

Hartbeat



Remembrance

A.S. LX

BA 9

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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.html>



Apply for an Office

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

Hartwood.seneschal@tirrigh.org

To become an officer of Hartwood, check the listings below to find your dream job, then please submit a Medieval/Modern resume and an application form found here:



OPEN: Chief Scribe

a. You can find information on this position here:

<https://scribes.antir.org/home/>

b. Or send an email to Hartwood.seneschal@tirrigh.org for assistance

Hartwood Customary section 4.11:

The Scribe is responsible for scribal activities within the Shire.

Duties and Responsibilities of the Shire Scribe include:

- Performing the duties of the Office in accordance with the directions of Kingdom, and/or Principality superior(s).
- Working with Officials to ensure that ceremonial documents are produced to meet the needs of the Shire.
- The only documents required of this office are the official Shire documents.
- Working with the Shire Herald to ensure the accuracy and maintenance of the Order of Precedence and associated scribal records.
- Encouraging Shire scribal activities.

Notice Given: **Chatelaine**



a. You can find information on this position here:

<https://antir.org/offices/chatelaine/>

b. Or send an email to Hartwood.seneschal@tirrigh.org for assistance

Hartwood Customary section 4.10:

The Chatelaine is responsible for ensuring that information and assistance are available for newcomers to the Shire.

Duties and Responsibilities of the Chatelaine include:

- Performing the office of the Chatelaine as required by directions from Kingdom and/or Principality superior(s).
- Ensuring that an up-to-date pamphlet and/or business cards, welcoming newcomers to the Shire, are provided at Shire activities, demonstrations, and as requested.
- Referring persons requesting information to Officials or persons who will assist them in areas of interest.
- Ensuring that a Newcomer's meeting is scheduled and open to those interested.
- Maintaining/disseminating information that presents a well-rounded view of the SCA.
- Overseeing Lesser Officers and/or deputies, which include:
 - a. The Gold Key Officer, who is responsible for maintaining and making available the Shire's supply of loaner/rental clothing, as requested.
 - b. The Demo Coordinator, who is in charge of coordinating SCA demos for the Shire.



Notice Given: TUTOR Minister

a. You can find information on this position here: <https://tutr.tirrigh.org/>

b. Or send an email to Hartwood.seneschal@tirrigh.org for assistance

Hartwood Customary section 4.12

The TUTOR Minister is responsible for TUTOR activity within the Shire, under the direction of The University of Tir Righ.

Duties and Responsibilities of the TUTOR Minister include:

Performing the duties of the Office in accordance with the directions of Kingdom, and/or Principality superior(s).

Working with Officials to ensure that TUTOR documents are produced and reported as needed for TUTOR.

Encouraging and overseeing educational activities both formal and informal.

Ealdormere
Anno Societatis 49



I could eat...

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

From "Mangia this" blog

"Fugassa" (Focaccia alla Genovese)



Traditional Recipe includes only:

Flour 3 cups
Water or Milk 1 ½ cups
Yeast dash
Olive Oil as needed
Salt 1 spoon
Honey 2 spoons

Modern ingredient list:

For the dough

1 1/4 cups all purpose flour
3/4 cup bread flour (or any high protein flour)
1 tsp yeast
1 tsp salt
3/4 Tbsp malt
1 Tbspn olive oil
3/4 cup water

For the salamoia

3 Tbsp warm water
1/4 tsp salt
3 Tbsp olive oil

Method

Add the all purpose flour, bread flour, yeast, salt, malt, olive oil and water to the bowl of a stand mixer fitted with the dough hook attachment and knead the dough for about 8-10 minutes, until it is smooth and elastic.

Grease a large bowl with olive oil and set aside.

Remove the dough from the mixing bowl, flatten it into a rectangle and fold in thirds.

Transfer the dough to the bowl and roll it in the olive oil so it is coated in a thin layer. Then, allow the dough to rest, seam side down for 1 1/2 to 2 hours, or until it has doubled in size.

Brush the fugassa pan with olive oil.

Using a rolling pin, stretch the dough into a larger rectangle to fit the pan and allow it to rise for another hour.

While the dough rises, preheat the oven to 450°F and make the salamoia. Add the salt, water and olive oil to a small bowl. Mix well and set aside.

Once the dough has risen, using your finger tips, press into the dough to make the dimples. As you create the dimples, push the dough into the corners of the pan, if the dough has sprung back.

Drizzle the salamoia over the top of the fugassa, being careful to avoid the edges so the liquid doesn't leak underneath.

Bake for 10- 15 minutes, until the top is golden. Remove from the pan immediately so it does not continue to cook once you pull it from the oven.

Brush the top with more olive oil and enjoy!

Reflections

Insula Magna Fall Demo (aka Medieval Fall Faire 2025)

This demo was a success in so many ways.

Many gentles of the Shire of Hartwood and Barony of Seagirt, decided they liked the concept of putting the demo together, which then attracted many more gentles from other Shires and Baronies to participate in the martial arts, arts and sciences, and especially in areas of service.

It is becoming the place to be. Our first year, 20 gentles participated. Year two rose to 60, then to 120 with this year hitting 214! There were almost 100 merchant booths with 162 merchants and their assistants on site. As for the public, they came in droves. We have grown from 500 to 4500 public attending in the four years we have put on this demo.

People were lined up at the gates, and were kept entertained by bards. The days began with a grand processional headed by our very own Prince and Princess, starting at the front gate, winding through the main road and ending at the martial field.

The activities and sights to see throughout the day, kept everyone busy. These included but were not limited to medieval encampments, museums for: heraldry, fashion through time, combat and archery, a barn filled with craftspeople, a blacksmith, bards, food and vendors. Many of the public were dressed in medieval and fantasy outfits.

After the public left on Saturday, we had a potluck dinner to celebrate our two new peers. At the end of Sunday, every merchant wanted to sign up again for next year.

More success was in supporting some local community groups, having a tai chi demo and the concession stand being run by the site for their fundraising. The success spilled out to the local community stores, who were delighted with the number of people coming to check them out.

Even the end of the weekend was a success in that we had everyone pull together to get the site cleared up in record time.

As we wind down from this year's demo, we begin the process of creating an even better one in 2026. We'd love to have you join us and share your passions.

Yours in service,

Maestra Aspasia Bevilacqua OL

Minister of Arts and Science

Event Steward



One from the Vault...

EP3 The Ass that launched 1000 ships

Alright, maybe not 1000 ships. Maybe more like 70 ships. But he was an Ass, and he had the 2nd best buns in AnTir, which he talked about a lot. And he wore tights to show them off. As the saying goes, he would show off at the drop of a hat, and he would be happy to supply the hat...and drop it if needed.

Anyways, our story takes place in the Way Back and Far Away Machine...

His Lordship was always showing up and presenting as a Pirate, which was the Scourge at the time...and he got the brilliant idea that Piracy was verging on a Period occupation, so why not throw a Pirate Event? After all, Pirates totally wore tights all the time...

He took this idea to the "powers that were" in the Barony that shall not be named (so as not to shame) and they green lit his event and gave him a budget. So far, nothing unusual. But His Lordship was a bit of a showman, and he had a lot of Pirate friends who became excited to have their own event, and be recognized as a part of the MMA culture.

So he found a site, got commitments from some of his Merchant friends (yours truly included) and a few others and set about a creating truly historic boondoggle. He cast pewter tokens that had a dumbek on one side and a skull/crossbones on the other, scrounged a ton of spare timber and rope and he built a dry town with docks and wharves for his event. There was a harbourmaster, a boardwalk, wharves to tie up your ship to, a tavern (the OrcBelly if memory serves) and he arranged entertainment, dancers and drummers and bards galore.

His budget was for 500-1000 people to attend and he was hopeful that he got at least 400 so council wouldn't bar him from trying again in future.

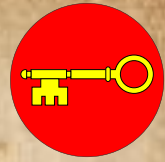
Pirates and pirate themed events were not the norm in the SCA at the time, hence the "Scourge" comment above.

His Pirates showed up with complete ships (cut off at the waterline of course) and tied up at the docks and wharves, and then out in the "harbour", and then further out. It was crazy, there were more pirates than any of us could really understand. And they all came to his event to provide support and ambiance. Then the populace showed up, in festive costume. It was a zoo. The gate mistress closed off entry at 3500 people, fearing for the portapottys (plus there was very little room left to camp in any case) and turned away an estimated 300 more who showed up too late to get in. All in all, the event was fabulously successful financially, attendance wise and essentially kick started the Pirate Event craze of the late 90s and early oughts.

The reason that he is remembered as such an ass is that with his success came a whole new idea, and he started his own group which eventually siphoned off all of those keen players away from the SCA that had gathered them, and gave them a new home. Most of them can still be seen sailing their ships at his yearly events, but few ever grace the seas of the MMA in these late times.

Recounted as recalled by H.E. Aristophanes

Seneschall Stuff



Happy Yule everyone from your friendly, neighbourhood Seneschall!

Wait....it's not Yule yet?

But we need to talk about Yule...it's practically around the corner!

And what fun things do we need to do for Yule you ask?

I'm so glad you asked!

I am officially opening up the call for

"Fun Things to Add to the Yule Chest"!

Do you have treasure you've been putting aside saying "I know that would be awesome for the Yule Chest!"? I know you have! Now is the time to pull them out, dust them off, and get them out of your house - and into mine!

So that I can start putting together the amazing Yule Chest!

PM me so that we can sort out when and where we can meet, greet and pass along the amazing treasures!

Merchant's Corner

Job Posting: Merchant's Apprentice?

The idea of a Merchant's Apprentice is scary. I guess? It implies that Merchants are a legitimate part of the Society. (See EP 1&2) It implies that Merchanting/Vending/Purveying etc is a legitimate part of our History, and may be treated as such. You know, with some care.

The people who usually take apprentices in the S.C. A. are Laurels.

And arguably, there is a reflection of this in having Proteges for the Pelicans and Squires for the Knights and Cadets for the...anyways, you get the idea.

Peers teach others how to do it well. How to Do it Right. How to "Do it" in period style.

Peers are people who have been recognized by others in their group as being specially skilled.

Skilled in a way that is worth preserving and passing down to the next generation of Scadians.

The thing is, there are several areas of the MMA which are necessary, which are period and which require varied skills to do well, that are not accepted by the group as worthy of recognition and replication.

IMHO...Merchanting is first and foremost amongst these things.

Merchants themselves, back in the day, took care to try and help each other be better. We lent gear and advice, and often shared space with those just starting out so they could focus more on being period than on bare survival with a blue tarp.

There were events like "Merchant's War" in Eisenmarche, where Merchants would compete for "Best Period Encampment", Best Period Wares" and the coveted "Best Period Schtick". I know many Merchants that have taught Apprentices over the decades, but they were always careful not to call them that when the Period Police were stalking the hedges.

It was not done, you see.

The thing is...it needs to be done. I have looked around our incipient Kingdom and I find that the Days of Yore were in fact a better place than now. There were more events, more Heroes, more peers, more Bards/Fighters/Cooks and Dancers. More of everything.

And the thing I miss most is the Merchants. That MMA Subclass who invested in the S.C.A. with prizes and travel and stories and news and site fees and donations and time and energy and goods from around the world. Most of these folks had skills. Some were crafters, some were shills. Doesn't matter. The point is that they are almost gone.

9-11 was 24 years ago folks.

And the Merchant class has been dying out the whole time since. Lots of reasons for it, mostly restrictions on travel and trade, some just fatigue and old age. Lugging around a period pavilion every weekend is not for the elderly.

I have been thinking about my old friends, many of whom have passed, Peg Leg, Little Bear, Orion, Shaugnessy, Gypsy & Shadow, Earthwalkers, Frigga Green Needle, Anna the Lost, the Drakkar, Golden Lemon, Temple Caffienna, and the list goes on, and on and on.

What comes to mind every time I think of them is the feeling that we felt. We were a part of the fabric. A necessary part. We had our traditions, we had our private ranking systems, Master Merchants, Hedge Merchants, Tarpys, and a few more. We were largely self regulating and our methods were passed amongst us by necessity.

I have recently come to realize that unless we incentivize merchanting the way we do other service, other skills, other ways to play, we are going to lose a vibrant part of our shared culture altogether.

I will take another Apprentice or maybe 2 before I retire entirely, but neither Mark nor I are spring chickens any more.

I have spent (I was shocked to realize) 44 long years doing this thing. Yes with a few gaps for children and life, but never doubting that I would be back.

What I want these days is for the Peers to take students from amongst those who merchant, and treat Merchanting the way it deserves, as a skill, as something to excel at.

My two cents.

Expressly the views of



Aristophanes Emporos

The Road to the Barony



Mad Progress V2.0

Unto this esteemed group does Master John Macandrew OP, OM extend warmest greetings.

I have held off this quarterly report until after Insula Magna (Barony of Seagirt and The Shire of Hartwood) Fall Fair. The event was a huge success with more than 5,000 in attendance. Yes, that is not a typo.

I am pleased to announce that Hartwood has three new peers with two elevations; Aline de Seez entered into the Order of the Pelican and myself being entered into The Order of the Mark. Additionally, we had a Laurel move to our Shire. Welcome to Mistress Seiglynda of Elphinstone.

The Steering committee has had their third meeting with postal codes being their highest concern. This issue has been forwarded to Kingdom (awaiting response) and is being worked on at Principality with the assistance of Master William MacAndrew.

The Steering Committee have requested initial polling permission and are awaiting reply.

Meanwhile the committee is gathering documentation as they work diligently towards the completion of the application package.

Fund raising has successfully raised 50% of their goal and has several activities planned for Hartwood Yule and long-term planning ideas set for Tir Righ Investiture and Daffodil.

The Regalia committee have their third meeting set for tonight. They have been collecting photos of regalia and have been researching travel and court items to determine comfort levels and longevity.

The Shire of Hartwood continues to work as a group towards events, as seen with the success of our summer defender's tournament (138 in attendance) and The Road to Barony; this most important step in our growth.

Huzzah!!!

Master John Macandrew, OP, OM

Defender Stuff

Greetings Hartwood!

I write to you today, not as the Seneschal of this amazing Shire, but as your Craftsman Defender. Yule is rapidly approaching and it is time to let those who would vie for the Craftsman Defender title, know what the competition will entail.

Throughout my SCA career, I have come to follow an adage. "Plan the work; Work the plan". To this end here is the matrix for this year.

- 1) Show us the historical inspiration for your piece. This could be a group of pieces, or a single piece. Bonus marks for information on where you got your inspiration, what about it inspired you, whether your intent was to recreate or use some part of it to inspire your own work. Help us get to know why this was your inspiration piece/grouping.
- 2) Show us the plan. How did you plan out your work? What helped you design the piece? Sketches, fabric samples, design samples, pieces that you did to try out some technique you needed to understand before you did the work, show us how it came to be designed.
- 3) Show us the finished project. How did it work out? How does it compare to your inspiration and plan? What worked? What didn't?

This competition is not just about the finished piece. Show us how, as a craftsman, you go from ideas and inspiration to completed piece, and the journey to get there.

I look forward to seeing your entries!

Yours in Service,

HL Anastasia Szabo, Hartwood Craftsman Defender - 2024

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?

Hartwood Officer Badges



Seneschal



Exchequer



Arts & Science



Chronicler



Minister of Stables



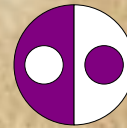
Scribe



Chamberlain



Chatelaine



Family Activities



Social Media



Youth Combat



Chief Archer



Blades



Web Minister



TUTR Minister



Herald



Thrown Weapons

Puzzle me This

Hartwood Tokens and Tir Righ Awards

Puzzle credit to Alicia le wilfulle

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CLUES

ACROSS

1. Tir Righ's colours are azure and argent. In normal terms these colours are _____ and [3 down].
5. The Tir Righ award given to children to recognize their chivalry, honour and service to the principality is the Silver _____.
6. The Ordre de l' _____ d'Argent is the Tir Righ award given for arts and sciences efforts done to further the Principality.
8. A Hartwoodian is recognized for excellence in service to the shire with a _____.
9. The Silver _____ is given for Bardic efforts done to further the Principality of Tir Righ.
12. The Silver _____ is the award given for service to the principality of Tir Righ.
15. Hartwood recognizes those who reside in the shire and compete in the Combat Arts with their own kit by giving them a _____ Tag.
16. Tir Righ awards a _____ for work in the martial areas which betters the principality.
18. The _____ is given to those who have been of great benefit to Hartwood although they reside outside our boundaries.
19. The _____ is awarded to youth to recognize their service to Tir Righ.
20. Tir Righ awards the Red _____ to youth to recognize their service to the Principality.

DOWN

2. Hartwood gives the _____ in recognition of excellence in demos, assisting newcomers, inspiring activity and presenting our society in the best possible light.
3. Tir Righ's colours are azure and argent. In normal terms these colours are [1 Across] and _____.
4. Tir Righ awards the Silver _____ to those individuals who enrich our lives by their display of an enthusiast and exuberant joyful disposition.
5. Hartwood recognizes those of the shire who actively participate in A&S with a _____ Tag.
7. Tir Righ awards the _____ to those who donate their time, skill and service through the creations of largesse, scrolls, regalia, etc. for the principality.
8. The _____ is given by Hartwood for those in the shire who have been of great service to the shire for at least 10 years.
10. Tir Righ gives the Silver _____ to those who provide service, support and encouragement to newcomers to the Society.
11. Some of Hartwood's awards are referred to as _____s.
13. An exclamation of surprise, understanding, etc.
14. Hartwood recognizes excellence in the target arts with a _____ Tag.
17. The Silver _____ is an award given for excellence in service to the Principality of Tir Righ.

Fun Things to do

Hartwood Edition

Historic Arts in Coombs

Currently in abeyance for the summer Tourney Season

Historic Arts in Campbell River Halibe Hall

Every 2nd Friday 6pm til 9pm at
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) 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! Answers can 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!

Feast of the Fallen

An Observance or the Season

Celtic, ancient

As with most things that we mean to remember, this involves food.

It is right there in the name...Feast of the Fallen. Feast.

Why do we affiliate food with ceremony?

It is a very common thing.

It is because food is everything to everyone. It is community, love, comfort, hospitality, welcome, support, care, surprise, exploration, creativity, history, culture, display and of course, remembrance.

We hold feasts every year to remember.

We hold Feasts to mark the passing of time.

We hold feasts to mark achievements and passages in our lives from one state to another.

And on this Day, we hold feast to share with those who have left us.

The Feast of the Fallen is a little different from most of our yearly celebrations. We do not celebrate to remind ourselves of past accomplishments, or to Celebrate cultural events like Xmas or Family Day.

We feast with those who no longer walk among us. The veil is thin this time of year and we fill the house with the smells that used to bring our lost ones to table, where they can be remembered with stories and shared experience.

It is a mismatched feast to be sure, one year I can remember having 4 kinds of pie and Liverwurst as the main components. Better planning than that is the general rule.

The main event is that every member of the clan will bring an artifact or a picture of the chosen remembrant and place it on the guest table, and then cook a dish to call that person's memory to mind.

Once the cooking is done and everyone has arrived, a candle is lit on the guest table and small portions of the various offerings are placed on a dish and set amongst the pictures and items. Then the Feast begins.

We all come together and everyone eats a bite of (most) everything while the cooks talk about the person being celebrated, and how this dish is special to them. They talk about special methods involved in how it is made and they recount events around the dish and the person. Each of the represented Fallen are greeted with a toast, and all are toasted again when the stories are done.