

THE TEUTONIC PLAGUE
DECEMBER, 918AH



Editor.....The Old One
Assistant Editor.....Wiltread of Inc
Assistant to the Assistant...Raeadrille

The Teutonic Plague is a Publication of the MARKLAND MEDIEVAL
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SCHEDULE

Continuing Events

Sundays

Fatricidal practice. 11:00am until 2:00pm at the University of Maryland, peasants Park (also known as Campus Woodlands) behind Parking Lot 2. This is canceled on any day with a scheduled event or days of inclement weather, snow excluded! Contact Brett Abbott (Bek) at (301)-596-5138.

Tuesdays

BAYUEX TAPESTRY WORKSHOP. (Also held on Thursdays). 6pm to 8pm in the Maryland Medieval Mercenary Militia's Office, Student Union Building, Room 3102.

Wednesdays

Dance Practice, 8pm to 10pm, at Northern Virginia Community College in the CF building, just off the beltway on 236 (Little River Turnpike).

Thursdays

BAYUEX TAPESTRY WORKSHOP. (see: Tuesdays).

This schedule is an extract of the one put out by Mike Bartman on the first week of every month as a service to Markland. If you would like to receive copies all you need to do is send standard business size SASEs marked (in a corner) with the months in which you want the schedule mailed. By this method you can get the schedules as often or infrequently as you like.

If you have any information about events not listed here, or have changes or additions to a listed event, please contact Mike at:

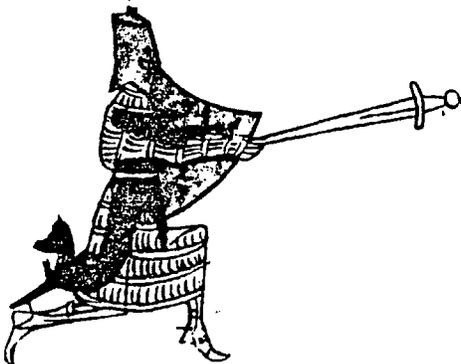
Mike Bartman, Markland Scheduler
9906 Broad Street
Bethesda, MD 20814

(301)-493-5427

If you call, and a machine answers, please leave a name and number so he can call you back.

This schedule is only as good as the information you provide him, so please let him know about any event you are planning. It will benefit everyone.

Editor's note: Even if you do contact Mike, It is a very good idea to also let Ceirdwyn (Leslie Brents (301)-937-5181, your Bocman, and let her know about your event. Remember to be covered by the Markland insurance it must be an approved event.



December, 1984 *****

11

Clinton Library. The Madrigalia and Dance Troupe will be doing a Christmas Concert. Contact Volodya at (301)-474-2676.

22

Yule Feast. Run by Bardoom, at Cabells Mill, Walney, VA, starting at 6:00 pm, tickets \$9.00, \$5.00, \$3.00, contact Earl Miller at (703)-256-6328 or Kim Moyer at (703)-437-7147.

January, 1985 *****

5

Winter Althyng, Church of the Good Shepherd, Bergenfield, NJ, Tickets on sale now \$6.00 till December 14, \$8.00 after, and \$10.00 at the door. Crash space available if reserved in advance, Althyng starts at 2:30, the feast at 6pm, for tickets, info or reserve crash space call or write Allan Reid at 6 Liberty Place, Weehawken, NJ 07087, (201)-865-0925.

6

Steel Fighting Practice for those interested, same site as Althyng.

12

Battle of Ashdown, South Chapel Drill Field, University of Maryland, form-up at 11:00am, battle at 12:00 noon. Contact Dirk at (301)-949-8320 or (301)-474-0955.

Feast, Church of the Ascension, 633 Sligo Avenue, Silver Spring, MD, starting at 6:00pm, serving at 6:30pm, tickets only available at the Battle, \$8.00, contact Ginny at (703)-558-4142.

February, 1985 *****

2

Namegiving Feast, Mercenarie Guild, contact Kerris (Linda Guild) at (301)-434-0230.

16

Attila's Birthday. This is a tentative date. More info later.

March, 1985 *****

2

Feast of Fools, St. Lukes Serbian Eastern Orthodox Church, Mc Lean, VA, tickets \$7.50 thru January 5, \$8.50 until the feast, and \$10.00 at the door, contact ABDUL at (703)-281-9158, Katharina at (301)-464-3043 or Khris at (703)-941-1299.

16-17

Military thru the Years, Jamestown Festival Park, Williamsburg, VA, Educational event, contact Alvina (703)-437-7147 or Durgil at (703)-437-7147. (Viking and 12th century currently represented, costuming must be authentic!)

25

***** Next Teutonic Plague Submission Due Date !! *****

COUNCIL MEETING REPORT

A Council Meeting was held on October 13, 1984 at the University of Maryland, College Park. Earlier in the day meetings were held by the steel qualifiers, Fighters' Council, and the Reeves Guild.

REPORT FROM THE STEEL QUALIFIERS MEETING

If anyone is really hurt in a recreation battle, if a weapon or piece of armour breaks, or if a fighter needs to stop the fight before its arranged end, the fighter should shout "FAX". Don't use the word for anything else. If unable to talk, if for example your helmet is jammed, then hit your opponent, your shield, or the ground, three times with your hand.

A person in charge of first aid should be appointed by the event's organizers before every event. Fighters should find out who this person is. If anyone is hurt at an event, the first aid person should be summoned to assist the injured, instead of everybody else crowding around, possibly getting in the way, and most certainly creating confusion and exciting the audience's curiosity!!!

Event organizers are reminded that they are supposed to report any injuries, or the lack of any injuries, to the Safety Officer (who is also the Shire Reeve, Edouard du Nord). Anyone who gets injured should inform the event's organizers.

Several recommendations were made concerning weapons and armour. Articulated weapons should not be used in line battles. They are not recommended for use in one-on-one fighting.

Additional hand protection, i.e. more than leather gauntlets, is strongly recommended for all steel fighters.

Weapons and armour should be checked before coming to an event. Particularly check your sword's edges for nicks and file them if necessary.

The axes at Flying Dragon Imports have handles which are too soft for use in recreation fighting.

Fighters are urged to pay more attention to the force of their blows and to pull blows, rather than delivering them forcefully. Steel fighting is not a contest, but staged fighting.

Line battle fights should not include head or body shots. Also, inexperienced fighters should not perform routines involving head shots.

At recreation tournaments or battles with one-on-one fights, it is recommended that routines be practiced and approved by steel qualifiers before being performed.

During public events participants should watch to make sure children and adults are not picking up our equipment and playing with it or using their own in a manner potentially dangerous to others. At Mount Hope several adults in the crowd began playing with Ninja weapons after our performance and had to be asked to stop.

CHANGES TO FRATRICIDAL RULES OF WAR

- BY DIRK AND EDOUARD DU NORD

The following changes in the fratricidal rules of war are proposed for discussion among fighters. The intent of the rules is to clarify the design and use of thrusting weapons, especially pole arms and spears.

Section III deals with weaponry. Part D now defines thrusting weapons. We propose that this section be redefined as Spears (any non-slashing polearm, i.e. one used for thrusting only) with the following points:

1. Minimum of 2' padding on the tip as a thrusting cap (like swords).
2. Tip will not taper to less than 1-1/4".
3. Spear haft can be of any length of a continuous piece of rattan.
4. The haft must be padded with 1/2' sealed cell foam or equivalent to a length of 14" below the tip. Padding for 1/4 of the length of the weapon is recommended.
5. Maximum diameter is 50 millimeters or approximately 1.96".

The above change will necessitate that the following point be added under Section C - Slashing Weapons, 3. - Slashing Pole Arms, "f. A thrusting tip should be 2" long and 2" wide at the base. It should be of pipe insulation (sealed cell is too hard) or equivalent, i.e. 4" upholstery foam." This is the same requirement as that currently in effect, just added in a new place, to apply specifically to slashing pole arms with thrusting tips.

Under H. Thrown Weapons, point 2. now mentions javelins and spears as examples of weapons covered. We suggest this be changed to "javelins and throwing spears".

Light infantry are limited to the type of weapons they may use in Section I. B. 3. Permitted Weapons. We propose adding to point a. pole weapons, "and spears greater than 5' in length".

Several announcements were made which may still be timely to include in this report. More information is available in the Schedule of Events.

The Jolmsvikings requested they run the Spring War.

The Select Fyrd representatives said that Don Keenebridge, the curator of the Pennsylvania Arts Museum armour collection, is available to give lectures for \$100. and costs of his trip.

Maryland's leaders have arranged for different area groups to take charge of programming Tuesday nights at the UMCP Armory. Midgard ran October's meetings; Maryland ran November's meetings; the Longship Company is running December's; and Clan Cambion is organizing January's meetings.

On December 22, Bardoom is having a Christmas Yule Feast in Walney, Virginia.

The Winter Althyng is being hosted by Danelaw on January 5, 1985.

Also on January 12, Midgard will hold the Battle of Ashdown and a Feast. Tickets for the feast will be available only at the Battle.

A mini-war is being held on March 30, by the Brotherhood of Aggression. For more information talk with Brett Abbott, (301) 596-5138.

Thane Boden and Martha, King and Queen of Markland will celebrate their wedding feast on May 4.

REPORT FROM THE FIGHTERS COUNCIL

After discussion it was decided to recommend to the Markland Council that spear lengths (not pole arms) be extended to any length so long as they are made from a continuous piece of rattan and be limited in diameter to 50 millimeters, (a little less than 2 inches).

Event organizers of recreation tournaments are responsible for ensuring at least one steel qualifier is present before the event to view one-on-one fights before they are performed.

REPORT FROM THE COUNCIL MEETING

A motion was made and passed to amend the fighting rules to end restrictions on spear length, so long as they are made from a continuous piece of rattan, and to require them to be at least 50 millimeters in diameter. (This does not apply to pole arms.)

The questionnaire results indicated that few people understand what liability insurance is. This insurance protects the organization from lawsuits by non-members (observers, audience, non-participants) who are injured by a Marklander during an event. It also protects us in case property we are using for an event is damaged and the owners sue Markland. Many places cannot be used by an organization such as Markland unless they have liability insurance. "An event" means an official event, i.e. one which has been approved by at least three Witan members on a simple one page form which is available from Ceirdwyn. If the event is not "official" the insurance is not available.

The liability insurance does not protect individual Marklanders from damage done to them by anyone. However, Markland members can participate in a group accident insurance program which provides up to \$5,000. in case of death, dismemberment, or for accident-related medical expenses, and \$250. in case of dental expenses, with no deductible amount. This insurance costs \$3.80 every year, payable in February of each year. It covers participants going to or from an event and in attendance at an event. ("Event" means an official event, i.e. approved by at least three Witan members on a simple one page form available from Ceirdwyn.)

We have been having a few misunderstandings about donations received by groups or guilds, which are used to reimburse participants' expenses (e.g. horse trailoring), and are subsequently put into the Contributors' Fund. Organizers of events for which we are receiving donations are requested to specify clearly what expenses are being reimbursed, if any, and how the leftover funds are to be handled.

The important topic of "group autonomy" was discussed as it relates to groups holding events which are limited to participants wearing garb of a certain historical period or theme. The Witan's position is that since Markland is a confederation of groups, so long as a group's activities are within the scope of Markland's medieval purpose, and do not, by violating federal or state law, endanger our tax-exempt status, groups are free to run events as they please. Rules pertaining to fighting and safety which have been accepted by all of Markland must be followed, but if an event's organizers wish to limit it to people dressed as Vikings, 12th century Russians, or such, that is up to them and the sponsoring group. Advance notification of such limitations should be included in event announcements.

REPORT FROM HASTINGS

Now this report isn't going to be what you're expecting, it's about the Battle of Hastings, BUT this Hastings is the one recreated on Senelac Hill in England on October 14th. By some fantastic luck and lots of quick talking I actually managed to fight in the battle. It was put together by the local borough council as a commemorative event. The battle was the high point of a day long fair that brought together various cultural and historical societies celebrating England's heritage.

I managed to fall in with Wessax, a member group in the Norse Film and Pageant Society, (called NFPS). Kim, the Warlord of Wessax, was fascinated to hear about Markland, especially that we'd been doing the battle of Hastings for many years. That day's battle was the only recreation of Hastings attempted since 1966. Also, the NFPS normally does not attempt to recreate battles, they just fight melees. Kim and I talked all afternoon about American and British Viking Age recreation. The NFPS has far less mail than does Markland; their garb is about the same quality, but overall the impression is better since they are much more limited in time scope and nationalities represented. In Wessax, you are not merely a Saxon, but a Mercian or a West Saxon.

Before I fought, I got some training to prepare me for their different style of fighting. The Brits fight with steel exclusively, no wood or padded weapons are ever used. They also have a way to use a spear in battle that is relatively sane. However, what took some getting used to was the idea that I should really try to hit my opponent with my weapon. The idea is that you pull your blow after you get past your opponent's guard; none of this business with special killing blows like Markland uses. In truth it seems to work better than Markland's style, and incurs the same proportion of nicks and bruises.

Equipped with borrowed weapons, shield and gauntlets, (I already had my own tunic) I marched out with Wessax to take my place in the ranks of Harold Godwinson's army. We formed up in a shieldwall that was 300 yards long, stretched out before Battle Abby. The total number of participants on both sides was about 800-1000 fighters, divided equally between Normans and Saxons. The Saxons formed an enormously long shieldwall with the mailed Housecarls standing forward of the main shieldwall wielding steel two-handed axes. The Normans and their mercenary allies formed their ranks about 150 yards below us at the bottom of Senelac hill. Their line was broken into three separate units, plus a unit of Norman cavalry numbering about a dozen mounts. Being on the Saxon left, Wessax got to face the French mercenaries of William.

The battle lasted nearly an hour, with volley after volley of rabbit blunt arrows raining upon the Saxons. Amid choruses of "UT!, UT!" the Saxons screamed truly authentic insults at their opposites. As per the history and the script the Saxon right was decimated in a series of furious charges against the



Breton mercenaries. Distant as it was from my position, it was a stupendous melee. The combined Norman forces hammered at us repeatedly. Wessax held the line for most of the battle, until we were badly mauled after charging down on the French and getting into a disorganized melee. Myself among the survivors, we then fell back to the center, around the standard where the Housecarls still held. The battle went on. Then Harold was struck down by an arrow, and still holding our position we were slowly chewed to pieces by the Normans. I died there, on a futile sally to save some Saxons still fighting where our left flank used to be.

The battle ended with the utter decimation of the Saxon forces, although some Housecarls and other Saxons retreated off the field still fighting. After the fighting ended on Senelac hill, Duke William went among the dead, and with the aid of Harold's wife, Edith Swanneck, he identified the body of King Harold Godwinson. William then held mass on the battlefield and proclaimed himself King of England amidst the mounds of dead from both sides.

During the whole battle, from prologue to epilogue, an announcer kept track of the battle for the thousands of spectators. This and the battle accompanying classical music playing over the field, made for a moving, dramatic reenactment. For both participants and spectators, the near hour long spectacle was enthralling. The whole battle was impressively organized, despite the difficulties of getting recreationists from many medieval societies to fight together. As a whole the British take their historical groups more seriously than their American counterparts do, so pulling together such a diverse bunch of historical societies was possible by the event organizers.

As far as injuries were concerned there was only one fellow seriously hurt; a fighter who was trampled by what must have been the entire Norman center. He broke a leg and possibly had a couple of fractured ribs. It was not an injury due to weapon-play. Otherwise I saw numerous bruises and scrapes, none serious. I myself was utterly unscathed. To me it was as if I had participated in a dream; I even by chance talked to Count Tolstoy, the man who had played Harold Godwinson, all the way home on the bus.

You can't ask for a better pilgrimage...

Andrey neh Tarkon.
Oxford, England.

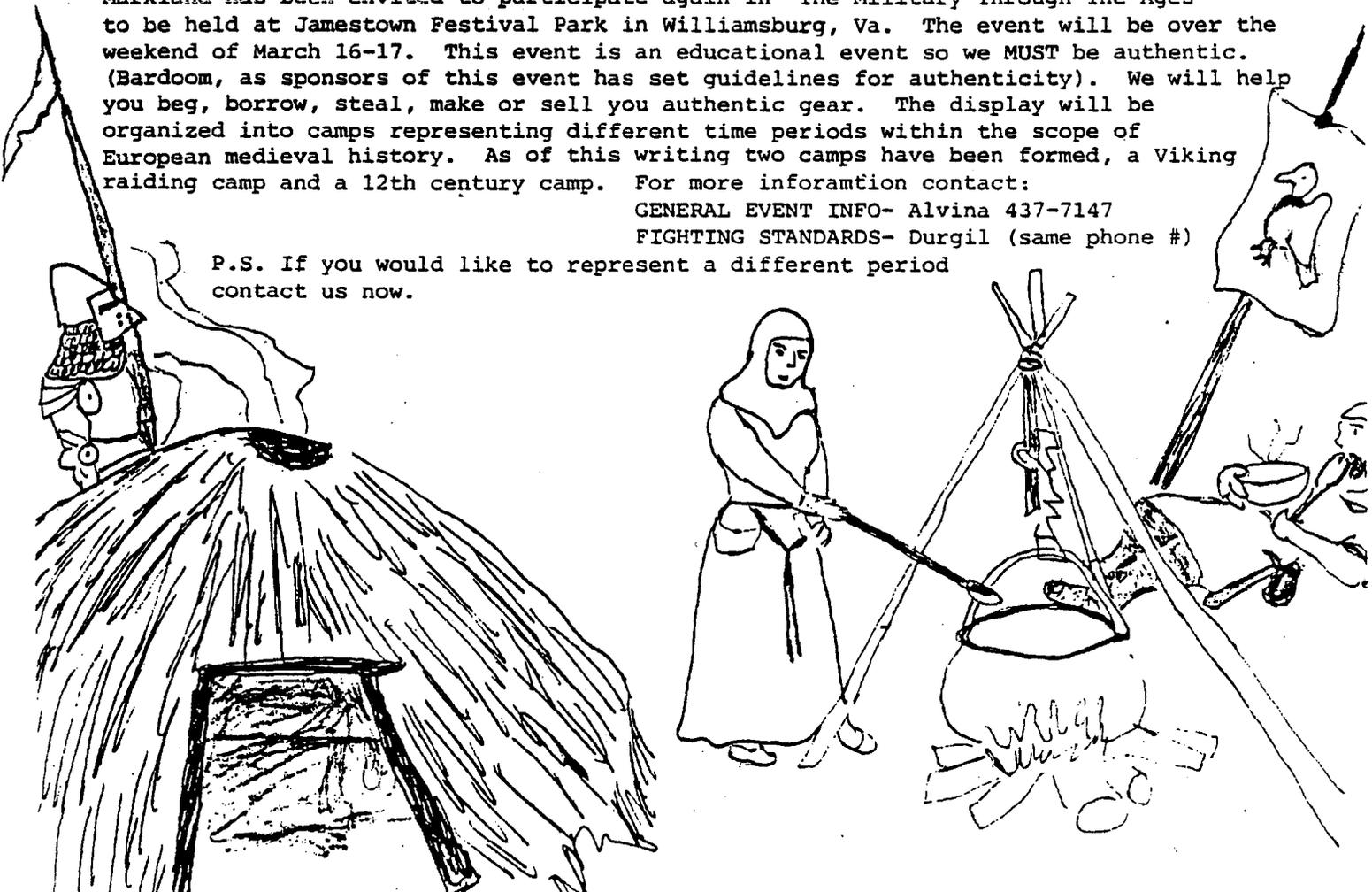


Gather Ye Men of Arms

Markland has been invited to participate again in "The Military Through The Ages" to be held at Jamestown Festival Park in Williamsburg, Va. The event will be over the weekend of March 16-17. This event is an educational event so we MUST be authentic. (Bardoom, as sponsors of this event has set guidelines for authenticity). We will help you beg, borrow, steal, make or sell you authentic gear. The display will be organized into camps representing different time periods within the scope of European medieval history. As of this writing two camps have been formed, a Viking raiding camp and a 12th century camp. For more information contact:

GENERAL EVENT INFO- Alvina 437-7147
 FIGHTING STANDARDS- Durgil (same phone #)

P.S. If you would like to represent a different period contact us now.



'UT' OH! LETTER FROM THE EDITOR

Welcome to the second issue of the Teutonic Plague under its new assistant Editor (second only to the Old One, who is Editor), Wiltread of Inc. It is hoped that all the members of Markland will make their 'ut'most effort to provide the Teutonic Plague with articles, art, announcements and any other miscellaneous information that meets the definition of 'MEDIEVAL'. You may notice some small differences between this issue and others... some of the articles are very very small... please let me know your feelings on this size of type. If it is more of a nuisance than a benefit, I will discontinue its use.

Markland is a growing, maturing organization that needs the kind of input and communication provided by this publication. By publishing the submission deadlines it is hoped that more of you will find the time to prepare articles and other submissions that are of interest to you and your fellow Marklanders. A lot of people ask me to tell them what to write an article on, what kind of art do I need... well here are some suggestions:

- 1) What are medieval methods of keeping warm? (clothes, fireplaces, hot rocks, bed warmers, concubines?)
- 2) What kinds of birds were used in hunting? What methods were used to capture them and train them? How does it compare to today?
- 3) What about the game of chess? This is a very authentic medieval game.
- 4) What other types of games were played in medieval times?
- 5) In clothing, what and why are there tipets?
- 6) In clothing, what and why is there parti-coloring?
- 7) What are medieval types of horse equipment were constructed and what were their function? What types of armor were used by the mounted knight? What types of weapons were used by mounted and unmounted knights?
- 8) What types of food were typical faire for a castle or manor? What about recipies? We've seen stews before, how about cheese, fruit or custard tarts? Pies? Puddings?
- 9) What about your persona? Have you researched it enough that you can authentically document your persona and ramble on about it forever? How do you project your persona to interested 'mundanes'?
- 10) Poetry... don't any of you write authentic poetry anymore? Wanna see it published???
- 11) Songs? Let's get more music in Markland... let people learn songs and tunes before they go to a feast or war.
- 12) Dances? Know any fancy foot-work others can learn by reading the instructions.

And how about art!!!!!!!!!!!!!!

- 1) Border art!!!!!! I can always use these. A good width is 1/2".
- 2) Pictures of armor, helmets, patterns for helmets, shield designs, weapons, hilt designs. (If you do these types of drawings include a brief word or two describing when that article was used).
- 3) Clothing patterns. (Again, don't forget to document the time period).
- 4) Clothing embroidery... what kinds of patterns can be used... how do you embroider?

These are but a sampling of the kinds of things that would make good reading. Many have interesting tangents that can be discussed at length. My suggestion to you is to make an article very simple. Pick one aspect of a rather lengthy topic and write several brief summary articles — approximately one page in length and submit them to the Plague.

One other point. I don't claim to be a linguist, english major or proof- reader... after all spelling was abolished in Markland long ago... Still if you really are picky about these types of things I beg your forgiveness.



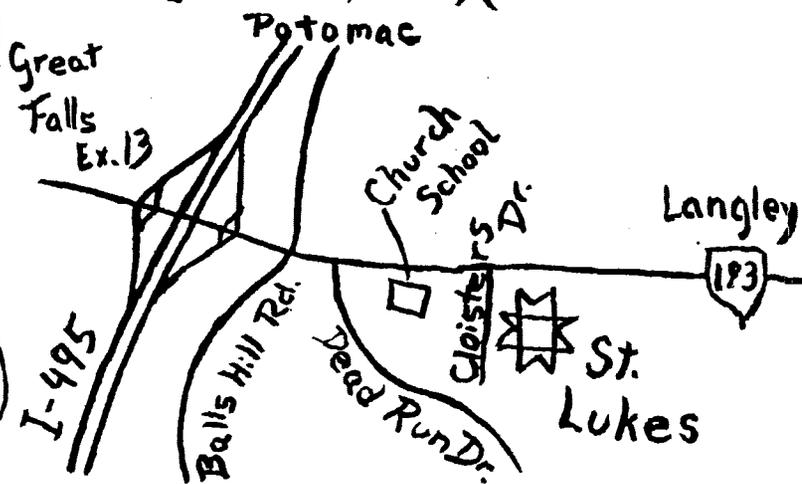
THE LADIES SEWING CIRCLE AND TERRORIST SOCIETY

The Ladies Sewing Circle and Terriost Society is a group of historical costumers devoted to the study and recreation of historical clothing from ALL periods (we have a number of people doing 17th Century, Napoleonic, Victorian clothing). We invite all interested people to come to our gatherings on Wednesday nights at 7:30 pm at the home of Perpetuator, Susan Reed, 519 N. Armistead St., Apt. T-1, Alexandria, VA, (703)-256-4282.

We have two sewing machines on site, a lending library of select books on costuming and patterns as well as trims and some fabrics for sale. We also offer instruction and advice from experienced costumers and welcome advice from other experienced costumers who may wish to come. Also, we arrange trips to fabric mill outlets such as the American Silk Mill in Grange, VA and to trim shops such as Joy Trimming in Wilmington, DE. For more information and directions, please contact Susan Reed at the address and phone number given above.

In the year 983 A.H. there was a great famine in the land, around April first, for no Feast of Fools was held and many felt an empty place inside (somewhat lower than your head). No hall was found to house this wonderous occasion and so Vinland had to starve. But now...following a great harvest of enthusiastic participation (all sarcasm intended) a Fools Feast will be held. A hall has arisen and made itself known (lo I am the Hall that was fortold) so that this year there shall be no famine, but instead great feasting and rejoicing (and boozing).

FEAST OF FOOLS



For information contact ABDUL at (703)-281-9158, Katharina at (301)-464-3043 or Khris at (703)-941-1299.

O.K. seriously now, Bardoom will be running this years Fools feast on March 2, 1985. It is quite purposely not being held on the traditional April first because we're going to try something different this year. So far Fools feast has always been a time for outlandish fantasy costumes and just generally silly costumes and ideas. This is a real shame because the original fools feast is not only terribly authentic but it is also terribly silly and has so much potential as a feast it's silly not to at least try the authentic version for a change.

Fools feast was originally held right after Christmas (that whole time was already booked so we settled on March 2) and was a great celebration mocking the Catholic Church and the general establishment. The alterboys would perform a quasi-mass and be assisted by the bishops. The servants for once got to take it easy and sit at the High Table and be waited on by their Masters. What we would like to do would be to re-enact this instead of making up our own fantasy feast. Thioffe has permitted us to use his son, John Ben (the little blond rug-rat you see running around at feasts), as the alter boy holding mass and bishop Olander has consented to assist him (any other Markland clergy willing to assist please tell us (yes we mean you Quinn)). So far we have Scum and Greymail at the high table and are still trying to get in touch with the rest of Markland's low-life. Chort has agreed to serve and anybody else who is or was on the Markland witan who is willing to assist poor Chort should also get in touch with us as soon as possible.

This feast will be fully provided. Tickets will be \$7.50 through January 5, 1985 (Winter Althyng), \$8.50 until the feast and \$10.00 at the door. It will be held at St. Luke's Serbian Eastern Orthodox Church in McLean, Virginia.

WHAT'S IN A NAME?

This is not an article based on heavy research, but rather it is one based on several years of passive observation. Fact: Some persona names stick, others don't. We all know people in the Militia whose chosen names suit them so well that we have trouble remembering and using their mundane names. Conversely, we all know people whose chosen names are unknown or unused, and we continue to use the names their parents gave them. Those whose chosen names have failed usually fall into one of the following categories:

no one realizes that your name is not the one you chose

This is the most obvious group, usually populated by women — Neva, Nessa, Nina, Leta, Stacia, Anca, etc. Those with unusual given names find that since their names do not seem mundane, they are usually accepted as is.

You never use your chosen name, so no one else does either

If you always call yourself "Bob" and never tell us that you'd rather be called "Rognvald", how are we supposed to know that you've chosen a Militia name?

You have chosen a name and you're the only one who can pronounce it

It is probably a wonderful name and terribly authentic, but people are basically lazy and will not bother to twist their tongues around a name that is too complicated — nor will they remember a name that is too long.

You've taken on a known historical/mythical persona and your peers stubbornly refuse to recognise it

A delicate area, to be sure. We all know how much you admire Harald Hardrada, Thor, and Eleanor of Aquitaine. We admire them, too, and prefer to keep that admiration unimpaired. Common names, even if used by historical personae, are fine, but a clear connection between an ordinary mortal known to us and a legendary king, hero, god, etc. makes people uncomfortable because it leads to the suspicion that you are (a) lacking imagination and research skills, or (b) conceited. So be Harald, but not Hardrada. Be Eleanor — of Avignon.

Your name just doesn't seem to fit you

This is hard to define, but there are some combinations of names and people that simply do not work. Before you get your heart set on a name, try it out on a few friends and see if they can "picture you in it." Names create images and not all images are right for all people.

Your name fits you, but not the Militia

Fantasy, sci-fi, and cutsey nicknames are not authentic and



can be very offensive to others. My nickname is Mouse and many people call me that privately, but it is not my name. You need a name that can be called out on the battlefield and in the feasthall, one that sounds like a name that would have been called out on the battlefield and in the feasthall.

You've chosen the same name as someone else who is better known in the Militia

No one gets a patent on a name, but at the same time many people have trouble when there are two or more friends with the same name. This is where patronymics (as in, Wolfmumble Mumblesson) and sobriquets (Mumble the Silent) come into use. Generally you will choose your patronymic as part of creating your medieval name, but sobriquets are often bestowed by others as means of differentiation, so be careful. If you don't provide your own you could end up with others seizing upon the obvious differences...as in Einar the Fat or Mumble Saggletooth.

You've chosen a name, then another, then another, etc.

Very simple. When you finally make up your mind and are certain what you wish to be called, just let us know. Until then, we are likely to call you by your mundane name since we can be fairly sure that one sticks.

You've finally chosen a name, or changed names, and the new one has yet to sink into the consciousness of the masses

Persevere. Gently, but insistently remind us of your new name and stick to it. Introduce yourself by it, sign your letters with it, have friends (or paid flunkies) call it out on the battlefield and in the feasthall. You'll have to endure the two-name phase ("Thormumble — you know, the former Fubar"), but eventually it will sink in and the old name will be heard less and less, especially if no one was using it anyway.

Unlike the SCAdians we have no rules in Markland regulating the selection of names, and that is how it should be. However, the restrictions of psychology, authenticity and good taste will apply without any legislation, which is also how it should be.

Myfanwy, Runai do Clan Cambion

ashdown

January 12, 1984

Battle: South Chapel Drill Field
(same site as last year)

Feast: Church of the Ascension
633 Sligo Avenue

form-up: 11:00 am
battle: 12:00 noon

doors open: 6:00 pm
serving: 6:30 pm

There will be no blue jeans, no sneakers, and no great-swords allowed. Try hard not to wear glasses. Bad garb will die first.

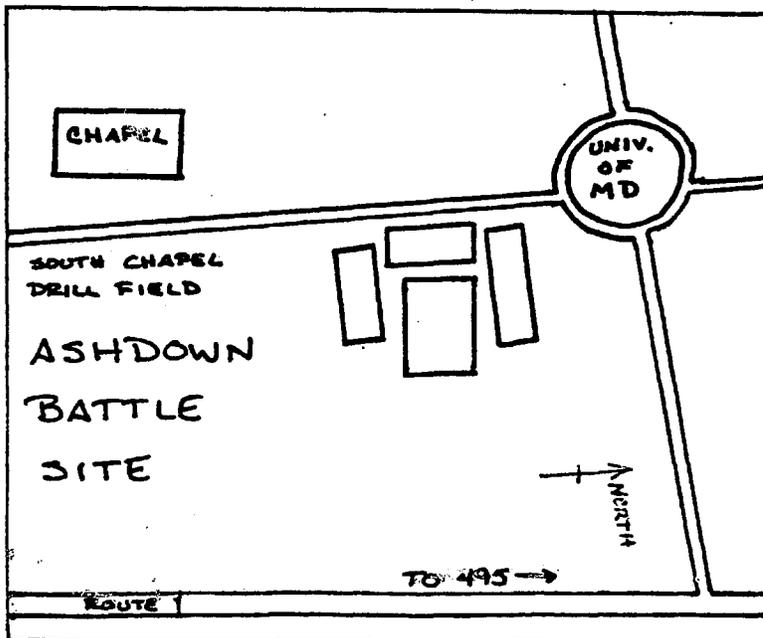
To encourage participation at a traditionally poorly attended event, tickets will be available only at the battle. If you can't make it to the battle, have a friend pick you up a ticket. If you don't have a friend who can pick you up a ticket give Ginny or Dirk a call. It will be a fairly small feast. Don't count on tickets being available at the door.

Menu: Mushrooms Sauteed with Leeks and Ginger
Barley Fruit Soup
Cardamon Chicken
Hedgehogs
Savory Toasted Cheese
Honey-Almond Cheesecake
Shortbread
Pfeffernusse
Circletes
Mulled Cider
Beer
Fresh-baked Bread
Cheeses

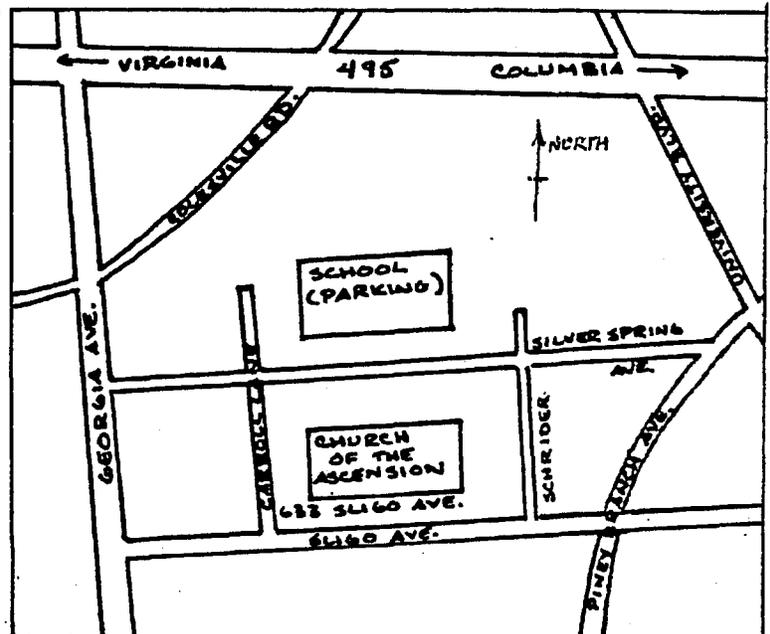
Ticket price: \$8

Contacts -- Battle: Dirk (301) 949-8320 (W)
(301) 474-0955 (H)
Feast: Ginny (703) 558-4142 (W)

Directions to the Battle



Directions to the Feast



The Teutonic Plague

SCAdian Authorization and the Markland Fighter

The SCA, with its usual inimitable bureaucracy, has a problem keeping track of who is authorized when, where and by whom. This is especially true when it comes to Marklanders who fight only once a year at Pensic for glory, booty and cheap thrills.

Complicating matters further is our blissful disregard for their kingdom borders, resulting in multiple listings, lost listings, a weapons form here, another there, and so on. Then to top it off, the SCA takes all this very seriously, and so confident are they in the foolproofness of their system (and you know what they say about foolproof systems) that they are willing to ban those who fail to show up on the appropriate list at the correct time and place.

Since Clan Cambion usually gets word of authorizations lost or in question long before (if ever) the affected fighters hear, we (which is to mean, I) have decided to maintain a private Markland list of scadian authorized fighters. I will be keeping the records and correcting glitches as best I can. To do this I will need updates from fighters who:

1. Authorize for the first time.
2. Authorize in a new weapons form.
3. Authorize or reauthorize in an area vastly different from one's regular residence, ie. another kingdom — ask if you need geographic information.
4. Change persona name or address

I realize that all this seems dreadfully complicated just to bash heads once a year at Pennsic, but it's their game, so we might as well make it as easy on ourselves as possible. Your cooperation will be appreciated.

Myfanwy, Runai do Clan Cambion

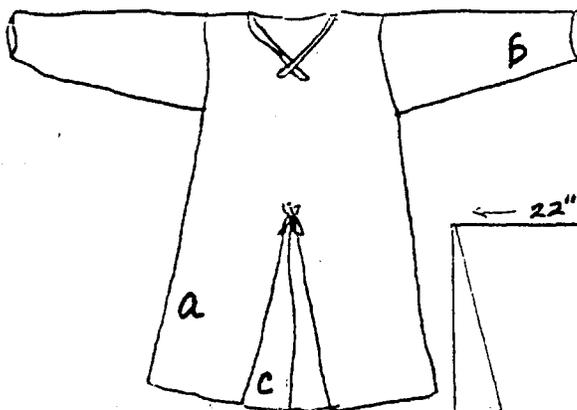


Making a knight. The new knight is girded with his sword, and spurs are put on his heels. Next he will be handed his helmet and shield. On the left two musicians play the lute and the viol. Bibliothèque Nationale.

A NOTE FROM THE BAILIFF

UT! I am considering chartering a bus from College Park to New Jersey for the Winter Althing. Cost will be approximately \$20.00 depending upon the the number of people to sign up. Space will be available for up to 45 people. Anyone interested please call Dierdre at (301)-AMA-WIND and leave your name and telephone number by Wednesday, December 19, 1984.

Thank you. Dierdre, Bailiff.



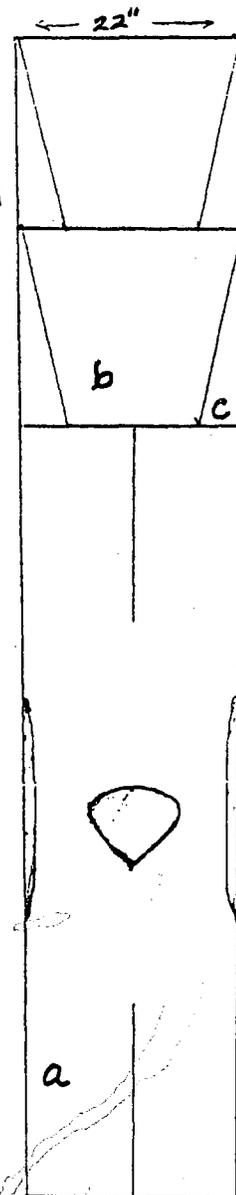
From: Cut My Cote; Textile Dept. Royal Ontario Museum.

Tired of the T-tunic??

Try your hand on this 13th century French shirt cleverly fashioned from a 22-inch loom-width of linen. Weavers take note. It wasteth not.

Halla

St. Louis Tunic Collection, Notre Dame de Paris.



YULE FEAST

BARDOOM ANNOUNCES THEIR FIRST ANNUAL YULE FEAST! THE FEAST WILL BE HELD IN CABELLS MILL, VIRGINIA AND WILL FEATURE TWELVE DISHES (POTTAGES, TARTS, ROAST GAME, DELICACIES, FRUIT AND FLOWER DELIGHTS, AND GRAND ILLUSION FOODS!) A YULE CERIMONY WILL BE CONDUCTED BY THE CHURCH OF BARDOOM. HERE IS SOME MORE INFORMATION ABOUT THE FEAST: Date: DECEMBER 22, 1984

Time: 7-11 pm

Where: Cabells Mill, Va.

TICKET INFO.:

Above the Salt (12 courses) \$9.00

Below The Salt (stew, pastry, shortbread, breads, fruit and cheeses) \$5.00

Servers (people who serve the hall- below the salt fare and sample of Above) \$3.00

Tickets will be on sale at both dance practices and by mail. There will be no at the door sales. For more information about tickets contact- Targa- 703- 280-1337

The feast will be in the style of the high middle ages and will feature all the pageantry and ceremony of the period. The following is a brief listing of the ceremonies planned:

7:00-7:30 Seating of the Guests

7:30-8:30 The Feast Ceremonies-The Surveyors Wassail, Presentation of the Salt The Cutting of the upper Crust, The Laverer, Credence Testing of the Drinks, and the Yule Ceremony and Blessing

8:30-10:00 Feasting with entertainments

10:00-11:00 Dancing and Merriment.

For more information about the feast or the ceremonie contact-Alvina at 703-437-7147

We also welcome entertainers (to be served Above the Salt faire at half price. Contact Alvina if you are interested.