings on the ground for the scorekeeper. Only rings retained on the spear count for points.

**Scoring:** Each ring still on the lance at the end of the pass is worth a number of points based on its size. Suggested points can be awarded based on current IKEqC standards:

1" = 20 pts, 2" = 15 pts, 3"=10 pts, 4"=8 pts, 5"=6 pts, 6"=4 pts

### Quintain or Tilting the Mock Knight

The quintain can be in various forms. The most common is a pivoting target with a counterweight on the opposite arm. If an improper strike is made, the counter weight could strike the rider. This teaches good follow through after the initial impact. Tilting the Mock Knight is a similar game that involves a target that pivots out of the way and will be included herein.

**Equipment:** The Quintain is approximately 8' tall, with a heavy base, a shield firmly bolted to the right arm and a sand bag filled with rags or foam suspended from

## Avacal War Practice 2008 Shire of Rhuddglyn

Medicine Hat AB  
March 7-9, 2008

Join us in a nice, warm indoor hall to practice WAR! This is the perfect time to run through battle scenarios and strategies and put it to work! Then, relax for a great evening of socializing. The event has the same set up as in previous years food is included with the site fee and crash space is in the hall.

**Location:** Recreation center, Al-sask, Saskatchewan (no postal code) **Directions:** Find your best route to Alsask on Saskatchewan Highway 7, about 2 miles East of the Alberta Border. This highway is known as Highway 9 on the Alberta side. Turn towards the Town of Al-sask (south—Highway 44). Go approximately 1 mile, and turn right into what looks like an old Air Force Base. The turnoff is on top of the first hill. Turn right at the T intersection, and left immediately after that. You should be at the Alsask Village Rec Center.

Site opens Friday at 5pm and closes Sunday at noon.

Cost: \$20/person

Food: Pots of soup, chili and stew, with bread. We hope to make enough to last the entire event for everyone so please let the autocrat know you're planning to attend. People may also bring some of their own food, or be prepared to buy food in restaurants or in a local grocery store.

There is a kitchen on site. There is reportedly a great burger place in the Town of Marengo, 15 minutes east.

**Lodging:** There is space in the hall for up to 75 people to sleep with showers available. Again, bring your own beds and bedding, it is general camping on a cement floor. The closest option for light sleepers would be Oyen.

**Activities:** Official War stuff will happen on the Saturday around noon.

**Autocrat:** Please call or email Manyra if you plan to attend so we know how much food to make. Cell 403-581-1539 (leave message).

seneschal@avacal-sca.org  
Mailing address:  
Box 147 Hays, AB T0K 1B0

Check out the event on Facebook to RSVP or visit <http://www.codexpublishing.ca/rhuddglyn/warpractice.html> for more info.



(Continued on page 7)

## Avacal February Investiture February 22 – 24, 2008

Hear Ye, Hear Ye, Gentles all!

You are invited by Vik Vikingsson and Inga the Unfettered, Baron and Baroness of Borealis, on behalf of his Majesty Cedric Rolfsson and their Highnesses Kvigr and Linnet, to join and bear witness to the investing of our Tanist and Tanista as Prince and Princess of Avacal! Sharpen thy swords and don thyne bucklers to compete to be the new honoured Champion of Rapier. Study thy tomes and create thy works of art to be the most honoured Champion of Arts and Science. All to take place at Avacal Investiture. Come and join the fabulous chefs of Borealis as they create a wonderful English feast! This season's event is to be hosted by the Barony of Borealis at the Thorsby Community Hall in Thorsby, Alberta.

Autocrats,  
Hlaford Æðelred Willelmes sunu & Lord  
Jean de Chauillac

Mka Allan Menard  
8 Templeson Way N.E.  
Calgary, AB  
T1Y 5P7  
(403) 455-0927  
armm@shaw.ca

Mka Jeffrey Pain  
11545N 88 St  
Edmonton AB  
T5B 3R2  
(780) 437-9881  
dechauillac@yahoo.com

Merchant'o'crat,  
Joan the Just  
joanandkennet@hotmail .com  
(780) 986-6623  
Please phone to reserve a table.

## Barony of Borealis Edmonton AB

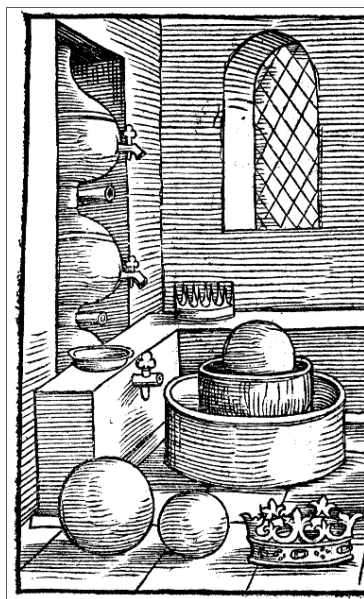
Date: February 22-24

Site: Thorsby Community Centre  
4813 49 street  
Thorsby, Alberta  
T0C 2P0

Opens Friday at 4:00 pm and closes  
Sunday at 1:00pm

Take Hwy 39 from Hwy 2 through  
Camaar  
Turn left into Thorsby  
Drive to first crosswalk lights and turn  
left.  
Go straight into community centre  
parking lot.

Site fees:  
Member: \$10.00  
Non members add a \$3.00 nms  
Children under 12 are free.  
Feast: \$10.00, total \$23.00  
please make cheques payable to ASCA:  
Barony of Borealis



(Continued from page 6)

the left arm. Several lances, at least 1 1/4" in diameter, although it may taper at the last 4' to 3/4" at the tip. Tip should be covered with hard leather or rubber. The lances may be from 8'-15' long, but ideally between 9'-12'. The lance can be weighted at the held end to improve balance. **Warning:** Tilting is a high impact sport. It is suggested that the lance be made of weapons grade rattan or similar material.

**Area Needed and Set Up:** A lane 8-10 yards wide and 30 yards long. The quintain is set in the center of the lane. The Quintain should be in an open area so a horse may pass on either side. It should be a minimum of 30' from either end of the equestrian area to give horses time to stop safely. The target shield should be turned so as to face the rider and so that it is slightly past the point of straight impact in the direction that the shield will rotate. The shield/target should not be placed so as to be struck straight on.

**Rules:** The rider proceeds towards the Quintain at their chosen gait. Ground crew should hold the Quintain steady by lightly holding the counterweight and standing outside the swing radius. As the rider passes he strikes the shield to cause it to rotate as much as possible. Either Frankish/Norman or Persian/Saracen style may be used in tilting (see below). Once the rider has struck, he continues in a straight line, ducking forward to avoid the rotating bag. The rider then raises the lance to a vertical position. Before reaching the end of the lane he stops, turns, and sets himself. Once the quintain has been reset, complete the run with a second pass.

**Scoring:** Suggested scoring for Quintain will depend on how freely each individual Quintain turns. On a Quintain in which an average strike will yield 8-10 turns, each turn would be worth less points than one in which it takes a strike to get 2-3 turns. On the average Quintain 5 points per turn is suggested. On a very stiff Quintain half turns may need to be counted. If a rider is struck by the counterweight there is a penalty applied, equal to a full rotation.

### Beheading the Enemy

This is a good test of horse & rider's balance, flexibility and ability to work together and also the rider's ability to control both their horse and a weapon. As such it has been and will likely continue to be part of the authorization tests.

**Equipment:** 5 poles varying in height from 4'-7'. Velcro or cord should be attached to the top of each pole. 5 Styrofoam balls, wig stands, or rolled foam, reinforced with strapping tape, and with the Velcro or cord attached to the bottom. Wooden sword or mace. 5 portable holes to place the poles in the ground or you can use the top of jump standards if you make an adaptor. Markers for the starting and turning points on the course. 1 stopwatch.

**Area Needed and Set Up:** An area 8-10 yards by 60-100 yards long. Poles are set in a straight line 20'-30' apart depending on the style of tournament and space available. The posts must be spaced evenly in a row. Heads are affixed to the tops with some give (either Velcro or cord). If Velcro is chosen, a cord (approx. 2' long) should attach each head to its post to prevent the heads from flying too far. Place marker posts at each end of the course at least 30' from the first to the last pole. A greater length is recommended at the start/finish line to give horses sufficient area to stop safely.

**Rules:** Rider starts at the starting point then proceeds in a slalom, weaving between the posts in a regular pattern while trying to knock the targets off of the posts as they pass. Only back swings are allowed. After passing the last marker, he turns around the last marker and rides straight back to the starting line.

**Scoring:** You can score for either accuracy or for fastest time. If scoring for accuracy, the rider goes through the course trying to strike all the targets without missing weaves. Points are earned for each target struck and lost for each weave missed. 10 pts

(Continued on page 8)

(Continued from page 7)

is suggested per target struck and 10 pts lost per weave missed. Breaking into a faster gait than allowed is a penalty of 10 pts. If scoring for speed & accuracy, a stopwatch will be needed. Penalties are applied for each target or weave missed, or knocking over a standard due to collision. Suggested penalty values are: missed target +10 sec./ -10 pts; missed weave + 10 sec./ - 10 pts; collision/knocking over standard + 10 sec./- 10 pts; forward swings and striking horse + 20 sec./- 20 pts or disqualification.

### Pig Sticking (also called Tent Pegging)

This game involves spearing objects that are low to the ground. The objects will require a sharp point on the spear. Minors may not play this game with live steel. Alternative targets could be un-fired clay disks, embroidery hoops with paper centers that can be "punched out" or fuzzy targets for use with Velcro tipped spears. The targets are placed on the ground in the center of the arena. The rider then rides past the targets at their allowed gait and tries to spear a target then raise it to the vertical. The rider may only spear one target per pass.

**Equipment:** 7' to 10' lance with a pointed metal tip or narrow spearhead (or alternative for minors). 3 Styrofoam blocks, these can vary in size, wrapped in strapping tape and covered by cloth.

**Area Needed and Set Up:** Place one or more blocks in the center of the arena.

**Rules:** For safety reasons, it is important to use the proper spear handling technique to prevent the rider from being vaulted from the saddle. The spear is held loosely in the hand, point up with the shaft to the outside of the arm. The palm grasps the shaft from underneath, with the thumb turned to the outside. This hold allows the spear to be brought up into the air with a turn of the wrist and prevents the rider from pole-vaulting with the spear. Upon approaching the target, the tip is rotated downwards causing the shaft to be couched, across the elbow and to the outside of the upper arm. When the spear strikes the target the tip is rotated backwards, around and held up right after the pass.



The rider rides toward the blocks and pegs one as they go by. Once the block is pegged, the spear is brought to an upright position. The spear should be lowered only when the rider is making his run.

**Scoring:** Usually this game is based on 4 passes. 10 points per block speared and raised to the vertical position is suggested, but different sized blocks could be worth varying points. The pegged block must remain on the tip of the spear to count. The horse must be at the gait authorized at the moment of impact with the block or no points are scored for the pass.

(Continued on page 9)

## AVACAL CALENDAR

March		
9	<b>War Practice</b>	Rhuddglyn
29	<b>Spring Champions</b>	Myrgan Wood
April		
5	Winter War	Borealis
25-27	<b>Silver Arrow</b>	Bitter End
May		
3	Spring Tea and Pillage Practice	Sigelhundas
10	<b>Beltane</b>	Montengarde
24	<b>May Champions</b>	Cold Keep
31	<b>May Days</b>	Windwyrn

*Bold = event information has been submitted. \* - Royalty Attending*

**Calendar Policy:** Autocrats MUST submit *Date Reservation* and *Event Information* forms to Kalends (see officer listings) before an event is officially reserved or put on Calendar. Forms available from your Seneschal or the Kalends officer. On-line forms which may be filled out electronically can be found on the Avacal webpage, under Officers/Seneschal/Forms.

**All event copies** for the Crier, Avantgarde, and Avacal Webpage have to go through the Calendar Officer. Make sure to note if you do not want the event copy in the Crier. The Avantgarde and webmasters do accept longer/fancier versions of the event flyers but **it still must be sent through the Calendar**. Please have the event information form (with appropriate signatures) and event copy to the Calendar Officer by the **15th of the month**, 2 months prior to the event. (i.e. If your event is January 22, have event copy in by November 15th).

Please include the following as required by the Crier:

- Date of event (day and month and year)
- Time of event (when site opens and closes)
- Name of sponsoring group
- Location (name, street address, and town) of the site. The postal code should also be included if available. If there is no street address, this must be noted in the copy.
- Name (society and modern) and mail address of the autocrat; email address or phone number are discretionary but are very helpful. (I find it useful to include the feastocrat as well)
- If there is a fee for the event, the statement "make cheques payable to <Group>" must be included.
- Official SCA Event Title
- Modern Location (town/city)

The event copy can be a maximum of 300 words for branch or baronial events, 350 for Principality events.

(Continued from page 19)

**Regional Chancellor THUA (3) (Apr 15/08):** Their Highnesses' University of Avacal (THUA) is looking for three enthusiastic and motivated individuals to help implement the newly revised tenets of the university. If you want to promote the development of medieval and renaissance research and the sharing of knowledge in Avacal be it A&S or combat related, this is the job for you! Currently on the plate of THUA is stream lining the student and teacher recordkeeping process so anyone in Avacal can run a THUA at their local event. If you want to be a part of this solution, please apply!

All three regional posts are currently open and are all under the direction and supervision of the Lord/Lady Regent of the University. The administrative regions are broken down as Southern Alberta, Northern Alberta (including BC branches) and Saskatchewan. Specific responsibilities include the following:

-Serves as the primary contact for THUA activities in their region (helps find teachers, trains those running THUA event on recordkeeping, ensures recordkeeping done correctly etc...)

-Maintains student and instructor records for their region

-Aids in the reporting of THUA financial records to the regent

-Actively encourages the creation of new classes and promotes all THUA activities in their region

-When needed, stands in for the Lord/Lady Regent at Curia meetings and for bestowing THUA credentials

-Helps at Quad War and Grande Sessions of the University (registration, set up/tear down etc...)

This position requires good communication skills, computer skills and someone who is organized.

**Warrant and Reporting Deputy (Apr 01/08):** The Warrant and Reporting Deputy reports directly to the Avacal seneschal and is apart of the seneschallet team. This position was created to assist the principality officers with maintaining Avacal warranting rosters.

The responsibilities include: updating the branch and principality roster when a change of officer form is submitted; communicating with principality officers and principality seneschal to maintain the most up-to-date roster of branch and principality officer positions; creating the formal warranting roster which is reviewed by Avacal Royalty at both the spring and fall investiture; forwarding the authorized warrants to the designated kingdom officers.

Qualifications for this position include: knowledge of the principality officer positions including their reporting branch positions; knowledge of the warranting process and procedures; dealing tactfully when communicating with Royalty and other positions of authority (i.e.: kingdom officers); ability to communicate effectively via email; moderate skill level in Excel worksheets.

Requirements for this position include: access to a computer with Excel, internet, email and a printer.

Time commitment for this position: approximately 30 hours per six months to create and maintain the warranting roster. Typically 15 of the 30 hours will be one month prior to Investiture.

**Web Minister (Apr 01/08):** You will be responsible for maintaining Avacal online presence in accordance to copyright laws and SCA Electronic Policy. Duties include handling all correspondence related to Web matters and timely updates to the Web site. The web minister will be a deputy of and report to the Principality Chronicler.

(Continued from page 8)

### Reeds

The reed course is a sword drill where the rider tries to strike targets resembling reeds on standards 4'-6' high. The standard version of this game is to use a double line with a 4' or 4 1/2' wide lane between the two rows of targets.

**Equipment:** 10 reed targets between 4'-6' in height. They can be all the same length or in decreasing heights. This is a sword game and requires a padded sword. Maces are not used.

**Area Needed and Set Up:** The reed course can be set up as either a single or double line of targets on standards 4'-6' in height. The targets can be all the same length or in decreasing heights for higher difficulty. They are set up in a staggered formation such that the standards on one side of the lane are half way between the standards on the other side of the lane. 5 are used for each side, totaling 10 standards and they are placed approximately 21' apart. Both ends of the course should be a minimum 30' from the arena wall. The targets for each side are decreasing in height such that the 1<sup>st</sup> pair are 10" high, the 2<sup>nd</sup> are 8" high, the 3<sup>rd</sup> are 6" high, the 4<sup>th</sup> are 4" high, and the 5<sup>th</sup> are 2" high.

**Rules:** The rider goes down the center of the lane between the two lines of targets attempting to strike the reeds off of the standards with a sword. All sword swings must be back swings.

**Scoring:** A single run at the reeds course is suggested for tournament situations. Targets falling due to the standard being hit do not count. A target must be hit by the sword and fall free from its standard to count. Suggested points are awarded based on size of the reeds struck as per the current IKEqC standards:

10" = 5 pts, 8" = 10 pts, 6"=15 pts, 4"=20 pts, 2"=25 pts

Disqualification of the run can occur for: forward swing or strike upon the horse; dropping the weapon; breaking gait for more than three strides. Reruns are at the discretion of the EqMIC.

### Javelin Toss (also called Spear Throw)

The rider throws their spear trying to strike the target in the desired location to gain the most points. There are many ways to lay out this type of game. The limit is your imagination. Minors may not participate in this event with live steel. Modified spears and targets may be used to enable minors to participate.

**Equipment:** The target, usually a drum-shaped object at least 2' in diameter, with a heavy cardboard or canvas face, attached to a 4' by 8' stand. The drum should be filled with compacted foam. Alternatively, use hay bales braced to prevent movement. Several light spears or javelins, 6'-8' long, with small steel or iron spear points. For minors, a javelin with a non-live steel head may be used.

**Area Needed and Set Up:** A lane at least 8 yards wide by 30 yards long, with an additional open space behind the target or a wall to prevent a misthrow from causing damage. Targets may be positioned so that the rider rides directly at the target and hurls the spear as he passes abreast—he must be at least far enough away to ensure that a "bounce-back" will not hit the horse. Alternately, the target may be positioned at a right angle off the lane by several yards. The rider travels straight down the lane, turning in the saddle and hurls the spear at the target. This requires more space set-up behind the target and to either side.

**Rules:** Rider is to throw a spear and pierce a target while riding.

**Scoring:** The score may be the same no matter where the target is struck, or the points may vary as on a traditional Bulls Eye. Suggested points are 10 pts/strike, or for a zoned target, 5 for hitting the target, 10 for non-vital areas and 20 for small vital zones.

(Continued on page 10)

(Continued from page 9)

### Cup Carry (Tankard or Chalice Race)

In this game the rider races while carrying a full tankard or chalice of water over a pre-determined course. The water in the vessel is measured before and after the ride. This game is to show the horse and rider's skill in traveling smoothly and working together to avoid spilling much water.

**Equipment:** One or more goblets of the same size. Water, a stopwatch and a banner, pole, or other turning point.

**Area Needed and Set Up:** There are no minimum or maximum space requirements. Course can be a simple corridor with a pole or barrel at one end. The start and stop line must be clearly marked.

**Rules:** The goblet is filled to the brim and handed to the mounted rider. The rider cannot cover the top of the open goblet. The rider then rides at his authorized stride through the course obstacles. The clock stops when he crosses the stop line. The cup is then measured. This game can also be used for relay races where multiple riders exchange a single chalice or multiple riders combine their water results.

**Scoring:** Many possibilities exist for scoring this game. Points can be earned for the water remaining in the cup, or in a timed event, points can be lost for water spilled during the run. It is suggested that a point value is assigned to specific volumes (i.e.  $\frac{1}{4}$  cup=4 points, ounce=2 points) depending on the size of the vessel.

### Flag Race

This is a race similar to the Squire Rescue although the object carried is less cumbersome.

**Equipment:** Two 6'-8' poles with pennants or flags attached, each a different color. 2 flag holders. A tube 3' high and 4" in diameter or a barrel or hay bale (if flag pole is sharpened at lower end) may be used. One stopwatch.

**Area Needed and Set Up:** A lane 15 yards by 20 to 30 yards. A flag holder is set up at each end of the lane, with a flag in each holder. Starting point is set 10 yards from the first flag.

**Rules:** The rider starts at the starting line and rides down the lane toward the 1<sup>st</sup> flag, then grasps the flag from the 1<sup>st</sup> holder and carries it to the 2<sup>nd</sup> holder at the end of the lane. The rider places the 1<sup>st</sup> flag in the 2<sup>nd</sup> holder, then grasps the 2<sup>nd</sup> flag and carries it back to be placed in the 1<sup>st</sup> holder. Timing stops when the rider crosses the line.

**Scoring:** This is a timed event. Timing starts and stops as the rider passes the starting point. Riders are not allowed to ride at a gait faster than their authorization, but a slower gait is not a penalty. The flag must be completely placed in the flag holder before the rider may continue the course.

### Flat Work

This event is not typically timed. This is in essence a test of horsemanship and the training and ability of the mount. A course is set up with various obstacles to be negotiated at the rider's authorized gait.

**Equipment:** A printed text and diagram of the course should be provided to the judges and riders, followed by a walk through. Four or more 4" by 4" turned poles at least 9' long and painted to contrast with the ground. Poles may be used for bending (turning) obstacles. These must not tip over if brushed by horse or rider, or blown over by the wind. A water hazard may be constructed using a 4' by 8' sheet of plastic or tarp. Make a 3" to 4" depression 36" by 7' in the ground; spread the plastic over and fill

(Continued on page 11)

## Royal Summons for Principality Officers:

The following positions are open to anyone in the SCA who currently resides in the Principality of Avacal. If you would like more information regarding any of these positions please contact the incumbent or your local officer. If you are interested in applying for any of the following positions, **please submit a letter of intent along with a copy of your resume containing both SCA and mundane experience to Prince, Princess, Heirs and Principality Seneschal and the current officer.** Contact information is listed at the back of the Avantgarde.

*Anyone interested in becoming a deputy may contact the officer of the position of interest.*

*The help is always welcome.*

**Chronicler (Jun 01/08):** As Principality Chronicler, you will be responsible for the regular publication of the Principality newsletter The Avantgarde. Either directly, in partnership, or through deputies, you will take Curia minutes; publish the updated Laws of Avacal; encourage the publication of the results of research; facilitate communication within the Principality; maintain a record of events and other matters which may be of historical interest; and review the newsletters within the Principality to make sure that they comply with Kingdom policy, don't violate copyright laws, and present a favorable view of the Society. You will also act as a contact between Kingdom and local groups and as a resource for branch chroniclers.

**Principality Herald (Jun 01/08):** The position of Avacal Principality Herald is open, and for any interested in applying for the position to send their resumes to the current Prince and Princess, the upcoming Tanist and Tanista and copy the Principality Seneschal. Principality Heralds are responsible for coordinating court, voice and book heraldry within their principalities.

**New & Incipient Branch Deputy (Apr 01/08):** The Incipient Branch Deputy is responsible for the formation and development of new branches in An Tir. The Incipient Branch Deputy acts as a resource for people wishing to form new branches, aids the Kingdom Seneschal in ensuring that proposed branches meet the requirements and monitors the progress of incipient branches in order to assist them in gaining official status.

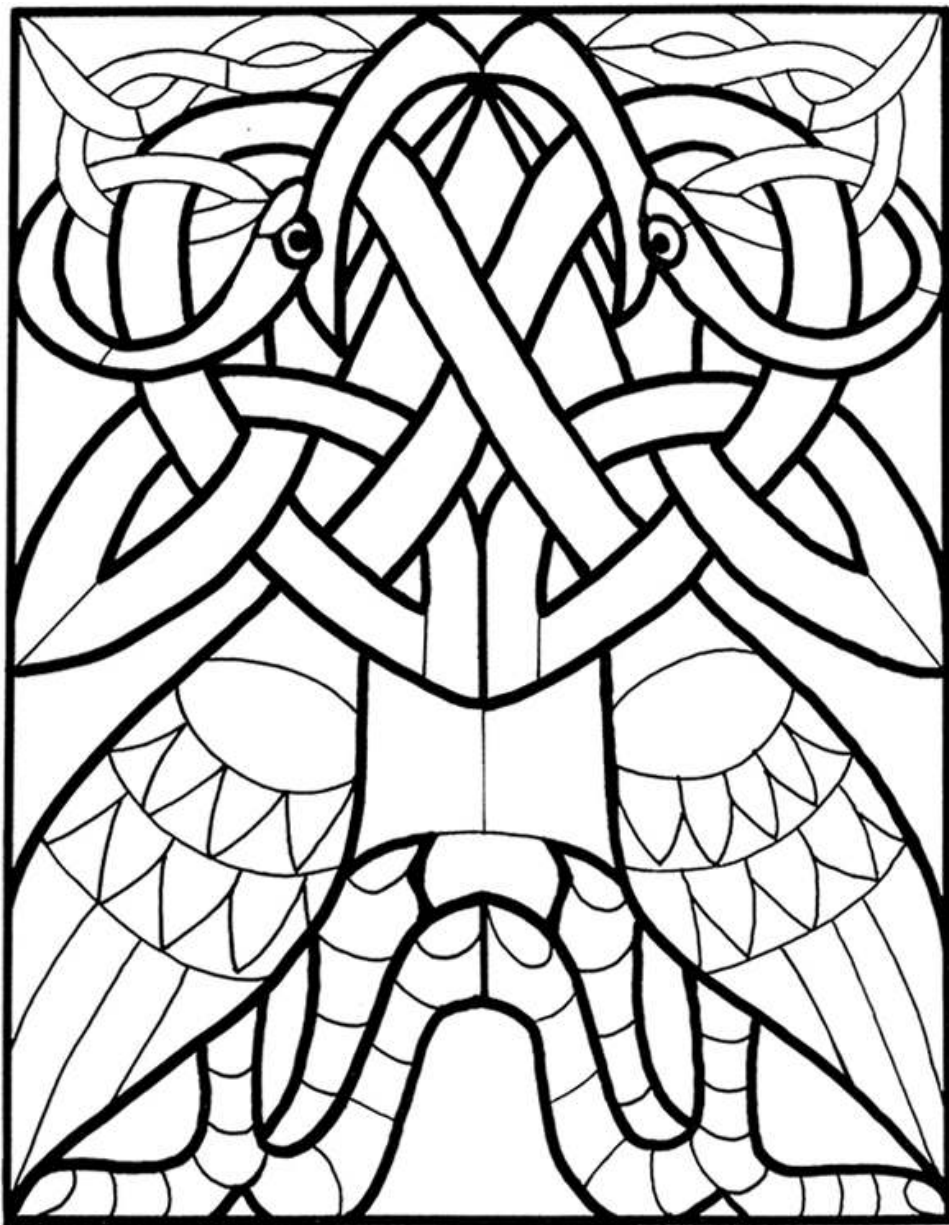
### Principality Equestrian Marshall (Mar 01/08):

To Encourage Equestrian Activities in Avacal, we are looking for an Equestrian Marshall Deputy Officer.

- 1) Must be a Warranted Equestrian Marshall (or provide plans to become an Equestrian Marshall before being invested)
- 2) Must be willing to travel as equestrian events need a Marshall present from the beginning until the end of events.
- 3) Must be willing to communicate with both the Principality Earl Marshall and the Kingdom Equestrian Marshall
- 4) Must report on time to both the Principality and the Kingdom.
- 5) Willing to be primary contact and information disseminator to individuals wanting to either participate in or find out more about equestrian activities within Avacal and An Tir.

(Continued on page 20)

## “LOVE BIRDS” COLOURING PAGE



(Continued from page 10)

with water. Carefully cover the edges of the plastic with dirt; lay a ground pole on each side of the water, parallel with the track.

**Area Needed and Set Up:** A minimum of 30 by 60 yards, if unfenced, or 15 by 50 yards if in an enclosed area or arena is recommended as the minimum. Larger courses are encouraged if available. The course should be designated to create a natural flow from one movement to the next with no abrupt changes of direction or gait; also, the gait at which the movement is to be performed is an important consideration.

**Rules:** A walk through to show the actual course and clarify questions about what is expected should be held with the judges and riders before the actual test. The horse and rider must remain on course and perform at their authorized gait to be successful. A typical flat work course includes objects on the ground to be walked or trotted over, poles or equivalent to bend around, a small 8 yard circle in each direction, a snakeline (three consecutive loops the width of the arena), a change of rein, halt, and backing four steps.

Beginner = Walk the entire course, no water obstacle.

Intermediate = Walk obstacles, and figures at the trot.

Advanced = All three gaits will be incorporated into the course.

**Scoring:** Points are given based on ability to perform as directed. 3 pts=completed satisfactorily, 2 pts=awkward or balk, 1 pt=a second balk, 0 pts = movement not completed or completed at incorrect gait. This may also be done as a timed event with penalties for not completing a certain challenge.

### Relay Race

This game is a simple relay format game.

**Equipment:** Some hand-off, such as a baton, small flags, banners or painted rocks.

**Area Needed:** Any reasonably sized area.

**Rules:** This basic relay race concept can be used with a number of different scenarios such as “retrieve the banners” in which the riders carry small flags, “Loot the city” in which the riders carry gold painted rocks or similar, etc. Relays work very well in situations where there are far more riders than horses available, as horses can be shared by a team and the mounting and dismounting becomes part of the test. Relay races also promote teamwork.

**Scoring:** The first team to correctly complete the relay is the winner. If a rider breaks into a faster stride than allowed, that rider must return to the beginning of their portion of the race.

### Ribbon Race

Two riders at the same gait proceed to one point, turn, and return while holding a ribbon or other very breakable material between them.

**Equipment:** Several pieces of ribbon or twine 12" to 14" long. A marker for the turnaround point. A stopwatch.

**Area Needed and Set Up:** A lane at least 8 yards by 25 yards. Clearly mark the start/stop line. Have riders of the team sit their horses side by side, each holding one end of the ribbon.

**Rules:** The team must ride around the turning point without letting go or breaking the ribbon.

**Scoring:** This is a timed event. A torn or dropped ribbon means disqualification. Fastest time wins.

(Continued on page 12)

(Continued from page 11)

### Squire Rescue (or Rescue the Maiden)

This game can be ridden by any level rider using an inanimate object, a "maiden" or a "squire", that needs to be rescued and carried from one place to another. The skill involved is to be able to safely ride one's horse through a course while encumbered with this extra object and hand the "maiden" off to the ground crew person at the end of the course. Advanced riders only version: Ride down a narrowly marked corridor, stop in a specified area, pick up a person and return down the corridor, riding double.

**Equipment:** Non-hazardous material to mark the lane, a dummy and a stopwatch.  
Advanced version: athletic volunteer who is qualified as an advanced rider.

**Area Needed and Set Up:** An area about 10 by 30 yards. The lane should be marked with a 10' wide strip running down the center of the lane for 25 yards; this strip turns either left or right to form a 10' square box. The dummy should be positioned in this box and the start/stop line should be well defined. Ground Crew may hand the dummy to the rider if needed.

**Rules:** Ride down a narrowly marked strip, stop in a specified area, pick up a dummy and return down the corridor to the starting point, where the dummy is handed off to the ground crew. The advanced version is similar, except that a person must be brought up onto the horse to ride double back to the starting point. The "squire" may help himself mount behind the rider by using his own strength or the rider's stirrup. The advanced version will be ridden ONLY at the walk.

**Scoring:** This is a timed event. For every time the horse steps over the marked borders, the rider is penalized a specified number of seconds. For the live body version, both rescuer and rescued must be on the horse when crossing the finish line.

### Quests

Mounted Quests can be organized in various forms. A simple quest would be to send riders into the countryside to locate fixed, marked posts and to record them on a map; the rider or team of riders with the best time, or that finds the most posts wins. More complex quests can involve hidden clues or stations where certain feats must be performed, or questions asked and answered. The marshal should cover the course to check for hazards and familiarize him/herself with the area. They should be aware of overdue riders, and with the Autocrat ensure sufficient water is available.

### Mounted Archery and Mounted Combat

For safety reasons, the rules governing these two activities are extensive and complex. Due to the current rule rewrites and the extensive changes expected to authorization requirements, I will not discuss these activities here. It is recommended that anyone interested in participating in either of these two categories should contact their local equestrian community for additional information or contact myself at the email address listed at the end of this article.

### Scoring Options

There is greater difficulty of doing these games at speed. If the tournament includes mixed rider levels it is suggested you use an altered form of scoring, for example: Walk: Score x 1.0, Trot: Score x 1.25, Canter/gallop: Score x 1.5. These adjustments would be applied to games not judged based on speed.

### Tilting Styles

There are two basic methods of tilting. The 1<sup>st</sup> is called Frankish or Norman style. The 2<sup>nd</sup> is called Saracen or Persian style.

## Lover's Match

From the troubadours to Chaucer, in the high middle great works were written about many romantic loves. Can you match these idealistic lovers?

Lancelot	Fenice
Tristan	Beatrice
Floris	Criseida
Aeneas	Enide
Dante	Emily
Petrarch	Blanchefleur
Yvain	Guinevere
Cliges	Iseult
Erec	Dido
Troilo	Laura
Palamon & Arcita	Laudine



Answer: Lancelot & Guinevere;  
Tristan & Iseult; Floris &  
Blanchefleur; Eneas & Dido; Dante  
& Beatrice; Petrarch & Laura;  
Yvain & Laudine; Cliges & Fenice;  
Erec & Enide; Troilo & Criseida;  
Palamon & Arcita & Emily.

(Continued on page 13)

## The Rules of Love

Andreas Capellanus, *The Art of Courtly Love* (1184-6)

1. Marriage is no excuse for not loving.
2. He who is not jealous can not love.
3. No one can be bound by two loves.
4. Love is always growing or diminishing.
5. It is not good for one lover to take anything against the will of the other.
6. A male cannot love until he has fully reached puberty.
7. Two years of mourning for a dead lover are prescribed for surviving lovers.
8. No one should be deprived of love without a valid reason.
9. No one can love who is not driven to do so by the power of love.
10. Love always departs from the dwelling place of avarice.
11. It is not proper to love one whom one would be ashamed to marry.
12. The true lover never desires the embraces of any save his lover.
13. Love rarely lasts when it is revealed.
14. An easy attainment makes love contemptible; a difficult one makes it more dear.
15. Every lover turns pale in the presence of his beloved.
16. When a lover suddenly has sight of his beloved, his heart beats wildly.
17. A new love expels an old one.
18. Moral integrity alone makes one worthy of love.
19. If love diminishes, it quickly leaves and rarely revives.
20. A lover is always fearful.
21. True jealousy always increases the effects of love.
22. If a lover suspects another, jealousy and the effects of love increase.
23. He who is vexed by the thoughts of love eats little and seldom sleeps.
24. Every action of a lover ends in the thought of his beloved.
25. The true lover believes only that which he thinks will please his beloved.
26. Love can deny nothing to love.
27. A lover can never have enough of the embraces of his beloved.
28. The slightest suspicion incites the lover to suspect the worse of his beloved.
29. He who suffers from an excess of passion is not suited to love.
30. The true lover is continuously obsessed with the image of his beloved.
31. Nothing prevents a woman from being loved by two men, or a man from being loved by two women.

(Continued from page 12)

Norman/Frankish: The rider lowers his lance across his horse's neck and spears the target on the opposite side from his lance arm. This method requires that the target be higher than for the Persian so that the lance is not jostled by the horse.

Saracen/Persian: The rider lowers his lance vertically on the same side of the horse as his lance arm.



Norman Style



Saracen Style

If you have questions about these games, or if you would like additional information, please feel free to contact me at the email listed below. Alternately, you can research these games online. Visiting the An Tir Equestrian Page as well as equestrian webpages for other Kingdoms has been a great resource for information and details.

### Next Issue: Equipment Building

For those people interested, a general information table will be set up at the Avacal Investiture event being held in the Barony of Borealis later this month. Towards the end of the day we will also be holding a closed meeting for all those who want to get involved.

Results of this meeting and details from the previous meeting held at the Barony of Montengarde's 12<sup>th</sup> Night event last month will be available by request as of the beginning of March.

Have fun! Be safe!

Lady Lyonet Lamoureux  
[lyalamoureux@gmail.com](mailto:lyalamoureux@gmail.com)

Thanks to the equestrian community of the Kingdom of Aethelmarc for their detailed layout.

### Riddle Me This...

Between two legs the living flesh ambles,  
 Between two buttocks the living flesh trembles,  
 And when it comes to the door,  
 Its master knocks.

--Les Adevineaux Amoureux (1478)

Answer: Horse and Rider

## Selewine's Scribings

### Persona Project—Farewell...for Now

Good gentles of Avacal. It has been a year and a half of pleasure since I started the persona project articles. Alas, all good things come to an end and I believe that now is the time to take the project and put it aside for a season. Due to more reasons than can be gone in to, some mundane and some SCA related there is nothing left to write. Over the summer I collected information from many good gentles. Unfortunately the file it was contained in clearly made to somewhere that I am not. The end result is that I have run out of things to say on persona articles. I still desire to make Avacal aware of the good gentles who live and play here and I continue to desire to make your stories available to all. The work continues, it simply becomes more sporadic. Any and all gentles who still desire to take part in the Persona Project are invited to contact me at any time at my email address [brother-selwynn@shaw.ca](mailto:brother-selwynn@shaw.ca)

I wish to thank the generous and gracious support and encouragement of umm Bishr. Without our Chronicler, Selewine's Scribing/The Persona Project/this series would never have gone as far or as long as it has. Thank you Avacal for the opportunity you have given me to serve in such a delightful manner."

*With regret and ever in your service—HL Brother Selewine  
(mka: Lance Blades)*

*"If you want your name to be one of the next  
to fill this space then send your persona information to [brother-selwynn@shaw.ca](mailto:brother-selwynn@shaw.ca)"*



## Youth Combat Rules Committee

We are going to do a whirlwind rewrite of the Youth Combat Rules.

Anyone interested in the rules and seeing how the sausage is actually made, go to: <http://groups.yahoo.com/group/An-Tir-YCRR/> <<http://groups.yahoo.com/group/An-Tir-YCRR/>> and join up. Unlike the ABC's re-write I'm opening this up to pretty much anyone who feels like they have a stake in this.

One thing I will say, this process is going to move fast. I need to get a rough Draft done by the end of March and have it wrapped up by the end of April. That means, although it's open for anyone to join, we will need to stay focused and on topic. People get very passionate when talking about their children, I understand that, but objectivity will be the word of the day.

We should have working rules ready for TRMs and the Seneschal to sign off before May Crown.

The first step is the .txt version that is in the files section will be converted to Word and re-organized into outline format.

Thank you to the Kingdom Youth Combat Marshal for his work so far on this. Going forward he and I will be working hand-in-hand getting this document out and ready for use this season.

Although I'm sending this out from my Wyddershin account, please contact me via [earl-marshal@antir.sca.org](mailto:earl-marshal@antir.sca.org) <<mailto:earl-marshal%40antir.sca.org>> which forwards to my [Black\\_KSCA@hotmail.com](mailto:Black_KSCA@hotmail.com) <[mailto:Black\\_KSCA%40hotmail.com](mailto:Black_KSCA%40hotmail.com)> account.

*In Service—Sir Daniel*



*Cat's Meow is created by  
Mistress Keterlin von dem Drachen*