

Editors note:

When I joined Markland several years ago I felt that I could contribute something to this organization. This, an official information packet for newcomers, was one of the first items on my list. If nothing else, I hope that this packet provides you with slightly more than basic information that will start you out well in your Markland experience.

I have never made any claim to being anything other than organized. If my writing is poor in quality or my information is slightly to the wrong side of correct, please don't yell. Tell what it is AND tell me how to fix it. Unless otherwise stated, all text has been written and compiled by the editor so you now know whom to blame.

This packet would not have been written without my experiences as a group leader so I want to thank the members of Order of the Golden Lion & Eyfalia past a present for the learning experience. This packet would not have been completed without the insistence and colorful debates among friends, good advice, and added articles, so Vielen Dank to Kass and Mike.

Please realize that this is a work in progress and feel free to contact me with any corrections, additions, and other suggestions at

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A Brief History of Markland

Members of the University of Maryland Fencing Club first conceived Markland in 1969. They were influenced by a number of factors: Olivier's *Henry V*, *The Vikings* starring Kirk Douglas, *The Last Englishman* by Weenelson and a description of The Battle of Hastings in a recent *National Geographic*. Someone suddenly had the wonderful idea: "Hey, you know, we should re-enact Hastings!" The inevitable response came: "What a great idea!"

The first re-enactment of the Battle of Hastings took place outside the North West Branch **Library** in Anachosta, Maryland. The mini battles took place beside the McKeldin Library, the main library on campus at that time. Using Italian bayonets, swords, axes, shields the participants began beating on stuff and each other. The first battles were 6 versus 5. Despite humble

beginnings, a winter battle, Maldon, was scheduled, and as a result clothing improved. Thus we began groping towards historical re-enactment.

Mission of Markland

Markland Ltd. is a non-profit educational society dedicated to the study and recreation of the Middle Ages. It was founded in 1969 at the University of Maryland when the first annual re-enactment of the Battle of Hastings was held. Since that time, Markland has re-enacted battles, held feasts, performed public demonstrations, educated itself and the public about the Middle Ages, and generally had a lot of fun.

The primary purpose of Markland is deliberately unspecified. In this way we can do all manner of interesting activities: participate in parades, hold feasts, explore medieval crafts, study ancient lifestyles, exchange opinions, hit each other with swords, publish historical research, and so many other things. Markland is a hobby. It can be whatever we make of it.

Markland is devoted to educating. We are renowned for our ability to bring the Middle Ages to life through our educational programs, living history camps, and special demonstrations.

Our historical encampments are organized by historical period, with each group specializing in a particular time period and place. Our current groups include Iron Age Celts, Vikings, and 15th Century English. Each year Markland's living history groups participate in Military Through the Ages, held in March in Jamestown, VA.

What you need to get started

- Membership (see the Bailiff)
- The Markland Compendium (see a group leader)
- Garb (see The Compendium)
- Gear (what kind depends on what kind of event you plan to go to)

What Membership Entitles You To

- A subscription to *The Teutonic Plague* and *The Pox* and reduced advertising rates in the *Plague*
- Voting privileges at the Summer and Winter Althyngs
- Coverage under our group liability insurance
- The option of additional fighters insurance
- The ability to fight at Crown War

Annual

The Markland Annual is compiled yearly as directed by our articles of incorporation and includes the articles, a list of current official chapters, Recreational Fighting Rules, and Frat Fighting Rules.

Compendium

This booklet is otherwise known as the Markland Manual and is continuously compiled. It is a much more detailed than this packet as a collection of Marklandic information. Refer to it for the Garb Standards, gear, detailed instructions, how to's, explanations and everything under the sun. As of the Summer Althyng of 2002, the Fyrd voted to discontinue the practice of compiling the Compendium and to instead place new articles on line on the web site.

The Pox

Monthly Newsletter containing Witan Reports, Events Schedule, and Contact Listings as well as ads.

The Teutonic Plague

The semi-annual newsletter containing information expanding upon the *Pox*. A wonderful resource, it comes out after the Althyng and contains the minutes of that meeting in addition to larger articles and columns. Members new and old produce the art and articles in the *Pox* and *Plague*.

Plague & Pox Submissions

Opinions expressed in this publication are solely those of the contributing authors and do not necessarily represent those of the editor, staff, or Markland, Ltd. The *Plague/Pox* is published for communication to all Markland members and as an official corporate record. A policy of fair accesses and niceness of demeanor will be upheld by the Editor, staff, and members of the Witan. The *Plague/Pox* Staff determines if and when a submission is published. Due dates are always the first day of each month. Please send all submissions to: Mary Marlow

Persona: Arduinna

plague@markland.org

The preferred method of submission is electronic: either by e-mail or on an IBM disk, double or high density, 3.5 inch only. We can read most Windows or DOS based file formats. When in doubt, use a simple text format for articles. Alternately, hard copy camera-ready art and typewritten or computer generated articles, double-spaced are acceptable. And as a last resort, legible hand-written articles will be accepted. The due date for all *pox* submissions (event announcements, official notices, etc.) is the first day of each month.

Insurance

Insurance - Markland has two kinds of insurance, general liability and fighter's insurance. Your group leader is responsible for making sure that you understand the rules of Markland. This includes how our insurance works. General liability applies only to official Markland events and covers and damages to persons or property not belonging to Markland if said damage was done by a Marklander. Only members are covered. If you bring the local village idiot who decides to start fire-jumping and sets the

woods on fire, Markland is not responsible or liable financially for those damages.

Fighter's Insurance

Fighter's insurance is a supplementary insurance provided for a nominal fee to members of Markland to cover them at official Markland events. It is not limited strictly to fighters or to injuries that occur on the frat field. However it is strictly limited to members and official events.

If you currently have health insurance (independent of Markland) then you will not have any real need for fighter's insurance as you would only file for it after your insurance company paid on any medical claim you may have. However, you may choose to file to be reimbursed for any out of pocket expenses that you incurred..

If you have the insurance and are injured at an official Markland event, you must first pay all of your medical bills and then you can file for repayment from the insurance company. Our insurance DOES NOT directly pay any claim. However, you will be reimbursed within 8 weeks by the insurance company.

Voting

This is your opportunity to have a say in the workings of Markland. Each official chapter sends two representatives to the semi annual council meetings. Every paid Markland Member has a vote at the Summer and Winter Althyngs, our semiannual corporate meetings. If you cannot attend, you may send a proxy. Every vote counts.

Introduction to Hierarchy

Witan

Aeldorman — the President (The only position that can speak on behalf of Markland)

Shire-reeve — the Head of Fighting (Essentially, head reeve of the entire organization, works with the Steel Guild, Fencing Guild and Frat fighters.)

Bocman — the Secretary (technically both the Plague Editor and the Webmaster work under the Bocman but in practice the three positions work in conjunction with one another.)

Bailiff — the Treasurer (The keeper of all of Markland's tremendous wealth and payer of bills, also maintains membership information.)

Additionally

Plague/Pox Editor

In the strictest sense, this shouldn't be here under hierarchy but the amount of work and the service that the editor does for Markland merit the position.

The editor compiles and edits all that appears in the *Pox* and *Plague*. Without his tireless efforts, we would have no method of consistently staying informed of what's going on in Markland. The process has broken down in the past so never underestimate the importance of said Wise One. Bow down in worship.

Webmaster

Again, this is not an elected position, so in the strictest sense it should not be in this section. However, having a functional, logical, and extensive web site makes Markland a better organization. Many thanks to the slave/volunteer who holds this position.

Fyrd or Folk

This means you, the members of Markland. All paid Markland members are members of the voting body of the organization.

Types of Events

The Importance of Althyngs

Vote! All paid members are given a vote at the Summer and Winter Althyngs. This is your opportunity to become involved in the policies and practices of Markland. What Markland does and becomes depends solely upon its members.

Council Meetings

Council is a governing body of Markland that consists of 2 representatives from each official Markland chapter. The council meets at least twice a year, at least once between each Althyng and requires a Quorum, at least 50 percent group attendance, to be reached for any business decided there to be official. Any member can attend and contribute ideas or opinions but you must be a representative of a group to vote.

Dance Practice

Run by individual groups and the special interest group Thir Venstri Foetr in MD. Most dances done by Marklanders are not medieval but they are an awful lot of fun. Toss that Wench!!

Feast

Markland Chapters run feasts both closed and open to the public. Ticket prices vary dramatically from place to place. It is always a good idea to buy your tickets well in advance. Bring your own table clothes, plates, knives, goblets and garb. The hosting chapter provides food and entertainment and details of official events will be listed in the *Plague/Pox*.. Pay attention to the specifics of the event regarding alcohol and flame. Refer to the code words listing below for further interpretation.

Fighter Practice

Most chapters run their own fighter practices for both Frat and Rec fighting. Consult your group contact for dates and times of private practices. Some regularly scheduled practices are listed in *Plague/Pox* on the same page as the schedule. There may be some in your area. It is always best to call and confirm the practice before you head out.

Historical Encampments/Living History

Iron Age Celts, Vikings and 15th Century camp have won many awards for the presentations of military life throughout history. The encampments are required to be historically accurate in all details, including food preservation, weapons, tactical skills, clothing, crafts and activities. Military Through the Ages is a fascinating event where the public can literally walk through history, from Rome to the present. Marching Through Time, a similar event held each April at Marietta Mansion in MD, is equally interesting but is not a judged competition.

Sewing Circle/Garb Workshop/Sit and Stitch

Sewing Circles tend to be informal gatherings of members for the purpose of sewing garb and other necessary materials. They are great opportunities to get advice on garb construction and a helping hand.

War/Frat Events

Weekend camping events, Chapters of Markland host wars, whether it is for the Crown or for the pleasure of fighting. They may be events for the public but the principle activity is fighting. Vendors, feasts, and other activities will depend upon the host of the war.

Battles/Rec Events

Battles are events at which Live Steel demonstrations occur. These events are usually of a higher caliber of authenticity than Frat Wars. garb standards are often at this type of event. See your Compendium for the Markland Basic Garb Standards.

Markland Code Words

Beverages

The legal drinking age in the states in which MMMM operates is 21. Underage drinking is not allowed. Be respectful of your hosts and dispose of your containers properly.

Sahara Dry. Absolutely no alcohol of any kind in any container under any circumstances is allowed. The college chapters frequently use this classification for their feasts. If any alcohol is observed, they may lose their status as on-campus organizations.

Discretely Damp. Leave original containers at home. All empties and alcohol containers that you bring to the site must be removed when you leave. Do not use the trash receptacles on site. Find the local WaWa and

use their dumpster. If a site is merely Damp remove all of your containers from the site before closing. For those who are sticklers for following the law, my suggestion: bring your originals to the campsite, pour into a more period container privately, and remove your empties from the site.

Wet. Feel free to shower in your alcohol, that is if you can afford it, (even if you can, don't do that, give it to me).

Feasts

Provided.. All food items are provided, all you need to do to enjoy the fun is show up and pay for tickets.

Semi-provided. The hosts will provide several listed food items. Bring any additional items of food that you would like.

Flame

Flame pertains to candles, not to smoking. You must ask your host for the location of the smoking area.

No flame. This means that candles and incense, no matter how they are contained, may not be lit at events. If you chose, you may still use them unlit for decoration.

Enclosed flame. Any flame that is enclosed in such a way that if it was knocked over, it would not cause the table cloth or other objects around it to catch fire. This pertains to incense and to candles.

Any flame or Open Flame. If no mention is made of flame, then you can assume that open candles and incense are permitted.

Garb

Garb is what we call the clothing we wear to events. We avoid the word "costume" because we are not dressing up for Halloween. We are putting on clothing that represents the historical clothing worn by people in the period that we re-enact.

With this in mind, a few points must be made. Markland is a historical organization dedicated to educating us and the public about medieval history. As such, fantasy, Goth, Renn and modern clothing are not acceptable at any Markland event (barring those at which garb is not required). Elf ears, vampire fangs, broomstick skirts, chain mail bikinis, or bondage wear is inappropriate and will be treated as such. Live Action Role-Playing Games are fun, but we are an historical organization. Leave the fantasy costumes at home.

NONE. Garb is optional (rather - Medieval garb is optional, clothing is required).

SHOW. You will be dressing for the public. Try to be as period as possible but some concessions can be made. On the Frat field, you are not expected to be wearing your silk velvet and brocade Landsknecht garb. Wool or linen treads and sturdy shoes would be advised. Many event organizers go by the 10 ft rule and allow sweatpants rather than garb. Keep in mind that the public will be looking at you. They already have enough incorrect preconceived notions. We do not need to add to them. We are historical re-enactors.

authentic. Attendees should be wearing the garb of the period as specified by the event organizers. Clothing should be as period as possible.

AUTHENTIC. This means that all of the details count. Footwear, eyewear, cooking utensils, thread...etc. No detail is too small to be ignored.

Event Ratings

Official.. This means that the host group has submitted an event form requesting an insurance binder from the Witan so that insurance will apply to the event. Markland fighting rules will be enforced.

Unofficial. No event form has been filed. The Markland insurance binder does not cover unofficial events.

Markland Fighting

Fighting falls into three classifications. Each class has its own set of rules, see the Markland Annual for rules and explanations of how to make gear. We hold many fighting events throughout the year, steel, fencing and Frat. Our annual re-enactment of the Battle of Hastings (October 14, 1066) is a steel fight. We have a Fall Frat War complete with castles and siege weapons (and camping, and feasting...)

Frat. Fratricidal fighting is a full contact sport using padded weapons and armor suitable for any real warrior. Combatants are attempting to make real contact with their opponents. The blows are sufficient for combatants to acknowledge (verbally, not by bleeding) when a killing blow has been received. Fratricidal fighting (or Frat fighting for short) has been around for quite a while. There are many different types of fighters from archers and pike men to swordsmen and spearmen, and there are three groups, light, and ultra light and heavy. An important rule: DO NOT HIT THE LIGHTS. You may tap them or tell them that they are dead. They are the ones in international orange.

Recreational or Steel. Recreational fighting is choreographed fighting, fought with real steel, armor and all the energy our fighters can muster wearing 50 - 100 pounds or more of armor. New fighters are trained with wooden weapons before being tested and qualified to use steel (it helps to retain our members). You must be certified to fight Rec and further certification allows you to become a Steel Qualifier.

Period Fencing. Period fencing is not choreographed and is fought using the known period styles and weapons of the early Renaissance. See the Compendium or Terry Marr for further information.

Major Events

Hastings

The Markland Hastings Faire is a tradition that started in 1969 on the campus of the University of Maryland. As an organization, it is our foundation event and our birthday. It is the cornerstone of what Markland is all about. We even count the years in the format 932 A.H. (After Hastings). This event at Marietta Mansion in Maryland includes two days of craft demonstrations, merchants, dancing, and music in addition to the re-

enactment of the battle. If you want to know what it means to be part of Markland, don't miss Hastings.

Fall War

A Frat War held ever year (usually in late October or early November) at the Page Farm in Northern Maryland. The War includes the siege of a "castle" that is built on the property for this purpose.

Civil War/War for the Crown

The War for the Crown was created to promote fun within Markland. The Crown does not function as a rank and does not carry any special privileges. The War for the Crown is held in the Spring and Fall usually as part of a larger event. To fight for the Crown, you must challenge the current King (or Queen) of Markland. You must raise an army and fight at a time and place to be decided by the reigning monarch. The Crown War may not be decided by single combat.

The rules to become a challenger are quite simple:

1. You must be a paid Marklander
2. You may not hold an official title or office in Markland

General Sources

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Civilization of the Middle Ages, Norman F. Cantor, Harper Perennial, New York, 1994
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