

HARTBEAT



SPRING EDITION
A.S. LIX

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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/>

I Could Eat...

Hartwood Council

https://hartwood.tirrigh.org/officers.html?fbclid=IwY2xjawl9mPpleHRuA2FibQlxMAABHU_xBMHzgzK5V4O24iuzben9TJ5PvBrkvReHJNwuQEFXOoNmbLEN3tAntw_aem_gYPbLtxJ1tDNHEgx2TuxQ

Hartwood Defenders

https://antir.sca.wiki/index.php?title=Hartwood&fbclid=IwY2xjawl9mNBleHRuA2FibQlxMAABHU_xBMHzgzK5V4O24iuzben9TJ5PvBrkvReHJNwuQEFXOoNmbLEN3tAntw_aem_gYPbLtxJ1tDNHEgx2TuxQ

Vacant Offices

- a. OPEN: Family Activities
- b. OPEN: Chamberlain
- c. OPEN: Chief Scribe
- d. OPEN: Chamberlain
- e. OPEN: Minister of Stables (unless Maurus is extending?)
- f. OPEN: Minister of Blades

I could eat...

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

From "Tasting History" by Max Miller

From History

Hummus Kassa – Take boiled chickpeas and pound them into a fine mush. Add vinegar, sweet olive oil, tahini, black pepper, atraf tib, mint, Macedonian parsley, and a bit of dried rue. Also add walnuts, almonds, pistachios, and hazelnuts, - all pounded - as well as Ceylon cinnamon, toasted caraway seeds, coriander, salt, lemon preserved in salt and olives. Mix it all, spread the mix in a bowl or plate, set it aside for a day and then serve. It will come out good.

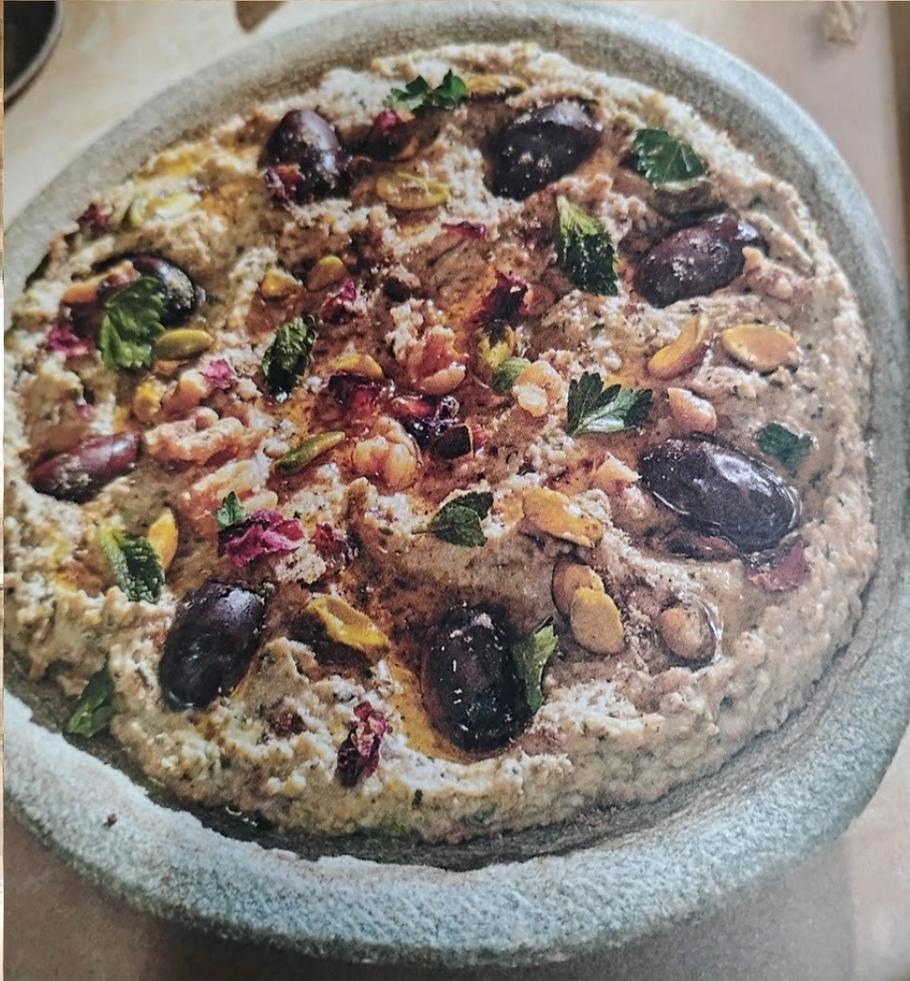
God willing.

Kanz al-fawa'id fi tanwi al mawa'id

(Treasure Trove of Benefits and Variety at the Table)

Translated by Nawal Nasrallah

(actual recipe with measurements available upon request)



Food Fun Demos, Shopping,

Come Party like it's (CE) 1499



Jointly Hosted by:



&



Merchant's Corner

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

Long ago, during the "Silver Age" of the SCA... (part 1)

there was a plague upon our Society, and it ran through all the Kingdoms, but nowhere was it so brazen as in the Kingdom of An Tir. The Plague has a name:

Merchants.

It started off so innocently, during the Golden Age, a few folks working on teaching their skills to others, were bothered and badgered into selling their skills to enhance the game. Soon, they became Laurels and as their fame spread, they took apprentices and travelled far and wide to teach and to be seen (and in some cases, lauded) by the gently born smallfolk of our group. Soon many good gentles found that travelling and hawking skilled wares from event to event was a great way to pay for the hobby and even more people became Merchants.

And so began the Fall from Grace that took us from Golden to Silver.

People spoke of the "good old days" when merchants were just doing demos, not motivated by vile things like money and fame. Sound familiar?

At the height of the plague, there were approximately 150 Master Merchants in the Knowne World, but as I mentioned, An-Tir was the hotbed of infamy that spawned almost 100 of these devils from a single Kingdom. These brazen hawkers travelled everywhere in the KW and brought goods, news and entourages of visitors wherever they went.

They were of course, spurned. As was right, since these people were technically "members", they were allowed but never really accepted by "right thinking folk". After all, they did not play for love of the society, nor for the lofty goals of the founders, but only for filthy coin.

But therin lies the rub. Over time, the populace became accustomed to these vile parasites and it became quite a coup to obtain the best (Masters) for your event, because they brought people in. Knights would have to attend a crown, as we know. Their squires would come if possible, but the households were starting to attend as well, so long as there were Merchants.

Polite 500 person events surpassed 3000 people at the gate, kind gentles were turned away as there was no more room. All this was the fault of what had overnight become the Merchant Class.

Master Merchants were makers, teachers, resellers of period goods and services. They travelled far and wide. Hedge merchants were those who only plagued their local areas. Apprentices were common, sharing space until they emerged newly fledged to Merchant on their own. And all through this period, merchants were denied recognition for their contributions. No peerages were given, no accolades or recognition outside of coins and ever rising merchant fees.

The best of the Masters had Sunforger tents with hand sewn Heraldry, period wares and personas, garbed well and tithed generously to largesse and travel funds.

They were Masters of Merchanting, bringing wares and ambiance from the wider KW to the small towns and market days of the Kingdoms.

Some indeed dressed so well that they could be mistaken for Royals and Peers.

They sent their children to be Pages and Squires and Proteges, hoping that in the next generation, they would be allowed as equals in the Society. And that might have been.

But the world changed one day. War came to the Society as it did the world over. Knights and Squires and Peers of all types were called up for service, households were broken and would never reform. It was a dark time, money was tight, people were scarce, stress was the rule and the Silver Age came to an end in the ruins of what might have been.

In the years since, our Society has never really recovered itself from the sadness and the schisms. We speak of the Exodus to MARS and of Haveloc's Revenge, and many other happenings, and our once global village has become impoverished and spare, living amongst the remains of the past. Thinking of those who have gone on.

One of the things that happened during the dark years, is that there was no real need for Merchants per se. The travelling and the news and the goods and the joy sort of faded as we all had more serious problems to attend to.

The thing is, I think that there are many people in our Society who miss those days, even those who didn't live through them but have heard the stories around the campfires. Legends exist for a reason, and hope lives on until legends are lost and forgotten.

Some Legends only live in our stories: Peg Leg and Anna the Lost, the Dead Duke and the Dowager Princess, the Bunny and the Duck, the Dread Dagger Bunnay and the Order of the White Shovel to name a few.

But if we expand our worldview to look at some of the (closer) distant vistas we used to frequent, we may be able to build some new legends while still honouring our shared and colourful past.

Think about what you can bring to another group. Experience, stories, goods, skills, etc. Make it your business to leave your comfort zone just once per reign and share yourself with strangers. It built a wide worlds once and maybe it can again. Sing and dance at a campfire. Travel a bit. Take friends along and make it an adventure.

We are the new generation, even those of us who are also the older generation.

To be continued...

The Road to Barony

The road actually leads out the door of Shire, through the woods of Thankless Endeavours, on through Barony to Crown Principality, then through the suburbs of Principality Proper, and finally ends in Kingdom. That is quite a journey, and it is almost pointless to discuss the end of the road when you are sitting on your porch at the beginning. Have a nice lemonade. Enjoy the flowers. Pack a nice picnic lunch. The road is long is what I am saying.

To start with you need 25 paid members. So Far So Good.

A full slate of Officers that have been stable for a few years with good things happening... we are working towards that and a few years from now, we may be ready to tie up our shoes and grab our travel packs.

A consensus that walking out that first door is a good idea. This will be something to explore later on once we establish the above and have an idea how well we do in a more intense structure.

From the SCA Handbook:

Baronies and Provinces: Baronies and provinces are large branches within and subject to the administration of a kingdom (or principality, if any). They are alike in status and in the ability to administer other branches within their borders, but differ in that baronies possess a Baron and/or Baroness, ceremonial representatives appointed by the Crown, and therefore have the ability to create and administer awards, while provinces do not. A branch or contiguous group of branches may petition for baronial or provincial status at the members' option, subject to the approval of the Crown and (if applicable) the Coronet, if the resulting entity meets the requirements listed below:

- a. At least 25 members.
- b. A set of officers acceptable to the Crown (and Coronet, if applicable).
- c. A name and device registered with the College of Arms.
- d. Consensus favoring advancement in branch status and favoring the type of branch (barony or province) specified in the petition. This consensus is determined by kingdom law and custom. If the branch is to be a barony, arrangements shall have been made with the Crown at the time of application for baronial status to select and appoint a Baron and/or Baroness in accordance with kingdom law and custom.
- e. A strong record of activity in a variety of fields of Society endeavor.

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 likely get to register your name as well...

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 Water-bearer, List Keeper, Marshall, Gate person
- 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 knife, sew a tunic, embroider a naughty saying in calligraphy, paint a charter, play a game...