

Be careful not to stand where you might block the view of the King or Queen.

"Court" is a very special event with an emphasis on ceremony and courteous behavior. When called before Their Majesties, in most kingdoms people remove their weapons before approaching. They make a reverence when they come near, then kneel. As they leave, notice that they walk backwards several steps, bow or curtsy again, and then turn to walk back to their seats.

Names and Personae

Society members create their own persona, the person who they would like to have been had they lived in the Middle Ages. Some SCA members have chosen only a name. Others have fully developed personae and can talk to you in detail about their medieval "lives". When you meet someone, they will ask your name. If you have not chosen a medieval name you can use your modern one until you decide. If you have no idea what you would like to be called, then ask the local herald or pursuivant if he or she has a book of medieval names you can look at. Your local herald can give you further information on choosing a name and persona.

Kingdom & Kingdom & Local Officers

Bureaucracy, the people who provide for the smooth running of things,

abounded in the Middle Ages as well as in the modern world. The SCA is no different! If you have a question or do not know where to turn, start with the local officers. Officers in the SCA are appointed to their positions, not elected. Local officers are required to report periodically to their kingdom superiors. Local officers are:

- **Seneschal:** the representative for the local group in the outside world. Acts as the chief administrative officer, similar to a group's president - ask for Balthazar.
- **Herald:** In charge of making announcements and helping people research their names and heraldic devices in preparation for submission to the College of Heralds - ask for Sabine
- **Marshal:** In charge of the rules and regulations for fighting and archery. Sees to the safety of the participants. Keeps a record of who is authorized locally. Is responsible for seeing that fighters have an opportunity for training - see Declan for Heavy and Slank for Archery.
- **Arts & Sciences Officer:** In charge of the arts & sciences within the group. Organizes competitions and collegia - ask for Taysia.
- **Hospitalier:** Greets newcomers & helps them with garb until they have their own - see Jocelyn.
- **Chiurgeon:** Local First Aid Officer - see Jo.
- **Constable:** In charge of public safety - see Nyssa.
- Most importantly - **Baron & Baroness.** They are the barony's royal representatives in Mordenvale and should be treated accordingly - ask for Gilchrist & Lillian.

An SCA "Newbies" Handout. From the Barony of Mordenvale.



What is the S.C.A.?

The Society for Creative Anachronism (SCA) is a not-for-profit educational organization devoted to the study of pre-seventeenth century Western Culture. It concentrates on the European Middle Ages, Renaissance, and members work to recreate the arts and skills of this era. Some members study the Middle East and explore the interaction between Europe and Asia during the period under study. The SCA was incorporated in 1968, but recognizes a tournament held in Berkeley, California, on May 1, 1966, as its founding date.

An "anachronism" is something that is out of its proper time frame. "Creative anachronism" takes the best qualities of the Middle Ages and selectively re-creates them in the modern world.

Welcome to the Current Middle Ages.

Geographically, the SCA covers the globe with the majority of its members living in the United States and Canada. The kingdoms are independent of each other, and there is a considerable amount of variation among them. Each kingdom has a body of written "law" established by the King and Queen to define the specific rules it follows, and a larger body of generally accepted custom that gives each kingdom its unique personality. All the kingdoms build their laws and customs on a framework called the Corpora, which sets overall rules for the Society.

Kingdoms are divided into local and regional chapters called principalities, baronies, shires, marches, cantons, colleges, and ridings. The names of these divisions reflect the size of the membership and /or the larger division through whom the local group reports.



So, now that you have the history of the SCA; what do you do now?

Getting Started - Your First Meeting or Event

A meeting (or gathering) is where the SCA members carry on the regular business of the local group—our gathering is held every Sunday at Merewether High School at 3pm in Summer and 1pm in Winter. In Morden-vale we encourage you to wear garb to Sunday Gathering, but its not compulsory.

An event is a special gathering where people wear medieval garb and make an effort to act as though in the middle ages.

When you arrive at your first meeting or event, go up to someone and introduce yourself. Explain that you are new and ask who you can talk to about learning more about the group. Approach someone who is working on a project and ask about it.

What to Wear and How to Behave

In the SCA we wear medieval clothes that we refer to as 'garb'. The simplest SCA garb is a T-tunic. Members usually make their own clothes, although sometimes you can barter or trade services to have someone make you simple garb. For women, a plain-colored long skirt and a peasant-type blouse will serve. A length of cloth, such as a white dishtowel, can make a veil to hide modern hair. For men, try plain trousers (not jeans), and a peasant-style shirt that is not tucked in. A cloak, even one made of a blanket, can hide modern clothes. Plain black slippers or plain boots can serve. Be wary of wearing metal circlets unless they are very simple.

An ornate or jeweled circlet may lead you to be mistaken for titled nobility, which can be embarrassing.

Do not wear a white belt, sash, or baldric (belt across the chest). White is reserved for members of the Chivalry. Bright colored belts, such as red, green, or yellow, are often used to indicate that the wearer is a student of a particular person who has been honored for excellence in a SCA field of endeavor. Be wary of wearing swords and blades around children.

What You Will Need For Events

- Garb—this you can borrow from the Hospitaller if you don't have any
- 'Feast Gear' - Bowl, plate, cup, cutlery
- Own beverages are usually needed
- Cloths to cover mundane items and table if needed.
- Chair, rug, pillows for comfort.
- Hat or pavilion / shade
- Current projects to work on or games
- Money for merchant stalls (if applicable)

Customs & Courtesy

When the King and/or Queen are present, people in many kingdoms will make a "reverence", (a bow or curtsy) each time they walk past the King or Queen; also the thrones, even if empty. The space some 10' to 20' around the thrones is considered part of the Royal Presence. Walk around it, rather than through it. Watch what others are doing and copy them.