

Hartbeat



Beltane Edition

A.S. LX

BA3

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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?fbclid=IwY2xjawl9mPpleHRuA2FibQIxMAABHU_xBMHzgzK5V4O24iuzben9TJ5PvBrkvReHJNwuQEFXOoNmbLEN3tAntw_aem_gYPbLtdxJ1tDNHEgx2TuxQ

Hartwood Defenders

https://antir.sca.wiki/index.php?title=Hartwood&fbclid=IwY2xjawl9mNBleHRuA2FibQIxMAABHU_xBMHzgzK5V4O24iuzben9TJ5PvBrkvReHJNwuQEFXOoNmbLEN3tAntw_aem_gYPbLtdxJ1tDNHEgx2TuxQ

Vacant Offices

- a. OPEN: Chief Scribe
- b. OPEN: Deputy (Various)
- c. OPEN: Event Stewards
- d. OPEN: Volunteers for Medieval Faire
- e. OPEN: check the officers page for expiring warrants, then Volunteer!
- f. OPEN: for info on any open office, please contact the Seneschal

I could eat...

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

From "Tasting History" by Max Miller

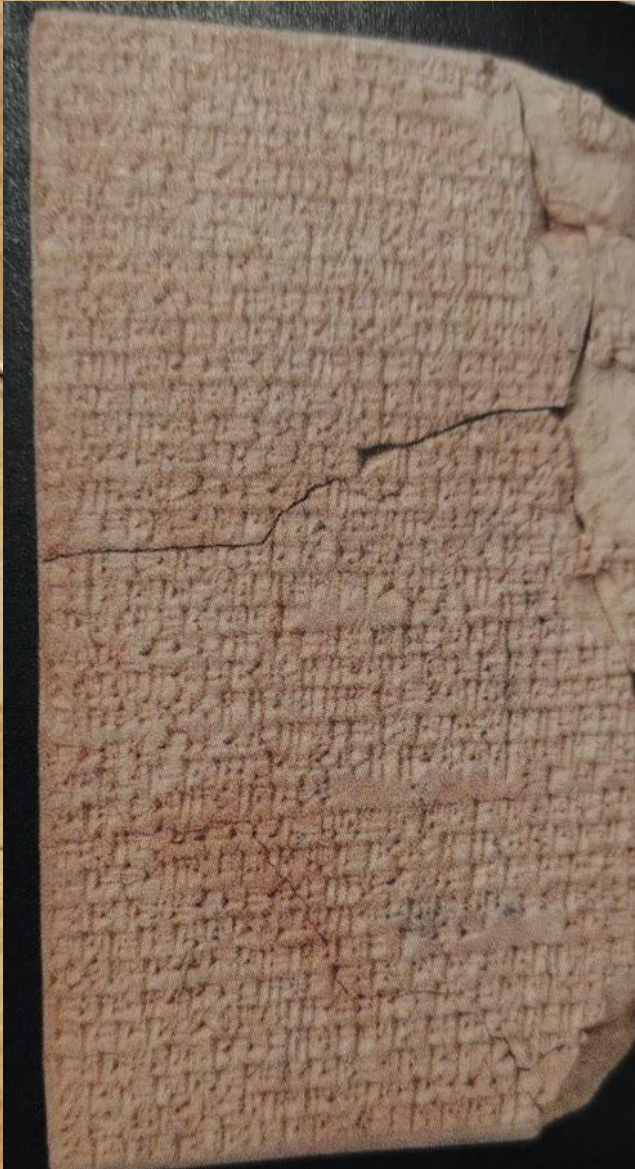
From History

Tuh'u. Lamb leg meat is used. You prepare water. You add fat. You sear. You fold in salt, beer, onion, arugula, cilantro, samidu, cumin and red? beet, and you crush leek and garlic. You sprinkle coriander on top. You add suhutinnu and fresh cilantro.

- The Yale Babylonian Tablets
(translation from Barjamovic et al 2019)

More helpful ingredients list...

4 Tablespoons extra virgin olive oil
1 lb (450g) leg of lamb chopped into bite size pieces
1 large yellow onion
2 or 3 large red or gold beets chopped (aprox 4 cups)
12 oz sour beer (IMPORTANT NOT HOPPY!)
2 cups chopped arugula
¾ cup fresh cilantro chopped fine plus a bit for garnish
1 persian shallot (samidu) chopped
2 cups water as needed
2 tsp ground cumin
1 ½ tsp salt
3 cloves garlic
1 large leek finely chopped (aprox 1 ½ cups)
1 tblsp dry coriander seeds
1 cup Egyptian leek (suhutinnu) for garnish



अ. ६. ५६
 Raami bat Auraham

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 3)

There is a litany of lost things that can sound sad, or melancholy when voiced aloud.

So much has passed away...

We mourn the passing...

We have lost...

The thing is, lost things can be regained.

Lost people are gone, barring a magic elixir or a time machine, and we shall not see their like again.

But here is the thing:

Those people, no matter how heroically they strode the earth, were people, and they did the things that we remember and celebrate. People did.

We are people too.

We can also do some of those things. And maybe we should.

Us.

Now.

Here.

So much of the SCA "magic" of yesteryear was just people doing things for other people.

Teaching classes, setting examples, striving to be better, to be more.

These people believed in the ideals and goals of our society. So do I. And I miss the feeling that everyone wanted to be better. Wanted to learn, or teach, wanted to attend, experience, participate and be a part of the MMA.

That acronym was a major part of my growing up.

MMA. The Modern Middle Ages. The Society for Creative Anachronism and the Known World. What a tapestry of mind I could paint you.

Women and men stepping from the pages of a manuscript to pick up swords and harps and needles, walking amongst us for a few days and then fading back into the wall hangings and paintings until next time.

Almost a Seelie Court before me. Drawing me in, feeding my soul.

Kings and Queens, Heroes, Bards, Knights and Squires, tankards and platters, music and dance.

The pageantry of colours and fabrics and fair speech. Courts of Nobles dispensing rewards to those deserving of recognition, oaths and fealty and joy in our suspension of modern day drudgery.

Looking down into a torchlit medieval town that, like Brigadoon, can only exist for us for a short while before disappearing until next week next month or next year.

Smell a roasting pig on a spit and hear the raucous cries of flames and hammers, smelting steel and memories that have lasted me for decades. I can still hear the bells ring as the silks slowly follow the madness of the dancers driven faster and faster by drumbeats and flickering light.

But I digress...

My actual point is that dancers still dance, drummers still drum, hammers still fall and people still eat.

And that is where the magic has gone.

We are the magic. All of those who went before us, who we looked up to and who shaped our perception of the SCA left a part of themselves in us.

And we need to remember that part of becoming an "adult" in the society (that has nothing at all to do with age) is accepting that the magic at some point starts to come from us as individuals, rather than coming to us always from others.

We get to teach that special class that we loved so much, because the person who taught us has moved on and others need to have a chance to love it as well.

We get to sponsor or even steward that fantastic event with the siege cooking contest, or the viking ship battle, or the bardic competition.

And before you know it a new generation of scadians grows up thinking that the SCA is magical and remembering US around the fire, telling stories of how we were there to make memories when they were young.

I remember being that young in the society. I remember those who made it a part of me by their example and their counsel. From helping me to sew a straight line to encouraging me to host an event on my property for hundreds of eager members of my extended family.

Come sit at my fire.

We need you.

The above are expressly the views of:



H.E. Aristophanes Emporos

The Road to the Barony

So I am getting feedback on my thoughts about becoming a Barony.
Some of this feedback is good, as it points out that I am not being clear enough.
Essentially my Gunning Fogg index is a bit high just now.

I am genuinely thankful for this reminder because if I alienate someone, I want it to be on purpose, not through misunderstanding.

I feel like I need to point out a few things for those in the back of the class.

1. Whether or not we ever become a Barony is irrelevant to the direction that we as a Society need to be moving or to how we as a Shire need to be progressing.
2. We need to be getting bigger, better and more involved no matter what, because as a group we have lost quite a bit of ground these last 20 years or so. We will not be here 20 years from now if we are content to drift along in this downward direction.
3. We need more Members, more Peers, more period tents, more events, more Heraldry, more Pageantry, more fighters, more dancers. We need MORE....everything.

The only thing we need **less** of is people who don't want someone else to try.

The exact things that we need to do to keep ourselves afloat as a Society are the same things we need to do to become a Barony, or (eventually) a Principality.

There is no difference in how we move forward until we have moved forward far enough to take it to a vote. Could be 3 years. Maybe 10 years. And if we vote no, I will still be pushing us to move in the right direction, because that is how Hartwood stays strong. As a Shire the same as a Barony.

Make no mistake: Some of the problems with the SCA being able to keep members have been Misogyny, Racism, Classism, Homophobia, and the list goes on. The "Boys will be Boys" mentality if you will.

The solution is to stop allowing these things. Period.

Authentic medieval behaviour does not need to be invoked here.

Or shall we start burning women who refuse a man's advances?

And imprisoning those with different religions or views on science?

These are the Enlightened Middle Ages.

We Bathe.

And we tolerate each other.

Don't make me wear my glitter bomb coronet with the rainbow silk chiton.

Nobody wants that.

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 Arms with the Heralds

- a. The Local Herald will help you!
- b. Research is fun!
- c. 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 List Keeper, Marshall, Gate person
- b. Be a voice Herald, juggle, sing a bawdy song...
- 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, learn to dance, grow your own flax, paint a charter, play a game...

Barony of
Borealis



Barony of
Myrgan Wood



Shire of
Bordergate



Canton of
Vinjar



Kingdom of Avacal



Avacal Populace



Shire of
Valley Wold

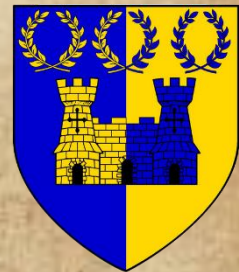


Avacal Branch
Heraldry

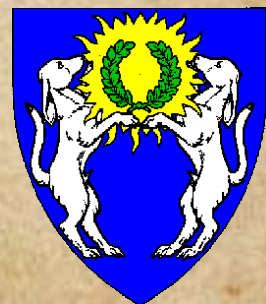
Barony of
Montengarde



Shire of
Ayresgarde



Shire of
Sigelhundas



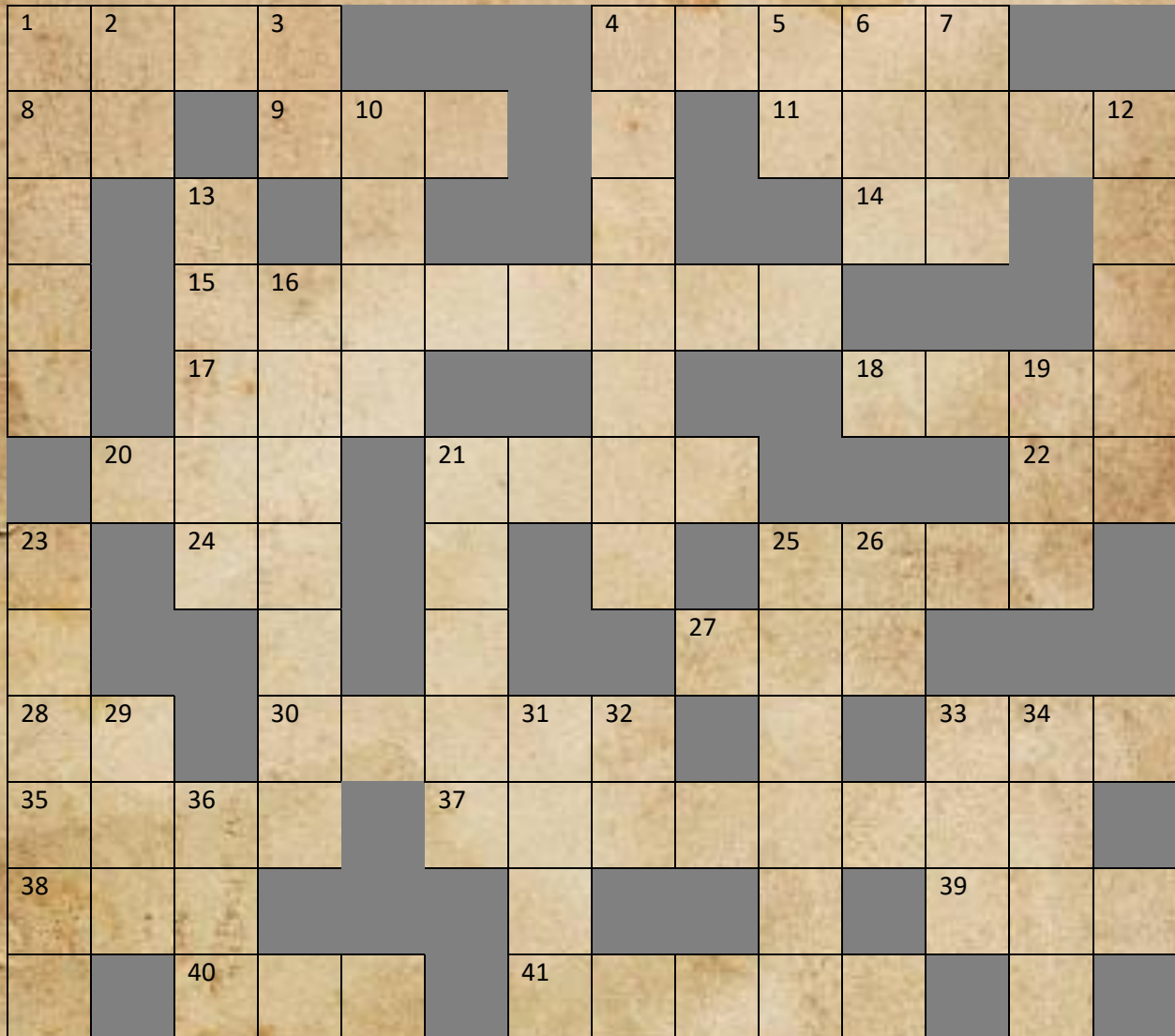
Shire of
Windwyrn



Use Your Brain for Fun and Profit

(but mostly for the fun...)

Puzzle credit to Alicia le Wilfulle



ACROSS

1. The number of shires that have become part of the current Shire of Hartwood.
4. Pierces with a sword or knife.
8. I'll be there ____ I can get a ride.
9. A medieval measurement of cloth, usually about 45 inches.
11. The sable _____ is given for excellence in the Shire of Hartwood
14. A medieval version of 'you'.
15. The name of our shire.

17. Anger.
18. We hope the _____ of the movie wins.
20. Joan of _____.
21. The _____ Tag recognizes someone in Hartwood who actively participates in A&S.
22. Tall _____ a mountain.
24. Canadians are often said to end sentences with _____. This word may derive from Middle English interjections such as ey, ei and a.
25. The _____ Tag is given to someone who participates in the Combat Arts with their own kit under Hartwood's banner.
27. A lion's hand.
28. I can't believe _____!
30. Someone living in Hartwood and has competed in the Target or Equestrian arts with their own kit may receive the _____ Tag.
33. Opposite of good.
35. The title given a woman who has received her Award of Arms.
37. Hartwood's _____ embodies the spirit and virtues our Society holds dear
38. Someone who thinks highly of themselves is said to have a big _____.
39. Devoured.
40. A female sheep
41. Instead of an award, Hartwood bestows a _____.

DOWN

1. A knight teaches their squire to _____
2. Hartwood's armored champion is the "Defender _____ the Hart".
3. With regard to.
4. The _____ is Hartwood's champion for research.
5. An expression of amazement, joy, or surprise.
6. A young man.
7. Take to court demanding money.
10. Hartwood's token given to those who participate in demos and assist newcomers, inspiring activity and presenting our society in the best possible light.
12. _____ are a good way to show outsiders what the SCA is about.
13. Our branch is called a _____.
16. A popular activity in the shire involving a bow.
19. A scrap of cloth.
21. What a Pelican likes to do.
23. In the Middle Ages, a married woman was always _____ in public.
25. Would you like to _____ this mead I made.
26. Abbreviation for the activity involving knives, axes and spears.
29. The name of Hartwood's Stag, Swan and Raven tokens all end with _____.
31. The opposite of Enter
32. The opposite of SW.
33. The sound a sheep makes.
34. A&S stands for _____ and Sciences.
36. A female deer.

Fun Things to do

Hartwood Edition

**Historic Arts in Coombs
The Bradley Center**

Come join us on Sundays between 10am and 4pm. Currently held at
Ongoing

**Historic Arts in Campbell River
Pair of Dice games**

Come join us on every 2nd Tuesday between 6pm and 9pm at
Starts May 6th 2025

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!

Travel to nearby events

Even more fantastic people, and an even more fantastic time!

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

Really!