

The Autocrats Handbook



Acknowledgement

Good Readers,

Herein contains advice on how to autocrat an event from some of the most experienced people in the Middle Kingdom. I hope it will aid you in your endeavors to put on an event. I wish to give special thanks to her ladyship Countess Caellyn y' Vearn Fitzhugh for her invaluable help in making this publication possible.

Your servant for the current middle ages,

Lindanlorien the White Flame

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Steps to Take to Reserve a Tourney Date and
to Have it Announced in the Pale

1. Consult the most recent PALE available to you to see what the schedule looks like. Remember that this is not necessarily all the dates that are reserved.
2. Decide on a tentative date. Discuss this with your seneschal and any other concerned persons.
3. Write to the Office of the Chronicler and ask for information on the availability of the date you want, or dates in that area. She will reply and tell you if you may have the date you wish, and suggest alternatives if it is not possible. Reasons for refusing a date will be: another event on that date, a tourney nearby within several weeks, or interference with the Crown or Coronation Tournaments or the annual Wars.
4. Once you have a date firm up your reservations for places.
5. Note when the PALE due to be mailed at least two weeks before your event has its deadline. Submit to the Office of the Chronicler all pertinent information: places, times, directions, costs, et cetera. Look at a copy of the PALE to see what is needed. Maps are helpful.
6. Be sure to include the information needed for the waiver: owners of the place where the fighting is held, building name, city, county, state. Include also the age of majority in the state.
7. Enjoy your event.

How to Plan an Event

The steps I follow to plan event are:

1. Do people in the Barony want an event?
 - a. what type
 - b. when
 - c. ARE THEY WILLING TO WORK AT IT
2. Regarding dates:
 - a. several possible consecutive weekends are picked, and the chronicler picks which will best fit into the calendar (Note: we did this for the May Crown A.S. IX and yet people at the other end had their date wrong. We were asked to move our date after all room reservations had been confirmed with the university and finalized, hence we could not change our date. MOTTO: double-think and tell-me-twice systems are not failsafe.)
 - b. the event ~~should be cleared with the chronicler far enough in advance so that the specific day can be fixed rather than having to cancel the event entirely.~~
3. Set up said dates as tentative site reservations with the university, churches, et cetera, to be confirmed when the chronicler responds to you
4. Clear with the people you're renting rooms from whether or not alcohol, wine etcetera, will be allowed in their buildings; one organization classed wine with soda pop for us, but nothing harder is allowed as it is in a church.
5. Clear with appropriate authorities (ie, two separate city police departments and the University Police force, part of the state police force.).
6. Arrange the feast--until Mark came, that meant I basically ran it myself (Planning wise) with great help of two or three others who would be willing to work in a kitchen while the event was happening--now they are getting tired of working while others in the group played and so a second generation of cooks has had to develop. (Zarina's mother is especially deserving of some reward for labors far beyond the call of duty)
7. Revels: so far I simply indicated our need for entertainment and it was sufficient to have had several good revels--SCA members in general seem to like helping out and exhibiting newly learned talents.
8. GET ALL THE CORRECT INFORMATION TO THE PALE IN TIME

Personal notes: Our treasury books are open to any person who has a reasonable right to question the finances of any event. Our first event netted us about \$150 with donations of \$2.50. Our third event gained the same at \$4.50. Two other lost us \$100 each at donations of \$2.00 and \$4.50. (All this is approximate

as my books are not with me here). So far no one has had to take a personal loss over \$5.00, but, also no one has made a profit personally--the barony treasury. I resent events that cost me \$6.00 and where I go away hungry! I believe that these should be investigated, and since reimbursing each domator would be difficult (although I was prepared to do that should I ever have asked donations too far above cost) the kingdom treasury should be given a large portion of such ill-planned profits.

Thoughts on How to Plan and Execute an SCA Event

If you want to put on an event, you need five things. Crash space for guests, a feast hall, an outdoor day site, an indoor site, and, most importantly, enough people to delegate certain responsibilities and are willing to work. If you cannot find enough people to help you, give up the idea of putting on an event before you start. Having one or two people doing most, if not all, the work is only asking for a nervous breakdown.

When you go to choose your day sites, it is best to keep them as close together as you possibly can. It is definitely no fun for anyone strange to your area to pick their way through an unfamiliar area. It's so easy to get lost even with the best map.

It may be preferable if your indoor site has a kitchen. This will be a great aid to the feast preparation and the revel site. One more important point on your choice of indoor sites. If you choose a place that is a "shelter" ie. a school that is considered a shelter for natural disasters, you may later convert your indoor site into crash space.

When you have your places picked out and are sure you may be able to obtain them, contact the Chronicler to see what dates are open. After you get a date, contact the proper persons and secure the above mentioned necessities. If you cannot get your sites on the date you want, contact the Chronicler, cancel the first date, and obtain another and so on until you get your sites on an open date. It is important to get all the details into the newsletter as soon as possible, even if it is six weeks before your event.

When and if you decide to put on a feast, first consider if you have enough helpers to aid you in serving and preparing it. Then plan a menu. Estimate the cost of your materials and divide it by a realistic appraisal of how many people will attend. If you come up with a figure of under \$5.00, your feast is feasible. Get information on cost, site, and who to send donations to into the newsletter at once. Some people seem to be negligent about contacting autocrats and sending their donations. When your cut off date comes, put on your feast for as many people as gave you donations. If you don't get enough response, don't stick your neck out. Cancel the feast and send the donations back with your thanks. If there is time put a note to that effect in the newsletter or spread the word by word of mouth.

When you set up your sites be sure to contact the local police and inform them what's going on and ask to put up signs indicating where your event is to take place. Also, make a map for yourself showing the quickest routes to the closest hospital and fire department, just in case.

So much for the planning. On the day of your event you should have either Kingdom level officers or (preferably) local counterparts. This is necessary for a smooth running event.

To run a list you must have the Earl Marshall or a local Knights Marshall and four constables always on the list area. You will also need a person to organize the fighters in the list (see Countess Caellyn's article So They Ghose You to Run the Lists: with mapps, charts, and areophotographs). The Dragon Herald or local herald, must be on hand to announce who will fight whom and when. He will also make general announcements.

At the Feast, if you have one, there is always a head table. The King and

Queen sit there, or their Regents, They will fill the remaining chairs of the high table with people they wish to honor. During the feast is a good place to schedule entertainment and minor presentations.

If there is a Court, it should come after the feast and after the tables are cleared and put away. The Dragon Herald, or the local herald, will take care of organizing it (that should have been done during the day). If the Dragon Herald is not in attendance, and the local herald has never done this before, by all means inform the King (or Regent) and they will appoint an experienced herald to do it for him. While the more experienced herald organizes Court, the local herald should take notes to see how it is done.

After Court, if there is one, reveling is in order. If you have found any "period" parlour type games, now would be the time for them. Dancing is always a good idea. If the Lady Ellen of Tarawai the Q.L. is there, she would be a good one to ask help of. If she is not there, there may be some musicians at your event who will play the music for you. If you don't want to take a chance that the Lady Ellen or musicians might not attend your event, Lady Ellen will make taped copies of music from her extensive library and send them to you in return for an empty tape.

I hope these few thoughts aid you in putting on your event. GOOD LUCK.

Tournament Autocrating

The easy method is to find someone else to do it--possibly the Courte Foole. Jester aside, even a small group of ten to fifteen folks can host a tournament. The making or breaking of the tourney is going to lie in two things: 1) the Supreme Autocrat, and 2) Group support.

The Autocrat

The Autocrat is the manager of the tourney. He(or She)is under the office of the Seneschal and is, in effect, a temporary Deputy Seneschal. Through the office of the seneschal, the Autocrat will deal with the mundane world as a representative of the Society. He secures the site, hassels with local authorities for fire permits, etc., works out the schedule and deals with his group. The Autocrat needs to be both an even tempered and responsible person.

A great deal of independence is usually given the Autocrat with his work, but he still must report to his Seneschal as the Seneschal is ultirately(and legally) responsible for the event. All legal transactions require the immediate approval of the Seneschal as do radical changes in the tourney procedure or schedules.

Obviously, the Autocrat is a very important character but he is not alone. He will need both the physical and financial support of the group to put on the tourney as the group desires. The group will need to be prepared to give aid and do it willingly. In doing this thing, the tournament is made a success.

Once the Autocrat has been chosen, the next steps are somewhat automatic. But, before final plans, publicity, etc., can be distributed a site is required. A good site, that can be reused, will be the groups' most important acquisition.

The Site

The site needs to be chosen carefully. An ideal site would be one at which fires, mead, and overnight camping are permitted. Parking of fire dragons(cars) should be available, but out of sight. The actual site should be a meadow surrounded by trees to hide "mundane vulgarity" and anything else that might spoil the scene that will be set on the tourney day. Options such as rivers, lakes, mountains, etc., are nice, but one will usually have a hard time finding an "ideal site".

A few things to keep in mind are: in most city and county parks, liquor, fires, and overnight camping will be prohibited. Often, permits may not be granted because the activities of the SCA(fighting, archery, axe throwing)are considered "dangerous"to the public. (Actually, the bureaucrats are right! Just do not let the public get their hands on your bows, swords, axes, etc.) The things that such parks do have are parking and toilets, the later the Ladies do insist upon!

With State parks, usually everything(except mead)is allowed. This depends on just where one is and where the nearest state park is.

Privately owned sites are excellent. Follow the owner's restrictions, keep the place clean and one might(hopefully)get invited back.

Most tourneys include a revel(Party)at the end of the day. Try to keep the revel on the site if at all possible. In the event of bad weather and a small group, a member's house might do for a revel site alternative. If the attendance is large, a park pavillion, hall, gym or such will be required. In either case the Autocrat should prepare for alternate revel sites.

Seasons and Setup

The time of the year is another factor that needs a good amount of thought. One's location is the known world may void the following suggestions as it is obvious that Maine will not have the same seasonal weather as Texas. But is a hot day in August, Atlanta or June, New Jersey, the suggestions are just as valid.

Winter: If the weather is merely cold, a good tourney is not hard. If it is wet and/or extremely cold, be prepared or it will be bad.

1. Flys and tents if it should get wet. (In the sense of asking everyone to bring their extra pavillions.)
2. Have prepared and burning, fires by which people can warm themselves. Extra wood, coal or charcoal will also be a necessity.
3. Do not start until late morning or noon. The worst of the cold will thus be missed.
4. Prepare for an inside revel as the tourney folks will be weary from the cold and the warmth of a hall will be most welcome.
5. Two-day tourneys are not suggested if the attendants must camp out. Very few folks will want to camp out in the cold and wet.

Spring: The late spring can be a good tourney time barring a rain. But then, the rain in spring is usually brief.

1. Again, flys and tents.
2. Optional revel site (indoors) for extremely bad weather.
3. The tourney can generally start any time: also spring is a good time to plan for two day (or more) events.

Summer: It can get hot and the fighters will act more dead than otherwise. bugs can also be a problem, but rain is unlikely and two day tourneys assured.

1. Fighting should be in the early morn to avoid the heat.
2. Plan an afternoon of light things such as games, meetings, etc.
3. As soon as the heat lets up (around 6 or so), start up again. It's light for several more hours yet.

Fall: This season is the best for camping events, especially early October. Rain is unlikely and it is cool enough for good fighting but not so cool as to prohibit outdoor revels.

1. Again flys and tents.
2. Time of events is very flexible.
3. An optional revel site is a good idea anytime.

Scheduling

Quite often the Autocrat will be handed a list of things the King or Queen (or local Ruling Noble) would like to see occur at the tournament. Further, events such as the March, a Lists, melee combats, and different contests are a standard feature for tournaments. Within this framework, the Autocrat is likely to be told, "Get these things, and then fill in the remaining time with your imagination."

Usually there will be a large gap of time and the proper use of this time by the Autocrat will change a common tournament into a splendid tournament. Generally, the Autocrat should use the time slots for events that will involve as many folks as possible, most especially those who do not participate heavily in the standard events. The real worry at this stage is not to overfill the schedule and not complete anything.

A tourney-revel can last up to ten hours before the participants collapse. This "time" is uninterrupted reveling, fighting, gaming, etc., and is also a very general figure. If the tourney and revel are back to back, start at noon and expect to go on into the night. Interruptions, such as siestas, will allow earlier

start and later finishes.

Plan the second day to be shorter than the first; remember that folks are recovering from the revel. Four to eight hours is a good program time for the Autocrat to plan on events. The Autocrat will also need to plan for folks to depart that day and keep this fact in mind.

Help!

Yes, help is the word the Autocrat is likely to shout once he realized the apparent size of the job. No need to panic; the Autocrat already has five built-in assistants, the Seneschal, the Herald, the Knight Marshal, the Arts Officer and the Science Officer.

The officers, by in large, have gone through several tourneys and have experience that the Autocrat can rely upon as well as actual physical aid in the running of events. Many of the common events are in the domain of one officer or another, (the heralds handle the March, the Marshalls govern the fighting, etc.) and the Autocrat's job in these cases is to provide time and aid. The officers are a willing goldmine of experience, but the Autocrat must know how to make the most use of it.

The Office of the Seneschal: The Seneschal can supply all the preliminary necessities in the starting phases. The core organization, the schedule and the site should be worked out with the aid of the Seneschal. The seneschal will know the old sites, the time involved in this event or that, who has helped in the past, and who might help in the future. This information will be extremely valued to the wise Autocrat.

The office of the Herald: Starting with the March, the herald will be of great help on tourney day. Heralds will announce all the scheduled events of the day and thusly, the Autocrat needs to supply the Chief Herald with a schedule very early in the planing. He will then make a heraldic work shift for that day and this scheduls should be given to the Autocrat at the earliest opportunity. (Warning! The Autocrat should not fall in the common thought and believe the heralds will run his tourney. They will announce the events, start the events with the announcement, etc., but the Autocrat must still provide judges for contests, equipment for games, personnel for organization, etc.)

The office of the Knight Marshall: The marshall will basically handly all the fighting on the day. With the aid of a herald, the marshal will have the fighters come together, check their equipment, organize all the fighting. The marshal, like the herald, does not completely run the whole show and the Autocrat will need to be in frequent communication with the marshall.

The offices of the Arts and Sciences: From these offices the Autocrat can draw for the judges he will need and the judging criteria which is often forgotten till the last moment. The arts office is often very helpful in arranging revel entertainment or screening the good from the bad. Both offices can usually be induced to hold contests during the toirney. The Autocrat must check with these offices very early in his planning to insure that the officers have enough time to arrange things as the Autocrat would like.

Publicity

There are basically two types of publicity that concern the Autocrat, intra-society and inter-society.

Intra-Society: As soon as possible the date of the tournament needs to be set and the general details decided. This information should go out the "right" people as early as six months ahead of time.

The right people are the Kingdom Newsletter (This notification is required for the event to become "official" SCA.), The Earl Marshal (This is also required

to receive waivers in time for the event.), The Kingdom Herald(The Autocrat should ask him to have the heralds publicize the event at all events happening before his own. In most cases, the heralds will announce the tourney at any event they attend and remember of its happening.), and any local newletter(These letters reach more people locally than the kingdom variety and the tourney needs to draw from the local area.

The Autocrat should include time, place(with map), schedules, expenses, and his own address and farspeaker number so that outlanders can reach the Autocrat for further information. A numbers of flyers detailing the event is often the best approach to dispensing information. Such flyers could then be sent to anyone who it appears should like to attend the event.

Inter-Society Publicity: Publicity in this area needs to be carefully checked with the Seneschal. NBC coverage appears to be great, but not if NBC is putting together a package on social aberrations and related studies. One needs to be assured that all such publicity is very Pro-Society.

Events

There are an abundance of events to hold at a tourney. The trick is selecting events compatible with the season and the area. Generally speaking, the first event of the first day is the March(ed. note: I believe this refers to a procession and presentation of people to the King, Queen, or Regent), the last event is the revel. In between are the lists, contests and lots of fun with different competitions. The winners will be honored at the revel.

The two day events should be those which have no winners on the second day, as all are leaving shortly. Challenge fights, melees, meetings, etc. are good events for the second day.

Each area has events common to that area and uncommon to other lands. It may behoove the industrious Autocrat to write distant parts for new games and contests. Invention is another good method to spice up a tourney. The Autocrat needs to take care not to get too many new and untried events as they will always take a good deal of time and may not be as fun as thought.

Tourney Time--Beginnings

The tourney will begin a day ahead of schedule--the day when distant folks start arriving. The Autocrat must be prepared for this entrance of people by having personnel on the site to direct tent erection, fire dragon roasting, etc. The Autocrat should post a large map detailing the area uses in colors. Information such as: Fire dragons roost here, heralds pavillion here, tents in blue area and nowhere else!, Queen's green here, and so forth. The helpers should have smaller maps to refer to so as to help avoid the ever present confusion.

The Autocrat will also have to worry about maintaining the integrity of the site. A detail of Seneschal's and Sheriffs should be assembled ahead of time to keep an eye on marauding urchins and other thieving young vagabonds. The sheriffs will need to guard the site from the arrive time to departure so a goodly crew is required and shifts need to be arranged. Such a system helps stop the magical disappearing acts of good equipment.

Finally the Autocrat should check all equipment required for the next day. Tables, targets, ropes, signs, etc. need to be placed as soon as possible the next morning(if not that night). After the last check, the Autocrat should go home and try to get some sleep, the next day is the day!

The Day

The Autocrat should arrive earlier than anyone else. If he does not the possibility of chaos hangs heavy. Upon arrival, he should check out his crews, position equipment, and open for business. The chief field herald and marshall need to be

settled quickly as one needs to form procession and the other fighters. Basically once the Autocrat rolls the ball, he should then sit in a large chair and wait for things to come to him.

If everything is perfect, the Autocrat will stagnate in the chair all day (or perhaps get some needed rest). But, the case is never so, thus the Autocrat will have to make a series of decisions all day (A page of the Herald will run forward and announce that the melee bouts are lasting longer than planned and the Herald wishes to know whether to delay archery, postpone melees or create a new sport by letting both events happen at once). Thus there are a few things an Autocrat does and does not do:

1. Never leave the Tourney Site once the Tourney begins.
2. Always try to be visible, accessible and in command of each situation.
3. Never lose temper even though things are not going as planned.
4. Make a decision and stick to it. Assistants and crew will feel more secure in this method and less confusion will arise than from flip-flop decisions.
5. Let those who know what they are doing, Do It!

The Finale

Assemble the sheffiffs, heralds, marshalls and any and all other assistants and collect forgotten equipment (to be auctioned later, perhaps?) and clean up the site. SCA folk are generally good about cleaning, so this chore will be completed very shortly with any luck.

Next, the Autocrat should write, or see that someone writes an article for the Kingdom newsletter detailing the happenings of the tourney. For a great number of people the tourney will not exist but through the article.

Finally, the Autocrat should write a report to the Seneschal of the things that went right and those that went wrong. The Seneschal should create a word file for further reference with future Autocrats.

The Last Word

The last word is improvise. Make this work as easy as possible. These instructions will not cover everything or all situations. However, always make things easy for the majority of the people and they will help the Autocrat as much as possible.

The Judgement

Often, the question is raised by the Autocrat of how successful his tourney was. Sometimes the tourney gets rained upon or other natural happenings that are blamed for the failure of the event. The Autocrat should ask this question: "Did I get the group together, did they all put it together and have the work done, and did everyone enjoy the experience and learn from it?" If the answer is yes, then it matters not whether the FourTwisting Winds and Noah's Flood visit together, the tournament was an unqualified success.

Good Luck!

* ed. note: This article was written by a gentleman from southern Atenveldt, and, some of the information may not apply to your area!

The SCA Feast

TIPS ON RUNNING A SUCCESSFUL FEAST IN THE SCA MANNER

The easiest thing about doing a feast is volunteering. After that the problems step in. Still, these are not insurmountable. Consider the number of feasts each year in the Middle Kingdom, and those people who repeat autocrating them.

To autocrat a feast requires adequate advance planning. Things may still go wrong, but everything won't at once, which often happens with an unplanned or underplanned feast. Following is a check list that I usually use to plan my feasts. Please note that this is by no means the only way to organize a feast and many people disagree with some of my ideas. However, I hope that this will be useful for anyone doing their first feast.

1) IS THIS FEAST REALLY NECESSARY? Not every event need have a feast. Enjoyable tournaments and revels are possible without the botheration of a feast. It is traditional that Crown and Coronation be accompanied by feasting, but at any event other it is totally up to the autocrats. A SCA Barony or Canton which does frequent events quite often will have an feast every other event, or every three months. People do get glutted by feasts, and an event where people go to a local resteraunt together between the day's activities and the evenings can be more fun for all concerned than a feast. Of course feasts are fun too. But bear in mind that, contrary to some people's stated ideas, not every event has to have a feast. If you wish to have food in a group some viable alternatives that have been used include dessert revels (where each attendee bring a Medieval style dessert or contribute a small sum which is used for liquid refreshments), bread-and-cheese-and-fruit luncheons, and pot-luck picnics and suppers. Others may occur to you that do not involve the hassel of a full feast.

2) HOW MANY PEOPLE? After committing yourself to autocrating a feast you must begin to consider the number of attendees you might expect. On this depends the size of the hall needed, the amount of food to be bought, and the complexity of the feast. The number of people expected itself depends on many factors: is the place centrally located in the Kingdom or will you get people from just one area? what type of event is it and can it draw large numbers of people? when is it scheduled and will you loose people to a major event elsewhere? will the publicity be adequate? etc. The number can vary radically - a Crown will be on the hundreds while a local 12th Night might have only 25 to 50. You must rely on what you have observed at past events for this first estimate. Later you may request

advance reservations for a definite count. It is important not to over- or underestimate the number of attendees since the one will result in a loss of money and the other in having to turn away people.

3) RESERVATIONS. Unless you are very accurate in forecasting the future you would be advised to request reservations and money in advance. This will give you the definite number of people you will have to feed as well as the money to buy the food with. If you are requiring advance reservations you must be sure to notify all people who might attend well in advance both of the deadline (usually a week before the feast) and the cost. In spite of this you will have to be flexible. Many people will phone in at the last minute before the deadline and will have to pay at the door. Some extra unsold places should be reserved for door sale (you can ask for more money for these than advance sale). Also, the King and Queen (and the Tanist and Princess if a Crown) are traditionally fed even if they have no reservation and do not pay.

Money is usually needed in advance, so advance payments should be encouraged. Quite often you will need to pay some costs, such as hall payment, out of your own or Baronial (etc.) pocket, and repay this out of door collections. If you have a good reservation response, this can be worked out so that no one loses.

If you send out a flyer to announce your event and reservation information you must also have it announced in the newsletter, since no flyer reaches all the people.

4) COST. Once you have decided to feast, you must also decide how much to ask people to contribute. Again the cost depends upon a number of factors. It must be adequate to cover hall rental, food costs, table service, and many additional minor expenses. It must not be unreasonably high (our feasts usually run from \$3.50 to \$5.00) or people will not attend. Many S6A people are on limited budgets and after spending traveling money will not have enough for high costs. The cost will of course depend upon the elaboration of the menu and the number of expensive items. Unless you are experienced in this sort of cooking, keep the menu fairly simple (more on this later) and stay away from expensive foods (suckling pig, etc) unless you have a cheap source.

A feast is not usually intended as a money making venture, so do not plan on a profit unless you announce it as a fund raising project. Remember also, the attendee expects to get something for his money. For a larger feast you can indulge in the more elaborate and expensive dishes as the cost can be averaged in with the entire feast budget.

5) WHERE SHALL WE GATHER? The next step is finding a site to hold the feast at. This must contain adequate cooking and eating facilities. It must also be reasonable in cost. A usual guide is you multiply 50¢ by the number of expected attendees and plan on spending that amount on the site. If you can get one free it is even better.

Sites for feasts are usually one of the following: a private home (limited to about 25 people); a Church or school hall; a club hall (Elks or Oddfellows, etc.); or an open site (as a park or at the war). Churches and schools often have restrictive liquor rules. Private and club halls are usually more expensive.

When checking out a site, you should determine if it is available on the date you want it and if the cost is adequate. The next step

is looking at the facilities. You need a large hall with room for tables and chairs for all and a kitchen with stove and oven space so all the food can be served hot, with refrigerator space, and with work area. A stage, fireplaces, medieval atmosphere, etc are very nice, but if you cannot get them without scrimping on kitchen facilities and table room they are not worth the inconvenience. Most places will usually have tables and chairs you can use. Count them, if there isn't enough you can rent them from Rent-all places, but you will have to know this before set-up. The kitchen is the most important part: you cannot cook a feast for a hundred on an apartment size stove. Look for a place with institutional size stoves and refrigerators. Warming ovens are also very handy. The place should also be checked for large pots and pans.

Once you have located your site and payed your deposit you are halfway there.

6) PLANNING THE MENU. A Medieval feast is quite different from an ordinary meal, and must be treated so. The two things that are most important in giving the atmosphere of a real Medieval feast I have found are reasonably authentic dishes and serving more than one main dish. As has been said, one main dish is a meal, two is a feast.

Although no one expects a completely authentic meal (indeed many would find one completely inedible) you should avoid gross errors in planning the menu. The most common error is serving new world (Americas) vegetables. Completely avoid potatoes, tomatoes, corn, squash, pumpkins, and beet roots (this is not a new world vegetable but the root part was not developed until later, the green may be eaten). Some may argue that the Americas were discovered in the 15th century, but these vegetables were not commonly eaten until the eighteenth in most cases. Your best bet is to browse through a medieval cookbook or commentary of cooking and note which foods are served. This will indicate what you should serve.

While browsing you will also get ideas on how the ingredients were served. Meat and poultry were often served in pies or chopped dishes rather than whole roasts. Vegetables were in pottages or with meat dishes rather than alone. The number of recipes for all meat dishes is about the same as for all poultry dishes and for all fish dishes. Etc., etc., etc.,

You should get by browsing a good idea of what you want to serve. You may even pick out the recipe. If you do you will notice two facts which is the recipe calls for some ingredients you haven't heard of and it gives no idea of proportions. (There are some books which will give already worked out recipes notably The Seven Centuries Cookbook and the Horizon History of Cooking set. These are useful for the unsure.) But if you wish to adapt an original recipe the usual method is as follows: Carefully read the recipe to see what type of dish it is (meat pie, meat in sauce, whole roast, etc.); then consult a standard cookbook to find a similar modern recipe which will give you the basic amounts for the main ingredients; next attempt to cook it combining the two, ingredients from the original and amounts from the modern. This will usually give you a good idea on what you are going to end up with. You may have to attempt the dish several times before you get it right. I usually try them all separately and then cook the feast for six or eight as a dry run.

You must decide whether you wish to have courses. No one expects a ten course meal as a matter of course, but often the meal is served in several stages even when fairly simple. The reason is this, it enables you to make use of less kitchen space than you would want since you can be cooking or reheating a dish while others are served

and eaten. This enables you to serve more hot food than could otherwise be cooked.

Another thing to consider is serving several cold dishes, since they can be done completely ahead of time.

7) BUYING THE FOOD. This is a very simple task, proving the old adage that it is very easy to spend money. Once you have worked out the menu and calculated how much of every thing you will need and written this all on a very long list you are ready to go. Besides food items you will need to purchase serving dishes and table ware (see sections for details). It is best to take several friends and an adding machine with you while shopping. Do not neglect to check out bulk meat suppliers and wholesalers for your more bulky items. If you have access to freezing facilities you can buy some meats on sale ahead of time. You may have to buy some meats on the day if you have inadequate refrigeration.

8) COOKING BEFORE THE DAY OF THE FEAST. Depending upon how much help you have available, how much room, and how much time you may wish to do some cooking ahead of time. Items which are to be served cold may be completely prepared and stored. Dishes which are fairly complicated, such as restuffed leg of lamb or some of the meat pie dishes, may be prepared so that only a final cooking or reheating need be done on the site. How much of this is done ahead of time depends on what facilities you have and what your inclinations are. Some items, such as bread and fruitcakes, must be prepared ahead of time. Some must be prepared just before serving. The majority can be done half-and-half, and I find that this often saves on cooking hassle.

9) WHAT TO DO ABOUT THE ROOM AND TABLES. So far we have not mentioned the hall since we reserved it. You will need to arrange the tables in some form of pattern. Most are based on an U-shape, but variations are many. For this it is best to have several strong men around, so make sure you have arranged to import several of these several hours before the feast is to be served.

Table cloths of either paper or cloth can be used (indeed are needed on most institutional tables) and are authentic (the cloth ones at any rate, but the paper ones are easier. Plates are more complicated. Most medieval food was eaten off of wooden or bread trenchers or metal plate. Few people have a hundred piece set of gold plate around. Most feasts end up being served on trenchers of bread (round slices of stale bread, in the SCA usually served on top of paper plates to prevent leakage) or paper plates. The latter can look OK if you do not buy the real cheap type or modern patterned type (artificial wood pattered ones can look very nice). Silver presents another problem. Medieval table ware was usually just a spoon. Forks were a comparatively rare utensil, and if you had one you brought your own, and knives were carried by everyone. If you have available tin or steel spoons, they look best. If you must use plastic (and often you must) try to get the more expensive large, solid ones. Napkins should be supplied in great number. If you can, get a book on making figures out of them and try it out, as this was frequently done. Additional table necessities are salt containers and drinking cups (here again paper must often be used). You may place greens, candles, and other decorations as desired.

Unless you have the luck to rent a period room you will want to decorate it. You may hang banners, tapestries, paper pictures, etc. It helps to have the lights low and use candles.

The trick with setup and decoration is to assign someone else to do it.

10) COOKING THE FEAST. If you have everythin well planned and adequate assistance, the actual cooking is not dificult. The important thing is to remember several hints that will make things run smoother. When you unload all your things put all ingredients for one dish together. Plan which dishes need longer cooking time. Remember it is easier to cook something almost to doneness and then finish it at the last minute that to underestimate the time and hold up the feast waiting for it to be done. This also makes it easier to delay the feast if the tournament is delayed.

Use the disposable metal-foil cooking pans which are available in all sizes for all cooking and serving, as this will cut dishes to wash in half. Wash any cooking or mixing dishes as you finish with them, rather than delaying until all is done.

Supply some source of music while cooking. It helps. And don't panic, even if something goes wrong. It will work out.

11) SERVING THE FEAST. A corp of people to serve is necessary. Two methods are usually used. Either one server is seated at each table and is responsible for serving that table, or a separate group of people, usually seated near the kitchen, serve the general populace. It is traditional to have someone of high rank serve the head table. Servers, as well as cooks, are often given a reduction in the cost of the feast.

12) ENTERTAINMENT, OR THERE IS A BELLY DANCER IN MY SOUP. Entertainment may be presented either after or during a feast. Here again you should have assigned a sub autocrat so you do not have to worry about it yourself. If the entertainment is presented during the meal care should be taken that the meal is not subservent to the entertainers. People complain if the courses are separated too long by entertainment. Also, the entertainment should be presented to the head table at all times.

13) CLEAN-UP. How you cleanup will determine if you get the place back again. It is best to have a crew of assigned people to clean the kitchen (which usually involves mopping the floor) and to pack up any leftovers you wish saved. You may ask the general populace to bus the tables, provided you supply large garbage sacks. This will get it done quicker than a small group. They can also put away tables and chairs so the floor could be cleared for dancing. The final thing done, before returning out the lights but after kicking out the revelers, is sweeping the hall floor.

14) FANCY TOUCHES. Many authentic touches can be added to the feast as you have the time and inclination. These include warners and subtleties (confections of sugar and marzipane which are carried around at the beginning of the courses), carving at the table itself, hand washing at the table itself, seating arraigned by order of precedence, etc. Reading a description of any medieval feast will give you more ideas than you could possible do.

15) FINAL REMINDERS. Do not overextend yourself. Recrute help for cooking, serving, and cleanup ahead of time, and have someone else be in charge of set-up, decoration, and entertainment. Plan well and long, and things will fall into place on the day without problems. Do not serve a dish which you haven't tried ahead of time. Cut all the corners you can without cheapening the service. And finally, enjoy yourself.

Caelyn MacRugh

For the Novice--Some Ideas on Planning a Feast

Planning and cooking an authentic medieval feast can be quite a problem. Especially for one who has had no previous experience. Here are a few facts and suggestions to aid the novice.

When planning a menu one should remember that authenticity is the object of planning a SCA feast. Obviously many of the foods that we enjoy in the twentyth century would not have been available to even the most noble of those living in the thirteen hundreds. Following is a list of foods that were unheard of and should be avoided in medieval cooking. Many of these have their origins in the new world and hence could not have appeared on a European table before the late fourteen hundreds. I use for my reference The Lincoln Library of Essential Information.

Foods not readily found in Europe before the fifteen hundreds: Hazil nuts, pecans, huckleberries, logan berries, hickory nuts, cashews, corn(as we know it, in Europe corn referred to what we call wheat), turkey, tomatoes, taploca, coffee, ginger, cranberries, pineapple, coconut, lima beans, soy beans, blueberries, peanuts, potatoes(especially white), pumpkins, yams, blackberry, sasafra's, squash, wintergreen, and chocolate.

Clearly, a board of a northern country such as England would not have been set with the same foods as that of a more southern country such as France. In the north oranges, mellons, peaches, figs and dates would have been very costly and more than likely have been dried or candied due to the difficulties in transporting fresh fruits over long, trecherous miles.

Because my own personal interest my research lies basically in England, I have attempted to list foods that would readily have been found on an English feast board. Lettuce, mushrooms, cabbage, endive, egg plant, peas, turnip, rutabago, brussel sprouts, cauliflower, asparagus, beets(the green parts, the roots weren't developed until much later), celery, carrots, dandelion, horseradish, spinach, leeks, mustard, pinenuts, spirement, peppermint, parsley, woodruff, brown sugar, honey, garlic, poppy seed, seseame seed, pears, currants, strawberries, apples, cherries, crab apple, plums, peaches, mellons, olives, oranges, almonds, dates, lemmons, pork, mutton, beef, shell fish, poultry, and game.

It is interesting to note that medieval cooking calls for an abundance of herbs and spices. Fruits especially were rarely searved freash; but, boiled into concoctions of endless ingredients. Wine was also very heavily spiced. This may have been due to imperfect fermentation processes that left the wine with a bitter taste.

Back to the twentyth centruy, when choosing a menu and recipies, it is wise to first consider several facts. To begin with, how many people will be served. This is a difficult question since pre-paid reservations are usually not a reliable reference. I can offer no advice save that of good guess work and very flexiable scheduling, that is not to buy the most expensive items until the last moment.

Since most new areas have very limited treasuries, budgeting is going to be very important. There are, however, several ways to keep expences at a minimum. Try and pick recipies that have ingredients that are in season. Out of season produce is usually too expensive and difficult to locate. I suggest farmers markets and co-ops where a good rap might give way to discounts on large quantities of produce purchased. Also supermarkets often run specials on items such as sugar,

raisins, flour, and other non-perishable food stuffs that can be bought well in advance and then stored. Butter and eggs can be bought in advance and then frozen (Eggs are to be frozen without the shell). Milk can be frozen as well but be sure to fill the containers only three-fourths full and shake well when defrosting.

Another way of saving money is to choose recipes that have common ingredients. For example, the cheese that is served on the table can be of the same kind that is used in the kitchen.

Because most recipes are not printed to serve large numbers of people, it is going to be necessary to adapt each recipe to your needs. Simple multiplication serves for most ingredients. However, such substances as oils, spices and seasonings are rather difficult to calculate portions and might best be added by taste. It could be much to your advantage to try all recipes before hand. This will not only give you an idea of what the recipe should taste like; but, keep you from making the expensive error of buying ingredients to a recipe that does not suit your taste.

I would like to further suggest staying away from thick dishes of rice and barley. Especially if they are to be served at the beginning of the meal, as they tend to be heavy and filling and leave little room for the following courses.

It is very likely that kitchen space is going to be at a minimum. And so to save space and confusion, it might be well to prepare as many foods as possible in advance. Bake goods and soups can be frozen. Vegetables can be chopped a day or so in advance, and then stored in the refrigerator.

"A place for everything and everything in its place" must be the rule in order that the whole business of cooking may move with the regularity and precision of a well adjusted machine. Isabelle Breton wrote this in 1861, a bit out of period for the SCA; but, nevertheless, good advice for preparing a feast. A check list of needed pans and utensils needed for the kitchen should be made. This will save time and a lot of confusion on the day of cooking. Electric roasters are excellent for cooking meats and keeping food hot while waiting to be served. Many churches have roasters and may be willing to lend them out (When using roasters, be sure to put a couple of inches of water between the cooking pan and the heating element. This helps seal in the heat and lessens the cooking time.).

Cooking bags are another means of saving burner space. These are self-basting and lessen the cooking time considerably.

If the kitchen is well organized and the recipes well planned, the number of cooks need not exceed three or four. Each person should be assigned specific tasks.

The medieval feast was not necessarily served in the order that we are accustomed to having a meal served. That is, first the soup, followed by a vegetable, then meat, salad and then finally by desert. More than likely they were served in any order and the sweet was likely to have appeared anytime during the feast as well as at the end. William Mead says in The Medieval Feast "An order of courses is given in the Modus Cenciendi, but there is no discernable system except that fried dishes are put to the end followed by waffers, spices, fruits, and light cakes."

Because the use of forks and other eating utensils save for the knife did not appear in England before James I, fingers and sops (pieces of broken bread) were used in common pots. Hence at the beginning of the feast the guests were attended upon by servants with towels and bowls of scented water. It was considered very bad manners to come to the board with dirty hands and fingernails. Wooden or bread trenchers were used for plates. After the meal the food soaked trenchers were given to the poor. Modernly, though limited in space, the Lebonesse bread that is commonly found in bakeries makes good trenchers.

Minstrels, tumblers, mummers, and poets entertained the guests in between the courses. I suggest following this trend as it gives guests time to enjoy each course.

The final task remaining after serving is clean up. This can be a monstrous headache especially for those who have already spent several days in the kitchen. Perhaps one person could be picking up and putting away in the kitchen while the

feast is being served. In this way there will be less mess to contend with after the meal is through. A note--don't forget to have plenty of plastic garbage bags as they are indispensable. I might also suggest that containers be provided in which left overs can be placed. These perhaps can be sold among the guests.

In conclusion, I would like to suggest several good books to explore for further information. The first, The English Medieval Feast by William Edward Mead, which I have already mentioned, the second is The Horizon Cook Book an Illustrated History of Eating Through the Ages. This is an excellent source of trivia, recipes and customs from many countries. The third is a good reference book for finding specific histories of different foods intitled The Lincoln Library of Essential Information.

SOME THOUGHTS ON CATERING A MEDIEVAL BANQUET or
How to Get A Semblance of Reason out of a Mundane Kitchen Staff
With a Great Deal of Trying---

Her Highness, Princess Lindanlorien, asked that I share some of my thoughts on preparing a banquet for a Society event with the help of a mundane group known as "caterers," as she knew that I had some experience with it, and I agreed to do so. The result of that agreement follows.

During the reign of His Majesty King Merowald de Sylveaston did we find ourselves planning an event, here in Jara. Quick examination of our mundane personnae revealed that it seemed unlikely we had a Marc Etienne lurking in our midst--alas, the Baronial children and household have a strong inclination towards a most mundane delicacy known as "Spaghetti-o's," and that requires little culinary effort indeed.

It was decided, therefore, to examine the possibility of having the meal prepared for us. We are now preparing for the Crown Tournament, and again our thoughts have strayed in that direction; it is on the basis of these two experiences that I shall base my information.

Although as an educational organization we should be able to draw freely on resources such as our erudite University, we have had difficulty with them regarding cooperation--they almost without exception refer to us in print (given the opportunity) as the "Society of Creative Anarchism," which attracts people with something else entirely in mind. Upon observation, however, these selfsame sorts decide that what we would appear to be advocating seems precious little better than the present government, for even the finer points of feudalism are not very reactionary---but I digress.

For the last event, I found myself dealing with a man at Union South, on the University of Wisconsin campus; Union South being a branch of the main Memorial Union, slightly further out on campus, much newer, and containing a lovely study room, two or three very nice cafeterias, etc. I was directed to the manager of one such cafeteria, hereafter referred to as "Tom," for that was, indeed, his name, and his supervisor called, for like reasons, "Dave". Rather than explain myself, the group, and what I wanted on the phone, I merely arranged a meeting between myself and both men, and went well-prepared with a regular portfolio of photos and material about the Society. It all seems so rational to us, that we have a tendency to forget how it might look to a mundane with no previous experience-----

The two men sat listening to me deliver my Ten-Minute Synopsis on the SCA, at first exchanging covert glances and puffing nervously on pipe and cigarette, but they became convinced of my sincerity, and pronounced the idea "intriguing." They made sure the date I wanted was available, and we three then planned the menu. I found that there were few problems with inclusion, but some with exclusion: "No forks? No potatoes?" Both men, however, were very amenable to my suggestions, and a menu was decided upon, which worked out to about \$4.75 per person, including a slight fee for beer and the ever-present 4% sales tax.

Certain details were missing that I had thought we were agreed on, and that would have been there, had we prepared the meal ourselves, to wit, the waitresses had been instructed to wear garb kept at Main Union for the annual Tudor Dinners, and they did not--at this time I do not know why, though I shall tomorrow at this time. But it was a pleasant meal, rather nicely done, and all that they required was three-days' notice of number.

more, just in case, allowing for same in cost figuring.

As mentioned before, we are now planning a Crown Tournament, and as Marc has not seen fit to leave Wurmwald and move to the frigid wastes of Jara (a wise man, he) it was again decided to investigate catering--it seems a bit like cheating, to be sure, but has proven an enormous relief in planning for the Autocrat, and is very nice indeed to leave such details to another, permitting the Autocrat to attend the tourney, and the people of the Barony to leave following the Revel without the thought of cleaning up----

This time, I decided to seek other possibilities, partly to see what else might be available, and partly to find more material and information to pass along through this article.

I began by calling a restaurant which advertises a very Tudor decor, and which has the reputation of serving nicely. The Baron and I rarely dine away from the Manor, but others of our household attested the excellence particularly of the roast viands held forth in this establishment. After listening to me at some length on the phone, muttering an occasional indication of interest, the manager said, "That sounds very intriguing, but by that time we shall have changed our decor and become a nightclub." End unit one.

I next called a Hilton Hotel, fairly new, and just in the middle of town. My call was transferred to Banquets and Reservations, then to Catering, then to Planning, then back to Banquets and Reservations, then back to Catering, which is what I apparently ought to have asked for at the outset. I might have talked to a janitor and two or three guests in the jumble--far-speakers confuse me anyway, and all that dinging and buzzing hadn't helped.

Finally, though, I found myself speaking to a man who was doubtless wearing a black suit, for he has a red-carnation-voice, and the whole time I was explaining my purpose in calling, I had the feeling that he was writing frantic notes to his secretary to have her trace the call and see if it were not coming from the local hospital for people dealing with less than a full deck. At last he pronounced the thought "intriguing" (sound familiar? Cater an event--it will) but there were some problems. His hostesses (they have no waitresses at the Hilton) have no medieval garments. I replied that that could be overlooked by the simple explanation that all the serving wenches had been bought at the same market, and "dressed funny," which I thought quite a hilarious explanation, and logical---he was not amused. He asked if we would like bottles or mixed drinks, and I said that only beer would do, for hard liquor was not very authentic; he pointed out that it was, after all, for a Saturday night, and their least costly meal was \$5.50, not counting tax and gratuities--and at that latter, I said that I would check and return the call later on. Point of information: such a place as that, with the facility to prepare a very dramatic banquet, with full joints of meat and so on, apparently are not willing to sacrifice the profit of booking a wedding or other type of event where hard liquor can be sold at high price, at least not of a Saturday night.

So have I come the full circle. There is a room in the Main Union done in Tudor decor, which is large enough and beautiful indeed, but the weekend of Crown is also Alumni Weekend (gods help us) and they're "entirely booked up."

So I again called Old Friend Dave at Union South; after discussing our mutual health and that of our respective children, I informed him that we were again preparing for a banquet, but that this is to be especially nice, being Crown and all.

He met my few ideas eagerly, mentioned having seen the footage of the war on television, and began throwing out some ideas for preparation of foods to look especially nice and/or authentic, and I settled in comfortably.

Though not personally interested in joining the SCA, he is interested enough to care about it, and is enthusiastic. Having dealt with him before, I am spared the necessity of explanations and illustrations. I shall be meeting with him tomorrow, to discuss the basic menu, costs, and other assorted ideas. And it seems likely that I shall be able to attend the lists myself, easy in mind that the kitchens are being presided over by a capable person acting with my best interests (and not his own profit) at heart, and that my guests shall have a pleasant time.

I suppose it would be appropriate to summarize with some small bits of advice for catering, but it depends a good bit on where one is. I would guess that the best thing to do is prepare a notebook or album containing menus from past events, local or otherwise, and sound out managers of various establishments, either restaurants, hotels, or college facility. When you find one willing to do it, they will be happy to serve another time, and with greater relish (did I say that?) than before. It might serve well to plan a local event first, for perhaps 20-30 people, at the place you decide upon, for then you will know in advance what to expect from them, and they from you.

In closing, I should like to say that there are both advantages and disadvantages to catering an SCA event. It becomes a question of relativity; guaranteed authenticity can likely be accomplished only by SCA people, though willing caterers might approach it. Facilities providing meals often do not allow alcoholic beverages brought in (our Union South does not) so mead is not allowed (at least if obvious) but here in Wisconsin ("God's Country") there is no shortage of beer, and most places will happily provide an endless amount at reasonable rates--wine can be had, also, but at a slightly higher cost. But the advantages outweigh the negatives for us, here, now--we are still relatively new at Kingdom-wide events, our core group is not large, and, best of all, it allows all the local people to be present at the Tourney, which we were not when we did our own banquet. Last time there was no appreciable increase in money per person than for a self-done banquet, and----- the thralls cleaned the pots while I danced with my lord in the great hall!

Asdis Stefánsdóttir
Baroness Jarárvellir

TOURNAMENT LISTS, AND HOW TO RUN THEM

Running a SCA tournament list is neither a complicated nor impossible task. But it does take planning and organization. Once you have volunteered (or been volunteered) for the duty you must take responsibility for a number of jobs to see that the Lists will go smoothly, so that all involved will have a good time.

The following sections may seem complicated to you at first glance, but that is because I am including information for every possibility. You will just have to pick out the parts applicable to your event. The General Information section is forevery tourney, but the sections on Types of Lists and on Setting Up Lists with Irregular Numbers should only be consulted when needed.

Also, as you should realize, this is only my personal hints on tourney running, gleaned from five years of the same. There may be a way as efficient (or more so) which I have not thought of. Do not regard this as an absolute rule on how to run tournament lists. I mean this only to give a person new to running lists an idea of what they will have to do on that fateful day.

Caellyn y'Vearn FitzHugh

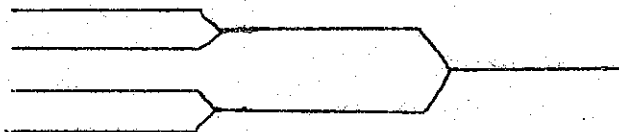
GENERAL INFORMATION

The first thing to decide upon is what activities will be occurring during the tournament. Sometimes this is dictated by circumstances, the Crown is always a double elimination tournament; and sometimes the autocrat may tell you what he wants to have done. However, you may have to decide. In the second section you will find instructions on events traditionally held in the Middle Kingdom, but if you have a workable idea it may do just as well. Although some parts of a tourney may be left to chance (melees and challenges) the entire tourney cannot be. If noone takes responsibility things will seldom happen.

You should arrange to receive from the autocrat of the event the extra waivers which were sent to him by the Chronicler. Waivers are required for every official SCA event involving combat or hazardous games. It will be one of your duties to make sure that no one fights without having submitted a waiver. Several other aspects of waivers must be considered: if the autocrat submitted incomplete information to the Chronicler there will be a blank space in the body of the waiver which you must make sure the correct information is handwritten; the extra waivers are for people without PALE subscriptions who should be charged \$.50 for them. In an emergency more waivers may be required than are submitted by individuals or supplied by the Chronicler. Under extraordinary circumstances you may photocopy a waiver (blacking out the number). These must be given to the Chronicler for numbering after the event. All used waivers must be sent to the Earl Marshall, Sir Gareth the Russell (22215 Kinyon, Taylor HI) by registered mail immediately after the event. Money collected for waivers should go to the Office of the Chronicler.

Then, you must arraigne to arrive early at the tournament site, before the starting time. On hand you should have the extra waivers, several pens, tournament forms, paper, and slips of paper in a container. You should also have, or quickly acquire, a herald or two. If you have only one it is helpful to have a page to send after him or a sufficiently long chain, else he will have disappeared whenever you need him most. The herald is to make all your announcements for you concerning fights and such. You will have neither the time, volume, or patience needed.

When you are seated with a blank paper before you and the fighters are beginning to arrive, you should send your herald out to "Oyez!" and to request that all fighters submit their waivers. He will have to repeat this several times. It is best if you set a time limit, else some will never get around to submitting them. Since not all fighters will wish to fight in an organized list you should enter the names of those who wish to on your paper. Then, when you have finished collecting waivers you may correctly number the slips in the box (see the third section for deciding what size the list should be) and have your herald instruct the fighters to draw one and to tell you their name and number. These you will write down on the appropriate tourney form (which resembles a backward geneological chart).



(A Tourney Form for Four)

Then you are ready to have your herald announce the first fight. It is usual to announce fights by saying: "This fight is between (blank) and (blank). (Blank) and (blank) should be arming." The second two names are those for the next fight. This announcement gives them time to arm while the previous fight is going on. If a fighter does not present himself when announced he is given a limited amount of time in which to appear. The herald should announce that he is being timed, and then count off five minutes. If the person fails to appear he forfeits the round to his apponent.

Fights are usually scheduled right after each other. However as a list contracts a fighter might be scheduled to fightt two rounds in a row, or with only one intermediate fight. To give him time to recover the list is usually broken to include challenges or melees. Care should be taken however that enough time remains to finish the list.

It is the primary duty of the person keeping the list that the herald knows what is going on. This means that you, or another person must be at the list table throughout the day.

After the event is over, a good copy of the results of the lists, including the challenges and melees, should be prepared. A copy should be given to the Earl Marshall, the local marshall, the Kingdom Historian, and a copy should be retained in the local records.

TYPES OF LISTS

There are three types of elimination lists which have been used in this Kingdom. As well there are variations on these, and numerous single events. Following you will find brief descriptions of many of these events.

Several rules apply to any type of elimination list. First, the persons position in the list should be determined by chance, in the draw on a number. Second, unless otherwise stated, a double kill usually means that the fight starts over again. Third, any special requirements should be explained to the fighters and marshalls before the list begins. And Fourth, the Rules of the List should be read before any combat begins.

The Single Elimination list is the most common tournament list. Its rules are just that each fighter draws a position and that every two fighters fight. Then the winner of the first fight takes on the winner of the second, etc. This is continued until only one fighter remains.

The Single Elimination tourney list lends itself to many variations. Aside from the normal Prize Tourney (a title for the day or an actual prize) these are:

The Wounds Retained list is a single elimination list in which each fighter, instead of being miraculously healed between fights, retains any injuries and starts his next fight with them. For example if the winner of the first fight has lost a leg he goes into his second fight without that leg. In this variation a double kill is counted as actually killing both, so the fight is not refought. The person keeping the list must note beside the winners of each fight any maimings he has suffered, so these will not be forgotten between fights.

The Special Weapons list is a single elimination list in which the weapon choice of the fighters is limited by decree. An example would be a list limited to two-handed weapons.

The Limited Blows list is a single elimination list in which each fighter is limited as to how many offensive blows he may strike. There are at least two methods of doing this. In one version, each fighter strikes all ten blows. Blows received that would count against a combatant (killing or crippling) are announced by that fighter but he does not respond to them physically by dying or by losing a limb. Each fight is judged by a committee (usually of ladies) on the basis of chivalry and honor, and prowess and skill. In the other version, blows are responded to, and the committee only judges those fights where there is no winner by combat. In both cases, the decision of the committee is final. Persons picked to judge should be fairly experienced in viewing combat.

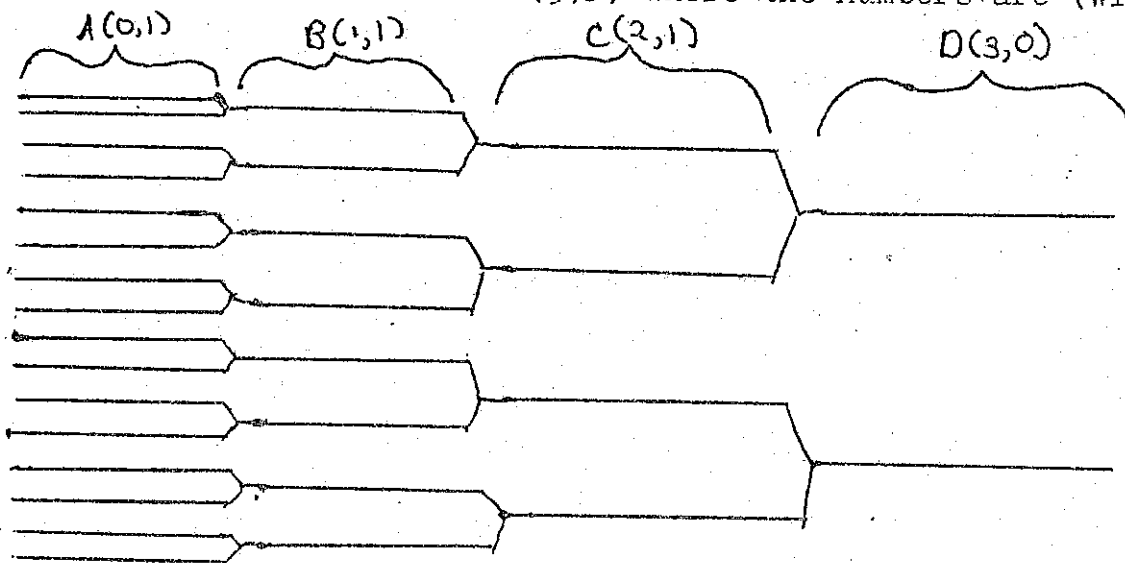
The Melee List is a single elimination list involving teams of fighters rather than individuals. Teams are usually from two to eight persons in size, since the number of people is limited. There

may be overlap allowed with teams of over four, that is one person may be a member of more than one team but no two teams may have more than one or two members in common. This allows for a greater number of teams when the number of people is limited. The individual would sit out when two teams he was a member of met. The lists are run just as if this was an elimination of individuals.

The Double Elimination tournament list is a more complicated method than the single. It is the traditional method for running Crown Tournaments, and is also used at other events. Its distinguishing characteristic is that each fighter must be eliminated twice before being completely removed from the list. All Crown Tournaments are fought with a list limited to 16 fighters; no other number is practical with this list since it is fairly complicated and does not lend itself easily to irregular numbers. With a Crown Tournament the list is filled with (first) any knight or master of the Kingdom who wishes to fight and who is acceptable to the King; the remaining places are filled by single elimination combat by non-belted members of the Kingdom, usually at a different event.

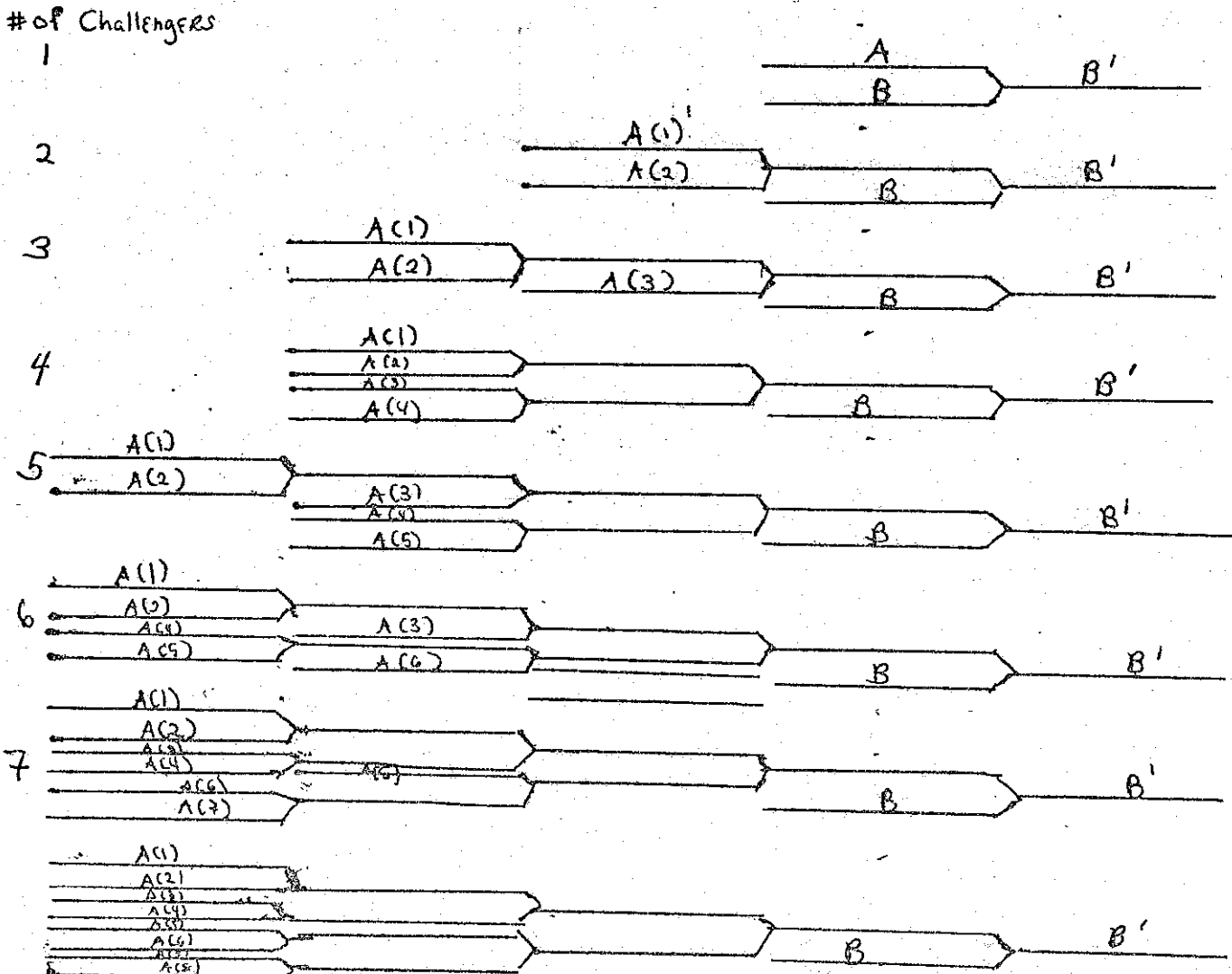
The double elimination system was invented to lessen the ill luck present in the more usual list, of either two great fighters drawing against each other or a fluke kill. It is used to make sure that the winner of the tournament is indeed the best fighter present. Since it involves a greater number of fights than a single elimination list of the same number of people it takes about twice as long to run. Care should be taken that sufficient time is allowed.

At first the double elimination is identical to a single of comparative size. The sixteen fighters draw numbers and the combats continue until the original 16 combatants are down to eight, then to four, then to two. At this stage, where in a single elimination list the last two would battle for the championship, combat stops. The 16 fighters are divided into four classes: eight are class A (0,1), four are class B (1,1), two are class C (2,1), and two are class D (3,0) where the numbers are (wins, losses).



During this first pause in combat the eight fighters classified as A (having lost their first fight) are summoned to the list table. They are shown a list of the four B fighters (having won one and lost one) and are asked to choose which they want to chal-

lence. This is beginning the process called challenging up where fighters in the lower classes attempt to take a higher position away from its holder. The eight A-fighters wish to become B's. Whether they will succeed will depend upon their prowess. Each A-fighter indicates to the person running the list which B-fighter he wishes to challenge. He may pick any one except one who has already defeated him in combat that list. Since we have eight challenging to four there will be more than one person wishing to challenge each. As a matter of fact a fighter may have from none to eight challengers. Most A-fighters will seek to challenge who they judge to be the weakest of the B-fighters. A B-fighter judged very strong might receive no challenges, at which point he would automatically retain his B-position. Any B-fighter challenged by more than one fighter does not have to fight them all. Instead the A-fighters fight among themselves for the purpose of deciding who gets to fight the B-fighter for his position. If more than two wish to challenge one B-fighter they must draw numbers and fight among themselves according to the following charts. In them A(1) is the fighter who draws the number one, B is the B fighter challenged, and B' is the new B-fighter, whether he is the original fighter or a victorious A-fighter.



These fights would be staggered so that fighters have a chance to rest between fights. There is a total of eight fights in this section of the list.

When these fights are over we have four B'-fighters, whether the original four retain their positions or they are supplanted by a victorious A-fighter. Any A or B-fighter defeated in this challenge-up is out of the list, having been killed for the second time.

The same procedure is used for the next round of challenges up. The four B'-fighters pick one of the two C-fighters to challenge, and again they cannot challenge anyone who previously defeated them (although they can fight again if they both challenge the same person). Again they fight amongst themselves (according to the previous charts) if more than one challenges one C-fighter. This sequence results in two C'-fighters, either the original C-fighters retaining their positions, or a B'-fighter replacing one.

Then the two C'-fighters, in the final round of challenges, attempt to take the position of the D-fighters, the undefeated semi-finalists. This set of challenges is somewhat different from the former methods. For one thing there are only two challengers on two defendants. Usually each will challenge one (subject to the usual rule that cannot challenge one who has defeated one previously); however, if they wish to both can challenge the same person. This would cause the two C'-fighters to have to fight themselves to see who fights the D-fighter they both challenged, while the other D-fighter retains his position unchallenged. The other matter is that when a C'-fighter fights a D-fighter, the C'-fighter has already been killed once while the D-fighter is undefeated. Therefore the C'-fighter must kill the D-fighter in two fights if he is to take away his position. However the D-fighter need kill the C'-fighter only once, since that would give him his two-deaths-and-out. So, if the first fight is won by the D-fighter he retains his position; while if it is won by the C'-fighter they must fight again with this second fight deciding who becomes D'.

Finally, the two D'-fighters, the only persons remaining in the list, fight three fights to determine the winner. Here it does not matter about any previous deaths, the person who wins two out of three fights will be the winner. The first two fights are fought with the weapons chosen by first one and then the other of the combatants. The final fight, they both choose their own.

This list does give advantages to the person who becomes a D-fighter in the first run through, before the challenges. He gets a chance to rest, he fights fewer fights, and he must be killed twice to be removed from the semi-final. However this is a reward for having gotten there in the first place. Although the winner of a double elimination list is usually a person who goes straight to a D-position, it has been won by a person who challenged up. A good fighter can overcome the disappointment of an early loss and still win the Crown.

The Box tournament list is a system consisting entirely of challenges. It is not common. To begin with, four fighters, chosen by the King or some person of authority (and assumed to be the four best fighters present) take a position on the field. All other fighters pick one of these four whom they wish to challenge and stand before him. The number of challengers a fighter in the

"box", that is on the field, has is cut in two by having every pair of challengers fight. The loser goes off temporarily. The person in the box must then fight each of the winners among his challengers. If the person in the box wins his fight, his challenger goes off temporarily. If, however the challenger wins, the fighter in the box is eliminated from the list and the challenger enters the box and must continue the fights. Eventually we end up with four people in boxes (the original or one of the challengers). Then the whole thing is done again. All the people eliminated temporarily, that is killed once but never having gained a box, for all those killed in a box are out for good, challenge a member in a box. The fights proceed as before, however the second kill is out of the lists. Finally, there are only the four people in the boxes left. These four fight together for the championship.

There are many other events which are fought at tourneys, but are not lists. These are of several categories: melees, challenges, senarios, and living chess.

Melees are group fights. The usual melees are two teams of about eight fighters each fighting to see which side has members alive when the dust clears. These can be organized on nationalistic sides, or characteristic (dwarves vs giants), or rank (knights vs all comers), etc.

Variations on the basic melee popular are:

Free-for-all melees which is a group fight without sides. The people fighting stand in a circle facing inwards. At a signal they attack another fighter (they cannot first attack the person on either side of them, although they may fight him later). Fighters may temporarily become partners or may switch opponents at any time. The winner is the person who is the only survivor.

Bridge Fights are melees on a defined piece of ground. Aside from being killed by an opponents weapons a fighter may fall or be pushed over the sides of a "bridge", whereupon he drowns or falls into a bottomless chasm. The winner is the team which crosses the bridge.

Cliff Fights, also called line melees, are melees which are fought one fight at a time. The two teams are assumed to be facing each other on a narrow path down a cliff so that only the front fighter in each line can fight, the rest of the team being lined up behind him. The loser of the fight is pushed from the cliff and the winner engages the man behind him. Thus a fighter will fight only if the people in his team ahead of him are killed off. The winning team is the one having any men left on the path.

Dice Melees are a special melee fought with two teams of six fighters. The captain of each team secretly rollsa dice and although all six members of his team are lined up on the edge of the field, he can only send into combat the number of fighters he has rolled. Since he does not know how many his opponent can send out (the dice rolls are secret from each other) he must choose how many to commit to combat. He can send out additional fighters during the melee, but only up to the total that he rolled.

Melees may be fought between more than two sides. They can be

done merely so whichever team survivors wins. A variation of the multiside melee is the Captain's Melee. In this version, teams of four members, one of whom is a captain, are pitted against each other. The interest comes in that, if a captain is killed any surviving members of his team are joined to the team which killed him. The winner is the surviving captain.

Scenarios are fights between any number of people who are acting out a story planned ahead of time. These can be stories or staged fights. A fighter can be set a goal. The success of a scenario depends upon the imagination of the person inventing it.

Living Chess is played with live persons on a board marked on the grass. Two people play the game and call the moves. There are several methods for determining the winner of a move, none of which work exactly well. This needs some work, but is a very interesting piece of fighting. However it is also quite long and tends to be boring to the fighters who never get moved, so is seldom done.

Challenges are fights, usually individual, arranged between the fighters themselves rather than part of an organized list. They are usually fought between the organized parts of the day and at the end. There are of several types:

Tests of Arms are challenges between two fighters desirous of trying out each others prowess, either in general or with a particular weapon.

Holding the Field is a challenge by an individual to the general public that he can defeat them one at a time. He continues to hold the field until defeated.

Individual Challenges are made on a question of honor between one fighter and another, or the champion of a non-combatant may be involved. These may get dangerous, as peoples honor is involved. Luckily these are usually few.

Trials by Combat are challenges where, to determine the innocence or guilt of an individual he and his challenger fight it out (or the champions of them). These are usually rigged so that no serious charge is involved.

LISTS OF IRREGULAR NUMBERS OF PEOPLE

If you are lucky enough to have eight or sixteen or thirty-two fighters you will have no problems, since these numbers reduce easily to a two person final. However if you have a different number, you will possibly have problems.

The important thing to avoid is ending up with three finals because the only logical way out of that mess is to have them

fight round robin, each fight both others, and unless one person wins both of his rounds this will be inconclusive and must be fought again. It is better to set up a series of buys early in the list so that the number of people ends up with two in the finals. Buys should be set up by chance in the draw. Usually it is set up so that the list is reduced to eight or sixteen in the second round. This method does give several fighters an extra fight, but since the buys are determined by chance alone it is a fair method.

There are several methods to fill the list of irregular numbers. Firstly, you may have them draw to fill the list of a higher number. That is, if you have from nine to fifteen fighters you fill a sixteen person list. Alternatively, you may fight the first round normally and buy the second round (of from five to seven fighters) so that only four fighters remain. Finally, you can fight the list to end up with three fighters and round robin the end results. These are listed in preferred order.

If you have more than 16 fighters you have two choices. You may have them fight the first round normally and then use the chart on the remaining nine to fifteen fighters. Alternatively you may reduce the number of people to 16 by the following calculation: $(\text{Number of fighters} - \text{sixteen}) \times 2 = x$. Take x and write that many numbers on the appropriate slips. Put in hat with as many blank numbers as make up the number of fighters. Persons drawing numbers fight (1&2, 3&4, etc) while those drawing blanks buying into the second round. This will give you sixteen fighters.

Good luck.

Fighters in List	Method #1	Method #2	Method #3
9	Draw slips numbered 1,2,3,5,7,9,11,13,15 and fight the appropriate rounds	Draw slips numbered 1-10, someone buys first round; five in second round draw slips 3 blank, 2 X and the X's fight, leaving four.	Draw slips numbered 1-10, someone buys first round; five in second round draw #'s 1-5, 1&2 and 3&4 fight, three fighters round robin.
10	Draw slips numbered 1,2,3,5,6,7,9,11,13,15 and do as above.	As above but no buy in the first round,	As above but no buy in the first round.
11	Draw slips numbered 1,2,3,5,6,7,9,10,11,13,15 and as above	Draw slips #1-12, buy one first round. Second round draw slips 1-4, 2X, X's buy to third, others fight, leaving four.	Draw slips 1-12, buying one. Fight to three and round robin.
12	Draw slips #'s 1,2,3,5,6,7,9,10,11,13,14,15 and as above.	As above but no buy in first round.	As above but no buy in first round.
13	Draw slips #1-7,9,10,11,13,15 and as above.	Draw slips #1-14, someone buys first round; draw 1-6, X; X buys, others fight leaving four.	Not suitable for this number.
14	Draw slips #'s 1-7,9-15 and as above.	As above but no buy in first round.	Not suitable for this number.
15	Draw slips #1-16, buy one through.	Not suitable for this number.	Not suitable for this number.