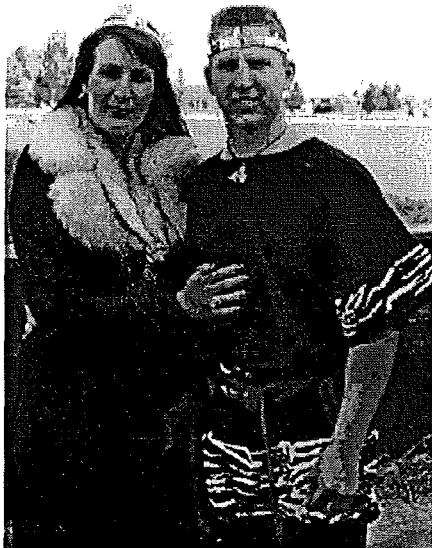


The Aurora

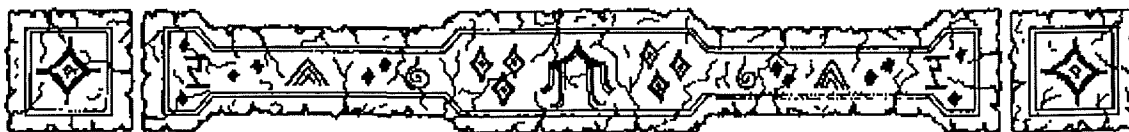
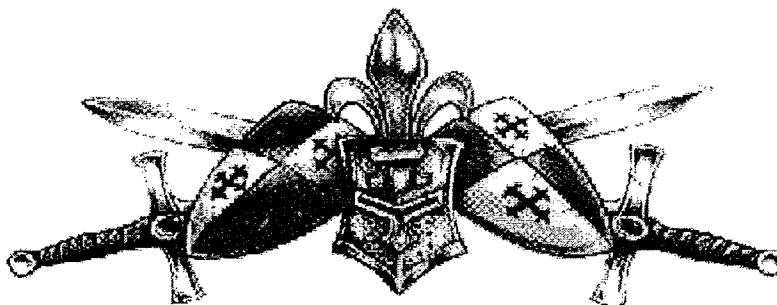
September 1999





Borealis Standing Calendar

	Veraquilon	Stonewolf	Vingaard
Monday	7:30 PM Fighter Practice every week. 6:30 PM Rapier Practice every week. 7:30 PM Dance Practice/Music rehearsal on 2nd and 4th Monday of each month all at Strathern United Church (basement gym). at corner of 95 Ave. and 86 St.		
Tuesday		A&S classes 7:00-9:00pm, Cold Lake South Library	Coming soon:rapier practice on tuesday evenings, location undecided. Contact Nikolai at 532-0472
Wednesday	1st Wed of Month - Business meeting 7:30 pm -Tavern night 8:30 pm Capilano Community Hall		
Thursday		Fighter (heavy and rapier) Practice Grand Centre Elementary School, 5 - 8 p.m.	
Saturday			Feasts - generally the 2nd Saturday of each month, location varies. Contact Melisant de Alemayne at dpearcy@telusplanet.net
Sunday	Archery Practice at Joan and Cennet's place south of Leduc in the afternoon when the weather is good and it doesn't conflict with major events. Call 986-6623		A&S gathering almost every Sunday afternoon at Sidonia & Magnus's house in Beaverlodge call 354-8733





Avacal Calendar of Events

September AS XXXIV Events

3-6	September Crown	Pendale
11-12	Gryphons' Fury	Artemisia
18-19	SilverWolf	Borealis
25-26	Harvest Feast	Bitter End

October AS XXXIV Events

02-03	Vin Fest	Vingaard
09-10	20 th Anniversary Feast	Myrgan Wood
16	Theme Feast	Stonewolf

November AS XXXIV Events

06	Ferret's Feast	Valley Wold
27-28	Avacal Coronet	TBA

December AS XXXIV Events

04-05	Yule Feast	Veraquilon
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Gryphon's Fury V Avacal vs. Artemisia

September 10 - 12, 1999

Greetings to one and all!

The growing friendship between Artemisia and Avacal has blossomed into a friendly battle to see who becomes the holder of the embalmed Gryphon for the next year. What began as a demonstration of U.S./Canadian cross-border friendship has become a major event for Artemisia and Avacal, with the fifth year promising to be a fun-filled camping weekend of revelry, games, shopping, feasting, dancing and WAR!

Lord Guillaume au Bon Cueur of Sentinels? Keep, Lord Steaphan MacTir of Castelleone, and Baron Derek the Exile of Avacal invite and welcome you to join us at Gryphon's Fury V. Come join the people of Sentinel's Keep and Castelleone host their Canadian cousins from An Tir, Avacal, Montengarde in gentle autumn of the Rocky Mountains outside Helena, MT. The site is well-known to Gryphon's Fury veterans - the Lions Sunshine Camp near Elliston, MT. There will be contests for the children, an IKAC archery tourney with the Royal Round, rapier battles, heavy fighting with archery (light and heavy) and after evening court, dancing with Baron Nicolo, and much more. Merchants will be there so you can buy that special item you saw in your summer travels!

Pets are welcome with a \$25 deposit for each pet. For more info, contact Lord Guillaume (Jim DeBates) at (406) 273-0088 or email: jdebates@msoairport.org.

The site opens at noon on Fri. Sept. 10 and closes noon on Sun. Sept. 12. A soup kitchen will be prepared for weary travelers arriving Friday evening. For details, contact Lord Steaphan (Craig Thomson) at (406) 457-1558, or email: fyrman@yahoo.com or kragg1@juno.com.

Site fee: \$8 U.S./\$12 Canadian. Cabin fee: \$30 US/cabin. Five available, each sleep six. First come, first serve basis. Reservations taken after Aug. 27. Contact Lord Guillaume for details.

Autocrats: Guillaume au Bon Cueur, Sentinels? Keep (Jim DeBates) 406-273-0088; jdebates@msoairport.org; Steaphan MacTir, Castelleone (Craig Thomson) 406-457-1558 fyrman@yahoo.com or kragg1@juno.com; Derek the Exile, Avacal (Rob Mills) (403) 936 2093 millsrs@cadvision.com

Directions:

From the north: Best route to Helena, MT (usually via I-15). Follow Hwy. 12 West (exit 192 from I-15) through Helena. Follow Hwy. 12 west toward Missoula for about 22 miles (up and over MacDonald Pass). Turn left at the sign about 1/4 mile before the hamlet of Elliston. Follow the signs to the encampment. From the west, east or south: Use I-90 to get to Garrison Junction (between Butte and Missoula), and follow Hwy. 12 toward Helena. Continue to the small town of Elliston, and watch for the right-hand turn about 1/4 mile after Elliston. Follow the signs to the encampment. (Note: if you start climbing MacDonald Pass, you've missed it.)





Silverwolf XX

Sept 18-19, 1999

The Barony of Borealis invites the knowne world to it's 20th annual Silverwolf tournament. Where upon the list field our heavies and lights, and any who wish to challenge them, will compete, in honorable combat, for the honor to wear the Silverwolf banner and lead our troops into battle. Also join us in a celebratory feast that evening to honor both the new champions and the anniversary of Borealis. So those of you who wish to celebrate bring your newest fancy garb to the feast hall and show off your grace and skill. And let us not forget the late nights around the bardic circle, so bring your tents and pavilions if you wish to stay through the night and celebrate.

But aren't we forgetting something? Ah yes! Rapier combatants do not despair, we have something *special* in store for you. So don't forget to bring your rapiers and your wits as Lord Dante hosts, for the first time in Avacal, a scenario tournament. Spectators are encouraged to watch the fun of this first time event.

In honor of our new Baron and Baroness the feast being prepared by Arianhrod the Laughing will be a truly *Scottish* feast (haggis optional of course). The bar being run by Dante and his Cadre will be a successful repeat of their last I'm sure.

So come and join us in an evening of fun and festive mirth as the canton of Veraquilon hosts the Barony of Borealis's 20th annual Silverwolf tournament at Holborn Hall just outside of Devon.

Feast: \$15 (under 12 free)

Site: \$5 (Off board at feast)

Directions:

From the North or East: Take Highway 16 west, Turn South on Highway 60, Turn West on Highway 627 and travel 20km, Turn left and travel 6.5km south, Turn right and Travel 1.6km West.

From the South: Take Calgary Trail North and go to Devon, Travel 11km North to Highway 627 Turn West on Highway 627 and travel 20km, Turn left and travel 6.5km south, Turn right and Travel 1.6km West.

From the Silverwolf Champion of Arrows:

To try to encourage Combat Archery in this barony, the champion will be chosen by a combination of a "One on One" combat archery duel combined with the score for a Royal Round target shoot. The tournament is open to everyone both natives and visitors. The championship will go to the highest ranking eligible native, but there will be an enticing prize (to be announced soon) for the winner of the tournament overall. You can compete in the target or combat portions but you have to compete in both to be eligible for the prize.

To make it interesting, the duel will be done in classic style. Each combattant will be allowed 6 missiles (arrow, axes, bolts, etc). There will be a 10 foot wide corridor marked on the ground. The contestants will begin back to back with a missile ready. The marshall will call out ten paces for the contestants to pace out. At 10, they turn and fire and the one who lives wins. If both live than the one with the least hits on their body wins. Anyone stepping out of the corridor, or firing closer than 15 feet will be disqualified. I hope that the contest will be entertaining for the spectators. See you there, and good shooting.... Master Mordecai Salzer Yeoman and Silverwolf Champion of Borealis, rslansky@cha.ab.ca

For questions and reservations contact the autocrat, Æthelstan æt Karlioli at (780) 481-0933





Harvest Feast

September 25, 1999

Bitter End
Red Deer AB

Come one, come all! Heed the Bitter End call! The harvesting is done and it is time to celebrate our bounty among friends. This is the time to determine Bitter End's Champions of Archery and Heavy Combat. Both fields are open tournaments, but be warned, Bitter End would like to take our Championship back.

The Archery tournament will begin at 10 am; the heavy championship to follow with lists at 12 pm and fighting to begin at 12:30 pm. There will also be a small prize tourney for the rapier fighters starting around 2:00 pm. After we have all fought, cheered, sweated and eaten rattan, the real food will be served at 6:30 pm

Site Info:

Site opens at 9:00 am

Feast Site opens 6:00 pm

Feast: reserved -\$15
non reserved \$18
off board \$6.00

Children 6 and under -Free

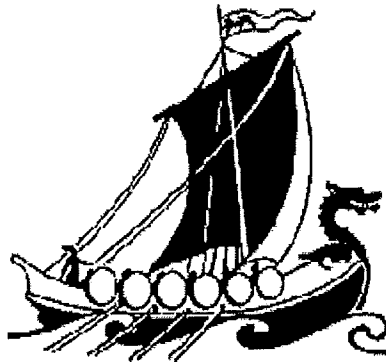
Children 10 and under -\$3

Children 15 and under-\$6

Pied Piper services will be available WHILE TOURNAMENTS ARE ON ONLY Please RSVP by Sept 10, after Sept 10 price will go up by \$5

Directions: To the Erics: Take your best route to Highway 2 to Red Deer. Take the 67th Street turnoff. As you get to the bottom of a valley, just before a bridge, take the right hand turn off. Turn left at the stop sign and follow Riverside Drive until you see the signs for Three Mile Bend. To the Feast Hall: the hall is located at 85 Boyce. From the south; Stay in the right hand lane coming off of Hwy 2, at the second set of lights, turn right (Mac's store). Go east 1 1/2 blocks to the Bower Kin Community Center. From the north; take the 32St overpass off of Hwy 2. Turn right (south) onto Gaetz Ave. At the 4th set of lights, turn left. Go east 1 1/2 blocks to the Bower Kin Community Center. Signs will be posted

Autocrats: Gwenyvere Campbell-MacLeod (Jennifer Campbell) (403) 227-5507 and Mary MacLeod (Jeanette Huseby) (403) 227-1415 devonjen@telusplanet.net.





Vinfest 1

October 2-3, 1999

Incipient Canton of Vingaard (Barony of Borealis)
Grande Prairie Alberta

Vingaard wishes to invite the populace of An Tir to their First Annual Vinfest. It will be an indoor camping event featuring Ithra classes and a rapier Tournament. Saturday evening will feature a banquet (which is sure to bring honor to our name) and festivities. As a new canton, our goal is to offer hands-on ithras in costume making, armor/weapon construction and helm making. Classes and Tournament will be scheduled to facilitate fighters participating in both.

As a special event for the weekend, Vingaard's vinters are planning to make a batch of "vin juice" complete with the ceremonial crushing of the grapes. It shall be reserved and showcased at next year's fest.

Site Information: D-Coy Armories, 100 Street and 90 Ave. Grande Prairie Alberta, Indoor and outdoor camping available Site opens Friday evening and will close Sunday afternoon.

Site Fee: \$20 for the weekend - this includes 4 meals (Breakfast on Saturday and Sunday; Lunch and Feast on Saturday)

RESERVATIONS ARE REQUIRED please contact feastocrat by Thurs. Sept. 23. -there shall be no charge for children under 12.

Tentative Schedule: Friday site opens, Saturday 8:00 -9:30, Breakfast 9:00 -12:00, ithras 12:00 - 1:00 Lunch 1:00-4:00 ithras 4:30 -6:30 Rapier Tournament 7:00-9:00 Banquet 9:00 - ?? Bardic/Dancing on grapes and preparation of Vin juice Sunday 9:30 - 10: 30, Breakfast 10:30 -1200 Impromptu ithras/meetings.

Autocrat: Villiard of Monmouth (Lane Borstad) (780) 532 0472, Lane@Borstad.com
Alternate contact: Melisant (Shanon Pearcy) (780) 538 3946, dpearcy@telusplanet.net

Feastocrat: Daffyd (Dave Pearcy) (780) 538 3946: please contact for any food allergies

Ithra information/registration, Lady Margaret of Newark Abbey (403) 258-1604, wildwind@nuclueus.com

Directions to site From Edmonton: enter Grande Prairie by turning Left onto Highway 2 from Highway 43. Drive past the Prairie mall on 100th St. (continuation of Highway 2), through downtown and turn right on 90th Ave. (8 blocks past Sandman Inn). From Dawson Creek: enter Grande Prairie on Highway 43 past airport towards downtown. Turn right on 100th St. by Wendy's. Turn right on 90th Ave.





Myrgan Wood 20th Anniversary Celebration

Oyez, Oyez ! Let the Known World rejoice at the 20th Anniversary of the Barony of Myrgan Wood! This momentous occasion will be marked by our Champion's Tournaments of Arrow & Sword. The feast will feature items from Henry VI's Coronation feast, in keeping with the English Renaissance theme. Contests include best Myrgan Wood tale (good or bad!), renaissance costume, and calligraphy on '20'. An abundance of dancing, live music and revelry are planned!

Sunday will feature University of Avacal classes (listings TBA), a Rapier Tournament, and fighting seminars. A potluck feast will set the tone for a more informal evening of merriment as though it were the Manor Home of our Baron and Baroness.

•Where : Ukrainian Federation Hall, Ave. 'G' North and 20th Street, Saskatoon, SK.

•Directions : From west : from HWY 7 : turns into 22nd St West. Turn RIGHT onto Ave. H, go two blocks south to 20th Street, turn LEFT, go one block to Ave. G.

From south or east : from HWY 11 OR 16 : stay on Circle Drive. Follow it WESTBOUND, until you cross over the bridge across the river. Your first set of lights is 20th Street. Turn LEFT, and travel 6 blocks to Ave. G.

•Motel reservations (under 'SCA') by Sept. 15: Confederation Inn 3330 Fairlight Dr. (off 22nd St. W.) Ph: (306) 384- 2882 - Fax (306) 384-0773 [\$47 - \$50 – pool, restaurant, hot tub, etc.] A reception and lunch will be held Friday evening at the motel.

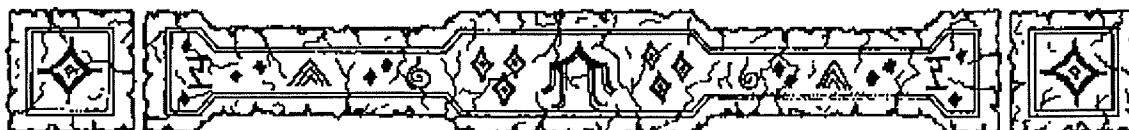
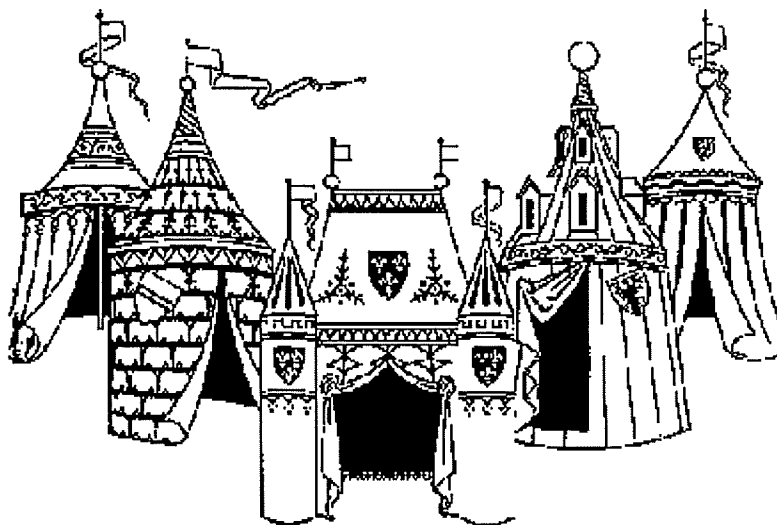
•Fees : - Saturday feast and site - \$18; site only : \$5 . Limit of 150 feast tix. Cash bar.

- Sunday - site : \$5 and potluck item for 10 (travelers may buy out their contribution for an extra \$3).

*** Reserve by September 30 for any parts of the event. ***

We look forward to welcoming you to this event!

Autocrats : Mistress Fabienne l'Accusee & lord Philippe Sanschoix [Kathi & Philippe] - (306) 244 – 0215
harpsichord@canada.com





AURORA EXCETERA!!!

I feel I must apologize for this extra insert into the Aurora, but several things have happened since I sent the copy off to the presses. <sigh> Oh well, I'd rather have more than less but I shudder to think at what the mailing cost is going to be for this month. Well without further ado on to the announcements!

SILVERWOLF XX UPDATE!!!

The Autocrat and the Barony of Borealis invite all merchants to peddle their wares at this year's Silverwolf tournament on September 18th-19th. Also a request to the populace, bring your banners and decorations and help make this event something to remember by regaling the hall in your own personal style. Bring any Tapestries, wall hangings or other regalia that might have been hidden away for years. And don't forget entertainment, if you play any instrument bring it along and help provide that wonderful atmosphere we all enjoy, and don't forget your games! Bring your favorite game and challenge your friends (let's leave the Tablero until after the feast shall we?) Mistress Joan the Just would also appreciate anything from the Baronies past that might be unearthed for her 'History of the Barony' display.

And the children will also have an activity thanks to the volunteer Pied Piper for this event. Dominique La Petite Fille Des Cheveux Rouge (a.k.a. The little red haired girl) has graciously volunteered her services to entertain the children of the barony during the tournaments and baronial business meeting.

Prize for Silverwolf!!!

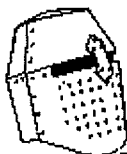
After consultation with our Baron and Prince (who prior to investiture was Silverwolf champion of sword). We have decided to donate 100 of Queen Elizabeth II's coin of the realm (Canadian dollars) from our July tavern proceeds to be split 50/50 between the days winners of the Armed tournament and the Archery tournament. This will be awarded to the winners of the tournaments, whether they are contending for the championships or not. The highest-ranking fighters eligible for the championships will be offered the championships of the Barony

Yeoman Mordecai Salzer
Silverwolf Champion of Arrows.

Tentative Schedule of events:

9:00am – Site opens
10:30am – Lists open
11:00am – Armor inspection
12:00pm – Tournaments commence
4:30pm – Baronial Business Meeting
7:00pm – Feast commences (1st remove)
7:30pm – Baronial Court
8:30pm – Feast recommences

For comments, questions or suggestions contact the Autocrat,
Æthelstan æt Karlioli (Shane Foster) at 481-0933 or 'sorcerer@ecn.ab.ca'.





New Baronial Chronicler

Greetings All,

I am pleased (If not nervous) to announce that the office of Borealis Chronicler has passed from the extremely able hands of Lady Morgan of Devonview unto my non inkstained hands at Avacal Investiture. There the final paperwork was signed and delivered to Sine along with the passing on of the file boxes and the Goliath stapler.

I am slated to produce the October Aurora, so that means the deadline for submissions is September 15.

The new address for sending submissions is:

Finn Selgaire (Stuart Foster) Box 983 Beaverlodge, Alberta T0H 0C0	(780) 354-2107 - Daytime (780) 354-3803 - Evenings/Weekends and Message (780) 354-8955 - Work Fax: Attn. Stuart sfoster@telusplanet.net
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I would be pleased if this information could be forwarded to all gentles in the Barony of Borealis who somehow manage to survive without the magic of email.

My sincerest 'thank you's' and gratitude extend to the many who have helped in this transition, and have offered help for The Aurora production in the future. There are many of you and you all know who you are. I only hope I can keep up the past quality of this fine newsletter in the future.

Special thanks, to the wonderful Lady Morgan of Devonview for her continued support and advice.

*Yours In Service,
Finn Selgaire
Barony of Borealis Chronicler*

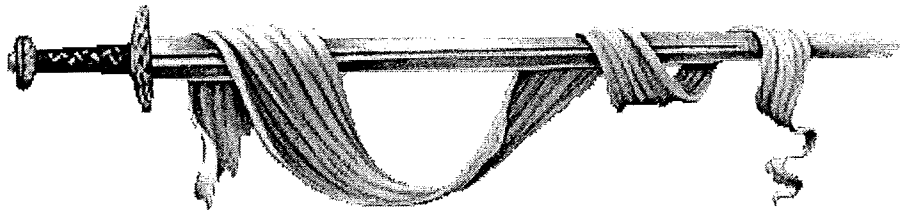




The Chase

Yseult de Lacy (Pr. Lochac)

As all doe have their pleasures, know 'tis mine
To leave alike the splendours of the court,
The scholar's books, the sweet fruit of the vine,
And take delight in venery's noble sport.
And hotly doe I seek thee, fairest hinde,
Faste on thy trail, this sweetest prize to gaine --
Thy strategies cannot outwit my minde,
Though thou dost leap and hide and turn again.
Yet now as alwayes, when thou'rt brought to bay
My fierce resolve on slaughter's swift displac'd
By gentle pittie; 'tis strange, thou may'st well say,
To see the hunter grieve the hinde be chas'd.
My hinde, were thou the hunter, I the prey,
Thou'd neede no skill to bring thy quarry near --
My life before thee willingly I'd lay
To be thy hart, as thou art mine own deere.





Unto the populace of the Barony of Borealis

Greetings from HL Edward Bolden, MoS Barony of Borealis.

This is my first communication since taking over the office from Ritter Albrecht. I have been quietly evaluating the current status of the Marshalate. This has been accomplished by asking questions as my ability to travel is very limited right now.

To date I have noted the following:

1. Lack of identifiable MIC's at events and no reports coming in. (e.g.. Border War and a major injury occurred.)
2. Lack of organized inspections and identification of those completed.
3. Lack of individuals willing to Marshal at events.
4. Lack of communication by Baronial MOS - Me!
5. Lack of Apprentice, Junior and Senior marshals. (Thank you Fenrick for your wanting to be a Marshal)

As most of you know I have run the gauntlet of expectations for field marshals and officers while the Regional Marshal and the Kingdom of An Tir Earl Marshal. What I have come to understand over the years are the following 4 key points:

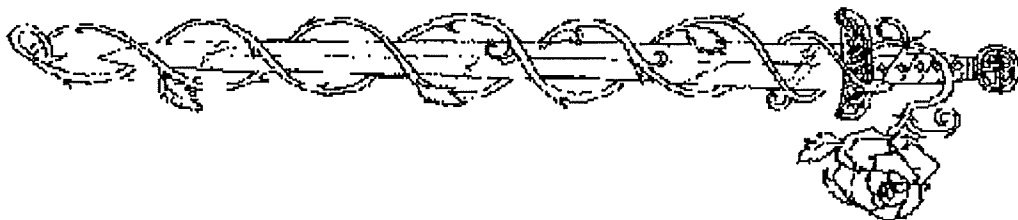
1. All marshals and officers are volunteers who openly accept to fulfill all responsibilities required of them.
2. Marshals are needed to ensure safety first, meaning all paperwork is available, inspections are conducted according to the ABC in a fair and consistent manner, and communication must be encouraged on and off of the field.
3. Marshals are not judges or babysitters, the combatants must take responsibility for their actions.
4. Those marshals or combatants who can not and will not discharge their roles as expected should step down or stop fighting before having to be asked. All we need to do is complete what is asked of us.

So - What I need from all autocrats is to ensure that if your event does involve combat of any form to have an MIC (Marshal in Charge). What I need from all Junior and Senior Marshals is to offer your services to be MIC and complete the minimal paperwork. I will assist in any manner possible, contact me!

Since I have not received a single MIC report from any event in Borealis for the past year, I ask if you did act as MIC to get the report in by September 1, 1999. It is time to organize. I am also asking the Principality Earl Marshal if he would complete an Audit of the Marshalate in Borealis and make recommendations to help us improve.

Who was MIC for Border War? Contact me ASAP. Preferred method of contact via email (see back)

In service to the dream,
HL Edward Bolden, MoS Barony of Borealis.





Attention to all those who wish Lights to Remain on the Field of Combat

In case you were not aware of it, there is currently a proposal before the SCA Board of Directors (BOD) from the Society Marshall with an update to the Imperium (across the entire SCA) rules for combat. There are only some minor changes to the rules as they stand now but the new proposal includes the following paragraph.

"(NOTE: Two years after the final approval of these rules, the minimum armor requirements for non-contact missile users will be the same as for full contact missile users.)"

If approved, this would effectively mean that in two years, all lights would have to wear minimum heavy armor. Many feel that it would not be long after that, with the non-combats protected to the same level as full contact combatants, we will soon see the elimination of non-contact missile fighters (lights) all together. If you disagree with this proposal and would like to see non-contact fighters allowed continuing and participating, please write to the Board of Directors to make your preferences known. Please make your letters calm and reasoned and clearly state the reasons for your opinion. Abuse and personal attacks will only undermine your opinion with the decision-makers. This proposal will be voted on in October, so please send in your letters as soon as possible. Please send your opinions to:

Corporate Secretary
The Society for Creative Anachronism, Inc.
P.O. Box 360789
Milpitas, CA 95036-0789
USA
ea@sca.org

Email will be accepted, but I've been told by sources in the know that hard copy letters usually will carry more weight. Please let others know about this, so that the force of this lobby effort will be that much greater.

In service to Borealis, An Tir and the activity of combat archery.
Yeoman Mordecai Salzer Master of the Pelican, Silverwolf Champion of Arrows of Borealis





From the Wolf's Head Pursuivant

It is not only the Kingdoms that can present awards, Principalities have also been given that privilege. And just like the Kingdom awards, Principality awards are usually given through solicitations through the Coronets. However there are also awards that are bestowed without such solicitations that you, the reader, may not be aware of. So for your information and enjoyment here is the second part in a three part series, the Awards and Orders of Avacal. Coming soon... the Awards and Orders of Borealis.

Awards and Orders or "What are all those dangle things?"

Part II

Principality of Avacal Awards and Orders

The Crown of An Tir grants the Principality Coronets the privilege of bestowing Awards of Arms to subjects of Their principality. The names of the Crown shall be incorporated into the text of the scroll or charter.

The Principality Coronet shall create such awards as are needed for the recognition of the subjects of Their principality.

Awards given by the Principality Coronet may carry with them an Award of Arms.

The Crown of An Tir grants the Principality Coronets the privilege of offering a Patent of Arms by recognizing the attainment of Viscounty rank by those who have met the requirements as outlined in Corpora

The Order of the Gilded Griffin may be offered to those the Coronet finds especially deserving of honor for substantial service to the Principality.

The Order of the Griffin's Flame may be offered to those the Coronet finds especially deserving of honor for skill in the arts and sciences and willingness to share their skill with others.

The Argent Griffin is given by the Princess to the person who finishes second in the Coronet Tournament. (Presently the OOP says 'Silver Griffin' but this name conflicts with the Barony of Forgotten Sea, right now the name change has not been approved).

The Princesses Knot is a token of personal favor given by the Princess.

The Iron Maul is presented to the one who is the runner up in the Heavy Champions Tourney.

The Iron Arrow is presented to the one who is the runner up in the Lights Champions Tourney.

The Elder of Avacal is given by the Coronets upon an individual's completion of a term as Heavy, Light, Rapier or Arts & Sciences champion of Avacal. It is presented only once to any individual, no matter how many times that person has served as champion.

The Order of the Olafsson Canard (retired) was an honor presented by the Region of Avacal for outstanding service to the Region.

Æthelstan æt Karlioli,
Wolf's Head Pursuivant.





European Tournaments

Stephen Aldred (Pr. Lochac)

Tournaments varied in style and purpose throughout the latter half of our period. They provided an opportunity for practice in the arts of War, provided spectacle and a political forum.

Tournaments, in the forms that we would recognise as such were not developed until the 11th Century. A monkish chronicler of St Martin at Tours reported that in the year 1062 Godfrey of Preuilley was killed in a tournament, a sport of which he had framed the rules. That Tournaments originated in France is supported by the early name of tournaments - *conflictus Gallicus*. Certainly, wherever tournaments originated, by the 12th Century they were well established.

Early Tournaments provided an opportunity for Knights to practice the arts of war and perhaps gain fame and fortune. This was particularly important as the world became more civilised and the opportunity for gain from private "Baronial" wars diminished. Other than taking up the cross and crusading Tournaments were one of the few ways that a Knight could practice his arts and gain renown for his skills.

Official policy of both Church and State was to oppose these large scale gathering of armed and trained combatants, something which appeared too much like civil war. The Tournament provided opportunity for political gathering, thus angering the state and by their very "fatality" were deemed wanton and unchristian by the church. That Tournaments also attracted markets and festivals which provided avenues for further wanton and rash behaviour, further reason for the church to disapprove.

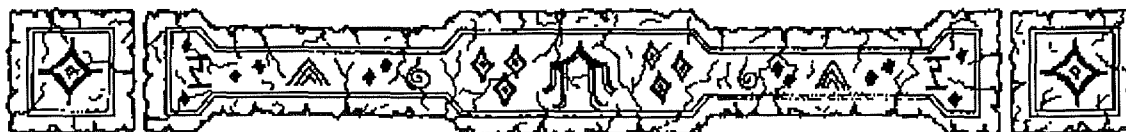
Kings as Knights often found it hard to do as they "should" and frown on the tournament. More often than not they overlooked diplomacy and fought anyway.

The 12th and 13th century tournaments were fought as melees, over large tracts of land. Often the boundaries were poorly defined or ignored, as a result the fighting often spread over wide areas, sometimes causing destruction and damage to farmland and buildings. The Tournament field was provided with lists areas. These were fenced off areas that combatants could retreat to in order to repair their armour or rest until ready to rejoin the fray.

The object of these tournaments was to capture the opposition forces and obtain ransom for them and their belongings. This led to the use of tactical entries to the Tournament fields. It was not unknown for retinues to wait until the combatants were exhausted before taking the field late in the day to capture large numbers of easy hostages. Good fighters could make considerable wealth from tournaments of this time. It is reported that William Marshall and Roger de Gaugi, fighting as a pair, captured 103 Knights over a 10 month period, with no record of them being required to pay any ransom whatsoever.

Towards the end of the 12th century Richard the 1st began to apply controls to tournaments, he licensed certain nobles to control the tourney fields and charge license fees for the holding of tournaments. The license fees were calculated on the numbers and types of nobles participating. This coincided with the decline of the melee and the beginning of the joust.

The Joust provided opportunity for skill, rather than numbers to come to the fore. This also coincided with the concept of courtly love, thus Knights could fight for their lady. The object of the Joust was to break your own lance on your opponents shield while deflecting his blow and preferably unseating him in the process. The Joust or "tjoste" as it was known is thought to have originated in Styria (Austria). One of its earliest proponents was Ulrich von Lichtenstein, who is said to have broken 307 spears in one month alone!





With the increasing use of the spear or lance, armour was gradually made heavier and stirrups stronger and saddles more encompassing. This made the knight much harder to unseat and thus other methods of scoring to determine victory became necessary.

By the mid 15th century scoring systems had been developed to determine the victor. An English example developed by John Tiptoft, in the mid 15th century, follows;

- A Knight who had unhorsed another took precedence above all others.
- Next was one who had managed to strike coronal (lance tip) to coronal at least twice.
- Then striking the crest three times.
- Breaking the most spears.
- And finally the knight who was thought to have stayed longest on the field and fought the best.

Striking the barrier or an opponents saddle was reason for deduction of a spear. Striking a horse was cause for expulsion, with dishonour, from the lists. While using a gauntlet which locked on to the spear was cause for disqualification.

A separate aspect of tournaments appeared throughout the Hundred Years War. During lulls in a siege or truces opposing knights would organise to meet in combat. In a time of truce the Tournament was an ideal way to continue the war. During a siege a Tournament or challenge, generally at the barriers, provided a welcome break and spectacle. In truth there was little difference between the fighting that occurred at tournament or on the war field. Death and injury happened, after all the "normal" state of affairs for a Knight was war.

However by the end of the Hundred Years War, warfare had changed, making the Knight less important upon the battlefield, which by extension made the tournament less relevant as a practice for war.

The 15th century also saw the development of the Grand tournament and the Pas'd'Armes in France. King Rene's Tournament Book providing perhaps the most readily available treatise on this style of tournament. The Tournaments were often elaborate affairs, in which two sides met on an appointed day and place to fight in a variety of ways. These could include Melee, the joust, barrier combat etc.. These affairs involved Knights of Honour, who acted as judges, and ostensibly fought for the honour, glory and the Ladies of the Gallery who would often be required to name the victors. As the truce of God applied from Fridays to Sundays these events often began on a Monday or Tuesday. The days before and after the tournament were filled with celebration and preparation. Knights could, and were, excluded from the lists if they transgressed the rules of Chivalry. Such transgression could lead to a beating by the Knight of honour, or the squires.

A Pas'd'Armes often had an allegorical or literary theme and provided opportunity for Knights to fight for as much as a month at a time. An example of this is King Rene's pas d'armes de la bergiere, where a Shepherdess sat amongst her flock of sheep. A Black Knight stood to represent Discontent and fought any who were happy, or content in love, a white knight representing happiness stood to fight any who were despondent in love. This style of tournament provided an ideal opportunity for Knights to display their individual prowess.

By the end of the 15th century the French Pas'd'Armes was supplanted by the Tournament societies of the German states, who controlled and organised tournaments. The right to participate in tournaments ultimately became the true test of noble status. By this time the tournament had become little more than an elaborate public ritual. Important more for the politics than any sport or chivalric ideal.

By the 16 Century Tournament fighting had become the preserve of the elite. They fought in elaborate public spectacles which had far more to do with entertainment than actual combat. These were spectacles, which the public came to see, paying entrance fees for the better seats. It is reported that a seat near to the Queen's (Elizabeth) stand cost 12 pence. These late period tournaments involved fighting over many days and in differing forms.





Tournaments in the SCA

Standard Tournaments

The Standard List - The Standard Society list is the single kill elimination list. This type of tournament is fought in rounds of bouts between single combatants. Combatants are eliminated as they lose a set number of bouts, and the final is fought between the last two remaining, generally as a best of three encounter.

The Round Robin - This type of tournament is fought over rounds. The number of rounds dependant upon the number of combatants, as each combatant meets each other combatant entered in the list. This style of tournament works best with ten or less combatants. For larger lists one possibility is to split the tournament into two separate round robin tournaments where the top placed fighters from each group compete for the tournament win.

Variations

Single, Double or Triple Elimination Each combatant has one, two or three losses to reach elimination.

Best of Three Each bout may last for three encounters, and is decided when one of the combatants has won twice.

Third Round Melee The third round is fought as a melee and if the melee winner has lost a life, or been eliminated they regain one life. This is generally a variation on a single kill double elimination list.

Pairs/Teams Tournaments Fought between evenly sized teams.

Weapon Variations

2 Handed weapons The list is restricted to double handed weapons, such as Great Sword, Spear, Glaive etc. Florentine may be included at the tournament stewards discretion.

Chivalric weapons Weapons are restricted to "Knightly" weapons, spear, great sword, single sword or shield and single sword, mace or axe.

Single handed weapon and shield Self explanatory.

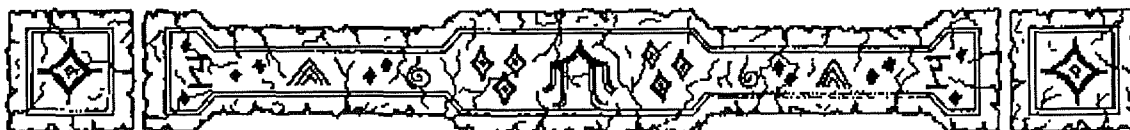
Matched weapons In this style of tournament the combatants fight with pairs of matched weapons and shields. The choice is generally limited to weapons determined and provided by the tournament steward.

Random weapons As many different weapons and shields as possible are provided for this style of tournament. Weapons are drawn by lot, for each fighter, for each round. A single redraw may be offered if a combatant draws two shields, otherwise they should fight with whatever weapons are drawn.

Non Standard Tournaments

Holmgangr An adaptation of the Scandinavian judicial tournament. Initially fought on a small island or pegged out cow skin enclosed like a boxing ring. To leave the fighting ground was to lose. These were generally fought to the death, with matched weapons. Bouts could be fought blow for blow or as our more accustomed free for all. SCA variants of these should use 'Viking' weapons.

Pas'd'Armes A French form of tournament fought between specified defenders and all comers. The defenders name a place and time and the terms of combat. Ideally a Pas'd'Armes should have a theme. On the day the attackers select from the stated combat forms, (such as counted blows, barrier....) and depending





on the terms of engagement may select their opponent. Otherwise the defenders nominate who will meet which attacker. These tournaments are fought for 'honour' and the victor is chosen by the gallery of ladies. Prizes may also be offered by the defenders, certainly they should provide food, drink and entertainment for the attackers and the gallery.

Continuing Meat Grinder This style is an adaptation of the meat grinder training technique. It is fought as a round robin tournament, where each combatant, in their turn 'holds' the field and fights all other combatants, singly. The victor is the one who wins the greatest proportion of their bouts, when holding the field.

Melee Variants

12th Century/Ransom Tournament This style of tournament is fought between sides, or individuals, on an open field, for a specified period of time. All combatants should start with an equal number of tokens, when beaten they are required to pay ransom to the combatant that bested them. Ransom is set according to the fighters rank - for example King 6 tokens, Prince/Duke/Earl 5, Landed Baron/Viscount 4, Knight 3, Squire/Guard2, man at arms 1. When a combatants tokens are lost they retire from the tournament. The victor is the combatant with the greatest number of tokens at the end of the allotted time.

Token Tournament This is fought over a set number of melee rounds. Each combatant is required to have a number of tokens equal to the number of rounds. Beaten combatants give a token to the one that bested them. At days end the victor is the combatant with the greatest number of tokens.

Valhalla This is a single continuing melee. Combatants leave the field when they are bested but may return when the one that bested them is beaten. The victor is determined when one combatant holds the field and there are no combatants willing or able to return to the field.

Warlord This is a single elimination tournament, where beaten combatants join with the person/group that bested them, for subsequent rounds. The first round is fought one on one, the second two on two, the third four on four and so on until one person commands all the other combatants.

Le Mans Start All the weapons and shields are placed in the middle of the field. The combatants gather along one edge of the field and at the Marshals command rush on and gather weapons as they will or may. Retiring to the edge of the field combatants arm and take the field, fighting until one remains.

Unusual Tournaments

Pandybat Combatants arm themselves with strange and unusual weapons which should be as dangerous to the wielder as they are to the opponent. The object is to have an extreme amount of silly fun.

Unchivalric The normal rules of the list are put aside and combatants are allowed to utilise subterfuge and ill means to gain victory. Bribing Marshals, striking before the call of lay on and distraction are all allowable tactics. The object is to have fun and act evil!

Poisoned Weapons These tournaments are usually run in conjunction with a poisoners feast. Any 'touch' by a poisoned weapon is accounted a kill. All weapons or just some may be poisoned, showing cards to opponents to signify poison is one method. A black card indicates poison, red non poisoned. Spectacular deaths and bad overacting are the object of these tournaments.





ALL FOR GOLD

To the tune of "Process Man" by Great Big Sea; Filked by Cap'n Stragin

And it's Gold boys Gold, I'll tithe your every breath
And every day you're on my ship you're two days nearer death
All for Gold

Well I've sailed to Madagascar, and I've plundered the Ivory Coast
I've fought against all kinds of men and I've turned 'em all to ghosts
There's thunder all around us and there's gunsmoke in the air
With a fiery blast to your mainsail mast I'll drown you all I swear

All for Gold boys, Gold, I'll tithe your every breath
And every day you're on my ship, you're two days nearer death
All for Gold

I've worked amongst most sailors when I fought with them they died
The smell of fear and the moans you'll hear all Nye on make you cry

Now fortune's all around me and there's plunder everywhere
With the loss of an eye and a battlecry, I'll crush your bones I swear

All for Gold boys, Gold, I'll tithe your every breath
And every day you're on my ship you're two days nearer death
All for Gold

And when my pirate days are done I'll sail the seas no more
I'll see enough of blood and rage and then head back for shore
Now there's corpses all around me and I've felt death's icy stare
There's a lousy smell that smacks of hell and bloodstains everywhere

All for Gold boys, Gold, I'll tithe your every breath
And every day you're on my ship you're two days nearer death
All for Gold

Well I've sailed to Madagascar and I've plundered the Ivory Coast
I've fought against all kinds of men and I turned them all to ghosts
There's thunder all around me and there's gunsmoke in the air
With a fiery blast to your mainsail mast I'll drown you all I swear

All for Gold boys, Gold, I'll tithe your every breath
And every day you're on my ship, you're two days nearer death
All for Gold





From the Wolf's Head Pursuivant

Now you may be thinking to yourself that the Kingdom and Principality have awards so that must mean the Barony doesn't need any. Right? WRONG! Just as the Kingdoms and Principalities design awards to develop their own unique identities so do Baronies. In fact the Barony of Borealis, has quite a number of awards, some dating back 20 years to a time when Borealis was originally a Shire. "But what are all these awards?" I hear you asking. Well here is the third part of a three part series on Awards and Orders. The awards and orders of the Barony of Borealis. Remember, if you have any questions regarding awards, precedence, or if you have an idea for an award do not be shy about bring your idea to your local herald. It is his job to listen.

Awards and Orders or "What are all those danglie things?"

Part III

Barony of Borealis Awards and Orders

The privileges, duties, and rights, ceremonial and otherwise, of the office of Territorial Baron and/or Baroness are established by the laws and customs of the kingdom, and shall include the right to make such awards as the Crown (or the Coronet) shall specifically delegate, and to establish and present non-armigerous awards specific to the barony. No branch or other entity below Baronial level may bestow awards. Shires and other branch entities may give scrolls of praise and recognition and other tokens.

The Order of the Silverwolf - Is presented to the Champions of Heavy, Light, Rapier and Arts & Sciences upon completion of their term as champion.

The Baron and Baronesses Favor - is a token of personal favor given by the Baron and Baroness.

The Decorated Letter - Is a Baronial award presented for outstanding service given to the Barony.

The Wolf's Paw - Is an award given to those who show outstanding performance in, or service to, the Arts and Sciences.

The Golden Spoon - given to those who show excellence in the culinary arts and in preparing large feasts.

The Cup of Borealis - Only 1 member of the populace may hold the cup at any given time. It is presented by the Baron and Baroness (who can consult the current recipient) for excellence in persona development, and may be passed on in court, by the last person to hold the cup, if the Baron and Baroness so desire.

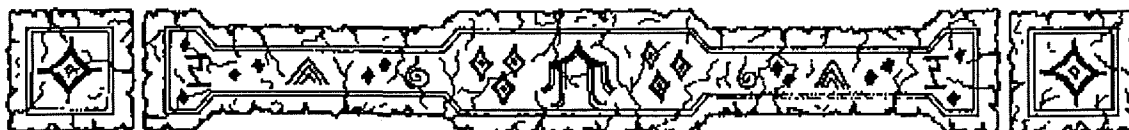
The Brewmeister - Given to members of the populace who have shown excellence in the art of brewing, and donation of such to the Baron/Baroness for use as gifts.

The Golden Arrow (retired) - Used to be given to the winner of the Baronial Archery Championship.

The Champion of Evergreens - Is an honor presented by the Canton of Stonewolf to the victor of their annual games tournament. It is not a Baronial award.

The Schwanstein Sword (retired) - Was an honor presented by the Canton of Schwanstein for performance in Rapier Combat. There are very few recipients of this award and it was not a Baronial award.

Æthelstan æt Karlioli,
Wolf's Head Pursuivant.





Rant and Roar

Filked by: Cap'n Stragin

We'll rant and we'll roar like true Avacalians
We'll rant and we'll roar with Avacal we'll go
Until we strikes bottom inside these two forties
Then straight to the tavern for more beer we'll go

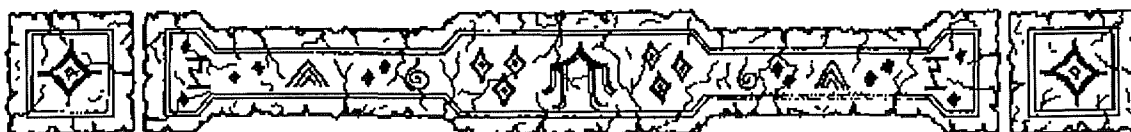
I've been through the world I've sailed the salt oceans
I've landed in places most sailors wont go
I can swing through the rigging
I'm fine with the jigging
But when it's to drinking with Avacal I'll go

We'll rant and we'll roar like true Avacalians
We'll rant and we'll roar with Avacal we'll go
Until we strikes bottom inside these two forties
Then straight to the tavern for more beer we'll go

We tramped over Mid-Realm
We out drank Artemesia
We go to war we're a sight to behold
Our fighters a wonder, they'll beat foes asunder
But when it's to revels with Avacal we'll go

We'll rant and we'll roar like true Avacalians
We'll rant and we'll roar with Avacal we'll go
Until we strikes bottom inside these two forties
The straight to the tavern for more beer we'll go

Now that the wars over march back to your homeland
The last party's over the liquors all gone
But don't be mistaken our heads are all achin'
But wait for the weekend we'll start up again
We'll rant and we'll roar like true Avacalians
We'll rant and we'll roar with Avacal we'll go
Until we strikes bottom inside these two forties
Then straight to the tavern for more beer we'll go





OFFICERS OF THE BARONY OF BOREALIS

Area Code - 780

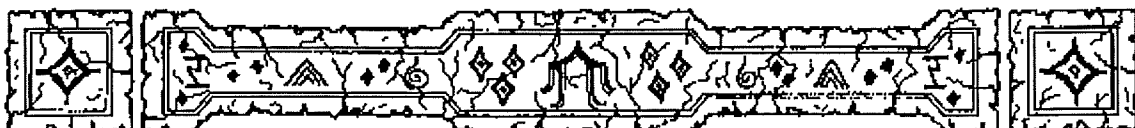
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About the cover

The cover of this month's Aurora features pictures of (top) Their Excellancies John MacLeod the Black and Kristn MacBheath, (bottom left) Their Highnesses Angar Ninefingers and Valaria Hanzen, (bottom right) Their Majesties Davin and Groa.

You know your in the SCA when...

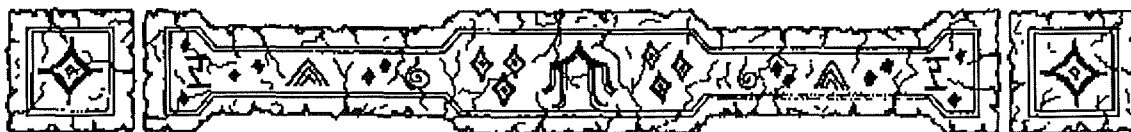
...You buy a TOWN out of 8 inch spikes to use as tent pegs. (For details speak with anyone who went to the last Clinton War.)

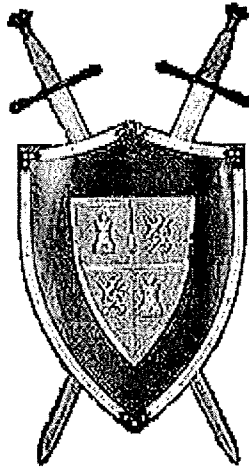
Note from the Interim Editor

Greetings one and all,

Well this month was a surprise, I got to produce yet another issue of our beloved newsletter. So I decided to try something really different that we haven't seen before. I hope you all enjoyed reading it as much as I enjoyed putting it together. Next month (hopefully) the Aurora will be coming to you from our newest Incipient Canton of Vingaard, I wish them the best of luck and hope the new chronciler has as much fun as I do when putting this missive together.

In Service,
Æthelstan æt Karlioli,
Wolf's Head Pursuivant.





CHRONICLER SUBMISSION DEADLINE: 15th of every month

This is the AURORA, a publication of the Barony of Borealis, in Edmonton, AB: a branch of the Society for Creative Anachronism Inc. (SCA). The AURORA is not a corporate publication of the SCA and does not delineate SCA policies.



Halfdan's Northern Lights girl of the month.
Æthelreda is a west saxon lass who yearns to sail abroad and show those Varangians that a woman can swing a sword as well as any man. We wish her the best of luck.

