



Grapevine

Pictures of Border War XVII



↑ A corner of the feast hall. Sunday's Rapier Tourney ↓



One of the Market Stalls

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Trivia: the Myth

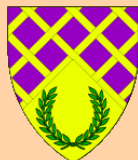
Part 8 of 'The Bad Old Days': Tomatoes

Those with money had plates made of pewter. Food with high acid content caused some of the lead to leach into the food, causing lead poisoning and death. This happened most often with tomatoes, so tomatoes were considered poisonous.

[See page 4 for The Facts](#)

The market tucked in between the dorms and the camping areas.





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Behind the scenes

Bordescros Central Monthly Tourney & Feast

LOCATION: Albury Wodonga Sport Fishing Club,
Hinckler Drive (via Lockheed Dr, off
Borella Road), ALBURY 2640

WHEN: 3rd Saturday each month: start at 2:00 pm

COST: Adult Members \$8
Minor Members FREE
All Non-Members (adult or minor) add \$5 Insurance
First event \$5 (Insurance Only)

SCA YEARLY MEMBERSHIP

\$30.00 p.a. until April 30th 2015

\$35.00 p.a. from May 1 2015 (AS 50)

There are 2 main rules:

- 1 You must wear an attempt at pre-17th century clothing.
- 2 Show courtesy to all.

WHAT TO WEAR: An attempt at Medieval Garb (pre-1600). We have loaner garb you can borrow, contact club president Thomasina on drumheller@iprimus.com.au
For clothing ideas:
<http://lochac.sca.org/riverhaven/BeginnersGarb.html>

WHAT TO BRING: For the pot-luck feast bring a dish of some Medieval-style food to share – enough for 6 – 10

people, for e.g. A cooked chook, a cheese plate, a cob loaf

For recipe ideas:

<http://www.loggiaserena.com/SCACookingPages/SCAFood.htm>

WHERE TO FIND INFORMATION FOR NEWCOMERS:

1. Newcomer's Guide to the SCA:

<http://www.sca.org/officers/chatelain/newcomers.html#guides>

2. Stefan's Florilegium: A site with information about all sorts of medieval subjects

<http://www.florilegium.org> This site is from chat lists, needs to be trawled through

3. The SCA Lochac site:

<http://lochac.sca.org/lochac/> or the site map:
<http://lochac.sca.org/lochac/sitemap.html>

4. Interactive demo for newcomers:

<http://demo.scapage.com/demo/from>

5. here is a sample article from the Known World Handbook:

SHIRE MONTHLY SCHEDULE

1 st Saturday When advised	LC	Loch Corbie Tourney & Feast tba via Facebook https://www.facebook.com/bordescros.sca
2 nd Sunday 12 pm	BCC	A&S #AWSFC, off Borella Rd, Albury
Monday after the 2 nd Sunday 7:30 pm	SKYPE	Business Meeting Thurgoona Street, Albury
3 rd Saturday 2 pm	BCC	Bordescros Central Monthly Feast #AWSFC, off Borella Rd, Albury
Extra A&S / Fighter Practices to be advised when organised.		

LC = Wagga Wagga BCC = Albury-Wodonga

Contacts

Thomasina Coke drumheller@iprimus.com.au

^ James Douglas paul.willis@exemail.com.au

contributions

Production date is as close to the 1st of the month as I can manage. Contribution deadline is the 3rd Saturday of the month prior to publication. For example, information for July Grapevine should be sent, given or emailed to the editor by the 3rd Saturday of June. The editor reserves the right to delay any copy received after the deadline.

Chronicler's Corner

I have been chronicler for almost 3 years now and my term of office should have been up last October. So I am stepping down as Chronicler and hoping someone else will volunteer for this position.

The ad later in the Grapevine has the details - it is a position you can do at home, all you need are basic computer skills.

Yours in Service,
Lowry ferch Gwynwynwyn ap Llewelyn, GoA



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Meeting Agenda:

- ❖ Officer Reports
- ❖ Bash themes & events to be held during AS 50
- ❖ Border War
- ❖ Please advise any other business

Lady Thomasina Coke drumbheller@iprimus.com.au

Positions Vacant

How can you assist the Shire to grow and flourish?

Taking up an office is one way you can assist, and in many cases does not take much effort.

If you are interested, speak to Lady Thomasina, our Seneschal, or the current office bearer. We are all happy to assist you to apply to the Kingdom officer and to settle into your chosen role.



Chirurgeon - Ensures that First Aid is available at events. (Needs mundane quals)



Chronicler - Newsletter Editor/Secretary



Constable Maintains event paperwork and signs-in event attendees



Hospitaller - Assists newcomers with garb and introductions to the SCA.



Lists - score keeper



Webminister - Maintains website and keeps content up-to-date.

Did you know you can have up to 6 names OR pieces of armoury?

So, for example, you could have 2 personae each with their own arms plus a household with its own arms.

For meeting minutes and old copies of the Grapevine go to the group web page at

Minutes:

<http://bordescros.lochac.sca.org/officers/minutes/>

Webpage:

Trivia The Facts

The Facts:

Pewter was used for plates, drinking vessels and other tableware in the Middle Ages, but not exclusively. Wealthier folk used silver or gold for special occasions, and wooden plates evolved in the later Middle Ages.

It was quite true that the lead content (about 30% at most¹) of pewter plates would leach out upon contact with acidic foods. However, lead poisoning is not a quick process, but is a slow accumulation of toxins over time,² and its effects would not have been associated with any one particular food.

Furthermore, the tomato -- which originated in South America and was evidently cultivated in Mexico long before the arrival of Europeans -- did not make an appearance in any European cuisine until it came to Spain in the early 16th century. The Spanish and Italian peoples adopted it wholeheartedly into many recipes, and there are no known instances of any claims in either region that the fruit was poisonous.

However, in northern Europe, tomato plants remained purely decorative, and they were rarely seen in Britain at all in the sixteenth century. There was a belief that the plant was poisonous, due in part to its resemblance to belladonna and deadly nightshade. As a member of the nightshade family, the tomato plant's roots and leaves contain the neurotoxin solanine, and thus are indeed poisonous.³ This may explain the northern Europeans' reluctance to use its fruit, as well as the lack of enthusiasm on the part of the English to experiment with it.

Notes

1. "pewter" Encyclopædia Britannica
<<http://www.britannica.com/eb/article?eu=61038>>
2. "lead poisoning" Encyclopædia Britannica
<http://www.britannica.com/eb/article?eu=48604>
3. "tomato" Encyclopædia Britannica
<http://www.britannica.com/eb/article?eu=74730>
[All Accessed April 4, 2002].



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Border War XVII – Azincourt Anniversary Report

This February just passed, AS 49, was themed to honour the 600th anniversary of the Battle of Azincourt, which occurred on 25 October 1415 – St Crispin & St Crispian's Day.

Event Information and Who's Who at Border War:

Group:	Shire of Bordescros
Date:	Friday 20/02/2015 to Sunday 22/02/2015
Venue:	Camp Kurrajong, Oura Rd, WAGGA, NSW 2650
Approving Seneschal:	TH Lady Thomasina Coke
Steward:	TH Lady Lowry ferch Gwenwynwyn ap Llewelyn
Deputy Steward & Royal Liaison:	Banmaighster Cairistiona inghean Raghnaill
Kitchen Steward:	TH Lady Thomasina Coke
Marshal-in-Charge:	Baron Iames Douglas
Marshal – Rapier:	Don Owain ap Cantor
Marshal – Archery:	Lord Rioghan of Saarlands
Constable-in-Charge:	None – position filled by Deputy Steward
Herald-in-Charge:	Lord Gunther Boese
Chirurgion-in-Charge:	None – position filled by Kingdom Deputy Chirurgion assisted by Lady Isolda Deye (Anastasia Jubb)
Arts & Sciences:	Banmaighster Cairistiona inghean Raghnaill
Minister for Children:	TH Lady Lowry ferch Gwenwynwyn ap Llewelyn
Market Co-ordinator:	TH Lady Lowry ferch Gwenwynwyn ap Llewelyn

This year we had War on Saturday morning and pick ups in the afternoon, Rapier collegia all day Saturday and a several archery activities. There were also A&S activities and children's activities organised. many of the children were more interested in the fighting and getting into archery to actually make tenez balls... or they took longer to make than expected, so the Tenez (tennis) tourney didn't happen. The Boffer Bomb Battle was held in two parts both Saturday afternoon and again on Sunday morning for the children who were having a nap on the Saturday. The toddlers were fortunate enough to also have an Oasis from Suffering and were able to have a splash in the pools provided. On the Sunday morning we had three tourneys: Rapier, Archery & Heavy.

We also continued the War Points as we have done in previous years and a very nice War Chest was divided by the winning War Band.

How War bands could win War Points:

War Bands could be up to 12 people - and points were awarded for almost everything that happened.

One point for each person entering the War (including 1 each for banner bearers and water carriers, if listed as part of the team)

Extra points awarded to each War Band on the winning side of each scenario (with a total of 6 scenarios)
- 5 points for 1st, 3 points for 2nd, 1 point for 3rd place;

Also one point for entry and 5 points for 1st, 3 points for 2nd, 1 point for 3rd place in:



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- * the 4 A&S competitions - only the brewing one had any entries (!)
 - * the Gwynfor Llwd Memorial 'Mouth from the South' Bardic Competition
 - * the target archery
 - * the archery golf... which sounds like fun and I'm sorry I missed seeing it
 - * each of the 3 tourneys on the Sunday: Combat Archery; Rapier & Heavy
 - * the Boffer Bomb Battle ended up being run in a very disorganised manner as a free-for-all-melee without sides, so no points were awarded... but next year, it **WILL** be included...
- ... and only one person actually finished making their period 'tenez' ball so no game was played that could be scored.

SCORES:

The highest score was 43 and the lowest 10 and a half... however that War band was only at the event on Saturday and only had a 4 or 5 person War band... so actually did remarkably well.

RAVNING	43.5
STORMHOLD	38.5
ROYAL GUARD	33.5
PHOENIX RISE	26.5
BORDESCROS	22.0
POLITARCHOPOLIS	17.5
INNILGARD	10.5

Highest individual scores were
Gilligan 13; Duchess Liadan 11; Elward 8

TOURNEYS

ARCHERY: blue tassel

1st	Lord Gilligan O'Tomelty
2nd	Lord Ranif Pallessen
3rd	Lady Indrani Ma

HEAVY: red tassel

1st	Lord Gilbert Purchase
2nd	Duke Niall inn Orkneyskii
3rd TIE:	Adam the Renegade - and Sir ThorolfR Brattason

RAPIER: gold tassel

1st	Duchess Liadan inghen Eheradaig
2nd	Owen of Torlyon
3rd	Don Owain Cantor ap Hughe

COMPETITIONS

ARTS & SCIENCES: purple tassel

1st	THL Thomasina Coke
2nd	Lady Bethony Gaitskell
3rd	Lady Bethony Gaitskell

GWYNFOR LWYD MEMORIAL 'Mouth from the South' BARDIC CHALLENGE: a specially made favour embroidered with Baron Master Gwynfor's arms and with a purple, green & gold tassel (BC colours) attached

1st:	Mistress Miriam Galbraith
2nd:	Duchess Liadan inghen Eheradaig
3rd:	Lord Gilligan O'Tomelty

THANKS:

As steward I would like to thank the following people: **My stewarding team**, because one can't run an event like this on one's own:

Banmaighster Cairistiona (Deputy Steward / A&S) for organising A&S before hand; then being 'on duty' all weekend... on the sign in desk, helping with food prep, judging A&S, decorating the feast hall and bump out.

TH(!) Lady Thomasina (feast steward) for making the archery butts, award tassels etc and organising the weekend's



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food before the event and managing the kitchen so well that no one was stuck inside working all the time and there was plentiful food, with minimal left overs and bump out.

Baron James Douglas for making tokens and doing the carpentry for the archery butts before the event, then bumping in our equipment, setting up the war field, cooking breakfasts, marshalling and generally running the war side of things and bump out.

Baroness Mathilda de Lilleburne (Reeve) for managing the money side, food purchase and transport, assisting in the kitchen for both lunches, and general gopher (picking up things needed from town etc) and bump out.

Lord Gunther Boese for organising heraldry for the weekend and general gophering, assisting where ever needed and bump out.

Lady(!) Isolda Deye (Acting Chirurgeon) for updating our antique first aid kit, and assisting the Kingdom Deputy Chirurgeon at the event.

Alex and Artis, new come to the Shire and already an asset!! Arrived early Friday and helped with bump in then didn't stop helping all weekend - from stocking the loos with toilet paper, to hanging out washing, decorating the feast hall, fetching chairs for older members, they were at the beck and call of the rest of the Shire it seemed ... if help was needed they were there.

Finally, within the Shire, Lady Arnora for her handiwork making the award for the Bardic Challenge, although not attending herself.

I also need to thank some from outside the Shire whose assistance was invaluable:

Baroness Nicolette Dufay, who helped run the sign in table, ran the lists and counted War Band points for the war and 2 of the 3 tourneys, judged the A&S competitions and general support - as well as running her aromatherapy and massage stall!!!

Rioghan of Saarland (Archery) for marshalling all the archery events and running the Combat Archery Tourney single handed.

Don Owain Cantor ap Hughe (Rapier) for organising all the rapier events of the weekend and marshalling the tourney.

Baroness Nimue who arrived early Friday and assisted with directing campers to their sites, MCed the Gwynfor Llwd Memorial 'Mouth from the South' Bardic Challenge.

To all those who ran collegia, who entered the competitions, fought the tourneys and war, had market stalls, who offered help or just did things they saw needed doing and didn't wait to be asked -- a huge thank you.

Thanks also to our great emperor, Kinggiyaddai Khagan for gracing us with his presence and to all you who attended... because without you there would be no war. --

Lowry



Camping area at Border War XVII

So you want to be a Chronicler? or break into journalism?

Currently, in Bordescros, we produce:

1 Grapevine each quarter

1 Broadsheet each month

Chronicler also takes minutes of the meeting, once a month.

These are all posted on to the group webpage.

Finally, Chronicler reports to Kingdom Chronicler quarterly – or just send the newsletter each time you publish it.



Officer's reports:

online at

<http://bordescros.lochac.sca.org/officers/minutes/>

Upcoming Arts & Sciences



A&S Sundays are still going well.

A&S website: <http://artsandsciences.lochac.sca.org/>

Yours in Service,

Lady Thomasina Coke.

A&S is held on the second Sunday of each month
at Albury Wodonga Fishing Club
from 1:00 – 4 pm.



2015

May Crown L (2015) hosted by Ildhafn (Auckland)

- *Clothing - non European
- *Pottery or Glasswork (Making of)
- *Leatherwork

Midwinter L (2015) hosted by Cairn Fell (Ballarat)

- *Poetry - Original work in Period style
- *Lace - any type of lace or items to help make lace
- *Animal Accoutrements - Barding, leashes, collars, etc

November Crown L (2015) hosted by Dismal Fogs (Katoomba)

- *Beadwork
- *Medicine - A medically related item or research on an historical medical topic
- *Bookbinding/Paper-craft - Making books or paper

Duenna Catalina de Gata,
KMOAS, Lochac



The 10 Ideals of the Society for Creative Anachronism

1. Treat your inferiors in rank, knowledge, or experience in the society as if they were your equals; treat your equals as if they were your superiors; treat officers as representatives of their Majesties; and treat the King and Queen with the respect due your sovereigns.
2. Use medieval forms of address and speak with courtesy.
3. Be faithful to your word and your company.
4. Show honour to all, regardless of their person.
5. Strive to be worthy of that honour.
6. Touch no one's goods unasked; give and receive with grace.
7. Be gentle to the stranger, and lead them graciously.
8. Let your combat be without anger, and let the slain tell if they be slain.
9. Learn the reason for things said and done before raising your voice in anger or bitterness.
10. Honour the presence of your King and Queen, and pay them due reverence.



Sage Eggs:

An Anglo-Saeson recipe (c. 800 AD)

Ingredients:

- 3 tablespoons butter or olive oil
- 8 large eggs beaten
- ½ cup pouring cream
- ½ teaspoon dry sage leaves (use a bit more if fresh)
- ¼ teaspoon salt
- ¼ teaspoon ground black pepper

Method:

1. Heat oil/butter in a frying pan.
2. Mix remaining ingredients into the pan.
3. Cook, stirring to prevent it sticking.

From: Savelli, M. (2002). Tastes of Anglo-Saxon England.
Hockwold-cum-Wilton:Anglo-Saxon Books



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Band of Brothers speech by William Shakespeare – rewritten for Border War XVII

by Mistress Margie of Glenmore

O that we now had here
But one ten thousand of those men in Lochac
That do no work to-day!

What's he that wishes so?

No, my fair cousin;
If we are mark'd to die, we are enough
To do our country loss; and if to live,
The fewer men, the greater share of honour.

God's will! I pray thee, wish not one man more.

By Jove, I am not covetous for gold,
Nor care I who doth feed upon my cost;
It yearns me not if men my garments wear;
Such outward things dwell not in my desires.

But if it be a sin to covet honour,
I am the most offending soul alive.

No, faith, my coz, wish not a man from Lochac.

God's peace! I would not lose so great an honour
As one man more methinks would share from me
For the best hope I have. O, do not wish one more!

Rather proclaim it mightily through my host,
That he which hath no stomach to this fight,
Let him depart; his passport shall be made,
And crowns for convoy put into his purse;

We would not die in that man's company
That fears his fellowship to die with us.

This day is call'd the day of Border War.
He that outlives this day, and comes safe home,
Will stand a tip-toe when this day is nam'd,
And rouse him at the name of Border War.

He that shall live this day, and see old age,
Will yearly on the vigil feast his neighbours,
And say 'February is Border War.'

Then will he strip his sleeve and show his scars,
And say 'These wounds I had at Bordescros.'

Old men forget; yet all shall be forgot,
But he'll remember, with advantages,
What feats he did that day. Then shall our names,
Familiar in his mouth as household words-
Rioghan of Saarlands, Stuf and Eliza,
Stanley and Margie, Tony and Ludovicus-
Be in their flowing cups freshly rememb'red.

This story shall the good man teach his son;
And Border War shall ne'er go by,
From this day to the ending of the world,
But we in it shall be remembered-
We few, we happy few, we band of brothers;
For he to-day that sheds his blood with me
Shall be my brother;
And gentlemen in Lochac now-a-bed
Shall think themselves accurs'd they were not here,
And hold their manhoods cheap whiles any speaks
That fought with us upon these fields at Bordescros."

Interesting Sites:

Heraldry:

Here is a link to an article that shows
naming patterns for different cultures
during the medieval period:

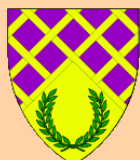
<http://heraldry.sca.org/sena.html#AppendixA>

Very useful if you are just starting out.



A view of the Combat Archery Tourney
Sunday morning at Border War XVII

View picture RIGHT at 200% & see the arrow!



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Tarocchi - A Basic Primer

by The Hon. Lady Lowry ferch Gwynwynwyn ap Lewelyn

Tarocchi is a card game that began to be played in what is now Italy during the 1500s. The oldest version of the game appears to be Tarocchi Bolognesi, or Ottocento. There are other Italian versions and a French version of the game which is still played today. It is that French version that we learned at May A&S.

There are 78 cards in four suits: Swords (Spades); Cups (Hearts); Staves (Clubs); Coins (Diamonds). Aces are low so cards count from Ace, 2, 3... to 10 then the face cards in the following order: Page, Knight, Queen (Dame), King (Roi).

Next, there is an extra suit called Trumps: there are 22 trumps (atout) numbered from 0 to 21. Three of these trumps are treated differently, these are called bouts.

Petit: 1 of trumps
: 21 of trumps
Excuse: 0 or the FOOL

Value of the Cards:

"In each hand, the taker (le preneur) plays alone against the other three in partnership.

The taker's objective is to win tricks to accumulate enough card points to win the hand."

BOUTS: 21; 1; 0	4.5
KING (Roi)	4.5
QUEEN (Dame)	3.5
KNIGHT	2.5
PAGE (Jack)	1.5
OTHER CARDS	0.5

"It's easiest to count them in pairs, grouping each court card or bout with a 0.5 point card - so for example

a queen and a pip card together are worth 4 points. The total of the card points is 91."

The Deal

The whole game is played Counter-Clockwise. First dealer is chosen at random. Player opposite dealer shuffles, player to dealer's left cuts. Each player is dealt 18 cards in packets of 3. Throughout the deal, 6 cards are dealt singly to the 'Chien' (means dog is the same as the kitty). First 3 and last 3 cannot go to chien.

Note: If a player is dealt 1 of trumps and no other trumps the hand is cancelled and re-dealt by the next dealer.

Players check their hands for bouts.

- With 3 bouts the taker needs at least 36 card points to win;
- With 2 bouts the taker needs at least 41 card points to win;
- With 1 bout the taker needs at least 51 card points to win;
- With 0 bouts the taker needs at least 56 card points to win.

Bidding

Start with player at dealer's right then going counter-clockwise each player bids once or passes. If all players pass, the hand is thrown in and re-dealt.

- Petite (small) or PRISE:

You can use the chien cards to improve your hand - discard an equal number of cards so that you start play with 18 cards.

- GARDE (guard):

Same as PRISE but outranks it in bidding.

- GARDE SANS LE CHIEN (guard without the kitty):

No one looks at the chien but the card points count in the taker's tricks.

- GARDE CONTRE LE CHIEN (guard against the kitty):

No one looks at the chien but the card points count in the taker's opponent's tricks.

"In Petite/Prise or Garde, the taker turns the six cards of the chien face up for all to see and then takes them into his hand. He then discards face down any six cards which must not include trumps, kings or the excuse. In the (very rare) case that the taker can't obey this rule, he can discard trumps (but never bouts); any trumps discarded must be shown to the other players. The cards discarded by the taker count as part of his tricks."

The Play

Player to the dealer's right leads to the first trick. Play is as for any trick taking game. Players must follow suit if they have a card in that suit. If not, players MUST play a trump. If trumps are led players must, of course, follow suit playing a trump if they have one.

"There is a further restriction: whenever you have to play a trump (either because trumps were led or because you have no cards of the suit which was led), you **must** if possible play a trump which is higher than the highest trump so far played to the trick. If you are unable to do this, you are free to play any trump, but you must still play a trump, even though you cannot win the trick with it." cont....



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Playing the excuse

"The excuse is an exception to the above rules. If you hold the excuse you may play it to any trick you choose - irrespective of what was led and whether you have that suit or not. With one rare exception (see below), the excuse can never win the trick - the trick is won as usual by the highest trump, or in the absence of trumps by the highest card of the suit led.

It is legal to lead the excuse, and in this case the second player to the trick can play any card, and this second card defines what suit must be followed.

Provided that the excuse is played before the last trick, the team that played the excuse keeps it in their trick pile, even though they may have lost the trick to which it was played. If the trick is in fact won by the opponents of the player of the excuse, the trick will be one card short; to compensate for this, the team that played the excuse must transfer one card from their trick pile to the winners of the trick. This will be a 0.5 point card; if they do not yet have such a card in their tricks, they can wait until they take a trick containing a 0.5 point card and transfer it then.

If the excuse is played in the last trick, the excuse is taken by the team who wins the trick...

There is just one extremely rare case in which the excuse can win a trick - if one team has won EVERY TRICK except the last one - and then leads the excuse to the last trick, then the excuse wins." [emphasis added]

Scoring

At the end **TAKER** (le preneur) counts up his/her card points; the opponents pool their tricks and count their card points.

Now the taker adds the card points from the chien to his/her tricks unless the winning bid was 'Garde CONTRE le chien', in which case the opponents add them to their tricks. Next, add in any bonuses.

- **POIGNEE**: if a player has 10 or more trumps bonus points are:
SINGLE 10 trumps = 20 points
DOUBLE 13 trumps = 30 points
TRIPLE 15 trumps = 40 points
(to declare a poignee the player must show the correct number of trumps just before playing to the first trick... if you show the excuse you must not have any hidden trumps... this bonus counts to the team that wins the hand, so if you declare poignee and lose the winning team scores the extra points!!)
- **PETIT A BOUT**: if 1 of trumps is played in the last trick, the team that takes that trick wins a 10 point bonus.
- **CHELEM (SLAM)**: is a bonus for taking ALL tricks.
ANNONCE: 400 if won -200 if fail
NON ANNONCE: 200 points

Note on Poignée

Whatever the number of players, you can remember the minimum number of trumps needed for a Poignée as follows: you have a Poignée if more than half of the cards in your hand are trumps.

You can play Tarocchi with 3 or 5 players. I will explain how that works in a later newsletter.

To me, this game feels like a cross between bridge and canasta... bidding as in bridge and weird scoring as in canasta!

Enjoy playing this interesting trick taking game.

All quotes taken from:
<http://www.pagat.com/tarot/frtarot.html>

Tarot for Two Players

"The game is basically the same as for four players, but each player has 21 cards in hand plus 18 more on the table in six piles of three, each pile having the top card face up.

The deal is as follows: three cards one by one to your opponent, face down, side by side; then three cards to yourself, similarly; then three more to your opponent alongside the first three cards and three more to yourself. At this point there is a row of six cards face down in front of each player. Now repeat the process, dealing the new cards on top of the old ones, so that each player has six face-down piles of two cards. Then do the same again, but dealing the cards face up on top of the piles, so that each player has six piles of three cards with a face up card on top. The remaining cards are dealt out three at a time to the two players, so that each has a hand of 21 cards.

There is no bidding. The non-dealer leads, and the play continues under the usual rules - i.e. you must follow suit and trump if void, and when a trump is led it must be beaten if possible. The face-up cards on your piles can be played to tricks as though they were part of your hand. At the end of each trick, if you have played from a pile you turn the next card of that pile face up. At the end of the play, when both players have played all the cards from their hands and their piles, the winner is determined using the usual targets - for example if you have two bouts and your opponent has one, you win if you have 41 or more points and your opponent needs 51 or more to win. If you want to keep score, the winner gets 25 points plus one for each card point the winner has in excess of the target. If the *petit* is played to the last trick, the winner of the trick scores an extra 10 for *petit au bout*. There is no score for *poignée*." [Modern]



Grapevine

A Page 4 Pages

Tom's Story. CHAPTER 6.

Previously, Tom found a dead body in the stream. The villagers took the body to the church so cause of death could be established and burial organised.

Next morning Da woke with a high fever. Mam sent Tom to fetch the village herbalist...

Back at the cottage, Dafy was screaming and banging his spoon on the table and Mam was trying to make Da lie down. Da was sitting up, thrashing around and muttering. It was all Mam could do to keep him in the bed.

Goody Hannah put her basket on the table, and looked around.

"Tom, put wood on the fire, and water in the kettle. Now Alys you see to your baby and I'll see to your man."

"Oh Goody, I dosed him with my herb tea, but he's just getting worse and worse. I don't know what else I can do." Mam pushed the hair off her forehead with the back of her hand.

"What's ailing your little one? Why is he crying?" Hannah asked, as she pushed Da flat on the bed and wiped his face and chest with the wet cloth. She was old, but she was strong.

Mam looked at Dafy, "I think he's hungry. Oh Tommy, you must be hungry too. You've neither of you had breakfast." She got some bowls and tore up some bread to make bread and milk.

"I don't feel hungry", Tommy said.

"You've got to eat Tommy," said Mam, "I can't manage if you get sick too."

Tommy frowned and pushed his chin out, "Then you'd better eat some breakfast too" he said pugnaciously. Mam shook her head, but Goody Hannah spoke up, "The lad's right. Eat something while you've got the chance."

Tom was trying to watch Goody while he was eating. She'd gone across to the kettle and was crumbling something into the steaming water. She poured some into a bowl and carried it across to the bed. She put the bowl on the window ledge and started crooning a soft song as she bathed Da once again. The singing seemed to calm him. After a little while she took up the bowl and spooned some of the liquid between Da's lips. He choked a bit, and then swallowed.

"There's a good lad," she crooned and spooned in a little more.

After a few minutes Da relaxed, and seemed to sleep. Goody Hannah came across to the table. She asked Mam if there was more of the bread and milk. So Mam made up some more, and Goody Hannah ate breakfast as well.



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"I've given him a little poppy juice tea," she said. "I can't give him too much of it or he'll die. But while he's quiet, we'll make him the medicine he needs. And you can have a bit of a rest lassie. You'll likely be on your feet all day and most of the night with him once the poppy juice wears off."

Mam nodded, "Do you think he'll get better Goody?" she whispered the question. Tom held his breath, squeezed his eyes shut and waited for the answer.

"That's not for me, but for God to decide," Goody Hannah said briskly, making the sign of the cross, "but as the Lord helps those who help themselves, I suggest we start compounding that medicine."



Tommy untied Dafyd and taking his hand led him outside. The ducks and geese set up a racket, quacking and honking. He led Dafy over to the feed bins and carefully measured some grain into a bucket, "Come on Dafy, help me feed the birdies".

While Mam and Goody were busy he'd have to try to do all he could to help. He couldn't do much, but at least he could keep Dafy busy and out of the way. So after they fed the poultry, he took Dafy out into the garden, and gave him a stick to help dig up the earth ready for planting. Tom tried to dig it with the spade, but the spade was too big.

Just then, Rhys ap Owen came into the croft from out in the lane. "Tommy, where is your Da? 'Tis not like him to be late to the field."

Tommy gulped, "Me Da is sick, and I've been to fetch Goody Hannah, and I've just now come out with Dafy. I forgot about work, but I'm not playing, really I'm not. I'm keepin' Dafy out of me Mam's way." He felt guilty.

"Your Da is sick?" Rhys ap Owen queried, "What sort of sick?"

"He's sweaty but he's shiverin' and he looks pale like pastry," Tom went across to Rhys, and caught hold of his hand.

"You will not punish him will you, he can not help being sick."

Rhys shook his head "No, I'll not punish him," Then he frowned, "Is Goody Hannah still with your Mam?"

"Aye, she is"

"Then I'll go in and we'll sort out what's to do until your father is better," he ruffled Dafyd's hair, winked at Tom and went into the house.

NOTE: Dafyd is pronounced David, so Dafy is Davy... both names have a soft a.



Grapevine

Have you ever asked: What happens when I submit a name or arms to the College of Heraldry?

A Guide to the Heraldic Submissions Process

by Dmitrii Volkovich, Pale Herald
©1996, 1997 John Polzinetti (Dmitrii Volkovich)

This article is not intended to be a description of how to send in a submission, but to describe what happens to submissions, and why the process takes the amount of time it does. It was written specifically for the submissions process as it works in the Middle Kingdom, but I have tried to make it as generic as possible.

It currently takes between 5-9 months (depending on exactly how your Kingdom handles the submissions, and some timing factors) between the time you give your submission to your local herald, and the time the Laurel Sovereign of Arms registers it. (Assuming that it doesn't get returned, or that there isn't some other procedural problem with the submission - considering that well over half of all submissions get registered the first time through - we're going to look at that process). Here are the steps the submission goes through:

1. You give the submission to your local herald. In many Kingdoms, people can send their submissions directly to a Kingdom Herald to be processed, but most people work with their group's herald first. The local officer can help out by making sure that there are enough copies, that the check [cheque] is made out for the right amount, and things like that. Many local officers can also give advice about the design, or do some preliminary conflict checking. Once the local officer is done with the

submission, it will be mailed to the appropriate Kingdom officer for further processing.

(Optional step - Only for Kingdoms with an internal submissions process) The internal submissions herald receives the submission, and after getting a month's worth of submissions he (or she) goes through them (to make sure there are enough copies of forms, the right amount of money, etc.) and writes up an "internal letter of intent" which is sent to commenting heralds in the kingdom. This letter will list each submission, and for each will tell what documentation was provided for the name, shows a black-and-white copy of the device and gives its description (blazon)...

The kingdom commenters are generally given about one month to comment (which involves conflict-checking as well as commenting on the style of names and devices), and then mail their comments to the external submissions herald.

2. The external submissions herald reads the commentary, returns the submissions that have problems and need more work, and sends the rest to the Laurel Sovereign of Arms and the College of Arms in an "external letter of intent" (similar to the one done internal submissions heralds, above).

3. The submissions are commented on by the College of Arms (senior heralds from each of the Kingdoms) for 3 months (they get longer because they are looking at submission from all Kingdoms, they also do the high-level research into names and period style), and Laurel holds a meeting every month to decide what gets accepted and what gets returned.

(Note: There is still one more step: the letter from your Kingdom informing you of the results of your

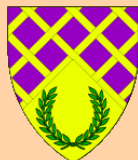
submission. However, the specifics on this vary from Kingdom to Kingdom; assume an extra 1-3 months for your Kingdom to notify you, depending on how they handle this).

I've pointed out this timetable in the past, and sometimes someone will identify two or three stages where, instead of handling something for a month, it could be one or two weeks. This is the point when I have to remind them that all these heralds are members of the SCA, like everybody else. They're volunteers here to have a good time, not paid professionals working on the submissions. They have real jobs and families that take time. They have SCA interests that also take time. While it is in theory possible for certain functions to be performed in less time, requiring it, month after month after month, is a sure way to burn out every volunteer the SCA can get.

By way of comparison, England's College of Arms is run by people who get paid for their work and don't have to consider names or questions of style, but still the SCA handles about as much armory in a month as they do in a year. We do it in half the time, and it costs our submitters less than one-hundredth as much.

Hopefully this gives you a better understanding of what happens to your submission once you give it to your herald. Remember that, although it may take several months to register, this will probably be the name and device you use for the rest of your time in the SCA.

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Upcoming Events

2015

June tba

Wagga Bash & Feast

Tba via Facebook

July 4,5

Midwinter Coronation












Cairn Fell (Ballarat, VIC)

August 7 - 9

Radburne War VIII

Rowany – Dubbo NSW

Regnum & Contacts

	Their Royal Majesties	Kinggiyadai Khaghan Altani Khalighu Yeke Khatun	Chamberlain: Katherine Rischer
	Their Royal Highnesses	Crown Prince Steffan Glaube Crown Princess Branwen verch Lewis ap Thomas	
All Kingdom Officers can be contacted via: http://lochac.sca.org/lochac/regnum/index.html			
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	Chirurgeon* First Aid Officer	Lady Isolda Deye Anastasia Jubb	tba
	List Officer	Vacant	
	Hospitaller	Vacant	



Bordescros A&S Entry Form

(to be completed by the Entrant and retained by the Bordescros A&S Officer)

SCA Name:															
Legal Name:															
Contact Details: (Address or Email)															
	State:								Postcode:						
Event:															
Date:							Entry No:								
Name of Competition:															
Time Frame &/or Location in Period															
Have you included Documentation with your entry?								YES		NO					
I agree to have a photo of this entry added to the Bordescros A&S Web Site								YES		NO					
I agree to have a photo of this entry and documentation published in Bordescros Grapevine								YES		NO					
INFORMATION FOR JUDGES:															
Is this your first attempt at this type of item / skill ?								YES		NO					
I would consider my experience level in this skill to be:															
Beginner			Intermediate			Advanced			Professional						
(A&S Officer, please check the Entrant's skill level is noted on the A&S Competition Judging Form).															
Signed:							Date:	/ /							