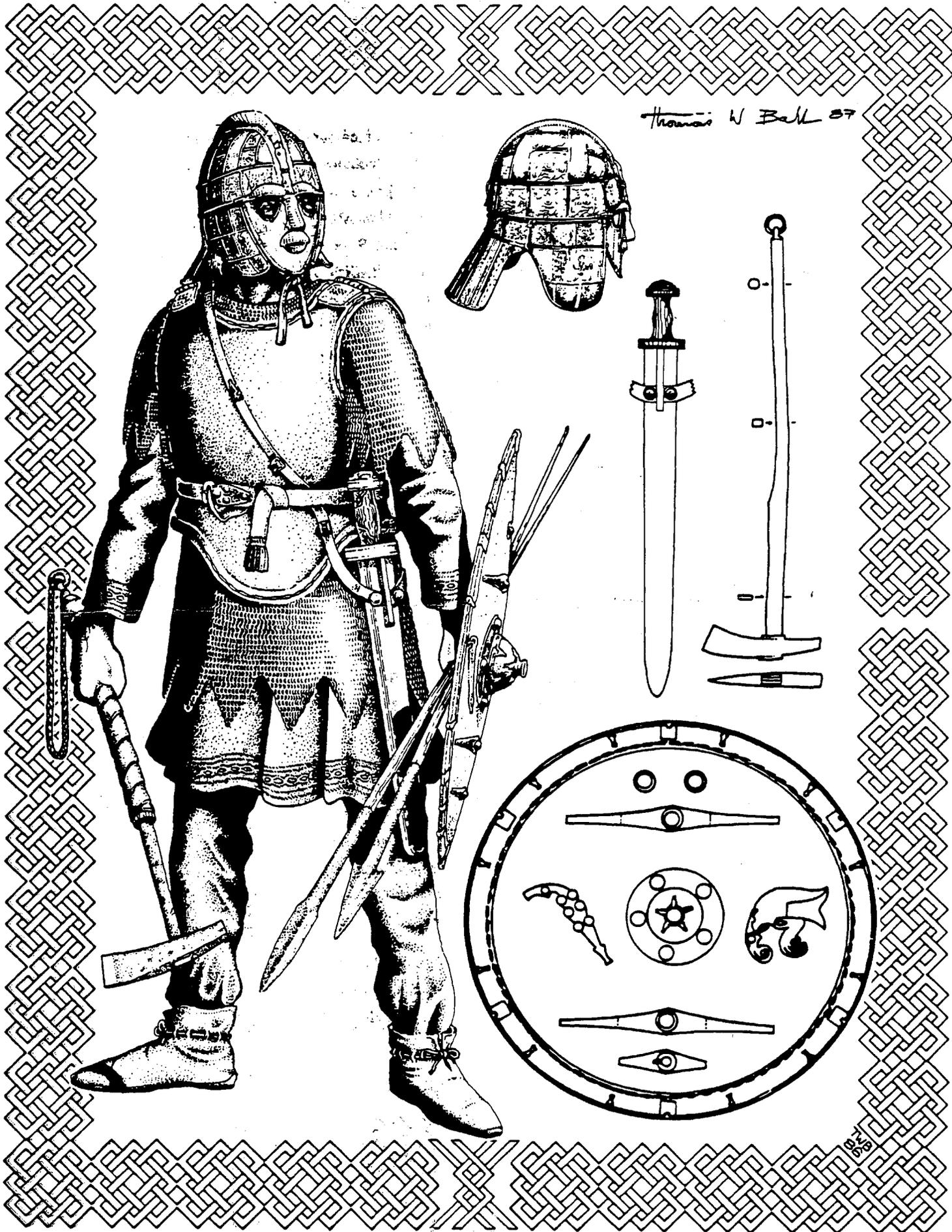


Thomas W. Bell 87



107
106

Little is known of the history of early Saxon England, the legendary age of Arthur when the Romanized Britons struggled against the invading Saxons. Shedding some light on this almost mythical period in history is the famous ship burial found in Sutton Hoo, England. It is probably the Centopath of Raedwald, the Bretwald (High King) of the East Anglian Saxons who died around the year 625 A.D.

A variety of one-of-kind military equipments were recovered from the burial, including a shield, helmet, breastplate hinges, mail shirt, sword, battle axe and a number of spears and angons (a throwing javelin with a long socket below the head)

The shield is wood covered front and back with leather; it has an iron boss decorated with gold and gilt bronze ornaments which were damaged and repaired in antiquity, which suggests that this was more than a decorative parade shield; it was actually used in battle.

A new reconstruction of the elaborate helmet has recently been made by the Tower Armouries. The helmet is patterned after late Roman cavalry helmets and is very similar to Swedish Vendel culture helmets. The iron bowl is made in two pieces joined along the crest and is covered with embossed tinned bronze plaques. A visor decorated with gold eyebrows, nose and mouth covers the face. The wearer's head is enclosed by hinged cheek pieces which fit the visor and tie under the chin. There is a deep Roman style neck guard. Decoration consists of brass, red garnets, gold and silver wire.

Two heavy gold hinges with cloisonne ornament were recovered from the burial. These clasps are too heavy to wear with civilian costume and are probably the shoulder hinges of a Caenet, a leather breastplate used by the sub-Roman Britons which is mentioned in the Notitia Dignatium, a late Roman military document. The mail shirt of riveted rings has rusted into a solid lump and it is impossible to tell how it was shaped.

The sword has a beautiful hilt of gold and wood and a short (24 in.) pattern welded blade. Its scabbard is wood lined with leather and covered in cloth. The battle axe has an iron haft which, for comfort in use, was probably covered in wood or leather.

O. Gamber "The Sutton Hoo Military Equipment-- an attempted reconstruction"
Journal of the Arms and Armor Society Vol. V, No. 6, 1966

R. Bruce Mitford, The Sutton Hoo Ship Burial, a Handbook, British Museum Publications Ltd. 1979

THE VARANGIAN GUARD

A Brief History with a Description of Dress and Equipment

The best known Byzantine military unit was the Varangian Guard. The word "varangian" evolved from "var", meaning pledge, used to describe a war band sworn to loyalty, a common code of conduct and a fair division of booty. This unit was the most elite mercenary unit in Byzantine employ and from its founding until circa 1080 was composed of mostly Norsemen. The Guard was the emperor's personal body guard, because "Basil knew the treacherous disposition of the Romans", (Psellus). The original unit was levied via treaty (600 men) from Prince Vladimir of Kiev to Basil II. This occurred sometime between 977 and 988 (I have found several dates between these years, so I'm not sure of the exact year). Byzantine and other sources mention that circa 1080 the composition of the Guard became predominantly English. It is thought that many Anglo-Saxons and Anglo-Danes fled England to escape Norman tyranny.

The Varangians' reputation is not completely accurate although they were extremely loyal to the Emperors, they seem to have been valued for their ability to act as thugs (you know like "mafia" goon squads). "They regard loyalty to the Emperors and the protection of their persons as family tradition, a kind of sacred trust and inheritance handed down from generation to generation; this allegiance they preserve inviolate and will never brook the slightest hint of betrayal", (Anna Comnena). Their high pay and the fact that most Guardsmen didn't speak Greek (except the higher officers), probably influenced their loyalty. Also, some of their pay was held in trust until they left the Guard.

However, their loyalty was not always above suspicion. In 1042 Haraldr Hardrad was accused of absconding with Imperial taxes; the sagas also claim he blinded the Emperor Michael V and kidnapped the Empress' niece. The Emperors Michael VII and Nikephoros III were also attacked by Varangians.

Guardsmen received some of the highest pay in the Byzantine military. The average trooper received between 1.5 and 2.5 lbs of gold per year, depending on seniority. No mention is made of officers' pay. They were given a larger share of booty taken on campaign. Several sources also mention a kind of ritual plundering of the Emperor's chambers upon his accession. Haraldr Hardradi returned to Norway with the greatest hoard of gold ever seen in northern Europe.

There is amazingly little on the internal organization of the Guard. All I can find are some of the officer's titles: Akolouthos (Acolyte), the leader of the Guard, Manglabites and Spatharo-Kanditates (I don't know their exact levels of command, but they were apparently very high).

The descriptions of dress and equipment are composites taken from written and pictorial (Byzantine art) sources.

DRESS — tunics were long sleeved and almost knee length without slits at the hem. They were always a rich scarlet color. The pants were slightly baggy and bloused into the boots. Court pants were purple or deep maroon, but pants worn on campaign could be any color. Cloaks were either scarlet or purple with embroidered panels called tablia. Court boots were usually knee high, made of soft white leather (most likely off-white), some

may have had bands of colored leather at knee and ankle. In the field the standard Byzantine "Jacked" cavalry boot seems to have been preferred. "Jacked" means padded or hardened leather. These were black, knee-high boots. Byzantine sources mention they had a box toe, hard sole and some sort of heel to keep the foot from slipping through the stirrup (Byzantines used extensive cavalry units). Court uniforms were made of silk with fine woolen cloaks. Field uniforms aren't mentioned, but linen, wool and cotton (yes, cotton) could have been used. The Turks and Arabs used cotton at this time. Troopers wore golden yellow trim on their tunics and cloaks, officers wore gold trim. Some Officers may have had gold polka dots on their court pants. Byzantine sources say that all Imperial Guardsmen wore gold torcs.

EQUIPMENT — It is apparent from Byzantine sources that most Varangians used their native arms and armor. However, Anna Comnena mentions that they had free run of the Imperial arsenals. It makes sense that as a man's equipment wore out he would replace it with that of Byzantine issue.

The most common armor was chain mail; Byzantine art depicts both Viking and Norman styles. Byzantine borrowings were the Klibanion, epilorkion, and bambakion. The klibanion was a lamellar corslet worn over other armor; these were usually waist length and sleeveless with leather straps (pteruges) hanging from the shoulders and/or waist. The bambakion (from the Arabic "pambuck", meaning cotton) was a type of gambeson worn under other armor. The epilorkion was similar to the bambakion, but was worn as the outer layer.

Helmets were generally of Viking manufacture, but Byzantine types were available. Mail and lamellar coifs were also in use.

Splint vambraces and greaves were readily available. The splints could be iron, wood, horn or cuir-bouilli. A leather chest and shoulder harness can also be seen in Byzantine Art.

Three types of shield were in use at the time. The Viking center grip, the Norman Kite and the Byzantine skuta. The skuta was a 3x4 curved (not convex) oval with grip and strap. The background of Varangian shields was scarlet with black and gold trim.

The Varangians were famed for their great axes. These were definitely of Norse manufacture. They also carried their native swords, spears and saxen. Psellus mentions an odd weapon called the "rhosphaiia", a heavy single edged sword. It was supposedly a falx like weapon with a handle almost as long as the blade; however no examples have been found and none are visible on Byzantine art. It was to be carried on the right shoulder.

Higher officers were issued gilded helmets and swords with gold hilts. Note: any or all of this equipment may have been carried, depending on the situation.

PS: Lets see some Varangians soon, especially among you eastern Viking Types.

Halfdan

Medieval Recreationists

Why are we medieval recreationists? Why indeed. Years ago I was asked in all honesty why I could possibly want to recreate an era that had nothing to do with American history. For a long time now that question has driven me to try to prove to myself and others of what we do when we recreate the middle ages, beyond the pretty costume and swaggering heroes. Seriously, what are we proving by all this fanatical devotion to a dimly remembered past? Can it help the world positively in any way to reenact an era widely held to be both thoroughly ignorant and violent? These are two separate questions and I will answer them both, if the reader will but agree with some of the things I have to say.

The answer to the first question is yes, what we do does make a positive contribution; to ourselves and to many who encounter us. As my fiancée puts it, we are bringers of magic to the world. That knight with the weathered armor with the red and black crusader crest may not be out of a fairy tale, but he is here and he is real. History is filled with two elements of fiction that are an inescapable part of reenactment; they are myth and stereotype. Even the best, most polished living history presentations are full of mythic elements. We as reenactors think that there is something so special, so noble about the people and times they lived in, that we are driven to recreate elements of their lives. There are also stereotypes that must be dealt with; who hasn't heard that all knights were chivalrous and wore brightly polished armor, that Vikings were berserk marauders, or that a woman's role in society before this century was limited to drudgery and childbearing. Nobody likes the stereotyped character, they are invariably boring. Our love of the people we recreate is infectious to all we meet. This is why Markland is a publicly oriented organization, we prove nothing to nobody if we wrap ourselves in our small society within the group. If you cannot but help to positively affect all who witness the enthusiasm we present the medieval era with, then think of how we affect those special few who will cherish the sight of us for the rest of their lives when they get a chance to see people straight out of the middle ages right in front of them. Many people are content to see us and go on with their lives with only a memory of what they saw, but a few come and join this unique fellowship. Blandly put, this is called recruitment.

Now for those who cannot understand why we choose to reenact history that is not "AMERICAN", I say this; all of us have roots somewhere in this world. It is a combined legacy that makes this nation American in the first place, and even the native Americans celebrate their unique heritage separate and would be insulted if you questioned them as to why they choose to do so. To deny the affect of the medieval era on the modern day is to deny the wonderful tradition of English law it gave us, from the ancient tribal assemblies of the Germanic peoples that Tacitus wrote of, to the Athing of Iceland and the Isle of Mann, the Magna Carta, to the Constitution and Bill of Rights of this present nation. The tradition of parliamentary rule is the most humane system of governing people ever devised. History also teaches us that the same universal dilemmas of existing have remained unaltered through the centuries. Medieval people were still people, no more smart or stupid than today. We could not be here now if we'd never been there then. (2ED) For whatever life has brought, from the most terrible to magnificent, everything from the

horror of the massacre of the Muslims of Jerusalem in the first Crusade, to a small step on a nearby world, it is all our heritage and we must live with it. We cannot forget the bad and can decide for ourselves what has been good.

Next time you question what we are doing here, when everyone is screaming over the last goof that has been perpetuated by a member of the Witan, try to think of why you are really here doing this. All of us are here because of our common love for recreating the medieval era. Remember that.

Andrey Ihorsson

SAVE YOUR KOPEKS — THE RUSSIANS ARE COMING !

There are plans to present the Russian film "Alexander Nevsky" (1938) as it was intended to be presented, with a live symphonic orchestra providing the sound track, in the spring of 1988. The film will be shown at the Kennedy Center with the National Symphony Orchestra, conducted by Mstislav Rostropovich. The original score by Sergei Prokofiev has been restored, new prints from the Moscow film archives have been obtained, and the dialogue and sound effects of the original sound track have been rejuvenated. A projection method for placing the newly translated subtitles BELOW the frame of the picture has been devised (huzzah!). All of the planned performances (one in Los Angeles, and one in Cleveland, as well as the one here) will benefit the American Film Institute and National Center for Film and Video Preservation. Ticket prices are not known at this time, but probably won't be cheap, so save your kopeks and rubles if you're interested. A similar performance of the 1927 film "Napoleon" cost at least \$38 a ticket a few years ago.

For those who are unfamiliar with the film, "Alexander Nevsky" is a portrayal of the 1242 war between the Russians led by Prince Alexander Nevsky and the invading army of Teutonic knights (and a more villainous lot you'll rarely see). The movie is majestic and the music is stirring (Clan Cambion's fight song is based on the Prokofiev score). It should be an unforgettable event.

(Provided by Alyson of Islay)

CALLING ALL MERCENARIES, FREE LANCES & CONDOTTIERII

The notorious Captain Kriegar von Nei Lage, is recruiting Pikemen and auxiliaries for his company for the Pennsic War. Both Combat and Ceremonial duties are anticipated. Interested parties should contact: Karl Greycloak, PO Box 744, Jessup, MD 20794, (301) 768-6788.

Experience preferred, but not necessary. Drills are held at 9:00pm on Wednesdays at the Glen Burnie Armory, right after the Shire of Myrkwod practice sessions.

That's right folks, here comes the secret. You will need roughly equal amounts of beeswax and parafin (yes parafin). I use parafin with stearic acid in it so I don't have to mess around figuring how much to add. You will also need a double boiler, an oven and some leather. DO NOT use oil or chrome tanned leathers or suede, these are permanently softened in the tanning process.

All cutting punching or stitching (sewing not lacing) should be done before waxing. (If you forget, you will be sorry). Likewise with dying (waxing causes considerable darkening of color, so experiment with scraps first). When your leather is ready to be waxed melt the wax in a double boiler (do not heat beyond 200 degrees F). When the wax is melted fully, immerse the leather, it should bubble slightly (like the bubbles that crawl up the side of a beer mug). When the bubbling stops remove the leather and let it cool. The leather is very flexible immediately after removing it from the molten wax (flat pieces must be clamped between foil covered boards, put weights on the top board).

If there is an excess of wax buildup, place the piece on a foil lined cookie sheet (approx 1" deep) and place in a 200 degree oven (exactly). WARNING: You do not want to do this if your oven is gas. Only use an electric oven to reheat the wax. Check the piece every couple of minutes, when it looks wet, take it out and wipe the excess wax off with paper towels and let it cool. Any wax in the cookie sheet can be allowed to cool, and then placed back in your wax pot.

And that is all there is to it. IMPORTANT NOTES: molten wax is extremely flammable, especially above 200 degrees F. DO NOT boil the leather, high wax temperatures cause severe shrinkage and at that temperature, wax becomes explosive. The only drawback to lower wax temperatures is the leather will soften if left in a hot place for long (like your car), so keep it away from anything you would rather not get wax on during transportation (you know, to and from events). Also wax will not come off of pots and pans so get one just for wax (let it cool in the pan for future use). This is a basement or garage project, do not try it in your kitchen (except for the oven step).

Be careful, good luck, and have fun.
Halfdane

ITEM FOR THE AGENDA AT ALTHYNG

A proposal to limit voting membership to members that attend at least 4 public (non-feast) events per year.

Note: We cannot stress enough the importance of all members to come and help out at the August Fair. This is a very IMPORTANT OPPORTUNITY, lets not be disappointing, but rather, outstanding with our performance.

Aelderman Pindarus

Once again it is time for the SUMMER ALTHYNG. This years Althyng will be held at St Marks Catholic Church in Adelphi Maryland, near the Adult Education Building at the University of Maryland.

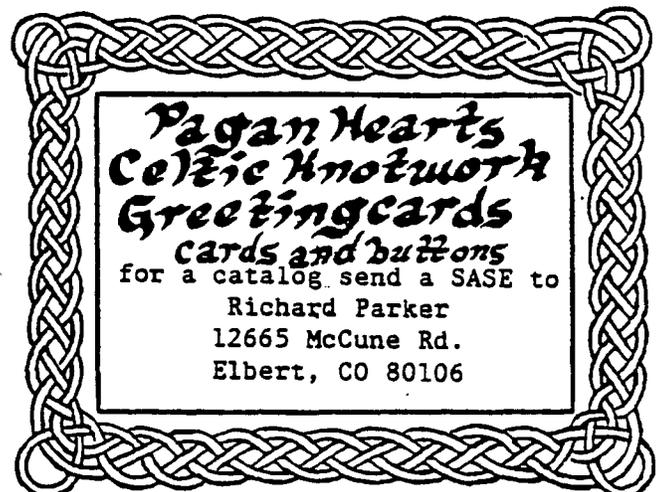
The meeting will start promptly at 2:00pm. Please be there prior to that time to get your membership checked, and pay-up if you are not current. Dues will be collected from 1:30-2:00pm. DUES ARE \$10. You must be a paid Marklander to be admitted to the hall for the meeting. There will be no exceptions. If you will be attending Unicon, please remember the importance of the Markland annual meeting, ie. Elections, Bylaw changes, rules etc.

If you wish to vote by proxy, 1) you must have your dues paid up and current on the day you write the proxy through the day of the Althyng, this means if your dues have expired, you cannot send a proxy and \$10 with someone, 2) the person you send your proxy with must also be a paid Marklander on the day you write your proxy through the day of the Althyng, 3) the proxy must be dated, signed by you the member, state any specific votes, and/or give general voting rights the person carrying your proxy, 3) NO one will be allowed to hold more than 3 proxies. Finally, you may send your proxies directly to the WITAN of Markland c/o PO BOX 715, Greenbelt, MD 20778. If you are not sure of your dues expiration, check your Plaque label, and if necessary, mail in a check to the Bailiff, c/o the PO Box (see above).

Immediately following the Althyng, there will be a Semi-provided feast sponsored by the Mercenary Guild. Tickets are \$4 each up to the day of the event, and \$6 at the door. Mercenary Guild will provide cold beer on tap, lemonade, bread and fresh fruits. This hall IS air-conditioned!

For tickets contact Wiltread or Raeadrille (301) 699-3599 or send a SASE to 4417 39th Street, Brentwood, MD 20722. Tickets orders received after July 18, 1987 will be held at the door.

Raeadrille of Inc
Mercenary Guild Contact



The largest SCA event of the year, the Pennsic War, will be held August 10th through the 16th at Cooper's Lake, Pennsylvania. If the past is any guide, a fair number of Marklanders and Cambions will be there. They will get a chance to rub shoulders with around 5,000 medievalists of almost every imaginable type, compare wares of a large number of merchants, compete in innumerable archery contests, and if they wish, even fight. But many may go home angry and disappointed if they do not take the trouble to find out how the Pennsic War will be run this year. Hopefully this article will save some people a portion of this grief.

The following are new rules in effect this Pennsic:

- * NO minors (persons under 18) will be allowed on site without their parents or court-appointed guardian. This has been decided not by the SCA, but by the Coopers, who intend to enforce this provision.
- * NO hardwood shafts on spears. This is a Society-wide requirement that comes in effect on July 1st.
- * Cost for Pennsic, Friday through Sunday will be \$20, with a \$5 discount for SCA Members. A membership card or newsletter label must be shown to get the discount.
- * NO ONE without an authorization card will be allowed to fight.

Why the sudden onslaught of rules and restrictions? Largely coincidence, as far as I can tell. There were a number of problems with minors last Pennsic. The ban on hardwood shafts for spears and the authorization cards, as well as a prohibition on using Markland style arrows in combat archery are things pushed by the Society level Earl Marshall.

What is an authorization card? This is a new card, pushed by the SCA as a whole, that has on it the weapons forms the holder is authorized in. The kicker is that Atlantia has yet to issue these cards, and rumor has it the East Kingdom has not either. What will happen to this rule in the next few months, I cannot say, and as those of you who had your equipment 'inspected' last year well know, a rule is one thing, and enforcement can be quite another. But there it is and you should be aware of it.

For those of you authorized in Atlantia, you can check whether your authorization is on file by checking the Red Tape (appropriately named) issue of the Acorn, due out in June. If you wish to authorize for Pennsic, you need to do so before JULY 12th. You may call me (Bob Esty, 301-434-4737, before 9pm) if you have questions or to have me check my copy of the Red Tape issue for authorization.

Sir Volodya

Friday evening, July 24 until Sunday July 26.

Knowing fully well that the much heralded Mt. Airy Medieval Faire will be held the very next weekend, nevertheless we are asking for your help. The Longship Company is asking for Marklanders to come to their aid once again upon receiving an invitation to the event and add to the weekends festivities. Unlike Mt. Airy, we are only being asked to show up as a part of the larger show. We are being asked to stage a viking landing/raid from the Fyrdraca once each day at noon on Saturday, and Sunday. Anyone who's ever wanted a chance to be a part of a real honest-to-Gods Viking landing should leap at the chance to do it.

Why are we invited, because the Vikings discovered America first, that's why. The 17th century St. Mary's City and Jamestown Militias have also been asked to come. Also coming is the Maryland Dove. This is a big cultural festival in the state of Maryland, and we are taken seriously enough to be asked to be a part of the show. Nobody wants to take people from the Mt. Airy Medieval Faire scheduled the next weekend, but if you can come, then please do so. A map has been included to give directions to the event which is located in rural southern MD on the Potomac river, on an island.

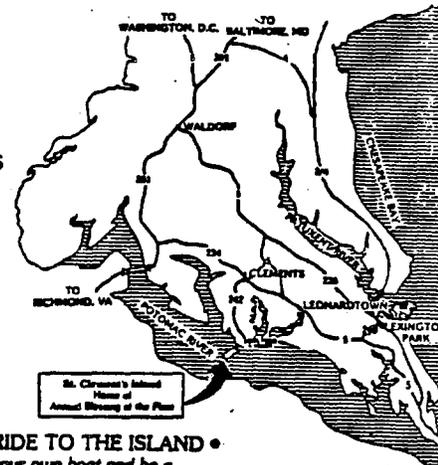
Appropriate Garb: period viking encampment, but using typical reenactment standard kit (9th-13th centuries)

Contact: Bruce Blackistone, 301-SCH-BOAR or work 202-272-7024, or Mike Spaulding, 301-475-9841, or Andrew Mychalus, 301-888-1215 (DC local #).

After 5pm Saturday, the island is ours for the night, and we are being allowed to have our own party. Toilets and drinking water are on site, and we get a shaded encampment.

Sponsored by:
7th District Optimist Club

- CELEBRATION OF ORIGINAL MASS
- HISTORIC PAGEANT
- SOUTHERN MARYLAND SEAFOOD
- LIVE MUSIC
- ENTERTAINMENT



ARCHERS!!

Do you want to take part in the Pennsic War, but you are not fond of bruises? Join with other Markland bowmen to hire out to the SCA'ians as a mercenary band. Contact Wilhelm Greycloake, 120 Bonnie View Road, Glen Burnie, MD 21061, (301) 762-6788.

MERCHANTS WELCOME!

OFFICIAL MARKLAND EVENT



RED SAYS "DON'T BE A WIMP, COME ON DOWN!"



Call

CAMPING
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LOTS OF FUN
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NOVEMBER 13-14-15
SPONSORED BY THE
MARCH DE LA WARR
HEAD REEVING BY
ERIC THE RED

I CROWN PRINCE OF
MARKLAND BORS BODENSON
DO DECLARE INTENT TO SEIZE THE
THRONE OF MY FATHER THEYGN
BODEN THE "WEAK AND SILLY"
KING OF MARKLAND. ARCHBISHOP
GUINN SHALL PROCLAIM ME REGENT
UPON MY CRUSHING DEFEAT OF THE KING'S
CRANBERRIES.

Warr

PLEASE DO NOT
BRING INFANTS
KIDS ARE OK
IF
YOU TAKE
RESPONSIBILITY
FOR THEM

WITNESSED
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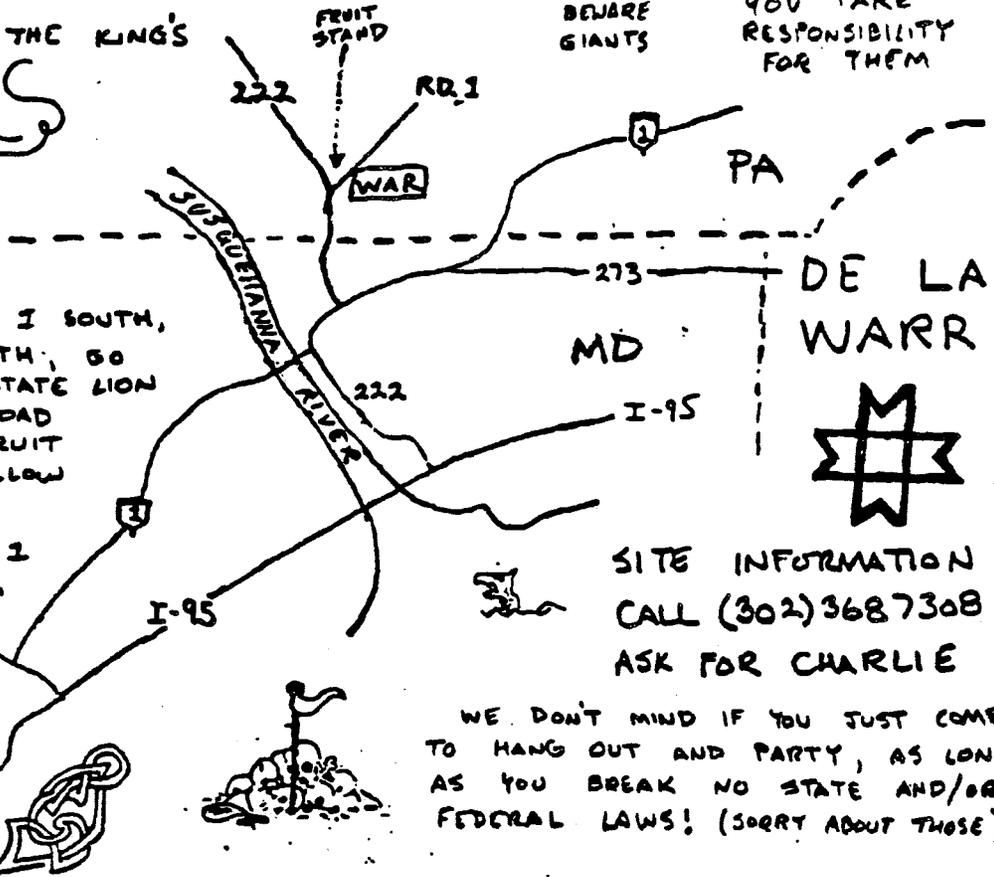
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BEWARE
GIANTS

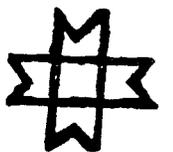
DIRECTIONS:

FROM THE NORTH, TAKE ROUTE 1 SOUTH,
TURN RIGHT ON 222 NORTH, GO
ABOUT FIVE MILES TO PA STATE LION
AFTER ANOTHER 1/4 MILE ROAD
WILL FORK, THERE IS A FRUIT
STAND, BEAR RIGHT AND FOLLOW
THE SIGNS

FROM THE SOUTH, TAKE ROUTE 1
NORTH OVER CONOWINGO DAM,
THROUGH CONOWINGO,
TURN LEFT ON
222 AND FOLLOW
DIRECTIONS FROM
NORTH.



DE LA WARR



SITE INFORMATION
CALL (302) 368 7308
ASK FOR CHARLIE

WE DON'T MIND IF YOU JUST COME
TO HANG OUT AND PARTY, AS LONG
AS YOU BREAK NO STATE AND/OR
FEDERAL LAWS! (SORRY ABOUT THOSE)

SERVELINGS
LIVE HERE

SITE COURTESY OF MARK BRABSON THIS LEAFLET COURTESY OF THE HEAD CLAN

GUIDELINES FOR DEALING WITH THE MEDIA
(With Special Thanks to the U.S. Navy Band)

1. Remember that EVERYTHING YOU SAY CAN BE USED. This includes any offhand comments. Keep in mind that we are in the public eye. USE COMMON SENSE!
2. You may decline to be interviewed. Simply make that fact known politely and firmly.
3. Answer the question — but don't ramble on about unrelated matters. This provides additional source material for the interviewer who may be hostile and probing to uncover negative information.
4. Try to be positive. As a Marklander, you have much to be proud of. We deal with education, history, and experimental archeology, and you have served schools, cities, charities, and other organizations in these activities. You are not only enjoying yourself; you're doing something positive and beneficial.
5. If you don't know the answer to a question — say so. Don't make something up. Send the reporter to someone who does know.
6. For television interviews — get to the studio early to become familiar with the set. Generally the interviewer will provide guidance about what will be asked. Be relaxed with a pleasant facial expression. Using your hands for expression can preclude facial closeups. (Which might not be to bad an idea!) Think about how you look ob camera — leg positions (don't put your foot in you mouth), helm on straight, posture good, armor and gear neatly laced, weapons displayed broadside rather than edge on, etc. Try to keep answers short — 20 to 30 seconds at most since longer answers can be edited significantly. Talk to the interviewer not the camera. Finally, have something to say beyond the interview topic as there may be extra time to fill at the end — in other words plan mentally and be prepared.. Don't get angry and / or confrontational!
7. Keep in mind the ripple effect of media coverage. An article or television interview can motivate other media types to seek similar information for another story or interview.
8. Humor is fine but don't let it slide into self-parody or sarcasm. Nobody will take you seriously if you don't. We do this to enjoy ourselves, not to be laughed at.

PLEASE CORRECTIONS

The last Plague forgot to give credit to Ms. Melanie Desmond, who wrote the front page article on music, and Mike Turner (Hengist) who was kind enough to write the Markland Fair announcement.

SAMPLE INTERVIEW QUESTIONS & ANSWERS

Q: DOESN'T THIS GLORIFY WAR AND VIOLENCE?

RIGHT A: We seek to understand the root causes and effects of warfare in an historic context. We also devote a lot of time and energy to the domestic side of medieval life , and arts, and craftwork.

WRONG A: Yeah, what of it?

Q: DON'T YOU FEEL FUNNY IN THAT GETUP?

RIGHT A: No more than a fireman or policeman feels funny in theirs.

WRONG A: Why, do you feel funny in yours?

Q: COULDN'T THIS BE CONSIDERED SEXIST?

RIGHT A: Understanding the roles and problems of men and women in this period of history could hardly be considered sexist.

WRONG A: (depending on gender)
o Yeah, what of it?
o Why don't you come by tonight and find out.

Q: HOW MUCH DOES THAT WEIGH?

RIGHT A: _____ pounds.

WRONG A: _____ #!%& pounds, but who's counting?

Q: WHY DO YOU DO THIS?

RIGHT A: For the fun, the adventure, and the deep inner satisfaction of understanding the lives of you ancestors.

WRONG A: Do what? I didn't do it!

Q: HI THERE SAILOR, NEW IN TOWN?

RIGHT A: There is no right answer.

WRONG A: There are lots of wrong answers.

Attila

ATTENTION MARKLAND FIGHTERS!

Alderman Pindarius has refered SCA inquiries for Markland Mercenaries at Pennsic to me. If you wish to fight at the Pennsic War as part of a Markland unit, please contact:

Wilhelm Greycloake, PO Box 744, Jessup, MD 20754, (301) 762-6766.

Markland Schedule
(as of July 1, 1987)

[Primary,official,None]

July 18, Summer Althynq, sponsored by Mercenary Guild, St. Mark's Catholic Church, Adelphi Road, College Park, MD, 2pm-5pm, Dues will be taken from 1:30pm - 2:00pm only. Show up early, only paid MARKLAND members will be admitted to the hall.

[Optional,official,None]

Summer Althynq Feast, sponsored by the Mercenary Guild, also at St. Mark's Catholic Church, Adelphi Road, College Park, MD, 5:30pm-11:00pm, tickets are \$4 in advance, \$6 at the door, semi-provided contact Wiltread or Rae (301) 699-3599.

[Primary,official,Authentic, educational]

August 1-2, Mt. Airy Winery Medieval Faire (A la Glen Echo). We will be paid for this and it will be widely and intensely publicized. Craftspeople, support personnel, and others needed. Primary event contacts Pindarius (301) WHO-MONK, Entertainment - Chort (301) 552-9115, Merchants - Wiltread (301) 699-3599. Publicity BJ Hiscott (301) 647-8338 This is the big time...

Plaque Submission Deadline, HASTINGS ISSUE September 15, 1987

Hastings, sometime in OCTOBER... nobody tells me these things. ED.

[Optional,Official,None]

November 13-15 FAL WAR, sponsored by March de la Herr, contact Charlie (302) 368-7388 for information. See also, flyer this issue.

The Markland Medieval Mercenary Militia
P.O. Box 715
Greenbelt, MD 20770

Event Ratings

Primary - recommended event
Secondary - good event, usually recommended
Optional - can go, can not go

Official - event form in, insurance applies
Unofficial - no event form in yet

Continuing Events

Sundays, Fratricidal Practice, 11:00am until 2:00pm at the University of Maryland, Peasants Park (Campus Woodlands), Contact Bek (Brett Abbott) @ (301) 434-4877.

Delaware Battle practices at Rittenhouse Park, just south of Newark, DE, Contact Bill Heath (302) 731-1892.

Recreation/Frat Practice, Rigley Creek State Park, PA, Pennsylvania Medievalists Society (PennMed).

Wednesdays, Medieval Study Workshop, from 8pm to 10pm, sponsored by Medieval Recreation Guild, Vienna, VA, contact the Guild Hall (703) 255-3216.

Thursdays, Sewing, Armor Making, Spinning, and Dying workshop at the PennMed Hall, in Bridgeport, PA.

Delaware meetings on first Thursday of every month.

Other continuing events welcome.

All persons wishing to schedule an event on this calendar must contact the Bocman, Beth Gaylor (301) 247-3218.

Notice...there are no unofficial events on this schedule!

FIRST CLASS

PAID
Greenbelt, MD
Permit No. 5463



MEDIEVAL FAIR UPDATE

Winery
E...MARKLAND, LONGSHIP COMPANY, AND
are putting on a Medieval fair:

August 1st - 11am to 6pm
August 2nd - 12pm to 6pm

are still looking for Craftspeople, Merchants, and Entertainers. Barn and Tent space are now Full.

Camping is available on site, you may have to drive a bit to stay in a B&B or hotel in nearby Frederick.

Set up starts Friday July 31. ALL Participants should be on site by 10am Saturday, however the earlier the better. If you are arriving late, be sure to contact us so you can get a pass or you WILL have to pay the \$2 parking fee.

There will be two Living History encampments, Viking and Crusader. For more information, call the following:

Viking (301)946-0837.....Tostig (Christian)
Crusader(301)572-8041.....Twrch (David)

Recreation Fighting: There will be three battles fought each day.

- 1) Viking Raid- the Viking launch a raid on the crusader camp, grab some loot, and retreat back to their camp.
- 2) The Joust- the Crusader camp will hold a tournament (rehearsed routines only for this one)
- 3) The Big Battle- Standard line battle, Vikings -vs- Crusaders. We need as many fighters out on the field as possible for this one. The more fighters we get the better we will look. If you have ever fought recreation before, please fight in this one. If you are interested in fighting, please call Pindarus at (301) WHO-MONK. Remember, steel requires a steel disk.

There will be a Fratricidal tournament continuing intermitently throughout the day.

We need help on Friday for setup and Sunday evening for Cleanup. We can camp over Sunday night if we want. We also need volunteers the weekend before to make a foray up to the site to get 1 or 2 loads of things up to the site and do some preliminary cleanup and setup, possibly cut firewood, and otherwise prepare the site for Friday/Saturdays arrival of participants.

So far for entertainment we have Madrigals, jugglers, singers, harpists, minstrels, a Viking althyng, a Medieval Trial, Storytelling, Fortune telling, and Dancing (hopefully). For more information on entertainment, call Chort at (301)552-9115.

So far for crafts/merchants, we have stonecutters, Blacksmiths, Stain-glass, Jewelry, Calligraphy, pottery, wood carving, Metal casting, spinning, dying, weaving, and leatherworking. For more information contact Wihthead at (301) 699-3599.

For educational displays we have two living history camps (see above mentioned), a costume display, an Anglo - Saxon display, a display from the Isle of Mann, plus information booths for Markland, Longship Company, and the Gyrffalcon on display in the pond. For more information contact Wihthead or Chort.

PUBLICITY - WE NEED TO TELL THE GENERAL PUBLIC about the fair. Along with everything else, word of mouth helps, so tell people. If you have other ideas, connections, etc... call B.J. Hiscott (301) 647-0338.

Food

The fair will be catered by Royal Stewart Gourmet. During the day they will be serving Scottish meat pies, steak on a stick, hamburgers, hot dogs, ice tea, and lemonade. Ten percent of their profits go to Markland. Royal Stewart will be the only one selling food of the main course variety. We can sell Desserts and drinks. The winery will be operating a soda stand, and they offer a \$2 tour of the winery which includes a wine tasting session (please don't take the tour to many times during one day).

Down by the pond will be the Harpers Tavern serving Meade and Lemonade.

We will also be running a bake sale. If you wish to make something for the bakesale, keep in mind that it will be August and it will be hot.

Keep in mind that if you will be camping, you will need to bring food for meals or snacks before and after fair hours. There are no nearby convenience stores or restaurants to the site.

Camping Facilities

Water - There is water on the site, A hose in the barn, which is a bit of a walk from the campsite. Bring water containers.

Firewood - 50 acres of woods to pick through, once again a bit of a walk, bring charcoal, ground fires are permitted.

Privies - Port-a-Castles by the barn.

Showers - See water (yep, tis time to hose down the fighters).

For those of you who don't want to camp, a Fredric Directory of hotels and B&B's may be obtained from either Chort or Wihthead.

Bring Banners and other suitable Decorations.

Bring camping gear. Those in need of space, or those who have extra space please contact Hengist at (301) 445-6115

Dress lightly, Its going to be hot!!! Bring shade (i.e...tent, awning, a hat, etc...)

We have EMT running a FIRST AID Booth and Volunteers to assist are needed. Please contact Chort.

If you want to help with the Fair, but dont know what to do, call Chort. He has lots of ideas. We will be identifying participants during the day. When the fair closes, no-one who did not participate will be allowed to remain on the fair grounds. Remember, we are putting on a show, not a social event. If you come, be prepared to work. We can socialize all Friday and Saturday night.

Again, please note the importance of set up prior to 10:00 AM on Saturday morning. We ask that all cars being unloaded be removed from the site by no later than 10:30 AM. So please be prepared to set up either Friday night, or very early Saturday morning.

Chort/Wihtread

Correction: Wihtread & Rae's address is 4417 38th Street, NOT 39th Street as reported elsewhere in this Plague. Can't get em right all the time.

The Markland Medieval Mercenary Militia
P.O. Box 715
Greenbelt, MD 20770

TENTATIVE SCHEDULE FOR THE FAIR

- 11:00 AM Fair opens with a demonstration of early art.
- 11:30 AM Frat Tournament Sign up
- 12:00 PM Viking Raid
- 12:30 PM Frat Tournament begins
- 1:00 PM Madrigals Perform (Stage Area)
- 1:30 PM Viking Althyng
- 2:00 PM The Joust
- 3:00 PM Frat Continues
- 3:30 PM Madrigals sing
- 4:00 PM Medieval Trial
- 5:00 PM The Big Battle
- 6:00 PM Close of the Fair (also with a bang)

Obviously there is a lot missing, these are just some of the highlights.

Sunday will be the same schedule, except starting at noon (that is we will start with the Viking Raid at 12:00 pm).

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Expires 15-APR-88

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