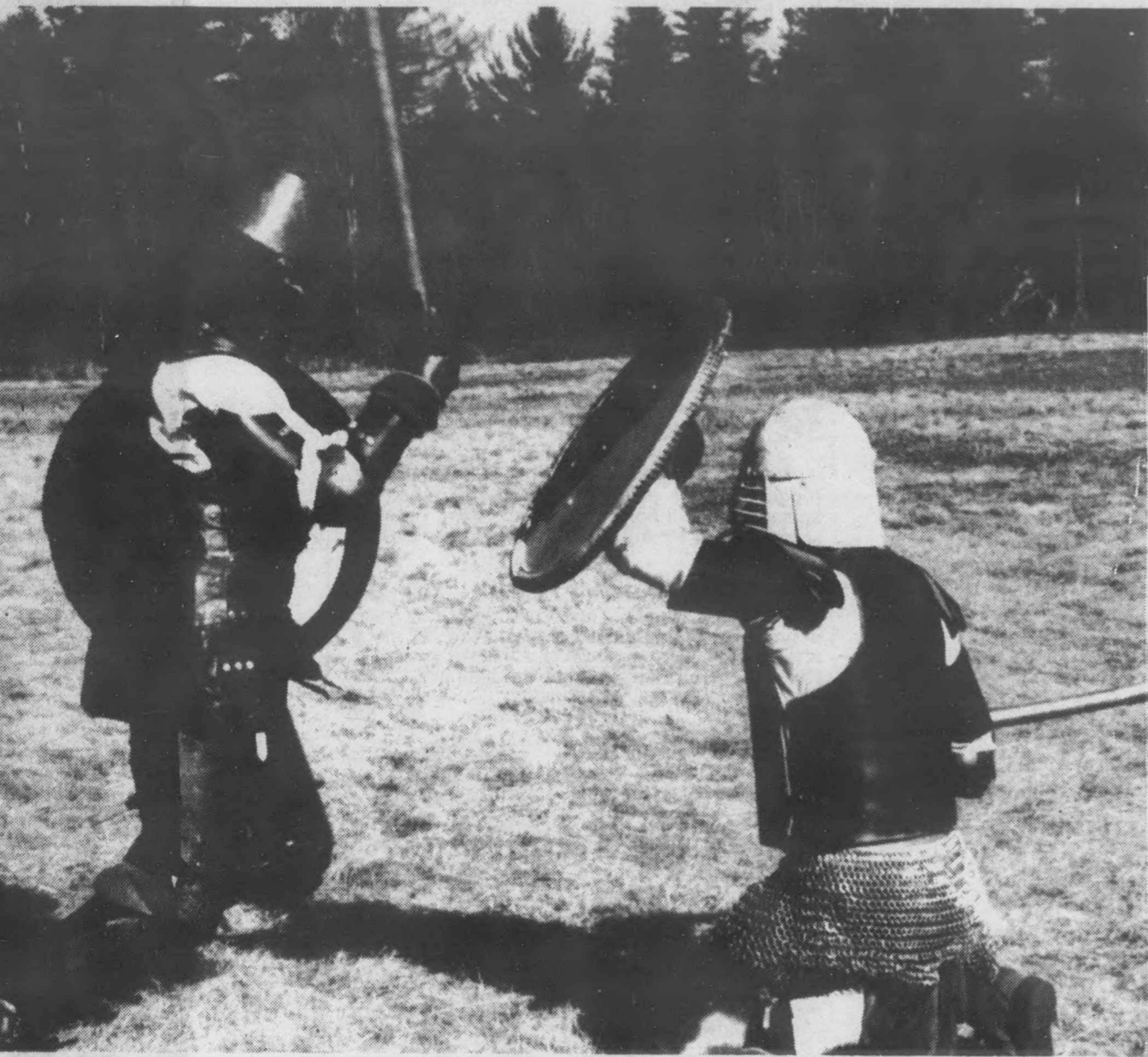


# Shining Armour and Lutes



Besides costuming, armoring and combat, activities include calligraphy, dancing, music, cookery, and board and field games, plus a variety of technical and social skills which help establish the ambiance of life at a period court. All society events are open to the public, but, in keeping with the emphasis on living history rather than dramatic performance, all attenders are expected to make an attempt to preserve the atmosphere, and to fit in with the SCA's standards of dress and behavior. Many chapters keep a collection of period clothing and other gear to loan out, and larger events often include arrangements to assist unprepared visitors.

Other than tournaments and wars, the society holds many non-martial events. These include banquets, revels (the medieval equivalent to a modern party), feasts, classes and seminars. At a typical event, participants are dressed in medieval garb, eating food prepared from authentic recipes, listening to period music, and dancing historically accurate dances. Competitions are held in baking, brewing, needle work, and many other activities to test the skill of the participant or to while away a pleasant afternoon. Authenticity is encouraged in as many areas as possible: pavilions, food, utensils, furniture, clothing, weapons, etc.

Integral to the authenticity is the selecting of a persona, the creation of a personal character from a specific historical time and place. This is not an actual historical figure, nor one adapted from myth or literature. If you have always wanted to be a sixth century or Celt or a dwelt century Viking, you simply make

interest in the same culture they often band together as a household. A fine up an identity from that period, research the culture of the time and place, and come as a character from that historical period. When several persons have an example of this is found in House Veasslelurd of the shires of Malagentia and Enderwearde (both in Maine) all of whose members are barbarians, dressing in furs and talking with bad German accents.

The SCA divides its Known World - that is, the territory where members live (which currently includes the United States, Canada, Australia, Sweden, England, Germany and Japan) into regions called Kingdoms. Each Kingdom has a King and a Queen, selected by tournament combat, wherein each entrant seeks the Crown both for himself and for his (or her) chosen consort. Some of the Kingdoms include Principalities, ruled by Princes and Princesses also chosen by combat. These regional organizations are responsible for the smaller branches based in individual cities or counties. While rulers hold executive authority, ongoing administration at each level is entrusted to a civil service of appointed officers. Kingdoms and Principalities are further subdivided into Baronies, Provinces, Shires, Cantons, etc. Fredericton, for example, is part of the Shire of Lyndhaven of the Kingdom of the East.

The SCA was incorporated in 1968, but counts its years from the first tournament - actually a medieval theme party held by authors Diana Paxson and Paul Anderson, with no thought of starting a club - held on May 1st, 1966 in Berkeley, California. The Corporation maintains a central registry and publishes a quarterly magazine, *Tournaments Illuminated*, and provides mailing lists for the regional newsletter published by the Kingdoms for all subscribing members. It also maintains a central heraldic registry and sets overall standards for safety and organizational structure, within which each Kingdom works as an independent. As of the beginning of 1988, there were over 12,000 members, and 550 local and regional chapters.

Anyone interested in the SCA in Fredericton may contact Steve 'Boyko' or Marc Lutz at 357-5400 or Rick Gaigneur at 357-3138.

