

Hartbeat

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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/>

Views expressed in these pages may not be those of anyone but the author.

Hartwood Council

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

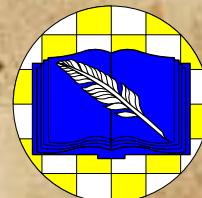


Hartwood Defenders

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

Vacant Office: Social Media Deputy to the Seneschal

Please contact hartwood.seneschal@tirrigh.org for details



Levate Vexillum

Show Hartwood Colours!

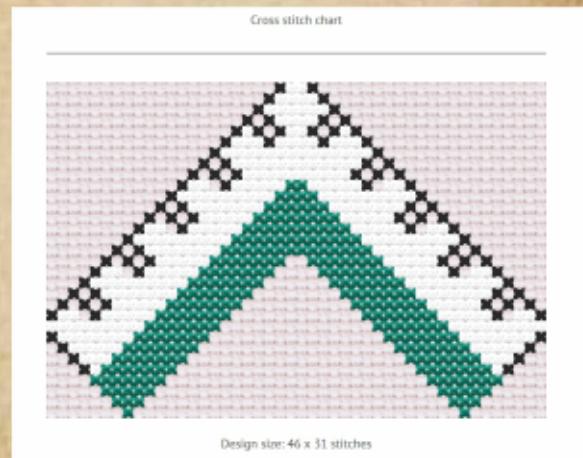
Halima al-Rakkasa

Are you a Hartwood enthusiast? Would you like some ideas to help you show it? Besides wearing the colours of green, white, black, and gold, and praising Hartwood from the rooftops, you can embellish your clothing, tableware, tents, and more with Hartwood's badge.

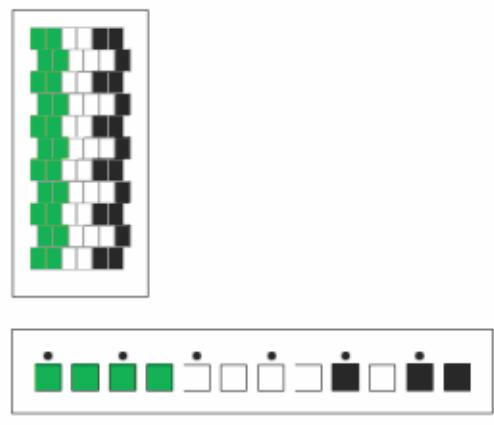
The badge:



A pattern for embroidery or beading:



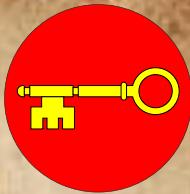
A pattern for inkle weaving, being the crenelations of the badge:



The badge can also be painted onto belt favours, armbands, tunics, surcoats, hoods, chair covers, tablecloths, napkins, feast boxes, banners, and anything else that will hold paint.

What are you waiting for? Go create!

Seneschal Stuff



From the Desk of the Seneschal:

As we begin our Year anew, and the light begins to come back into the world, it is time to refresh and reflect. As such, I bring to you something that I have always held dear to my heart, having heard these precepts in my earliest days in the SCA (some 32 years ago), and still work very hard to uphold as best I can. And now, I share them with you to reflect upon.

1. Treat your inferiors in rank, knowledge, or experience in the Society as if they were your equals; treat your equals as if they were superiors; treat officers as representatives of the King; and treat the King and Queen with reverence due your sovereigns.
2. Use medieval forms of address.
3. Be faithful to your lord and your word.
4. Gentlemen, honor all ladies.
5. Ladies, remain worthy of all honor.
6. Touch no man's goods unasked; give and receive with grace.
7. Be gentle to the stranger.
8. Raise your sword, but not your voice.
9. Let the slain man tell if he be slain.
10. Reverence the King and Queen.

*"Courtesy and Etiquette In the Current Middle Ages" by Mistress Diana Listmaker
from "The Known World Handbook" copyright by The Society for Creative Anachronism, Inc.
P.O. Box 360789, Milpitas, California 95036-0789.*

In Service to Shire, Principality and Kingdom,
HL Anastasia Szabo, Apprentice to Alicia the Willful, OL
Seneschal, Shire of Hartwood

Boundaries!

We have some...

The Shire of Hartwood is on the western edge of the principality of Tir Righ in the kingdom of An Tir. In modern geography, Hartwood is on Vancouver Island, in British Columbia, Canada as shown below.



Map shown is a rough approximation of what was presented at the AGM and is based on the tireless work of Alicia le Wilfulle. Please do not blame her for any obvious inaccuracies as they are entirely the fault of the Chronicler himself, whose lack of skill at drawing is legendary.

For factual (not fanciful) information on the Actual Map proposed by Hartwood to the Kingdom for the purpose of defining our borders, please consult last months (AGM Edition) Hartbeat.



AGM Results

Items approved...etc.



1. Our new map submission, defining our borders with Seagirt and other branches for Kingdom perusal and eventual approval.
2. Our New Spring(ish) Event approved in principle, details to be hammered out soon!
Gentle Arts Defenders is getting it's own spotlight!
3. Some well needed changes to the Customary, modernizing language and recognizing some needed changes in wording.
4. Officer budgets for the year.
5. New Defender Positions were approved, for Atlatl and for Games, with language being changed in the Customary to reflect the ability to add more defenders as needed without need for an AGM to ratify in future.
6. Financial Policy Updates, delayed until Kingdom review is completed.
7. New rules for Defenders policy were approved. Back ups to be established.
8. A much needed discussion of simplifying wording for the Customary with regard to Offices was pushed forward to next Council Meeting.
9. A discussion regarding the policy revolving around Deputy Offices vs deputies to Offices was tabled to next Council Meeting.



Spring TUTR

Hartwood spring TUTR 2026



Hartwood is hosting another incredible TUTR session from February 14-16, 2026!

Preamble: Please report anyone who claims to be the "EVENT COORDINATOR" or asks for pre-payment of fees for this event.

Class registration is now OPEN at https://hartwood.tirrigh.org/tutr_reg/

Registration closes February 9 at midnight

EXCEPT the class "Pottery Pit Firing Experiment" which has an early cutoff date of January 23 so you will only have a few days to register for this one class.

Questions about classes? Send an email to hartwood.tutr@tirrigh.org.

Site Fees

Fee Type Cost*

Adult – Full Weekend \$35.00

Adult – One day \$30.00

Senior & Student Discount with valid ID \$5.00

***SCA Members will receive a \$10 member discount off the cost listed above.**

***Some courses have an additional fee which is paid directly to the instructor by the student on the day of the class.**

****Cash only for gate, instructors, and day food. We cannot accept credit or debit cards****

PRE-REGISTRATION for Gate: fill out the form
at <https://forms.office.com/r/qVpvNzGTNs>

ACCOMMODATION: Some billeting space will be available.

To request a billet space, fill out the form at:

<https://forms.office.com/r/K3qc1PsAjs>

You can also sign up to billet people if you live in the Duncan to Nanaimo areas.

FOOD: There will be day food available each day as well as two potluck dinners, Saturday and Sunday. Questions on the gate pre-reg form allow you to tell us about your food issues.

Day food is by donation

Please bring your own feast gear

Check our FB event page for additional information: <https://www.facebook.com/events/1260768245524051>. You can also access information on the Hartwood Discord page and the An Tir Events Calendar

Note: This is an SCA event and students are expected to wear period clothing (except for the off-site classes).

If you have questions regarding the schedule, have difficulty registering or to be put on a waitlist, contact TUTR Class Coordinator at Hartwood.tutr@tirrigh.org

For non-class related questions, contact the event steward at:

Hartwood.events@tirrigh.org



I could Eat...

Pottage (500CE to 1600 CE inclusive)



Suggested Ingredients:

1 ¾ c. chopped vegetables
Butter (2-3 tablespoons)
Oats ¼ cup
Chopped garden herbs
(parsley, sage, rosemary,
thyme etc.)
1 pint of vegetable broth or
stock

Method:

1. Melt butter in a saucepan and fry the vegetables to soften them.
2. Add the chopped herbs and oats and stir gently.
3. Carefully pour in the stock. Cover with a lid and cook slowly, stirring from time to time.
4. Once the oats have thickened the sauce and the vegetables are softened, the pottage is ready.

Tag, you're it

A Hartwood Historic Moment

Here's a little Hartwood history for you on the "tags". They begin in the depths of time, the early years of Hartwood. The inspiration for them began with the Barony of Lions Gate and their numbered "dog meat tags", something for their armoured fighters to earn. Thus began the "stag tag".

The Stag Tag continued the idea of the recognition of armoured ("heavy") fighters, and expanded it into other Combat Arts: Armoured, Rapier, Cut & Thrust, Combat Archery, and Jousting. Formally, this is the recognition of an individual who, while residing in Hartwood, has fought in the Combat Arts with their own kit under Hartwood's banner.

Then came the Raven Tag for the martial arts that do not include body contact; they include the Target/Equestrian Arts: Target Archery, Thrown Weapons, and Equestrian. Formally, this is the recognition of an individual who, while residing in Hartwood, has competed in the Target/Equestrian arts with their own kit under Hartwood's banner.

As you see, there is both honour and responsibility in being the holder of a Tag and being seen as an active member in Hartwood.

Gentler skills have their own recognition, too. The Swan Tag is a recognition of a person's active participation in A&S such as, but not limited to: competitions, demos, teaching, and creating largesse. Though not (yet) explicitly stated, this again includes the willingness to be seen as active in the Arts and Sciences under Hartwood's banner.

Now, although the first two Tags can be seen as "automatic" on recommendations from the martial officers to the seneschal, the populace may also make recommendations; the seneschal will still confirm the qualifications with the martial officers. Populace recommendations ensure no one is overlooked. The third Tag, the Swan, needs members of the populace to notice activity in the creative community, and make recommendations; especially look for those who rise above the expected and share their knowledge, their skills, with others.

Look around you: see what your friends and shire-mates are up to. Do they have the recognitions that come of being active in Hartwood, in the SCA? If not, please use the Recommendations Form (in the Library of the Hartwood website) or send an email to hartwood.seneschal@tirrigh.org and wax poetic

Brought to you by



Halima al Rakassa

Call to Action Page

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

- 1. Register your Arms with the Heralds**
 - a. The Local Herald will help you!
 - b. Research is fun!
 - c. You will register your name as well...guaranteed!
- 2. Recommend people you know for Awards they deserve**
 - a. Many people don't have the Awards you think they do!
 - 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. Help set up, Help tear down, Help keep things on track...
 - b. Be a voice Herald
 - c. 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, get a new friend with a bigger car...
 - b. You need the bigger car to carry your fletching equipment? Maybe your spinning wheel? Forge?





One from the Vaults

Binyamin's War

In the year 1,000,000 BCE (or so it may seem to you younger folks) there was a War between neighbouring states.

And also there was a man named Binyanmin.
And Binyamin was a combatant in the War!
So far, so good. Yes?

Let me explain. Wait, there is no time, allow me to sum up...

Binyamin was many things:
He was a bard, and he had a great sense of humour!
He was a drummer, and he had the smallest Dumbek I'd ever seen!
He was an all round fun guy! Ask anyone!
He was a light fighter. Yeah. That too.

Our story takes place at an annual gathering of folks who liked to fight each other in various and interesting ways. You know, different styles of combat, different terrains, different weapons etc. You get the idea. Let me set the scene...

It was an uneven terrain scenario. Woods to one side, a gentle slope running up towards the woods. The battle was nearly over, with both sides wiped out down to just a few remaining fighters.

On one side the remaining fighter had one arm and a sword, sadly not the arm that normally went with the sword, and on the other side was a one armed spear and a fighter with both arms wearing a shield but who had lost his sword.

The two fighters (spear and shield) were chasing the 1 fighter (wrong armed sword) up the hill towards the trees, where sword boy thought he might have the advantage somehow. The crowd had it's doubts but it was very exciting!

As the wrong armed sword was nearing the tree, Binyamin (did I mention that Binyamin was the one armed spear?) decided to end the battle with a single blow rather than risk entering the trees.

So he did, he wound up and hurled his spear forward to skewer the 1 armed swordsman, but fate had a surprise in store for us all...

Binyamin stumbled upon release and he threw his spear directly into his ally's back. The spear then bounced off the 2 armed man and fell away.

2 armed shield man was dead.

Coincidentally, Binyamin was also weapon-less and shield-less.

The crowd went wild with the screaming and the yelling, and the one armed swordsman looked back, wondering what had happened, and he saw Binyamin, standing alone, with a bewildered and shocked kind of look on his face. He also noticed that there was no longer a shield of any sort between him and Binyamin.

So the battle was ended, with Binyamin on his knees, defeated.

It was the kind of thing that sticks in your mind when it comes time to tell stories about the "olden days".

I was there and I saw it all, names and faces may have been changed to protect the indolent.

Recounted as recalled by H.E. Aristophanes



Thems Fightin Words!

Thoughts and updates from the Master of Stables

Food for thought...



Hartwood has range

Hartwood has the most recorded personal averages in adult atlatl and throwing in the Kingdom of An-Tir.

Hartwood has 7 averages in Atlatl (and 3 of those placed in the An-Tir top ten)

Hartwood has 9 averages in Throwing (with 2 placed in the An-Tir top ten)

Hartwood has the highest overall participation from a single Branch of any size in these categories in all of An-Tir.

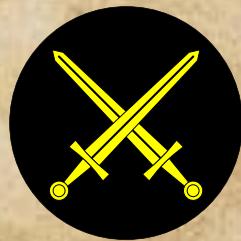
Hartwood is number two for participation Kingdom-wide in Archery, with 16 averages (7 in the top ten), at least one in the top ten in each category and **3 in the top ten Royal Archers Challenge**.

We hold both the Archery and Throwing Defender titles in Hartwood as well as the Archery and Throwing Champion Honours in Seagirt for 2025 and we are number 1 in Atlatl for Insula Magna.

Hartwood has range.

Some thoughts on greatness,

Marcus Fesor Hartwood MOS

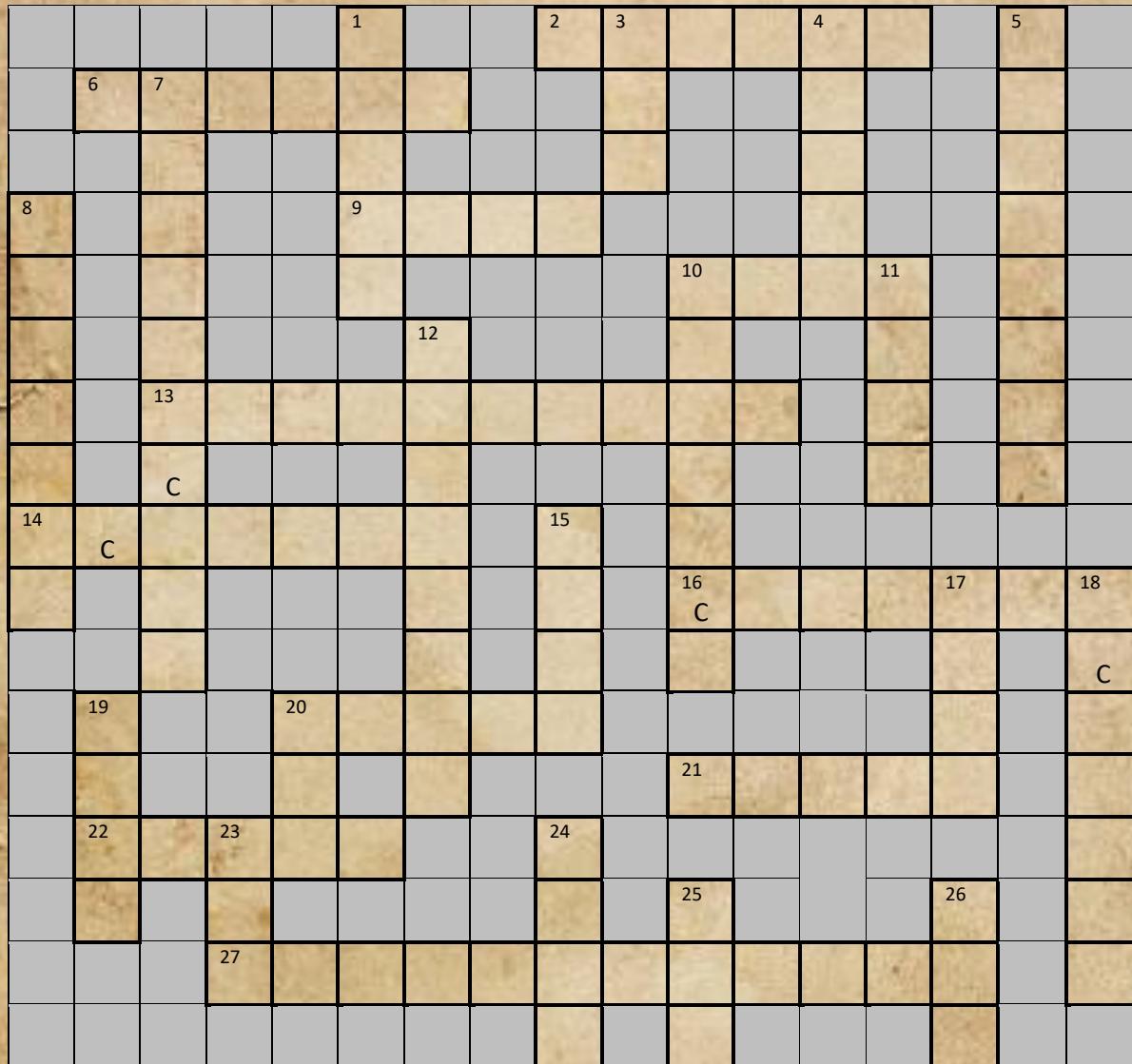


Puzzle me This

It's All About TUTR!



Puzzle credit to Alicia le Wilfulle



See next page for Clues

Puzzle Clues

For those who are not yet Psychic...



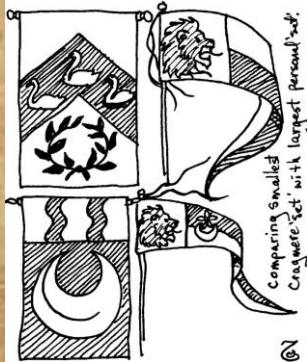
CLUES

ACROSS	
2	Hartwood plans two TUTR's a year, one in the _____ and one in the fall.
6	You can request a _____ if you need a place to stay during the event.
9	This is what the R in TUTR stands for.
10	If you come to class and participate, you will _____ the class.
13	This is what the U in TUTR stands for.
14	The month Hartwood's Fall TUTR is held.
16	Why we come to TUTR.
20	The number of days of classes in Hartwood's Spring TUTR.
21	There is a class offered on the _____ fighting style.
22	You may want to take _____ during your classes.
27	Hartwood has online _____ for classes, gate and billeting
DOWN	
1	We go to classes to _____.
3	You need this and 26 DOWN to do calligraphy.
4	These classes are geared towards newcomers.
5	The shire known for holding full weekends of awesome TUTR classes.
7	The person who teaches the class.
8	If you're hungry during the day, this is available.
10	The evening meals will be a _____.
11	A class is being offered on how to _____ using a distaff.
12	The month Hartwood's Spring TUTR is held.
15	The place you sign in at when you arrive at the event.
17	The location of an event is called the _____.
18	Calligraphy and illumination are _____ classes.
19	Hartwood's Spring TUTR is held on a _____ weekend so there can be more classes.
20	This is what the first T in TUTR stands for.
23	This is what the second T in TUTR stands for.
24	The Renaissance _____ is a stringed instrument.
25	The abbreviated name for a target archery marshal.
26	You need 3 DOWN and this to do calligraphy.



Gonfalons and Standards: Suggested Guidelines for Armorial Display

This is an updated version of an article published 2003 in "The Cragmere Piper", Iss. 47; some references will be seriously out of date.



Branch

Gonfalon: device, 39" wide by 58" long, to a maximum of 45" x 67".

Standard, primary: 24" at the hoist by 96" long; kingdom or principality badge at the hoist; remainder split with metal over colour, carrying a single branch badge OR a semé of a badge.

Standard, secondary: same size as the primary; split with metal over colour, and otherwise plain.

Personal

Gonfalon: device, up to a maximum of 36" wide by 54 " long.

Standard: 18" at the hoist by 72" long; kingdom badge at the hoist; remainder holding personal badge/colours. Again, you may split the colours, add a semé of a badge, and even add your motto on an angled band. You may also add your allegiance badge to the hoist, being kingdom or principality; avoid stacking allegiance badges, and pick one.

In the example given, the smallest of the branch set is compared to the largest of the personal set. As a member of a branch, you may display either of the two branch standards, or small pennons of the livery colours, to show allegiance to the branch. Only one branch gonfalon with the device should be displayed at an event; however, a smaller gonfalon bearing the branch badge would be appropriate to show allegiance.

Of course, it is courteous to let Tir Righ and An Tir bear larger sizes of their display heraldry!

Materials can vary according to your purpose. Silk is always lovely when it flutters in the breeze; however, it requires a bit of care to extend its lifespan. Some tent and ripstop nylons might be almost as nice, and will tolerate a bit more rough handling. Or go for something more sturdy... but less responsive to breezes. I highly recommend taking any classes from Mistress Aline de Seez for both period and silk banners. ~~~

Submitted for your Edification by:



Halima al-Rakkasa

Fun things to do

Hartwood Edition

Historic Arts & More! Every 2nd Saturday 186 Shelley Rd, Parksville BC



Historic Arts in Campbell River Every 2nd Friday 6pm and 9pm at
Halibe Hall 8369 N Island Hwy, Black Creek BC



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) !

Attend Council

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



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

Travel to nearby events

Meet even more fantastic people!

Try the recipes in the "I could eat" section of this newsletter Really!