

Hartbeat



Lughnassa Edition

A.S. LX

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Table of Content

Vacant Officers listings

I Could Eat...

Makshufa (13th century, Baghdad)

A map page

Just Atlantia

Merchants Corner

part VI of ...

Call to action:

award recs/volunteers/stewards/historic arts

Fun things to do

Hartwood Editio

Important Links

Hartwood Council Minutes/Officer reports etc <https://hartwood.tirrigh.org/library.html>

Kingdom officer current listing <https://antir.org/our-people/officers/>

SCA Kingdom calendar <https://antir.org/events/>

Insula magna calendars:

Hartwood <https://antir.org/events/branches/kingdom-of-an-tir/tir-righ/hartwood/>

Seagirt <https://antir.org/events/branches/kingdom-of-an-tir/tir-righ/seagirt/>

Nearby branch info/calendar

Lionsgate https://antir.org/events/branches/kingdom-of-an-tir/tir-righ/lions_gate/

Lionsdale <https://antir.org/events/branches/kingdom-of-an-tir/tir-righ/lionsdale/>



Hartwood Council

<https://hartwood.tirrigh.org/officers.html>

Hartwood Defenders

<https://hartwood.tirrigh.org/officers.html>

Apply for an Office

Please contact the [Seneschal](#) for details on specific positions

OPEN: Chief Scribe

OPEN: Deputy (Various)

OPEN: Event Stewards

OPEN: Volunteers for Medieval Faire

OPEN: check the officers page for expiring warrants, then Volunteer!

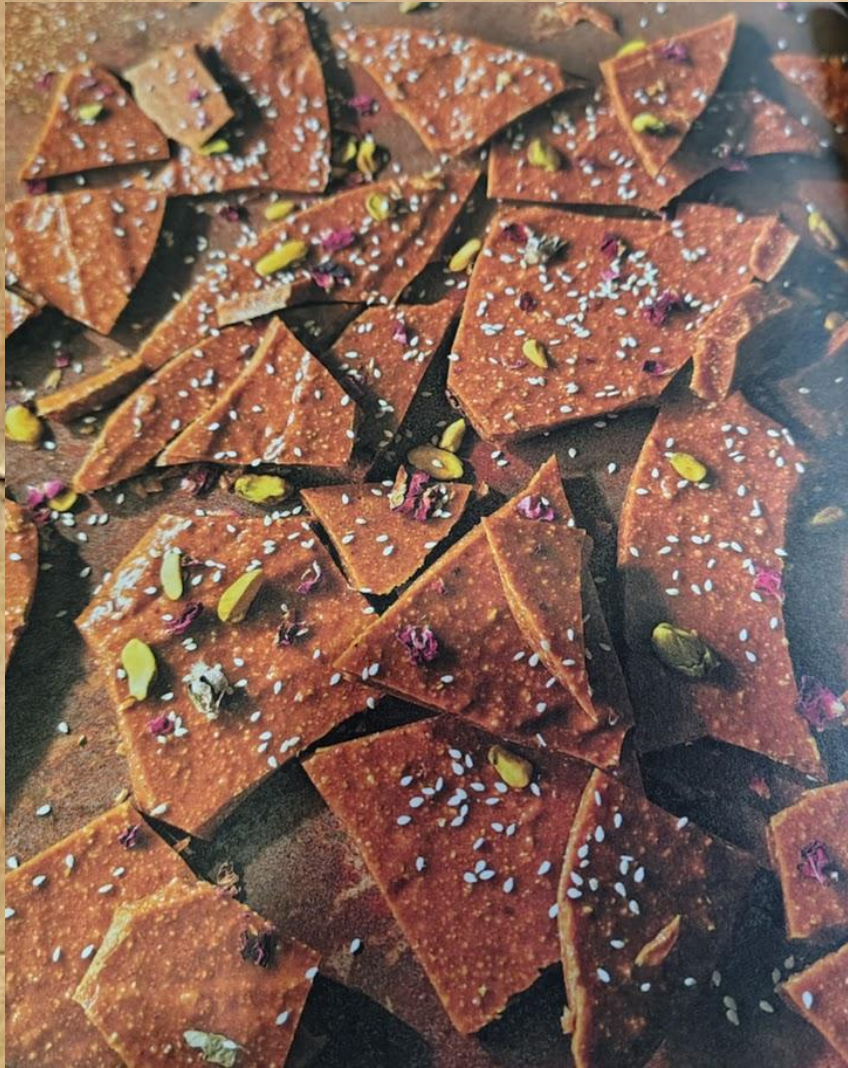


I could eat...

(An ongoing series of recipes from the good old days)

From "Tasting History" by Max Miller

From History



Makshufa The way to make it is to take equal parts sugar, almonds or pistachios, honey and sesame oil. Pound the sugar and almonds and mix them together. Take enough saffron to colour it and add it with rose water. Then throw the sesame oil in the dist so that it boils and boils up. Put the honey on it and stir it until the foam appears, and throw the sugar and almonds on the honey. Stir continuously on a quiet fire until it is nearly thickened, and take it up.

*Muhammad b.al-Husan,
Kitab al-Tabikh
(translation Charles Perry)*

More helpful ingredients list...

2 cups (250g) unsalted, shelled pistachios or blanched almonds.
1 ½ cups (265g) granulated sugar
Pinch of saffron
3 tablespoons (45ml) rosewater
1 cup (240ml) sesame oil (untoasted)
½ cup (160ml) honey
Sesame seeds, optional

The canes are gathered, cut in lengths of half a palm, and so are crushed in the press. The juice squeezed out of them is boiled in copper boilers, and when thickened, is collected in baskets made of slender twigs. Soon after this it becomes dry and hard, and this is how sugar is made. Before it dries, a liquor oozes from it called honey of sugar, which is very delicious and good for flavouring cakes.

-Descripto Terrae Sanctae

Kingdom of Atlantia



Come Party like it's (CE) 1499



Pre-Registration is open!

We are very excited this year to offer pre-registration for the 4th Insula Magna Fall Demo!

[Apply Here](#)

Why should I register when it's free to be there? Let me count the ways! You will get a shiny special token. You will help us get you a spot on the grounds to camp.

You will be able to choose what areas you are interested in helping with: Service or Demonstrating your passion. It will shorten your time at gate. You will be helping our team to run things more smoothly.

Thank you! Yours in service, Maestra Aspasia Bevilacqua Event Coordinator.

Jointly Hosted by:



&



Merchant's Corner

(a series of musings on the future of our Society)

Part IV

With the immediacy of our annual Medieval Faire on the horizon, I thought I might share some timely tidbits of wisdom, garnered over decades of Faires, Events, Demos and just plain Renaissance style living.

Merchanting: (AKA Vending/Trading/Bartering/Selling/Exchanging/Facilitating/Obtaining/Providing/Etc.)

1. The Art of anticipating a need for a service or goods in a region that those products are not easily found in.
2. Securing those products and then transporting them to the aforementioned region to provide to those in need.
3. A small fee is added to the base cost of the products to cover the costs of such transport and forethought. This is called commerce. It eliminates the need to travel to France yourself to collect truffles, as an example.

Many good gentles feel that the costs of merchant wares are too high, but please consider the actual expenses involved...

The cost of the goods themselves.

- a. Goods have a basic value. Think about a cloak pin. It costs you \$20 from the maker. You just have to find the maker to get that price. A merchant can't charge more than the maker charges or they are "gouging" customers.
- b. To get the product cheaper from the maker, the merchant has to buy 100 of them at once, a "wholesale" purchase. The maker will often give a discount on bulk purchases, allowing the merchant to sell these items later at the maker's normal price without losing money.

The cost of transport from the maker to the market.

- a. This covers the actual cost of the shipping or travel to obtain the items
- b. The cost of dealing with packaging concerns, presentation, and attribution
- c. Duties, taxes and tariffs
- d. Storage of the excess goods over several months while attending markets to sell these items and make back the money spent on the bulk purchase.
- e. And the actual cost of time and gas to attend each individual event.

The cost of attending the market/event itself.

- a. There is the site fee.
- b. There are additional fees for merchants such as prize donations etc.
- c. There is the cost of a period merchant pavilion, heraldry, additional signage, packaging such as bags, boxes, tissue paper, bubble wrap etc.

- d. Time and energy to show up early, break down late. Merchants are often from a long distance away and do a lot of driving.

So far so good right? Keep reading.

There is a whole batch of expenses that apply only to merchants (in the SCA, as in not to the general populace or the chivalry etc.) such as:

1. Business license, required in each area to be legally allowed to vend
2. Certification/authorization for each individual market
3. Tax remittances on "income" which includes the value of trades/contra and barter.
4. Business Insurance

Optional additions include:

- a. Incorporation costs
- b. PST and GST registrations
- c. Business bank account fees
- d. Travel logbook upkeep to justify expense claims
- e. Point of sale fees

Anyways, the point here is...be kind to your local merchants.

Remember the 10 foot rule. Everyone has to start somewhere.

They are (mostly) doing their best, so feel free NOT to make loud comments about how much better someone else does it, or how you can get it cheaper elsewhere. First of all, when dealing with handmade, you likely can't.

Nobody is making a living off the SCA these days.

Everything is more expensive, everywhere. . (Especially for small crafters and small businesses)

Support small scale local if you can.

Be well, Be kind.

The above are expressly the views of:



H.E. Aristophanes Emporos

Call to Action Page

What can I do to be more ...Medieval?

1. Register your Name and Arms with the Heralds

2. Recommend people you know for Awards they deserve

- a. Most people don't actually have the Awards you assume that they have
- b. Even if they have it, maybe they get looked at for something else... just by being mentioned!

3. Travel to a nearby event

- a. Like, the next Shire/Barony/Canton over...

4. Attend local events

- a. Provide a couch for the Scadian you met at the event we just talked about one group over!

5. Help out at events

- a. Be a List Keeper or Gate person
- b. Be a voice Herald
- c. Get authorised as a Junior Marshall for Heavy Fighting, or Youth Combat, Ot Thrown Weapons, or Rapier, or Archery, or maybe a Senior Marshall...
- d. Help set up someone's tent when they arrive late.

6. Develop your Persona further

7. Take up a new and absurd hobby in the SCA

- a. Make a plan, pack your car for an event, realize your car is too small, decide to get a friend with a bigger car

Fun Things to do

Hartwood Edition

Historic Arts in Coombs

In Abeyance for the Summer

Historic Arts in Campbell River

Come join us on every 2nd Friday between 6pm and 9pm at

Halibe Hall, 8369 N Island Hwy, Black Creek BC

Ongoing

Archery

Come try out a new sport or hone your skills! Bend a bow, heck...Build one!
Fletch some arrows, shoot at stuff

Thrown Weapons

Spears, axes, knives... what more do you want?

TUTR

Learn something new (or really old) taught by people with passion and style!

Attend Council

Find out where all the bodies are buried! Help out with burying new ones!
Friends don't let friends dig alone...

Watch Whales

What more can I say? WHALES!

Cathedral Grove

See above notes but replace whales with TREES!

Ask a Laurel a Question

Don't forget to hydrate! This could take a while.

Try to help a Pelican

Learn new and arcane tasks that you never knew needed to be done to
keep our society rolling!

Learn to fight heavy

Hit people with sticks and other fun games!

Learn to fight rapier

Poke people with sticks and look fancy doing it!

Recommend people for Awards

Every citizen's most ~~important~~ FUN job!

Volunteer

Meet fantastic people, do a fantastic job, have a fantastic time!