

Hartbeat



Litha Edition

A.S. LX

BA4

Table of Content

Vacant Officers listings

I Could Eat...	Crustade Lombarde (1450 C.E. England)
A map page	The Known World (of yesteryear, for sure...)
Merchants Corner	part IV of ...
Road to the Barony	some more thoughts
Call to action:	award recs/volunteers/stewards/historic arts
Local heraldry:	Branches of Tir Righ/ Hartwood Tokens
Use your Brain...	Puzzle me this (plus last issue solutions)
Fun things to do	Hartwood Edition

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/Officers:

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

Hartwood Defenders

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

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

Crustade Lombarde.

Take good cream and leaves of parsley and eggs, the yolks and the whites, and break them into the cream. Beat the mixture until it is so stiff that it will stand by itself. Then take fresh marrow and dates cut into two or three, and prunes, and put the dates and the prunes and the marrow into a fair coffin made of fair paste, and put

the coffin into the oven until it is a little hard. Then draw it out of the oven. Take the liquid and put it into the coffin and fill it up and cast enough sugar on. If it is Lent, leave the eggs and marrow out, and then serve it forth.

- Harleian Manuscript 4016

Some Time Ago...



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 4)

So it occurs to me that it may be of benefit to explain why I call this column

"Merchant's Corner".

First, the obvious...I am a Merchant in the Society, I therefore have a "Merchant" perspective, and since I write the column, it sort of makes sense.

But there is quite a bit more to it than that. If you will indulge me, I will give you a very brief (honest) history of how Merchanting came to be my SCA life:

When I was very young, both in Society terms and also mundane years, I was overwhelmed by the SCA. There was so much to see and to do, and so many people to see it and do it with.

I tried everything!

Remember that I was raised in the High Kendal Years of Lions Gate.

Amanda and Gerhardt were everywhere and they taught and made and told and ran the events and everyone wanted to be a part of what was happening.

There were feasts and practices, and armouring and cooking and Ithra and dancing and sewing and persona development, and ... you get the idea.

Accordingly, I attended fight practices about a block from my house, learned how to throw shots and how to identify decent chivalrous behaviour, and how to modify poor behaviour as necessary.

I attended dance practices, tried my hand at archery, attended A&S, took Ithra classes, learned how to sew garb and how to embroider my (very simple) device on my clothes.

I helped serve at feast, helped with set ups and tear downs, carpoled to events so everyone could go, camped, attended wars and outdoor camping events of all sorts. I met Legends, and cooked for them Later I drank with them. All in all it was a very happy SCA childhood.

During my early college years I fought and Marshalled, and Squired, and Apprenticed, and taught Ithra classes, and was an Autocrat, and had a lot of friends who had amazing talents, so I also tried Merchanting, which allowed me to travel more. I also learned to play the Harp, the Dumbek and a bit of belly dancing, but I digress.

Then I wrecked my knee and my shoulder. No more fighting, no more dancing, no more Silly Viking Games.

During my recovery, I really only had Merchanting as an outlet. That and politics. Always fun in the SCA.

I turned in my Squire token for a Protégé fealty and let my Apprenticeship lapse due to distance.

What I found out is that Merchanting allowed me to keep in touch with my friends, see all the lovely places, and do all the things, even if I couldn't wear armour anymore.

It also gave me a unique look at the SCA.

Everyone eventually comes to Merchant's Row.

Everyone.

Whether to shop, or trade, or become inspired, or even just to scoff.

I met and spoke to and traded with every level of SCA Society as a Merchant. People that I had little or no access to (due to their fancy hats for instance) chatted with me, drank my mead, and huddled in my spacious warm and comfy space during storms or just to take their ease.

And I would hear them talking about the issues they faced as Royals, or Kingdom Officials, or Autocrats or Marshalls trying to politely deal with Knights who were having a rough day.

It was enlightening.

I would hands down say that my early upbringing in Lions Gate gave me the tools and skills to navigate the SCA, but not until I travelled the Kingdoms as a Merchant did I truly have the perspective to deeply appreciate the Society as a whole.

In any case, the Merchant's Corner column allows me to address larger problems in the KW at large and provide a more local view of what is a larger pattern. We are all affected in some way by the problems of our whole Society. IE: By insisting on DEI locally, we set a wider example for populace in other regions, and the list goes on.

Please do not mistake my Merchant Perspective as being profit oriented. I consider the Merchant class to be a large part of the glue that holds us together and spreads ideas so they can take hold. Always know that what you say and do can have far reaching consequences. Someone like me could be anywhere in the KW and relate a story of your bravery or general awesomeness to someone who just needs to hear it.

The above are expressly the views of:



H.E. Aristophanes Emporos

The Road to the Barony

As with all things, there are some good days and some bad days. Good days are often characterized by nothing new becoming broken or the seeming appearance of a tiny point of light showing us the end of the tunnel. On occasion though, good days are more obvious in nature, for instance:

We recently had a **Very Good Day** with regard to the road we are on.

Thirty eight (38!) gentle souls showed up and helped to shape the idea that there is support for becoming a Barony in the near (?) future.

I am greatly heartened and hopeful for our future as a group and as a society if this kind of positive interaction can happen on such short notice and with such graceful intent.

In the days since, we have seen kind and helpful words from the Thrones of our Principality, neighbouring Baronies, and even from GenPop, all echoing the hope for a future with more to come.

These are all wonderful things.

Wonderful things, done by wonderful people towards a worthy goal. What more can we ask?

This is the very heart of the SCA/MMA.

Is there still work to be done?

You betcha!

Should we all step back and take a beat?

NO.

There is a tide in the affairs of... well you know the rest.

A rising tide... etc.

We should instead focus on the new fun and unexplored opportunities that await us. New Regalia, a new style for our public face, the right to have our own awards, and to recognize people in our own way.

Hartwood is a unique place shaped by a unique collection of people. We are inclusive and also fractious. Sometimes insular, but always wildly Hospitable. These things will come to define our future history as a Barony just as they have defined our history as a Shire these many years.

Just in case anyone is wondering... I am in favour of moving ahead to Baronial Status.

I think it makes sense, and it will have many benefits for us.

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 and Name with the Heralds

- a. The Local Herald will help you!
- b. Research is fun!
- c. Easy as that!

2. Recommend people you know for Awards!

- a. Many people don't have the Awards you assume that they got long ago... fix that! [Check Here!](#)
- 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. Sew a tent, learn to cook with fire, make your own beer, write a song about how fire and beer don't mix...



Hartwood



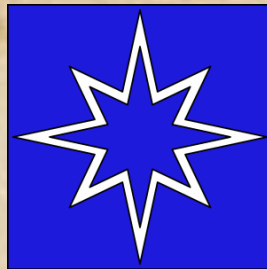
Tir Righ Principality



Seagirt



Lions gate



Tir Righ Populace



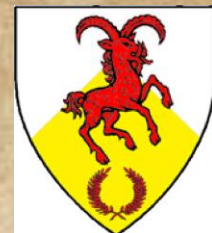
Appledore



Coill Mhor



Cold Keep



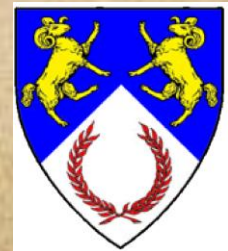
Danescombe



Krakafjord



Lionsdale



Ramsgaard



Thornwold



Tir Bannog

Hartwood Tokens

Stag's Heart of Hartwood

Recognition of a person living within the shire who has been of great service to Hartwood over an extended period of time, a minimum of over ten years.



Argent Hound (formerly Stag's Mark)

Recognition of a person living outside the shire who has been of great benefit to Hartwood.



The Lure

Recognition of excellence by a member of Hartwood in demos, assisting newcomers, inspiring activity and presenting our society in the best possible light.



Raven Tag

(Target/Equestrian Arts: Target Archery, Thrown Weapons, Equestrian)

Recognition of an individual who, while residing in Hartwood, has competed in the Target/Equestrian arts with their own kit under Hartwood's banner.



Sable Hound

Recognition of excellence in service by an individual of Hartwood to the Shire of Hartwood.



Stag Tag

(Combat Arts: Armoured, Rapier, Cut & Thrust, Combat Archery, Combat Thrown Weapons, Jousting)

Recognition of an individual who, while residing in Hartwood, has fought in the Combat Arts with their own kit under Hartwood's banner.



Swan Tag

Recognition of a Hartwoodian person's active participation in A&S such as, but not limited to: competitions, teaching, largesse.



Puzzle me this...

(Use your brain for fun and profit, but mostly for fun)

Puzzle credit to Alicia le Wilfulle

1	2		3	4		5		6				7	
	8	9											
10		11					12			13			
												14	
15						16							
												17	
18	19							20			21		22
23			24		25						26		
27					28			29					
30			31				32						
		33			34				35		36		
		37									38		
39					40								

CLUES on next page...

ACROSS

- 1 Used to promote a product, service or event.
- 3 The name of our shire.
- 7 We live in the kingdom of ___ Tir.
- 8 To leave out.
- 11 We sometimes say the SCA is the Current Middle _____.
- 12 Someone who has been recognized for excelling in the Arts & Sciences.
- 14 Some people like to use this to mean "the" such as in "____ Olde Inn".
- 15 Tir Righ is our _____.
- 18 Food created by chickens.
- 20 A student of armoured fighting who is directly connected to a Knight.
- 23 Opposite of Yes.
- 24 Knights wore a _____ of armour.
- 26 By way of.
- 27 Hartwood fighters may have a received a Stag _____.
- 28 Abbreviation for regarding.
- 29 The heraldic term for white.
- 30 Referring to an object or thing.
- 31 Someone who has been recognized for excelling in armoured combat.
- 33 The 16th letter of the Greek alphabet; also used to calculate the diameter of a circle.
- 34 To view with the eyes.
- 35 A student of rapier fighting who is entitled to wear a red scarf.
- 37 A scribe writes with pen and _____.
- 39 To make music with the voice.
- 38 You and me.

DOWN

- 2 Perform an action.
- 3 The proper address for the Prince or Princess is "Your _____".
- 4 Had food.
- 5 In the direction of; opposite of from.
- 6 People who utter prophecies.
- 9 Informal term for mother.
- 10 Students of the arts and sciences who are directly connected to a Laurel.
- 13 A rodent who helped spread the plague.
- 7 A friend or supporter.
- 16 A student directly connected to a Pelican to learn service.
- 17 The female ruler of a principality.
- 19 A common farm animal with horns and a beard.
- 21 Contraction of "I have".
- 22 To ingest food.
- 25 The coloured part of your eye; also a flower.
- 29 Indicates location.
- 31 The male ruler of An Tir.

32

A person who are in line to become royalty.

33

A thin sharp piece of metal used to hold things together.

35

Able to.

36

Expected to happen or arrive.

40

Seagirt and Lions Gate are _____ in Tir Righ.

Solution to last Issue's Puzzle

1 F	2 O	U	3 R				4 S	T	5 A	6 B	7 S		
8 I	F		9 E	10 L	L		C		11 H	O	U	N	12 D
G		13 S		U			H			14 Y	E		E
H		15 H	16 A	R	T	W	O	O	D				M
T		17 I	R	E			L			18 H	E	19 R	O
	20 A	R	C			21 S	W	A	N			22 A	S
23 V		24 E	H			E		R		25 S	26 T	A	G
E			E			R			27 P	A	W		
28 I	29 T		30 R	A	V	31 E	32 N		M		33 B	34 A	D
35 L	A	36 D	Y			37 E	X	E	M	P	L	A	R
38 E	G	O					I			L		39 A	T
D		40 E	W	E			41 T	O	K	E	N		S

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
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!

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!