# A Cleftlands (Middle Kingdom) Newsletter - 8/16/2020

## **News & Events**

Society News: Regarding the financial impact of the pandemic on the SCA: https://youtu.be/bdmPfECeur8

Baronial News - Watch the Baronial Court from 8/8: https://youtu.be/lu3UIDtGTQ8

· Congratulations to the Baronial award winners!

Lady Zofia der Kinder – Award of Saint Alfred

Lord Karl von Leipzigar - Award of Saint Alfred

THL Niccoló Bartolazzi – Award of the Argent Cresset

(Lord) Andor Ezust Fogak – Award of the Azure Trident

THL Brangwayn Snowden – Order of the Azure Chalice.

- If you are able, renewing your membership right now can help the organization and is deeply appreciated. Renew here: https://members.sca.org/apps/#SignIn
- If you would like to gift a membership for a specific individual, please download and follow these instructions: https://www.sca.org/wp-content/uploads/2020/06/Gifting-a-Membership.pdf
- We have also been contacted by several generous souls who are ready to assist with some membership fees locally. Please contact seneschal@cleftlands.org if you would like to be connected to someone willing to donate a membership.
- Our meeting site has not been charging us during the time away, and our local finances are stable. We are looking into ways that we, as a Barony, can help the Society as well.

### Kingdom News -

- From THL Rodrick Hart: The Pilgrimage of Haseki Hürrem Sultan (find the group on Facebook) This pilgrimage will have you covering 170 miles of the Great Ottoman Empire. During this journey you will have the opportunity to grow and develop your speed, strength, stamina, and prowess for the honor of your illustrious Queen. The Rules are as follows:
  - The contest runs from September 1, 2020 to November 30, 2020.
  - 1 mile of walking, hiking, running, cycling, swimming, rowing, and/or skating will count for 1 mile on the pilgrimage.
  - 1 hour of weightlifting will count for 5 miles on the pilgrimage.
  - 50 pell shots will count for 1 mile on the pilgrimage.
- Duke Talymar will be stepping into the role of Kingdom Combat Archery Marshal as Mistress Sarah of the Erie Sea steps down.

## Who Won?

Thanks to the Pennsicwar.org site for keeping a history!

An almost-complete list of who ruled, who won, and who wrangled at every Pennsic. Continued on page 6.

Number & Year	Royals	Attendance	War Points
1, 1972	Andrew & Ann (Mid); Cariadoc & Diana (East)	Less than 150	Middle: 2; East: 1
2, 1973	Andrew & Ann (Mid); Finnvarr & Caellyn (East)	About 300	Tie (5 points)
3, 1974	Bearengaer & Jessica (Mid); Asbjorn & Eloise (East)	About 350	Middle: 83; East: 75
4, 1975	Rolac & Lindenlorien (Mid); Asbjorn & Brekke (East)	About 400	Middle: 3; East: 2
5, 1976	Albert & Selene (Mid); Alaric & Yseult (East)	About 440	Middle: 3; East: 0
6, 1977	Finvarr & Caellyn (Mid); Fernando & lanthe (East)	About 650	Tie (8 points)

# **Pennsic Memories - Legacy**





**Pennsic 43:** In 2014, I arrived at Pennsic right after having hernia surgery. I wasn't able to get out of camp much, but many friends stopped by to see me. It really lifted my spirits to see how many good friends I had in the SCA.

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A few years ago, Jolicia and I were waiting in the "cattle pen" where gentles wait in their cars until it's their turn to go into troll. Someone nearby remarked that Pennsic had posted on Facebook that more help was needed at troll. As an experienced exchequer, I felt I should volunteer. Jolicia agreed that I should go help and leave her with our car. I worked for about two hours until she reached troll. "I need my husband back now; we have to set up camp!" She said, and I was allowed to go. Now I do this every year at Pennsic.

-Lord Robert atte Northclyfe



















My favorite Pennsic memory is volunteering to pull [Baroness] Constanza around in her wagon after she hurt her knee.

~Lady Jaquelinne la Deiciere

# Moments - Great & Quiet





A few years ago I asked for a unique combination of tea and sorbet. It became the daily special so I was briefly, sort-of famous. At Pennsic you never know what will happen each day!



# Who Won? - continued

Number & Year	Royals	Attendance	War Points
7, 1978	Moonwulf & Zarina (Mid); Gyrth & Melisande (East)	About 700	Middle: 4; East: 0
8, 1979	Laurelen & Ithrilliel (Mid); Setanta & Aidan (East)	1178	Tie (5 points)
9, 1980	Talymar & Valmai (Mid); Gavin & Tamara (East	~1800	Middle: 4; East: 0
10, 1981	Hugo & Caitlin (Mid); Siegfried & Wanda (East)	1939	Middle: 1; East: 4
11, 1982	Andrew & Sharra (Mid); Hasdrubal & Kunegunda (East)	2542	Middle: 1; East: 4
12, 1983	Corin & Myfanwy (Mid); Vissivald & Mara (East)	3070	Middle: 2, East: 3
13, 1984	Eliahu & Elen (Mid); Hasdrubal & Amber (East)	~3200	Tie (5 points)
14, 1985	Corin & Myfanwy (Mid); Morguhn & Rowan (East)	3904	Tie (7 points)
15, 1986	Palymar & Katherine (Mid); Ronald & Bronwyn (East)	4114	Middle: 3; East: 4
16, 1987	Talymar & Eislinn (Mid); Randall & Marieke (East)	~4600	Middle: 5; East: 2
17, 1988	Corwin & Shana (Mid); Gavin & Sedalia (East)	5204	Middle: 4; East: 3
18, 1989	Palymar & Katherine (Mid); Morguhn & Maurya (East)	5806	Middle: 2; East: 5
19, 1990	Comar & Lisa (Mid); Ronald & Bronwyn (East)	6462	Middle: 4; East: 5
20, 1991	David & Tangwystl (Mid); Randall & Katherine (East)	7805	
21, 1992	Ronin & Katya (Mid); Ruslan & Margaret (East)	~8000	Middle: 2; East: 7
22, 1993	Dag & Ilsa (Mid); Tsuranaga & Genevieve (East)	8757	Middle: 2; East: 7
23, 1994	Finn & Garlanda (Mid); Lucan & Jana (East)	9221	Middle: 0; East 11
24, 1995	Thorbjorn Osis & Valthiona (Mid); Timothy & Gabrielle (East)	~8700	
25, 1996	Edmund & Kateryn (Mid); Bjorn & Morgen (East)	9992	
26, 1997	Edmund & Kateryn (Mid); Hanse & Moruadh (East)	9132	
27, 1998	Jafar & Kenna (Mid); Timothy & Gabrielle (East); Christopher & Maurya AE	9999	
28, 1999	Ragnvaldr & Arabella (Mid); Hanse & Moruadh (East); Cyngus & Dorinda (AE)	10127	
29, 2000	Dag & Elayna (Mid); Balfar & Luna (East); James & Elina (AE)	12001	Middle: 3; East: 10
30, 2001	Bardolph & Brigh (Mid); Hanse & Olivia (East); Morguhn & Meirwen (AE)	~12000	Middle: 1; East: 8
31, 2002	Valharic & Alys Katharine (Mid); Darius & Roxane (East); James & Elina (AE)	11273	Middle: 2; East: 8
32, 2003	Pieter & Nan Astrid (Mid); Darius & Roxane (East); Christopher & Maurya (AE)	11374	Middle: 1; East: 8
33, 2004	Felix & Madeleina (Mid); Gaufred Kelson & Geneviere (East); Maynard & Christina (AE)	11374	Middle: 10; East: 17
34, 2005	Alaric & Noelle (Mid); Gaufred Kelson & Geneviere (East); Malcolm & Tessa (AE)	11298	Middle: 26: East: 1
35, 2006	Felix & Madeleina (Mid); Brion & Anna (East); Malcolm & Tessa (AE)	11595	Middle: 6; East: 9
36, 2007	Dag & AnneMarie (Mid); Gryffith & Aikaterine (East); Rurik & Angelik (AE)	11288	Middle: 15; East: 6
37, 2008	Lutr & Tessa (Mid); Konrad & Brenwen (East); Khalek & Branwyn (AE)	10525	Middle: 37; East: 0
38, 2009	EikBrandr & Runa (Mid); Andreas & Gabriella (East); Maynard & Liadain (AE)	10953	Middle: 0, East: 4; Known World: 2; East/Mid: 2
39, 2010	Radagaisus & Ceinwen (Mid); Edward & Margarite (East); Malcolm & Tessa (AE)	10832	Middle: 8; East: 13
40, 2011	Arch & Runa (Mid); Lucan & Jana (East); Christopher & Morgen (AE)	~11530	Middle: 4; East: 19
41, 2012	Savaric & Julianna (Mid); Kenric & Avelina (East) Andreas & Kallista (AE)	10695	Mid/East: 37; AE/ Atlantia: 10
42, 2013	Lucien & Catarina (Mid); Gregor & Kiena (East); Maynard & Liadain (AE)	9913	Middle: 5; East: 42
43, 2014	Cameron & Amalie (Mid); Brennan & Caoilfhion (East); Magnus & Etain (AE)	10368	Middle: 20; East: 25
44, 2015	Ragnvaldr & Arabella (Mid); Omega & Etheldreda (East); Magnus & Etain (AE)	10556	Mid/East; AE: Tie
45, 2016	Cameron & Amalie (Mid); Kenric & Avelina (East); Thomas & Ariella (AE)	10940	Middle: 3; East: 24
46, 2017	William & Isolde (Mid); Ionnes & Honig (East); Timothy & Gabrielle (AE)	10590	East/Mid/Eald: 28.5; AE/North: 12.5
47, 2018	Alric & Katherine (Mid); Brennan & Caoilfhionn (East); Sven & Siobhan (AE)	10486	Middle: 31; East: 37
48, 2019	Edmund & Kateryn (Mid); Ozzur & Fortune (East); Gareth & Juliana (AE)	Over 11000	Middle: 39; East: 11
49, 2021	TBD!		

# For the Combat & Ranged Arts

**Armored**: Duke Eik's LitW Ryu Discussion on Variations in Pell Kata Sword & Shield:

https://youtu.be/19MPoWK4eb4

Duke Eik's LitW Ryu Kata 16-20 Sword and Shield:

https://youtu.be/uE5fBOZtNRU

Duke Eik's Sword Cutting, Full Extension Addendum to Proper Body Turning Cuts:

https://youtu.be/dHtBPF433aM

Duke Eik's Longsword Oblique Forward Steps:

https://youtu.be/vpBxlc6lB84

**Fencers**: Warder Velvet Pirate Cutlass 1: Cuts

https://www.facebook. com/msrlapin/videos/10220423396188752/Uzpf-STEwNDY1NzIzMzE6Vks6M-TAxNTc4MDYxMzg1MTIwMTM/

### **Call for Content**

We want to make sure there's a central place to get information and see posts that might get buried, or resources that might not be shared.

If you have info to share - an upcoming virtual gathering, activity ideas, or a great website, please contact me: clariciadlm@gmail.com.

Thank you and stay well!

# 5 Questions for Cleftlanders - Baron Syr Calum MacDhaibhidhe (mka Jeff Estep) (he/him)

"I've been fortunate to acquire more than my fair share of awards and titles. I am proud of each and every one of them, and I'll answer to any of them. Several of Vito's Minions only know me as Baron freezy pop. If I'm not trying to make a point by emphasizing something particular, Baron Syr is my preferred default. MacDhaibhidh is pronounced 'Mhakay-vee', not "Mac-dab-a-dib-ha-bid-a-doobity-doobydo', no matter what Vito or Vici say!"

### 1.) How did you get started in the SCA?

The kid who sat next to me in middle school Biology class said I should go over to his house after school, 'cause he had something neat to show me. When

I got there, he handed me a 13th century great helm. The conversation went something like:

"Cool! where'd you get it?!"

"I made it!"

"No, really, where'd you get it?"

"I made it!"

"Come on, it's really cool! Where can I get one?!"

"Well, ya see, there's this group..."

This was in (back then the Shire of Fenix) what is now Barony of the Fenix. The next Tuesday I caught a ride with him and Baron Durr over to Richard Ironforgers' house. They gave me some steel, put a hammer in my hand, and (over the course of a few weeks) walked me through making my own helm. After we had to stop making noise for the evening, came the conversations over white wine and sweet rolls (Handing a glass of wine to a clearly underage kid you've never met before?! It was a very different time!) I fell in love with the discovery of how much there was to learn about subjects that school glossed over with barely a mention. 39 years later, I'm still learning, still loving it, and still here!

### 2.) What are your two main activities in the SCA?

It has changed over time. I am no longer nearly as active in Marshaling as I once was. Just before the pandemic shut everything down my two main activities were fighting and helping folks make or repair their armor. With most SCA activities on hold for at least the next few months, I've been thinking about what I want to be doing when we are eventually allowed to get back to the SCA. "Difficult to see; always in motion is the future."

### 3.) Tell us about Camp Three Bears at Pennsic.

Out of chaos comes order. Depending on the year we can have up to seventy people camping in Three Bears. There is no central organization to camp; no list of who does what chores on what day, no list of who owes how much to cover camp expenses, no one wants to try and heard that many cats! What makes things work is that over the years we've learned what needs to happen, and who does what well. When a job comes up we take orders form whoever is the one who is best at that job. Rank or title do not matter, we do what that person tells us to do, so we can all get back to enjoying our vacation as fast as possible with as little drama as possible. When the next job comes up, someone else will be calling the shots, and we'll listen to them.

Continued on page 9.



# Crafting in Exile - Nine Man Morris: A Strategy Game played by Ancient Kings and Knights of Old

By Ollamh Brendan O Corraidhe, OL

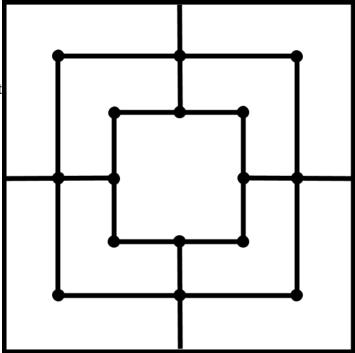
To Win: Remove your opponent from the field!

**Key Goal**: Make three-in-a-row, and you can remove one of your opponent's markers.

**Setup**: The playing field is three squares set within each other, with lines joining the midpoints of each side (but not crossing the center). There is a DOT at each corner and the midpoint of each side. The field can be an elaborately-carved game board, sketched on paper, or scratched in the dirt.

Each player gets NINE markers. The markers may be jewels, coins, buttons, nuts, small rocks, whatever – so long as each player can tell which marker is belongs to whom.

**Beginning Play**: Players decide who moves first (strategically, this is not very important, so don't bicker over it). Players take turns placing their markers on DOTS (corners and midpoints). As in Tic-Tac-Toe, three-in-a-row counts. If a player makes three-in-a-row, he can remove any one of his opponent's markers from the field.



### When all markers are placed: Players take turns mov-

ing one piece per turn. A move can only be along a line, from the current DOT to the next open DOT along a line. Two pieces cannot share a DOT. There is no jumping or bumping. If a move results in a three-in-a-row, then the player can remove one of his opponent's pieces from the field.

Game ends when one player is reduced to two markers.

Strategy suggestions: Place your piece between two of your opponent's pieces.

As in Tic-Tac-Toe, try for L-shapes that leave your opponent a choice of blocking one, or the other, but not both three-in-a-rows.

**No-no's**: You can't "yo-yo". This means to move a piece back and forth so you get a three-in-a-row every other move. It's pretty easy to get into a position where your opponent can't possibly stop you from doing that, so it's not allowed. You can move out, move a different piece, and then move in again.

#### **Nine Man Morris Rule Overview**

- Each player gets nine markers.
- Players take turns placing their markers on dots.
- If a player makes three-in-a-row, he can remove one of his opponent's markers.
- When all markers are placed, players take turns moving one piece per turn.
- A move can only be along a line, from the current dot to the next open dot.
- If a move results in a three-in-a-row, then the player can remove one of his opponent's pieces.
- Game ends when one player has only two markers.

## Baron Syr Calum MacDhaibhidhe - continued

### 3.) Tell us about Camp Three Bears at Pennsic - continued.

As a camp, we are best known for our dinners. The folks who are good cooks take the lead, and others lend a hand, or get out of the way. If you didn't help with one job, step up and help with another. I'm not a great cook, but I can scrub a mean pot! I'll do whatever I'm told when it's time to set up the mead hall (our main dining and socializing tent), then everyone listens to me when I tell them how to load the storage locker. If you visit the camp during war, it may look oh so plotted and organized, but it's closer to disciplined anarchy. We all just want to quickly get back about our favorite hobby of weaponized hospitality!

### 4.) What is your favorite Three Bears meal?

Whatever they just put in front of me! Over the course of the day the cooks will have gotten a feel for who wants to cook tonight, what they want to cook, and how many people will be expected (here is an exception to the chaos: don't invite a guest to dinner without checking with the cooks first!). <Wave hands, magic happens here.> At seven the food hits the serving table. For an average night there are probably around a dozen foods to choose from. If you have food restrictions the cooks will point out which things are safe, or should be avoided. A bite or two of each of them, and you're happily full. Save room for dessert, the bread oven has been known to yield a surprise cobbler. We have occasionally had to accost folks in the street lest we should be stuck with too many leftovers (see my comment above about weaponized hospitality).

### 4.) What do you miss most about Pennsic?

Quietly watching other people enjoy the war. I like knowing that I had a hand in creating foundations that others who came later have built upon. There is a quiet pride that I helped build something that lasts without my having to constantly shore it up. Others can enjoy the war and never need to know who I am, or what I've done, or that things could ever have been other than what they are.



Baron Syr Calum (right) at Camp Three Bears.

Fancy feasting (left) at the camp.



# Random Period Object - Cleveland Museum of Art



Half Armor for the Foot Tournament - Italy, 15th Century

Etched and gilded steel, brass rivets, leather & velvet fittings

This armor was created for tournaments fought on foot, not jousting. Usually fought over a half-barrier that protected the legs, half-armor like this was considered enough protection for these types of bouts. This suit was made by Pompeo della Cesa, the most renowned and sought-after Italian armorer of his day.

### <u>Virtual Classes through August 30</u> -

- Sunday August 16 7pm EST Admin 101 for New Group Pursivants: https://zoom.us/ i/92799360170?pwd=S3NaZXNoNmp2SDdZejhBcGRjSk00QT09
- Monday August 17 7pm EST Taking a Belt From a Peer: https://zoom.us/j/96031258564?pwd=M0ZhR1cwamtGdSt3VVJQQU9wcTk3UT09

- Tuesday August 18 7pm EST Estate Planning and the SCA: https://zoom.us/ i/95385767542?pwd=MEdwZjQ3OWIwWTIxOUVwaXVtZjhvZz09
- Wednesday August 19 7pm EST- Equestrian for SCAdians Who Don't Own a Horse: https:// zoom.us/j/95114930962?pwd=MXFDVEVtUDdyaFdTSEQ3a1FuRzg0Zz09
- Sunday August 23 7pm EST Waivers Waiver Waivers Everywhere: https://zoom.us/ j/92466927339?pwd=bytpUWIIUEdRMW5iSDRKdnM2UjZZZz09
- Monday August 24 7pm EST How to Open a Can of Worms: Research Projects in the SCA: https://zoom.us/j/91358994163?pwd=bEt2enQ2enBMbVVHVIdyQ2IxQzVQdz09
- Tuesday August 25 7pm EST How to Make Pants: Thorsbjerg Trousers and Hedeby Pants: https://zoom.us/j/95880683480?pwd=S3FsYy9jZGRsMzhNYnJ1U3l3K24vdz09
- Wednesday August 26 7pm EST Virtual Pasternoster Craft-Along: https://zoom.us/ i/94061144426?pwd=WkxUdktTbjR4aE0vVC9YYUVDQVR6dz09

### This Week in History

August 16 1328 - The House of Gonzaga seizes power in the Duchy of Mantua, Italy, and will rule until 1708.

August 17 1585 - The first group of colonists who would create Roanoke Colony lands in the New World.

August 18 1590 - Roanoke Colony's governor returns from a supply trip to England to find the colony deserted.

August 19 1561 - Mary, Queen of Scots, returns to Scotland after 13 years in France.

August 20 14 - Agrippa Postumus, grandson of Emperor Augustus, is executed by his own guards.

August 21 1192 - Minamoto no Yoritomo, founder of the Kamakura shogunate, becomes de facto ruler of Japan.

August 22 1485 - Richard III is killed at the Battle of Bosworth field, ending the House of Plantagenet.

August 23 1305 - Sir William Wallace is executed in London.



Sergeant Tarig stretches during battle.



Baron Crispin and Baroness Gianna pause for some cool refreshment.

### **Cleftlands Officers' Contact Information**

- Baron: Baron Crispin de la Rouchefoucald; baron@cleftlands.org
- Baroness: Baroness Gianna Vettori; baroness@cleftlands.org
- Seneschal: Lady Claricia de la Mere; seneschal@cleftlands.org
- Exchequer: Lord Robert atte Northclyfe; exchequer@cleftlands.org
- Chatelaine: Lady Shahzada Ishfahani; chatelaine@cleftlands.org
- Web Minister: Lady Brangwayn Snowden; webminister@cleftlands.org
- Social Media Coordinator: Lady Æthelwynn Skerra Dimma, social@cleftlands.org

- Herald: Sergeant Njall Orkneyjarson; herald@cleftlands.org
- Rapier Marshal: Lady Ragna Storrada Ulfsdottir; rapiermarshal@cleftlands.org
- Archery Marshal: Lord Cadfan of the Autumn Wood; archery@cleftlands.org
- Youth Marshal: Sergeant Bastian Eychener; youthmarshal@cleftlands.org
- Chronicler: The Honorable Lady Jolicia atte Northclyfe; chronicler@cleftlands.org
- Minister of Youth: Lord Rojhon the Wanderer; youthminister@cleftlands.org
- Demonstration Coordinator: Lord Carl of Cleftlands; demo@cleftlands.org
- Gold Key: Lady Fritha Eikbrandrsdottir; goldkey@cleftlands.org
- Iron Key: Lord Tryggr Gillason; ironkey@cleftlands.org
- Quartermaster; Lady Sarra Bossard; quartermaster@cleftlands.org
- Minister of Arts & Sciences: Baroness Angharad ferch Tangwystl; moas@cleftlands.org
- Knight's Marshal: Baroness Constanza de Mendoza; knightsmarshal@cleftlands.org



See you next war!

# **Upcoming Events**

- Thursday, August 20 8pm EST Virtual Armorers' Guild Meeting https://www.facebook.com/ events/327411918397483/
- Tuesday, August 25 7pm EST Virtual Needleworkers' Meeting https://www.facebook.com/ events/3246458642111152/
- Thursday, August 27 8pm EST Virtual Armorers' Guild Meeting https://www.facebook.com/ events/327411918397483/

Still reading? Be one of the first 10 people to send me an email with a suggestion for the newsletter or something you've enjoyed reading, and I'll send you a surprise from my stash as a way of saying thanks for reading!

Many thanks to the photographers who provided pictures for our Pennsic special! They include: Duchess Runa Æikibrandskona; Lord Tarmach ben Yehuda al-Khazari; Baroness Birna Gunnlaugsdóttir; Baroness Angharad ferch Tangwystl; THL Lord Niccoló Bartolazzi; and THL Ginevra Boscoli.

As of January 23, 2019, the Cleveland Museum of Art is an Open Access institution, using the Creative Commons Zero (CC0) designation for high-resolution images and data related to its collection. This means the public now has the ability to share, collaborate, remix, and reuse images of many as 30,000 public-domain artworks from the CMA's world-renowned collection—all without asking permission. In addition, portions of collections information (metadata) for more than 61,000 artworks, both in the public domain and those works with copyright or other restrictions, are now available.

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