

Chips

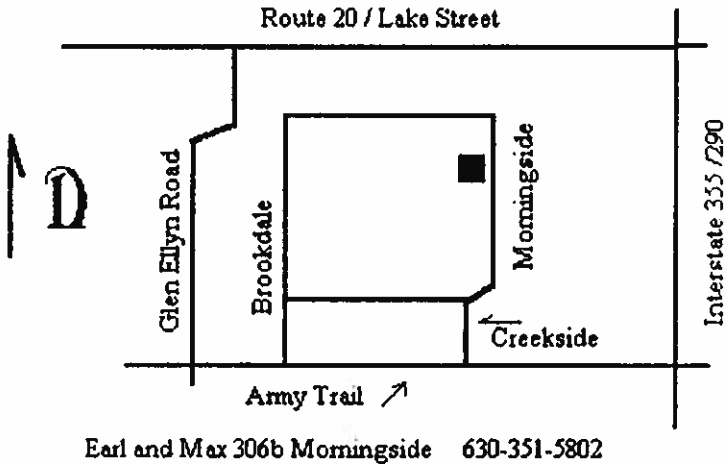
Don't Miss The
Shire's Holiday
Party! See Inside for
Details



December 1998

Next Shire Moot

The December shire moot will be Sunday, November 29th at the home of Earl and Maxine Bless. Moot starts at 6:30pm. Call them at 630-351-5802 if you have questions.



from the Seneshal

Just a note that Doomsday is around the corner and that I would like a copy of your 4th quarter reports to your regional officers to include in my report.

Arwyn

Shire Holiday Party

Oh sure you say, another party in Vanished Wood, well, yeah! The shire's holiday party will be December 19th, 7pm, at Becky Hoover's home

5148 W. Hutchinson
Chicago, IL 60641
(773) 481-1503

Use the middle buzzer, my name is on it.

FROM 55: Take 55 east to 90/94 north. When 90 and 94 split, follow 94. Get off at Montrose, turning left (west) at the end of the exit ramp. Take Montrose to Milwaukee, turn left (south). Go 3 blocks to Hutchinson (on the corner is a Taqueria a gas station, a bar called Linda's, and a Polish night club). This is a one way street so turn right (west). The first stop sign is LeClaire and my building is about 3/4 of the way past that stop sign. If you get to Laramie, you have gone too far.

FROM 53: Take 53 north to 90. Take 90 east toward Chicago. Exit at Lawrence, turning right (west) at the end of the exit ramp. Turn left (south) at Milwaukee which is the next light. Go 3 blocks past Montrose to Hutchinson (on the corner is a Taqueria a gas station, a bar called Linda's, and a Polish night club). This is a one way street so turn right (west). The first stop sign is LeClaire and my building is about 3/4 of the way past that stop sign. If you get to Laramie, you have gone too far.

More directions, next page

FROM THE WEST: Take Grand Avenue east to Laramie (5200 west) which is a couple of lights past Central. Turn left (north) and go to Berteau which is the first light after Irving Park. Turn right (east) and go to LeClaire which looks like it is a one-way southbound but you can turn left (north) at that intersection, so turn left and then turn left again at the next block which is Hutchinson. My building is about 3/4 of the way down the block. If you get to Laramie, you have gone too far.

FROM THE FAR WEST: Take 88 east to 294 north. Follow 90 east to Chicago. Exit at Lawrence, turning right (west) at the end of the exit ramp. Turn left (south) at Milwaukee which is the next light. Go 3 blocks past Montrose to Hutchinson (on the corner is a Taqueria a gas station, a bar called Linda's, and a Polish night club). This is a one way street so turn right (west). The first stop sign is LeClaire and my building is about 3/4 of the way past that stop sign. If you get to Laramie, you have gone too far.

If someone does not live near any of the roads I mentioned, they can call me for directions.



A 13th Century Tournament at the Court of Alfonso the Wise

by Culwyn

As most of you probably already know, the Shire's 1999 event is going to have a Spanish theme. Ethelwulf and Gavin have volunteered to concoct a bizar...er...delicious Iberian feast, and somehow or other, Arwyn and I have become the Stewards.



Inspired by the positive reviews the Russian event received, and as part of a personal quest to prove that more period (and fun) events can be held without elaborate cost, my intention is to attempt to recreate a 13th century tournament, specifically one of a series of such tournaments held between Alfonso X ("the Wise") of Castile, and King Jaime (Jaime) I of Aragon in Valencia and Toledo in 1272 AD. These are the first recorded tournaments in Spanish history, preserved by Alfonso in his "Cantigas de Santa Maria," a collection of songs and poems in praise of the Virgin Mary.

The event will be set in the year 1272, within the city of Toledo, and I would like all activities to

be focused on creating and maintaining that atmosphere. Since I am trying for a specific theme, time, and place, our guests will need a bit more information than the usual add in the Pale. To encourage guests to participate in the spirit of the event, the event Steward (fortunately, for all of you, that's me) should do the following:

1. distribute a sequence of newsletters over a six month period preceding the event. These newsletters will detain the event, the activities planned, and how to participate. Ideally, they will give an historical background on 13th century Iberia, patterns for garb, suggestions and guidelines on period armor and beliefs, and contain the rules of the tournament itself.
2. These newsletters shall also be maintained on the Vanished Wood website, and announcements sent to the Midrealm, Northshield, Midlands, and Constellation mailing lists.
3. Enlist the aid of other groups within the Society (such as the various tournament societies) specifically dedicated to more period tournaments, as was done in the "Quest for Ivan Goroh."



Storyline:
King Jaime I and his entourage come to Alfonso's court in Toledo to celebrate their alliance with a grand tournament. Alfonso's court is very cosmopolitan, Christian, Muslim, and Jew existing, if not in equality, in harmony. Toledo is a

city of universities, poets, astrologers, and alchemy, for whom the Reconquista has been dormant for nearly two generations, whereas Valencia was the final conquest of the crusading Jaime I, who still sees himself as a warrior first, and a monarch, second.

Both kings have been influenced by the culture of Languedoc in southern France, but in greatly different ways. Alfonso is enamored of the troubadours and the Cult of the Virgin Mary, spending his leisure hours composing and collecting songs of Her miracles and visitations; and having made several pilgrimages to Santiago de

Compostella himself. He has dedicated the tournament to Mary, in her guise as Queen of May, and as such shall the tournament's Queen preside.

Jaume, on the other hand, has developed a passion for the tournament, and the new French art of the joust. To Jaume, the tournament provides his knights with glory, and is a celebration of crusader's victories. As such, he intends to proclaim the champion of the jousts as the El Ijo del Cid (the Son of the Cid).



The Tournaments:

Tournaments of this period were usually three day affairs, with a variety of events conducted on each day. Consequently, the tournament shall likewise consist

of three "days," detailed below. In general, the premise of the tournament is as follows:

Each day shall showcase a specific type of com-

bat, which shall be based on tournament styles prevalent in the 12th - early 14th centuries.

Victory shall be determined in a variety of ways. Some contests shall be by accolade of the Ladies' Gallery, others by strength of arms, and others by the collection of Ransoms.

Combatants may participate in any day's combat. However, should they fall, then shall retire for that "day" to rest and heal such wounds as they have received. (ie: If you are defeated in the first part of the tournament, then you sit out until the second part begins. Don't worry, everyone is going to get a chance to do a LOT of fighting.)

Heralds shall be present at the gates to the lists, and shall cry the entrance and exit of combatants, although participants may bring their own heralds. The heralds shall also draw the Ladies' attentions to those fighters displaying great prowess or honor. (Suitable pay for the heralds no doubt improves their performance.) Yup, I've figured out a way to make use of all the guests who talk way too loud, and way too much ...

The Three tournaments shall consist of : Challenges a Caballo (The Joust), an open challenge list, and The Grand Melee. Details will follow as

I make them up!

What Else is Needed?

Gee, what isn't? My idea was to have a fighting and non-fighting activity for each "day," or roughly, a 2 hour period. This may or not be feasible. I am also going to make some Alquerque boards (see last "Chips"), and will need a volunteer to run a gaming table. (Twm will be relieved to know that Alquerque is much quicker to play than Chess). Again, I'd like to stick to period ideas and activities, or maybe even classes based on period activities, but any and all suggestions are greatly welcomed.

Sites – we need one. Lord's Park is probably a go, but as we all learned, it is awfully cramped, particularly if the weather turns foul. Udo as a possible lead on a large school site, and I myself have two additional places to check, but again, if you have any ideas, please call Arwyn or I with details.

For now, these are the big things are needed, along with enthusiasm and participation. I'll try to get an update written every, or every other, "Chips," to keep everyone informed of our progress.

Electronic Pilgrim

Ethelwulf Kildare

Over the last few months, Culwyn has written articles on medieval games. Below are some additional resources if you are interested in learning more. As usual, if you find any good websites of medieval interest, feel free to email to me at ebless@aol.com.

Alphonse X Book of Games:

<http://www.geocities.com/Yosemite/Gorge/3154/index.html>

A series of images from Alphonso's X Book of Games. Many of the illustrations are not yet uploaded but in the future this site can be an invaluable source.

Medieval and Renaissance Games Home Page

<http://www.inmet.com/~justin/gamehist.html>

An excellent site with description of period games, research materials, discussion groups, recreating games and other related sites. A nice master list of resources.

Dagonell's Research Notebook

<http://www-cs.canisius.edu/~salley/articles.html>

Monthly discussions of medieval games including Morris, Tag, Goose, Ur and many more. Over sixteen medieval games are discussed so far.

Giovanni's SCA Page

<http://www.geocities.com/Colosseum/Pressbox/5393/SCA.HTM>

Although this is Giovanni's home page there is a description of Karnoffel, the oldest (apparently) recorded card game and Ludus Equitum, a chess variant.

Period Games

<http://www.riconnect.com/wulfric/sca/interest/game/index.htm>

A large resource of period games organized by genre: alignment, war, chase and dice games just to mention a few.

Local Event Schedule

Event updates can be found on the Midrealm website: <http://www.midrealm.org> navigate to the midrealm calendar.

December

5 Jongeleurs and Japes, Grey Gargoyles and Tree-girt-sea, Chicago, IL

12 Boar's Head, Caer Antherth Mawr, Milwaukee WI

January

9 Martydom of St Leopold, Blackhawk, Rockford IL

16 12th Night, Tree-Girt-Sea, Chicago IL

23 Festival of Maidens, Wurmwald, Champaign IL

23 Winter Revel, Rimsholt, Grand Rapids MI

February

13 St Valentines Day, Three Hills, Kalamazoo MI

Shire Activities

Tuesday: Arts and Sciences at Kris and Michelle Southerland's from 6:30 pm until whenever they kick you out (Subject to confirmation – please call before coming and for directions). Phone 630.510.3468.

Thursday: Fighter Practice at the Rokkehelden site, 7:30-9:00pm. Call Earl Bless 630.351.5802 for directions

Brewers Guild: Meets on an as need basis, call either Earl Bless 630-351-5802 or Kris Southerland 630-510-3468 if you want to brew.

Sewing Guild: Meets on an as need basis, call Maxine Grief-Bless 630-351-5802 for time and place.

Submission Guidelines

We welcome all submissions. If the information is time sensitive please call the chronicler, to reserve space, but in general, submission deadlines are 7 days before the next moot. Submissions are best if they are in Word (Win95) format and can be either dropped off on disc or send via email to ebless@aol.com. If you can only provide a printed copy, please set your type style to Times Roman and font size to 14points (its easier to OCR that way). Art can be in any form, we have a scanner. The chronicler reserves the right to refuse or edit any submission.

Shire Officers

Seneschal: Arywn of Ravenspur, Maxine Grief-Bless, 306b Morningside Drive, Bloomingdale IL 60108, 630.351.5802, vanishwood@aol.com

Exchequer: Kiyohara Yoshiki No Wakasa, Mike Arndt, 1537 Norway #2b, Palantine IL 60067, 847.670.7856, kiyokage@aol.com

Marshall: Culwyn Bleidd Caernarfon, Greg Mele, 1760 College Lane, Wheaton IL 60187, 630.260.9233

Chatelaine: Ashley Daralis, Dayle Harding, 137 Fairwood Drive, Bolingbrook IL 60440, 630.378.5413, djc137@aol.com

Minister of Arts and Sciences: (seeking replacement)
Eugenia de Baysham, Gina Basham, 514 North Marion Street, Oak Park IL 60302, 708.763.9725, gbasham27@aol.com

Herald: Gavin White of Westburg, Kevin Westburg, 1952 St. Claire Lane, Hannover Park IL 60103, 630.372.0416, knkw@aol.com

Chronicler: Ethelwulf Kildare, Earl Bless, 306b Morningside Drive, Bloomingdale IL 60108, 630.351.5802, ebless@aol.com

Minister of Children: (need replacement)

Note: Shire policy dictates that officers change every two years unless there is no successor in line. If you are interested in a position, contact the Seneschal who will inform the current officer. Final decisions regarding officer changes is up to the current officer and the Seneschal.

Earl R. Bless
306 B. Morningside Dr.
Bloomington, IL 60108