



The North Wind

Newsletter of the Barony of Lions Gate
#371 Feb ASL (2016)



HUZZAH! Arianna is put on vigil for the Order of the Pelican!

Lions Gate Calendar

February			
2, 9, 16, 23	Tuesday	Cloverdale Fight Practice	Alice Mackay Building
4, 11, 18, 25	Thursday	Rapier Practice	Justice Institute
6 – 7	Sat – Sun	Winter's End	Kelly Creek Community School 2341 Zillinsky Rd, Powell River
7, 14, 21, 28	Sunday	Archery/Equestrian Practice	The Grene Wode, 25133 0 Avenue, Langley, BC
7, 21	Sunday	Youth Armoured Combat	The Grene Wode, 25133 0 Avenue, Langley, BC
13	Saturday	AllThings	The Grene Wode, 25133 0 Avenue, Langley, BC
19 – 21	Fri – Sun	Tir Righ February Investiture	Camp Lutherwood 1185 Roy Road, Bellingham, WA
24	Wednesday	A&S Night	233 Third St, New Westminster
25	Thursday	Baronial Council	2518 East Hastings Street, Vancouver
27	Saturday	Canterbury Fayre	Lochdale Hall 490 Sperling Ave, Burnaby, BC
March			
1, 8, 15, 22, 29	Tuesday	Cloverdale Fight Practice	Alice Mackay Building
3, 10, 17, 24	Thursday	Rapier Practice	Justice Institute
4 – 6	Fri – Sun	Kingdom A&S/Bardic Champions	Shiloh Inn 707 Ocean Shores Blvd Ocean Shores, WA 98569
6, 13, 20, 27	Sunday	Archery/Equestrian Practice	The Grene Wode, 25133 0 Avenue, Langley, BC
6, 20	Sunday	Youth Armoured Combat	The Grene Wode, 25133 0 Avenue, Langley, BC
12	Saturday	AllThings	The Grene Wode, 25133 0 Avenue, Langley, BC
17	Wednesday	A&S Night	233 Third St, New Westminster
24	Thursday	Baronial Council	2518 East Hastings Street, Vancouver

Lions Gate Practices

AllThings Practice – The AllThing is the Barony of Lions Gate's monthly multidisciplinary practice. Gate opens at 9 am and the practice runs until 7 PM. Site fee is \$6 per adult. As this is a practice, NMS does not apply, and garb is not required.

This year, all the AllThings will be on Saturdays at the Grene Wode! Dates for this year are Jan 23, Feb 13, Mar 12, Apr 9 and 30, June 4, July 16, Aug 20, Sep 17, Oct 8, Nov 12, and Dec 3. Add them to your calendar!

The site has cleared two more large indoor spaces for us to use for combat clinics, classes and other activities, plus as always we have access to the White, Blue and Red Rooms, the Great Hall, Kitchen and Workshop! The AllThings is a great venue for classes and clinics, for any of the SCA martial or crafting disciplines, so put in your request to teach with the AllThing staff, and we'll see if we can make it

happen!

If you'd like to volunteer to provide dayfood for nominal costs, please let Briana know which dates you'd like to do. We will be allowing those interested to cycle through the calendar so everyone gets a fair chance to offer their services/test their recipes. The evenings always feature a potluck feast. Coordinators for the potluck are always welcome, otherwise we set it up buffet style. This is another excellent opportunity to try out period recipes and get instant feedback!

For those interested in marshalling for their discipline, or with any other questions, please contact Briana (antirbard@yahoo.com) or on Facebook (Nancy Jeanne Hedge) and she will endeavour to accommodate!

Equestrian – Practices are held at the Grene Wode most Sundays. There are no practices on the Sunday immediately following an AllThing. Equestrian can start at 9 am, if there is interest. Weekly practices are planned to be building skills (specific weapons or games, or specific riding challenges), so that we can set up Challenge Courses at the AllThings. Trail rides after the arena work are also planned.

Horse use fees apply: \$20 for riders in a Grene Wode program, \$30 for those coming from outside. A brief horsemanship skills assessment is necessary before a Grene Wode horse can be used: the Marshalls will ensure riders and horses are matched according to skills and training. More information may be had from Briana nic h'Eusaidh (Nancy Hedge) or Cassandra Wineday (Joanne Loney)

Archery – Practices are held at the Grene Wode every Sunday. Archery starts at noon and goes till 5 pm. Royal Rounds range and a beginner range are almost always set up, and a potluck lunch is shared to help build the community and keep the arrows flying! Once a month there is a FUNdraiser featuring silly targets, interesting archery games, or guest appearances by our very own French pincushion, Sieur 'Amster d'Elderberry!

Site fee as always is \$6 per adult. As these are practices the NMS does not apply and garb is not required. More information may be had from Delwyn (Kim Laven).

Youth Armoured Combat – Practices are held at the Grene Wode every other Sunday from 2 to 4 PM. Practices are also held at the AllThings Practice.

Cloverdale Fight Practice – Armoured and Rapier combat practice occurs every Tuesday Night at the Alice MacKay Building. Check the facebook site for the most up to date information.

Rapier – Rapier Practice occurs every Thursday Night at the Justice Institute in New Westminster. Heavy fighters welcome but please use something to prevent your knee armour from damaging the wooden floor.

Arts and Science – A&S practice happens once a month at a member's home.

Dance – Dance practice happens every two weeks at 13325 Old Yale Rd in Surrey. Take Sky train to Surrey Center, then walk South, past the mall, keeping the mall on left. Walking along University Dr. to Old Yale Rd. Walk to the main doors, and on the right hand side is a patio and the meeting room for the dance practice

Recorder classes – Classes are being taught on alternate Tuesdays starting on Feb 16 at my place in Guildford. Call Nikolai at 604-585-9607. Collegium is on alternate Tuesdays next one is Feb 9, location varies, contact Nikolai

Upcoming Events



Tir Righ February Investiture

February 19 – 21, 2016

Event Steward: Siofra De Honicombe

Event Fee: \$20US – plus \$5 NMS No Charge for youth 18 and under.

Feast Fee: \$20US

Location: Camp Lutherwood, 1185 Roy Road, Bellingham, WA

The Shire of Thornwood would like to extend their hand and invite all of Tir Righ and those who would celebrate with them, as Their Highnesses Viking and Lishinia, invest Their Heirs, Thorwulf and Wulfwyn, to the Thrones of Tir Righ.

The Rapier and Archery Championships will be hosted as well as a sumptuous

feast, fit for such an occasion.

Investiture Schedule

- Subject to their Excellencies whims and necessary changes.

Saturday

9:00 - 9:45 : Chivalry

9:45 - 10:30 : Laurels

10:30 - Noon : Rapier and Archery lists will be open.

10:30 - 11:15 : Pelicans

11:15 - 11:45 : LOVE

11:45 - 12:30 : Lunch/Final Prep

12:30 - 2:30 : Vikingr and Lishinia final court

2:30 - 3:30 : First Court of Thorwulf and Wulfwyn

3:30 - 3:45 : Prep for Rapier Processional

3:45 - Rapier Processional

Immediately following Processional, begin tourney.

4:00 - 6:00 Rapier Tourney

Investment of Rapier Champion immediately follows.

Immediately following Tourney, MOD Meeting, most likely 6:00 – 6:45

Sunday

8:00 - 9:00 Financial

9:00 - 10:00 Curia

9:30 - 10:30 Archery list will again be open for those that missed it Saturday.

10:00 - 10:30 OGGS

10:45 Processional Archery Tournament

11:00-2:00 Archery Tournament. Investment of Archery Champion immediately follows.

11:00-1:00 Squires/Cadets

3:00 Site closes

Canterbury Fayre

February 27, 2016

Event Steward: Morweena

Event Fee: \$10 – plus \$5 NMS No Charge for youth 18 and under.

Tavern Fee (for those arriving after 7 PM) \$5

Location: Lochdale Hall, 490 Sperling Ave, Burnaby, BC

In the air there is a hint of spring to come. Faces are bright, smiles are welcoming. Come into the hall,

filled with the sound of storytelling and song. Artisans and scientists are explaining their creations... you stop a moment in front of a game board to engage in a rousing game of.. chess or nine man morris. You have wandered into Canterbury Fayre

Join the Baron and Baroness of Lions Gate as the new Champions of the Arts and Sciences and Bardic are chosen. Making its debut this year is the Games Champion, how will it be decided? Who will show their strategic skill. Come support those willing to defend the Barony in times of War and Peace.

During the day artisans can display their crafts and workshop with other artisans, come see what they do.

Many will have traveled the Knowne World and come to linger, come join for conversation or perhaps just sit and drink it all in.

Please note the evening will have a licensed tavern. Please respect the license holder who is liable for all alcohol consumption while the license is in effect, no outside alcohol

Lions Gate Champions/40th Anniversary Revel

May 14, 2016

Event Steward: Cassandra Wineday

Event Fee: \$10 to attend Champions/ \$10 to attend Revel \$15 to attend both – plus \$5 NMS No Charge for youth 18 and under.

Location: Champions – Warner Loat Park, Burnaby; Revel – Slovenian Hall, 5762 Sprout St, Burnaby
Spend the day at historic Warner Loat Park. Compete or cheer on those competing in the various championship tournaments. Then, come out to celebrate the 40th Anniversary of Lions Gate becoming a Barony in an evening revel.

Sealion War

May 27 – 30, 2016

Event Steward: Briana nic h'Eusaidh and Garet Doiron

Location: Grene Wode Manor Farm, 25133 0 Ave, Langley, BC

As summer draws nigh, loyal hearts are called back, to settle once again which Barony invaded which! The SeaWolves of Seagirt harry at our shores, and Lions Gate's Lions roar a response to this incursion! Will you fight with us? Will you shoot with us? Will you ride with us? Will you make with us? Will you sing with us?

Will you ROAR?!

Interesting battle scenarios are planned! A brilliant Bardic is expected! Much pageantry upon the Warfield and in the Equestrian arena are desired! A vibrant Merchant's Row is hoped for! War Points will be decided soon, to give all contenders a fair chance to help decide the outcome for their chosen Barony! Keep your ears attentive to the Heralds, and await further word!

Event Stewards are Briana nic h'Eusaidh and Garet Doiron. Seek them should you wish to volunteer your aid, or to request further information!

The Different Drumbeat: Opinion and Essays by Bríana níc h'Easaídh

The SCA is a LARP. Now don't lynch me yet: you might need to hear this.

Live Action Role Playing is a growing hobby of geeks just like you and me. Hundreds of thousands of young, active and financially well-established folk get together on a weekly basis, all over the world and dress in costumes, call each other by names not to be found on their birth certificates, hit each other with simulated weapons, and laugh and play and enjoy themselves in their Game. They earn levels in their hobby, and get better at their skills, make and do and learn and have fun. Sound familiar?

Well, except for the leveling part, you may say, with some good reasons. Many LARPer's play to level up their characters and become more powerful in the context of the game, learning new spells or having access to harder to control weapons, etc. Leveling isn't part of our Game... except, it kind of is.

If you take a good look at it, the SCA's recommendations-based awards are our version of leveling up. Instead of a certain number of xp gained per battle, scenario or event, we do and make and learn and teach and someone somewhere says, cool, that all was worth a note to my Noble! Off goes the missive and if the recipient is deemed worthy, the next Court they attend, whiz-bang: new shiny!

We appear to have only a few levels, compared to most game systems: you start out a newbie at level zero, and just by coming out and trying things, doing and learning the system, you eventually make it to Lord or Lady, level 1. A few years of service or creativity later and boing, boing BOING, level 2: Lordship or Ladyship. After that... kind of a long wait: (diminishing returns on xp mean it can take quite a while to earn level 3), your Peerage!

It's an amusing thought that the levels of award equate to the levels of a LARP, but perhaps it would be more accurate to say every award earned is a level in that skillset, the way some MMOs do things. (Maybe the SCA is an MMO/LARPG: we do have quite a few participants who are more active in online forums than at actual events...) So every branch, household, Principality or Kingdom recognition could count as a level: he with the most alphabet soup after his name, wins!

But wait, I hear you, intangible reader argue, "When a gentle 'levels-up' according to your definition, o opinionated bard, the LARPer's character gets better skills and weapons! All the SCA noble gets is a shiny and a title!" I would have to point out that the higher your rank in the SCA, the "better" you "do", which is just a way to say you know more people and can find more kinds of fun to have. (Wasn't fun the point?) The higher your rank, the more likely you know some of the Coronets or Crowns (or Contenders) personally, so the higher "up" you play. Heck, if you become a Contender yourself, or actually win a Coronet or Crown, people give you all kinds of things. (You probably spent \$5000 to get \$500 worth of gifts, but I bet you had a good time in there somewhere!) By that reasoning, there are plenty of perks to leveling in the SCA.

So why is this important? An open mind is a great thing, and also hard in a group that values traditions as much as the SCA does. All I am asking is that we give this some thought. If the SCA is a LARP, what can we learn from what the LARP communities do and how they do it?

The SCA used to be the only game of its kind, anywhere, and some of us still play that way, but there are now a thousand and one choices for the "dress in unusual clothes and call yourself a different name" demographic, ranging from LARPs to serious historical re-enactment groups, even to such grand cultural experiments as Burning Man. Many of these activities have been around as long as the SCA has, and have survived many of the same political upheavals and drama as the SCA has. If we open ourselves up to thinking about the larger hobbyist community we are a part of, we could learn from them, and grow. We stand to gain a great deal in terms of concepts of play and ideas for events, etc, as well as how we might better weather some of our own internal strife and dissent. We could conceivably alter the way we play and make it better. If we continue to define ourselves by what we are not ("RAWR!" Duke Sir Master Madatme roars, "The SCA is **NOT** a LARP!") we are missing the point and benefits of considering what we do in a larger context, and we are missing many opportunities to create a better Game.

LARPs are mostly medieval fantasy in focus, but these guys spend serious time and cash on their kit. They aim to have fun, much as we do, but as most LARP groups are quite small, they are often aimed and geared locally. We tend to lose sight of the local picture, once we've been playing for a while, and the local community is probably the most important level!

LARP groups usually follow the laws of the land in which they play, something the SCA may fall short on, as we have seen on a few occasions with clashed between US/Californian law, and Canadian/BC law. I submit the SCA may need to grow out of the proprietary sense that our 50 years of tradition somehow supersedes modern laws. Canada is a sovereign nation, and there are actually quite a few areas that the SCA's rules do not make sense in it.

LARPing usually requires the creation and development of a character. The SCA actually does not! Personae are different things to different people, yet very very few of us will admit that our personae are characters in a made-up history. Honestly, that is what they are! Yet, we do not have events that help our personae grow and develop... we have persona-specific events where we explore and teach about aspects of our personae, but we do not further their timelines or stories in any way. Perhaps there is room for this kind of activity at an event, or an event designed to allow us to live more fully within our personae, help us more completely realize their reality. It might even open us up to wholly new kinds of fun! Wouldn't it be grand to actually have all the skills and knowledge your persona would/should/could have?

We could also broaden the SCA's market, and grow as an organization, without losing the essential character of what it is we do. That leads to the question, what do we do? What makes the SCA different from that multitude of other geeky hobby groups?

What I have long felt we do best is serve as a gateway to all the myriad possibilities for medieval recreation. You can survive in our game just as easily with a new character as with someone well known. Level 0 is not a bar to having a grand old time, finding a niche and friends and building communities as needed. That has always been one of the SCA's greatest strengths, in my opinion. Some choose more academic and scholarly approaches and want to be surrounded by historically accurate and fully authentic items, food, and clothing, and do more authentic things. Others are just as happy to pull on a polyester T-Tunic, drink, and drum around a fire for the pleasure of scantily-clad dancers. All are welcome under the SCA's broad umbrella.

We do have something that no other "dress-up, reinvent yourself" group does: a culture of welcoming that makes it easier for folks to get involved. We used to have a system of mentorship that worked fairly well at making sure the newcomer felt a part of things right from their first event. Some of us remember that: we perhaps need to be better at paying it forward for the next generation of SCAers.

So, in closing, perhaps the SCA is not specifically a LARP, but we should never take ourselves so seriously that we lose the essential nature of what we do. We are part of a larger cultural event now, and we can build on our strengths and continue to grow as an organisation, if we bear this in (open) mind.

I appreciate your kind attention to my wandering thoughts. I hope to be back regularly with more meanderings.

In (interesting) Service, I remain

Briana nic h'Eusaidh,

Courtier to His Excellency Uilliam of Lions Gate

Taim an Difruil Drumadeoir!



THE SOCIETY FOR CREATIVE ANACHRONISM, INC.
FINANCIAL REPORT

Branch: Barony of Lions GatePeriod: 1/01/2015 to 12/31/2015

INCOME STATEMENT

CDN \$

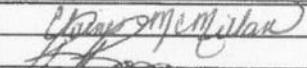

INCOME		(from page)	Gross	Cost	Amount
1a	Fund Raising: Non-medieval activities to earn income (raffles, car washes, bake sales, etc.)	(11a)		INTERNAL	1,470.00
1b		(11a)		EXTERNAL	0.00
2	Direct Contributions/Donations: No activity	(11a)			447.25
3a	Activity Related: Medieval activities to earn income (events, demos, heraldry fees)	(11a)	Income from Demos and Activity Fees		9,640.22
3b		(11b)	Adjusted Gross Event Income		15,053.62
4a	Funds Transferred In from Another SCA Account	(9)		WITHIN KINGDOM	492.48
4b		(9)		OUTSIDE KINGDOM	0.00
5	Interest Earned				0.00
6	Net Inventory Sales Income	(6) Gross-Cost=Net	0.00	0.00	0.00
7	Other Sales Income	(7)			565.00
8	Adjusted Gross Newsletter Income	(15)			0.00
9	Net Advertising Income	(11b) Gross-Cost=Net	0.00	0.00	0.00
10	Other Income	(11b)			47.19
11	TOTAL GROSS INCOME		(Sum of Lines 1 through 9)		27,715.76

EXPENSES		(from page)	Office & Admin.	Activity Related	Fund Raising	Total
12	Advertising (NON-SCA)	(12a)		0.00		0.00
13	Bad Debts	(12a)	0.00	0.00	0.00	0.00
14	Bank Service Charges		285.13			285.13
15	Depreciation	(8)	0.00	0.00	0.00	0.00
16	Equipment Rental & Maintenance			416.01		416.01
17	Fees & Honoraria	(12a)	0.00	0.00	0.00	0.00
18	Food			889.90		889.90
19	General Supplies		212.80	511.46		724.26
20	Insurance (NON-SCA)	(12b)	0.00	0.00	0.00	0.00
21	Occupancy & Site Charges		2,384.55	13,616.97		16,001.52
22	Postage & Shipping, PO Box Rental			43.47		43.47
23	Printing & Publications					0.00
24	Released Equipment	(7)	0.00	0.00	0.00	0.00
25	Telephone					0.00
26	Travel (Gas, Tolls, Airfare)			176.70		176.70
27	SUB-TOTAL (Lines 12-26)		2,882.48	15,654.51	0.00	18,536.99
28	Other Expenses				(12b)	0.00
29	Donations to SCA, Inc. Subsidiaries and Other 501(c)(3) [Nonprofit] Organizations				(12b)	1,728.32
30a	Funds Transferred Out to Another SCA Account			WITHIN KINGDOM	(10)	4,642.14
30b				OUTSIDE KINGDOM	(10)	0.00
31	TOTAL EXPENSES			(Line 27 TOTAL + Lines 28 to 30b)		24,907.45
32	NET INCOME (MUST MATCH Change in Net Worth)			(Line 11 Minus Line 31)		2,808.31

Legal Name:

Print

Sign

Exchequer:	Elaine McMillan		Date: <u>21 Jan 2016</u>
Seneschal:	Brigitte Baumann		Date: <u>Jan. 21/16</u>



THE SOCIETY FOR CREATIVE ANACHRONISM, INC.
FINANCIAL REPORT

Branch: Barony of Lions Gate Period: 1/01/2015 to 12/31/2015

COMPARATIVE BALANCE STATEMENT

For **Cumulative** Quarterly Reports, use **last year's** Comparative Balance Sheet (End) amounts for the (Start) amounts.
For **Sequential** Quarterly Reports, use **last report's** Comparative Balance Sheet (End) amounts for the (Start) amounts.

For **Year-end** Reports, the (Start) numbers will be provided to you by the Kingdom Exchequer. The numbers may have changed from what was submitted last year because of transfer reconciliation between your account and other accounts.
The Year-end Report must be signed by the person preparing the report.
(START) FIGURES MAY NOT BE CHANGED UNDER ANY CIRCUMSTANCES!

		CDN \$	CDN \$
I. ASSETS		Start	End
a) Undeposited and Non-Interest Bearing Cash	(3,5a)	8,479.31	8,263.72
b) Cash Earning Interest	(3)	0.00	0.00
c) Receivables	(5a)	244.00	0.00
d) Inventory For Sale (Major Inventory)	(6)	0.00	0.00
e) Regalia & Non-Depreciated Equipment	(7)	1,720.00	1,720.00
f) Depreciated Equipment	(8)	0.00	0.00
g) MINUS Accumulated Depreciation	(8)	0.00	0.00
h) Prepaid Expenses	(5a)	0.00	2,517.90
i) Other Assets	(5a)	500.00	1,250.00
j) TOTAL ASSETS	Add a through i, subtract g, then add h and i	10,943.31	13,751.62

II. LIABILITIES			
a) Newsletter Subscriptions Due	(15)	0.00	0.00
b) Deferred Revenue	(5b)	0.00	0.00
c) Payables	(5b)	0.00	0.00
d) Other Liabilities	(5b)	0.00	0.00
e) TOTAL LIABILITIES	Add a through d	0.00	0.00

III. NET WORTH		Line I.i minus Line II.d	10,943.31	13,751.62
Proof:	Change in Net Worth	III(End) - III(Start) (A)	2,808.31	(A = B) ? If NO, the report is incomplete.
	Net Income	Income Statement Line 32 (B)	2,808.31	

Legal Name	Print	Sign	Date
Exchequer:	Elaine McMillan	<i>Elaine McMillan</i>	Date: <i>26 January 2016</i>
Seneschal:	Brigitte Baumann	<i>Brigitte Baumann</i>	Date: <i>Jan 24/16</i>

Signatures below certify that the information on this report is correct and complete to the best of their knowledge.

Compendium



Their Royal Majesties of An Tir – King Eirik and Queen Driffina (king@antir.sca.org, queen@antir.sca.org).



Their Highnesses of Tir Righ – Prince Vikingr and Princess Lishinia (prince@tirrigh.org, princess@tirrigh.org).



Baron & Baroness of Lions Gate – Baron Uilliam mac Fearchair mhic Gille Andrias & Baroness Caitrina inghean Andriasia (baron@lionsgate.tirrigh.org, baroness@lionsgate.tirrigh.org)

Baronial Council

Seneschale

Her Ladyship Brigitte die Arrogante

seneschal@lionsgate.tirrigh.org.

Contingency Deputy - Her Ladyship Cassandra Wineday of Newingate

Family Activities Coordinator – VACANT

Chancellor of the Exchequer

Dame Elena de Maisnilwarin

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Deputy Exchequer – Her Ladyship Ylas Anasdoter,

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Chamberlain – His Lordship Garet Doiron,

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Sable Loat Pursuivant (Herald)

His Lordship Cáemgen mac Garbith ui Andrais

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Deputy – Lady Eithne Rose

Minister of Stables

Sergeant Miles FitzHubert stables@lionsgate.tirrigh.org

Archery – Her Ladyship Delwyn verch Ynyr

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Master of Blades – Lord Seamus McKinneach

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Lists – James Irvein, lists@lionsgate.tirrigh.org

Missile Combat – Archos Elora

Thrown Weapons – Archos Elora

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Chronicler

Baron James Wolfden, chronicler@lionsgate.tirrigh.org.

Librarian – Her Ladyship Ylas Anasdoter,

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Minister of Arts & Sciences

Her Ladyship Eleanor Odlowe

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Contingency Deputy: Her Ladyship Ciana de'Libri

Bardic Arts – Her Ladyship Briana nic h'Eusaidh

Dance – Her Ladyship Rhiannon ap Gwynedd of Clan

McBeighn dance@lionsgate.tirrigh.org

Games – Master Nikolai Andreiov

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Chatelaine

Duchess Caoimhe ingen Domnaille

chatelaine@lionsgate.tirrigh.org

Deputy: Lord Niall an Bacach

Gold Key – VACANT

Scribe

Mistress Agnes Cresewyke scribe@lionsgate.tirrigh.org

Deputy – vacant

Webminister

Jakemina Arwemakeres

webminister@lionsgate.tirrigh.org

Deputy - vacant

About the North Wind

This is the February 2016 issue of The North Wind, a publication of the **Barony of Lions Gate**, of the **Society for Creative Anachronism**, Inc. (SCA, Inc.) The North Wind is available from the Chronicler, James Welch (HL James Wolfden), jameswolfden@yahoo.ca and is also available from the Barony's website <http://lionsgate.tirrigh.org/northwind.html>. It is not a corporate publication of SCA, Inc. and does not delineate SCA, Inc. Policies. Copyright © 2016 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 the piece. Please respect the legal rights of our contributors. ISSN: 0316-6953