



The newsletter of the Cleftlands, Vol. 3, April 2000

## The SCA Returns to CWRU

The Case Western Reserve University Medieval Society achieved full status as a recognized student group this week, and was awarded \$275 in funding for the next school year.

This news was reported to a jubilant crowd Monday night as they gathered in a residence hall lobby to learn how to make houpelandes. Fabric and pins were dropped for a well-deserved round of high-fives.

Group recognition means that CWRUMS can reserve rooms on campus to hold meetings, demos, and events, in addition to receiving funding from the student government, which the fledgeling group hopes to spend on developing a gold and rusty key for the group, as well as holding a small 'party' event in the fall.

To round out the end of this semester, the group plans on holding an Armor demo on Thursday, and attending the university's annual Springfest this weekend in garb to hand out pamphlets to interested students.

## Scouting: it's not just for the woods anymore

by Alaric Lefevre

Scouting has always been an important part of the war effort. Scouts have been critical, especially in the woods battles, for reconnaissance, delivering information and maintaining the lines of communications between all the commanders. The Oaken Region has always led the scouting community by developing the best, most organized and largest scout corps within the kingdom.

**Why be a scout?** Scouting is a great way to participate in combat without actually having to put on all the armor or worry about getting hit. Scouts are used in every battle at Pennsic, and recent changes to the scouting rules will allow them to be more versatile than ever before.

**What has changed?** In addition to a scout's usual role of information gathering, they are now also allowed to man siege engine crews, glean arrows and bolts for combat archers and act as "light archers" (only allowed in the Abbey battle at Pennsic XXIX). As you can see, the role of a scout has just been expanded greatly, which makes them more useful to the army and gives them more opportunities to have fun.

The armor standard has also changed. As of this upcoming Pennsic, every scout must wear "level 2" protection on the field. Previously, level two protection was only necessary in combat archery situations, but it is now the minimum armor standard required to be a legal scout. The main reason for this is that combat archery is becoming more prevalent in Midrealm combat, and it seems sensible that if scouts are to be called upon for every battle, their armor allows them to participate as safely as possible. The actual upgrade to level two is minor. At level 2 scouts must wear:

- \* Kidney protection. A modified weight-lifters belt will work fine for this.
- \* Groin protection. For males a standard athletic cup, for females a 'jill' or similar groin protection.
- \* Neck protection. A gorget or similar 'hard-over-soft' protection.

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### What's Inside:

**Learn to Shimmy - Check up on our Finances - Find out what a Seneschal does, anyway - Fighting on the Web**

# Exchequer Highlights

Since December of 1999, we have taken in \$5,711.65 in gross income- \$4,720 from events, \$491.65 in direct contributions.



During that same period, our expenses totalled \$4,499.73. The majority of that was for site rental, both for events and our meeting site, totally \$3,144.98. After that, our greatest expense was food, \$1,076.34. General supplies accounted for \$179.27, and \$79.92 was spent on the archery windows. Ten dollars went to the production of our newsletter, and six dollars to bank fees.

In short, the Barony earned \$1211.92 more than it spent over the first quarter of this year, the majority of the money coming in and out was directly related to the January event.

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## Scouts, Continued

\* Elbow and knee pads. Not armor, just soft pads.

\* Upgraded scout helmet. Level two helmets must adhere to the level 1 scout helm conventions, plus protect the scout from projectiles. From the online scout's handbook: "Face protection is to consist of no less than 5 metal bars of at least 3/16" in diameter. 2 of the 5 bars must be horizontal, and set at right angles to the other 3 vertical bars. In addition, 1" by 1/2" rabbit gage wire, or screen of comparable strength and mesh, must be secured to the outside of the bars. The grill must have no opening wide enough to pass a one inch dowel through. The test will be to see if the screen holds true and doesn't collapse into the inside of the grill."

Most of the equipment to upgrade to level two can be found at your local sporting goods store. Gorgets and scout helms can be made at your local armorer's, bought from merchants at events or from countless online sources.

If you currently have a level one scout helmet, and wish to modify it to meet level two standards, there are many sources at your disposal. Commercial welding businesses can

weld on additional bars, as can your local armor guild. Sir Randolph Lee (Southern Oaken region) has opened up his shop to any scouts that wish to work on their equipment. You provide the materials, and Sir Randolph will help you make the actual modifications. (You may email Sir Randolph -MKA Randy Baker- at [Randolphlee@fuse.net](mailto:Randolphlee@fuse.net))

**Resources-** Your local marshal can give you much information about what scouting is and how to become a scout. Also two very good online sources: Scouting Handbook (<http://www.dnaco.net/~aleed/scouts/SH/handbook.html>) Online version of the scouting section of the marshals handbook. Includes diagrams on scout helmet requirements, scout hand signals and more. The scout site (<http://www.dnaco.net/~aleed/scouts/>) Master Erik Erikson's site on scouting. Learn from the founder of the Shadow Dancers and former deputy earl marshal for scouts.

### Contacts

Deputy Earl marshal for Scouts  
Forester Alan of Caverlock  
[banzhof@dnaco.net](mailto:banzhof@dnaco.net)

Oaken Army scout coordinator  
Lt. Alaric Lefevre  
[alaric@multiverse.com](mailto:alaric@multiverse.com)

What now? Now that you've decided that you want to scout at melee events and at Pennsic, what do you do? First, read through the scouting section of the marshal's handbook to familiarize yourself with the scouting rules and conventions. Then, read through the heavy fighters section of the handbook to become familiar with melee conventions and what kind of environment you're putting yourself in. Finally, talk to your local marshal or regional marshal to see what you need to do to become a fully authorized scout. If the marshals on a local level can't answer your questions, talk to one of the contact people above. Also, at whatever level you are (interested, trying to authorize, already authorized) contact me so that I can communicate to the Oaken commanders what kind of scouting numbers we can expect at melee events this summer, and Pennsic.

In Service,  
Lt. Alaric Lefevre  
North Oaken Commander  
Oaken Coordinator for Scouting

# So you wanna be a Seneschal?

By Alaric LeFevre

So you might be interested in the position of Baronial Seneschal, and are wondering what is in the job description. The Seneschal of a Barony is the legal representative for the SCA within the Baronial zip codes. As such, the seneschal is responsible for signing legally binding contracts and checks, reporting to the kingdom and Society seneschals any serious breach of mundane law (such as at events) and making sure that business within the barony adheres to SCA corpora.

But what does a seneschal really do to fulfill these responsibilities? One of the main functions of the seneschal is as the contact person for the entire group. On average, I receive a call or email every other day from people requesting information about the SCA, trying to schedule a demo or obtain a member's phone number. The seneschal writes reports three times a year (to the Kingdom reporting deputy) regarding the status of the group, any major changes in membership or officers, and any events that have taken place. This includes the year-end Domesday report, which becomes an official document of the SCA, Inc, and is maintained as a record of group activity.

I usually spend about 45 minutes "hands on" time at each baronial meeting functioning as a seneschal. This includes working with event staff to make sure that an event has every chance to be successful, helping people find information about upcoming events and providing membership information. I'm usually one of the last to leave the meeting site, making sure that the windows are closed and no one has left something behind (happens at least once a month- and it's usually not claimed). It's the seneschal's job to coordinate with the other baronial officers any particularly important items, such as the purchase of something expensive.

So, if you're still interested in becoming the next Baronial Seneschal, here's what I'm looking for: please send/ give me a statement regarding why you would like to be seneschal, what qualifications you have and what you think you have to offer the Barony as seneschal. The term limit for a seneschal is three years- will you be local during that time period? Can you make it to meeting 3 out of 4 weeks? Do you have an email address?

Still have questions? Don't be afraid to ask!

# Shall We Dance?

The Three-quarter Shimmy

by Milesent

A Middle Eastern dance move as described to me by Lady Celeste the great and powerful. I have no idea why it's called the three-quarter shimmy, though I've a vague suspicion that it involves seventy-five cents.

To start, you should stand in the standard Middle Eastern stance. Your feet should be shoulder-width apart, so that your shoulders are perfectly in a line with your feet, and your knees bent slightly. Your weight should be evenly distributed between both feet. Feel awkward? Don't worry, you don't look as silly as you think.

Now push your weight over onto your right leg just like you're shoving a car door closed with your hip. \*wham!\* Now all your weight is on your right leg. Congratulations. Now, raise your left hip up just a little, yes you can do that, I swear. Just an itty bitsy bit. Good, put the left hip back down again and now shift all your weight over onto your left leg just like you're closing that car door again. \*wham!\* Now all your weight is on your left leg, lift your right hip just a little bit, no really, you can do that, put the right hip back down and you're done.

Try to keep your knees bent the entire time, I know I always want to straighten my leg when I raise up on my hip, but locking knees straight is bad, ask any martial artist. Repeat from the top, a lot. So it's:

Shift your weight onto the right.

Lift left hip

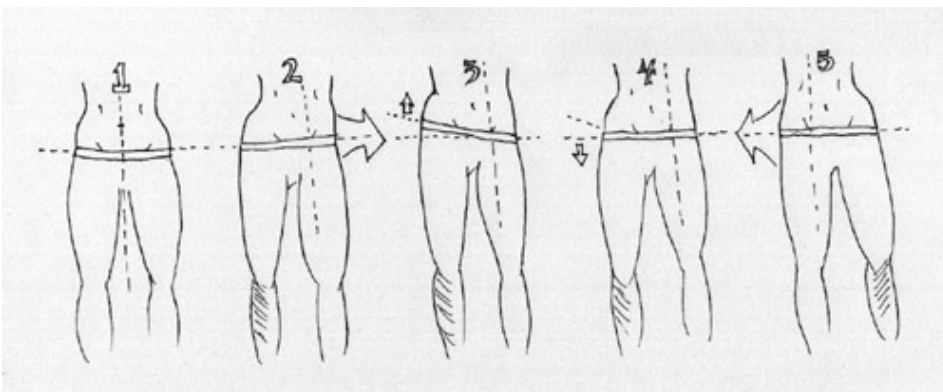
Lower left hip

Shift weight onto the left.

Lift right hip

Lower right hip

repeat



## Shimmy Shimmy Shimmy...

## Calendar

**4-27-2000** Thursday.  
Armor Demo at CWRU,  
Carlton Commons setup  
at 4:30, demo starts at  
5:00, over by 9:00pm.

**4-29-2000** Springfest-  
unofficial CWRU demo.

**4-30-2000** Archery  
Guild meeting 1pm Lucas  
Archery and Albion  
Woods - see marshals for  
details/directions)

**5-3-2000** Weekly  
Baronial Meeting

**5-6-2000** Standard  
Bearer's Tournament

**5-10-2000** Weekly  
Baronial Meeting.

## Distillations of Ether

In honor of Spring and the coming melee season, I thought I would entertain you with a few of my favorite fighting websites. While it's true you can't learn to fight online, you can read all about it, view pictures, and share some amazing stories.

<http://www.chronique.com> The Chronicle of Chivalry- an archive of writings on chivalry and chivalric combat, including a 'roll of fine deeds' that will mist your eyes over as you read stories submitted by the (mostly SCA) populace. This is not an SCA site.

<http://www.dulcimer.com/pennsic/> Alexander's Pennsic Page - nothing but pictures of Pennsic. They have non-combat photos too. I spied one of a certain Northern Oaken field commander (name rhymes with "A-barrack") holding off a bevy of Tygers...

<http://www.peak.org/~grainne/Ironrose/> The Iron Rose - more of an online community than anything, House Iron Rose focuses on women fighting in the SCA, and includes helpful hints and suggestions, as well as a mailing list.

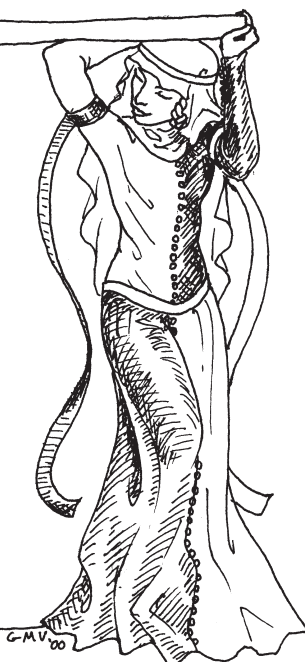
<http://www.midrealm.org/marshal/> Midrealm Marshal's Website- bookmark this one, because you'll come back later to find out all sorts of information. They have the handbooks online, and a database.

<http://www.armorarchive.com/> The Armor Archive- your first stop for online armor shopping, including dealers of rattan and duct tape! They also have a chat area that is very informative, and reviews of the merchants.

<http://www.midrealm.org/oakenarmy/> The Oaken Army Website- for news on the progress of our army and contact information for those elusive field commanders.



This month, *The Forum*  
could not have existed  
without:  
Alaric, Emmelyne, Jesse,  
and Milesent  
**Thank You All!**



Got a lot of  
**fabric** laying  
around? We all do!  
Bring it to desert  
revels for a fabric  
swap! Exercise  
your largess!