

their feet, but you rarely find it in a cat.) You stick them on your car's back window and you have Garfield looking like he is so terrified by your driving he has climbed a glass window to jump from a speeding car. Of course, there are now an entire menagerie of animals you can buy, all apparently suffering cardiac arrest and

THE MT VOID

Page 2

trying to claw their way through solid Libby-Owens.

Now the first hanging Garfield I saw, I admit I laughed at. Perhaps even the second one. It is a good joke the first or second time. The question is is how many people want to tell the same joke. You have maybe 500,000 or a million people spending five or ten dollars to tell someone else's joke. Surely one-millionth part of a joke isn't worth that much. Maybe not even of one of my jokes. Now if you really want a joke that will be all yours, pay me just \$50,000, I'll put suction cups on my hands and feet, and I I I stick myself to your window. And you'll have the only one. Boy, what status!

2. There will be no film festival on June 2.

Mark Leeper
MT 3E-433 957-5619
...mtgzz!leeper

Hugo Nominations
Provided by Chuq Von Rospach

Novel:

THE FORGE OF GOD, Greg Bear (Tor)
THE UPLIFT WAR, David Brin (Phantasia/Bantam-Spectra)
SEVENTH SON, Orson Scott Card (Tor)
WHEN GRAVITY FAILS, George Alec Effinger (Bantam-Spectra)
THE URTH OF THE NEW SUN, Gene Wolfe (Tor)

Novella:

"Eye for Eye," Orson Scott Card (IASFM, March)
"The Forest of Time," Michael Flynn (AMAZING, June)
"The Blind Geometer," Kim Stanley Robinson (IASFM, Aug)
"Mother Goddess of the World," Kim Stanley Robinson (IASFM, Oct)
"The Secret Sharer," Robert Silverberg (IASFM, Sep)

Novelette:

"Buffalo Gals Won't You Come Out Tonight," Ursula K. Le Guin
(F&SF, Oct)
"Dream Baby," Bruce McAllister (IN THE FIELD OF FIRE, Tor; IASFM, Oct)

"Rachel in Love," Pat Murphy (IASFM, Apr)
"Flowers of Edo," Bruce Sterling (IASFM, May)
"Dinosaurs," Walter Jon Williams (IASFM, Jun)

Short Story:

"Angel," Pat Cadigan (IASFM, May)
"The Faithful Companion at Forth," Karen Joy Fowler (IASFM, Jul)
"Cassandra's Photographs," Lisa Goldstein (IASFM, Aug)
"Night of the Cooters," Howard Waldrop (OMNI, Apr)
"Why I Left Harry's All-Night Hamburgers," Lawrence Watt-Evans
(IASFM, Jul)
"Forever Yours, Anna," Kate Wilhelm (Omni, Jul)

Editors:

Ed Ferman, F&SF
Stan Schmidt, ANALOG
Gardner Dozois, IASFM
Dave Hartwell, Arbor House
Bryan Thompson, (????)

Pro Artist:

Mike Whelan
J.K. Potter
David Cherry
Bob Eagleton
Tom Kidd
Don Maitz

Other Forms:

WATCHMEN (DC)
I, ROBOT, Harlan Ellison (Screenplay, IASFM)
CULTURE MADE STUPID
WILD CARDS series
THE ESSENTIAL ELLISON

Hugo Nominations

May 19, 1988

Page 2

Non-Fiction:

Anatomy of Wonder, 3rd Edition (Bowker)
SF/Fantasy/Horror 1988, C. Brown, ed. (Locus Press)
Imaginations: The work of David Cherry, Cherry (Starblaze)
The Battle of Brazil, Matthews (Crown)
Whelen Works of Wonder, Whelan (Del Rey)

Best Dramatic Presentation:

PREDATOR
PRINCESS BRIDE

ROBOCOP
WITCHES OF EASTWICK
STAR TREK IV: THE VOYAGE HOME

Fan Artist:

Brad Foster
Steve Fox
Teddy Harvia
Mike Insignia
Taral Wayne
Diana Gallager Woo

Best Semi-Prozine:

ABORIGINAL SF
INTERZONE
LOCUS
THRUST
SF CHRONICLE

Best Fanzine:

FILE 770
FOSFAX
LAN'S LANTERN
MAD 3 PARTY
TEXAS SF ENQUIRER

Best Fan Writer:

Mike Glycer
Arthur Hlavaty
Dave Langford
Guy H. Lillian III
Leslie Turek

John W. Campbell Award:

C.S Friedman
Loren MacGregor
Judith Moffett*
Rebecca Brown Ore*
Martha Soukup*

* last year of eligibility

SSSSTTTTAAAARRRR PPPRRRROOOODDDD
AAAIIIRRRR DDDAAAATTTTEEEE DDDAAAATTTTEEEE

NNNNUUUUMMMB BBB

FFFiiiiirrrrsssstttt SSSSeeeaaaasssoooooonnnn

0	The Cage	Pilot	unknown	1
1	The Man Trap	9/08/66	1513.1	6
2	Charlie X	9/15/66	1533.6	8
3	Where No Man Has Gone Before	9/22/66	1312.4	2
4	The Naked Time	9/29/66	1704.2	7
5	The Enemy Within	10/06/66	1672.1	5
6	Mudd's Women	10/13/66	1329.1	4
7	What Are Little Girls Made Of	10/20/66	2712.4	10
8	Miri	10/27/66	2713.5	12
9	Dagger Of The Mind	11/03/66	2715.1	11
10	The Corbomite Maneuver	11/10/66	1512.2	3
11	The Menagerie Pt 1	11/17/66	3012.4	16
12	The Menagerie Pt 2	11/24/66	16	
13	The Conscience Of The King	12/08/66	2817.6	13
14	Balance Of Terror	12/15/66	1709.1	9
15	Shore Leave	12/29/66	3025.3	17
16	The Galileo Seven	1/05/67	2821.5	14
17	The Squire Of Gothos	1/12/67	2124.5	18
18	Arena	1/19/67	3045.6	19
19	Tomorrow Is Yesterday	1/26/67	3113.2	21
20	Court-Martial	2/02/67	2947.3	15
21	The Return Of The Archons	2/09/67	3156.2	22
22	Space Seed	2/16/67	3141.9	24
23	A Taste Of Armageddon	2/23/67	3192.1	23
24	This Side Of Paradise	3/02/67	3417.3	25
25	The Devil In The Dark	3/09/67	3196.1	26
26	Errand Of Mercy	3/16/67	3198.4	27
27	The Alternative Factor	3/23/67	3087.6	20
28	The City On The Edge Of Forever	4/06/67	3134.0	28
29	Operation - Annihilate	4/13/67	3287.2	29

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30	Amok Time	9/15/67	3372.7	34
31	Who Morns For Adonais	9/22/67	3468.1	33
32	The Changeling	9/22/67	3451.9	37
33	Mirror, Mirror	10/06/67	Unknown	39
34	The Apple	10/13/67	3715.0	38
35	The Doomsday Machine	10/20/67	4202.9	35
36	Catspaw	10/27/67	3018.2	30
37	I, Mudd	11/03/67	4513.3	41
38	Metamorphosis	11/10/67	3219.4	31
39	Journey To Babel	11/17/67	3842.3	44
40	Friday's Child	12/01/67	3497.2	32
41	The Deadly Years	12/08/67	3478.2	40
42	Obsession	12/15/67	3619.2	42

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AAAIIIRRRR DDDAAAATTTTEEEE DDDAAAATTTTEEEE

NNNUUUUMMMBBB

43	Wolf In The Fold	12/22/67	3614.9	36
44	The Trouble With Tribbles	12/29/67	4523.3	42
45	The Gamesters Of Triskelion	1/05/68	3211.7	46
46	A Piece Of The Action	1/12/68	4598.0	49
47	The Immunity Syndrome	1/19/68	4307.1	48
48	A Private Little War	2/02/68	4211.4	45
49	Return To Tomorrow	2/09/68	4768.3	51
50	Patterns Of Force	2/16/68	2534.0	52
51	By Any Other Name	2/23/68	4657.5	50
52	The Omega Glory	3/01/68	unknown	54
53	The Ultimate Computer	3/08/68	4729.4	53
54	Bread And Circuses	3/15/68	4040.7	43
55	Assignment: Earth	3/29/68	unknown	55

TTTTThhhiiiiirrrrrddd SSSSeeeaaaasssoooooonnn

56	Spock's Brain	9/20/68	5431.4	61
57	The Enterprise Incident	9/27/68	5031.3	59
58	The Paradise Syndrome	10/04/68	4842.6	58
59	And The Children Shall Lead	10/11/68	5027.3	60
60	Is There No Truth In Beauty?	10/18/68	5630.7	62
61	Spectre Of The Gun	10/25/68	4385.3	56
62	Day Of The Dove	11/01/68	unknown	66
63	For The World Is Hollow And I Have Touched The Sky	11/08/68	5476.3	65
64	The Tholian Web	11/15/68	5693.4	64
65	Plato's Stepchildren	11/22/68	5784.0	67
66	Wink Of An Eye	11/29/68	5710.5	68
67	The Empath	12/06/68	5121.0	63
68	Elaan Of Troyius	12/20/68	4372.5	57
69	Whom Gods Destroy	1/03/69	5718.3	71
70	Let That Be Your Last Battlefield	1/10/69	5730.2	70
71	The Mark Of Gideon	1/17/69	5423.4	72
72	That Which Survives	1/24/69	unknown	69
73	The Lights Of Zetar	1/31/69	5725.3	73

74 Requim For Methuselah	2/14/69	5843.7	76
75 The Way To Eden	2/21/69	5832.3	75
76 The Cloudminders	2/28/69	5818.4	74
77 The Savage Curtain	3/07/69	5906.4	77
78 All Our Yesterdays	3/14/69	5943.7	78
79 Turnabout Intruder	6/03/69	5298.5	79

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AAAAnnniiiiimmmaaattttiiiiiooonnn

1. Yesteryear	9/15/73	5373.4	3A
2. One Of Our Planets Is Missing	9/22/73	5371.3	7A
3. The Lorelei Signal	9/29/73	5483.7	6A
4. More Tribbles, More Troubles	10/06/73	5392.4	1A
5. The Survivor	10/13/73	5143.3	5A
6. The Infinite Vulcan	10/20/73	5554.4	2A
7. The Magicks Of Megas-Tu	10/27/73	1254.4	9A
8. Once Upon A Planet	11/03/73	5591.2	14A
9. Mudd's Passion	11/10/73	4978.5	8A
10. The Terratin Incident	11/17/73	5577.3	15A
11. Time Trap	11/24/73	5267.2	10A
12. The Ambergris Element	12/01/73	5499.9	13A
13. Slaver Weapon	12/15/73	4187.3	11A
14. Beyond The Farthest Star	12/22/73	5521.3	4A
15. The Eye Of The Beholder	1/05/74	5501.2	16A
16. Jihad	1/13/74	5683.1	12A
17. The Pirates Of Orion	9/07/74	6334.1	19A
18. Bem	9/14/74	7403.6	17A
19. Practical Joker	9/21/74	3183.3	20A
20. Albatross	9/28/74	5275.6	18A

21. How Sharper Than A Serpent's Tooth 10/05/74 6063.4 21A
22. The Counter-Clock Incident 10/12/74 6770.3 22A

- 4 -

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AAAAIIIR R R RD D D DA A A AT T T TE E E E
D D D DA A A AT T T TE E E E N N N NU U U UM M M MB B B B
T T T Th h h he e e e N N N Ne e e ex x x xt t t t
G G G Ge e e en n n ne e e er r r ra a a at t t ti i i io o o on n n n

1. Encounter at Farpoint 9/26/87 41153.7 721
2. The Naked Now 10/03/87 41209.2 103
3. Code of Honor 10/10/87 41235.25 104
4. The Last Outpost 10/18/87 41386.4 107
5. Where No One Has Gone Before 10/24/87 41263.1 106
6. Lonely Among Us 10/31/87 41249.3 108

7. Justice	11/07/87	41255.6	109
8. The Battle	11/14/87	41723.9	110
9. Hide And Q	11/21/87	41590.5	111
10. Haven	11/28/87	41294.5	105
11. The Big Goodbye	1/10/88	41997.7	113
12. Datalore	1/17/88	41242.4	114
13. Angel One	1/24/88	41636.9	115
14. 11001001	1/31/88	41365.9	116
15. Too Short A Season	2/07/88	41309.5	112
16. When The Bough Breaks	2/15/88	41509.1	118
17. Home Soil	2/22/88	41463.9	117
18. Coming Of Age	3/14/88	41416.2	119
19. Heart of Glory	3/21/88	41503.7	120
20. The Arsenal of Freedom	4/11/88	41798.2	121
21. Symbiosis	4/16/88	unknown	123
22. Skin of Evil	4/23/88	41601.3	122
23. We'll Always Have Paris	4/30/88	41697.9	124
24. Conspiracy	5/07/88	41775.5	125
25. Neutral Zone	5/14/88	41986.0	126

M M M Mo o o ov v v vi i i ie e e es s s s

1. Star Trek: The Motion Picture	12/07/79	ST:TMP
2. Star Trek II: The Wrath Of Kahn	6/04/82	TWOK
3. Star Trek III: The Search For Spock	6/01/84	TSFS
4. Star Trek IV: The Voyage Home	11/23/86	TVH(?)

Reference: T T T Th h h he e e S S S St t t ta a a ar r r r
T T T Tr r r re e e ek k k k
C C C Co o o om m m mp p p pe e e en n n nd d d di i i iu u u um m m m by
Allan Asherman

Stardate format: csxxx.d
where c = least significant digit of century
s = season of production
xxx = number from 000 to 999 to proceed unevenly
d = day counter

Example: 41254.5

4 = 24th century
1 = 1st season
254 = random number
5 = day counter

The day counter does not indicate absolute days, BUT a progression thru a number of days, i.e. 41254.6 indicates that it is one day later than 41254.5.

Introduction to the Society for Creative Anachronism Comments by Siobhan Medhbh O'Roarke (Pat McGregor)

_ A_ g_ e_ s_ _ L_ i_ f_ e_ _ i_ n_ _ t_ h_ e_ _ C_ u_ r_ r_ e_ n_ t_ _ M_ i_ d_ d_ l_ e

SCA is the Society for Creative Anachronism, which is a group dedicated to recreating the Middle Ages in the present. Many groups meet weekly, and at these meetings we dance, talk, study, learn, revel, and make plans. But first, let's get a little bit of info about the SCA in general.

_ W_ h_ e_ r_ e_ _ d_ i_ d_ _ t_ h_ e_ _ S_ C_ A_ _ c_ o_ m_ e_ _ f_ r_ o_ m_?

The avowed purpose of the SCA is the study and recreation of the Middle Ages, its crafts, sciences, arts, traditions, literature, etc. The SCA "period" is defined to be 600 AD to 1600 AD. Under the aegis of the SCA we study dance, calligraphy, martial arts, cooking, metalwork, stained glass, costuming, literature...well, if they did it, somebody in the SCA does it (except die of the Plague!).

As you can probably guess, the thing that separates the SCA from a Humanities 101 class is the *active* participation in the learning process. To learn costuming, you design and build costumes. To learn SCA infantry fighting, you make armor, weapons, shields, etc., and put them on and go learn how it feels to wear them when somebody is swinging a (rattan) sword at you. To learn brewing, you make (and sample!) your own wines, meads and beers.

You will frequently hear a SCA person describe the SCA as recreating the Middle Ages "as they ought to have been." In some ways this is true -- we have few plagues, indoor plumbing, few peasants. In the dead of winter we have other things to eat than King's venison, salt pork and dried tubers.

The SCA was invented (? discovered? begun?) in 1966 in Berkeley, California by a group of Science Fiction and Fantasy fans who wanted a "theme" party. Following the party, a group got together to discuss the idea of a medieval re-creation and re-enactment group. (which has ended up being much like the Civil War, Revolutionary War or Buckskinning re-enactment groups that were beginning to form in the US.) In Britain Medieval and British Civil War recreation societies had existed for any number of years. The Californians incorporated as a non-profit educational society, started forming groups, and away they went.

Since 1966, the society has grown to include nearly 13,000 paying members in the US, Canada, Mexico, Great Britain, Germany, Italy, France, Korea, Okinawa, New Zealand, Australia and Greenland. Current demographic estimates indicate that for every dues-paying member there

are 4 non-subscribing members active in local groups.

SCA

May 27, 1988

Page 2

_ H _ o _ w _ i _ s _ t _ h _ e _ S _ C _ A _ O _ r _ g _ a _ n _ i _ z _ e _ d ?

The SCA is a feudal society. No democracies for us! The SCA "Knowne World" is divided into twelve Kingdoms, each with a King and Queen (who rule by right of arms), a Prince and Princess (heirs to the throne), and a council or Curia of Great Officers who handle the mundane, day to day details of running the kingdom.

A feudal society takes its form from the idea of honor and duty. A noble owes duty of service to his lord, a Baron or Knight. Knights owe in return the duty of protection from danger and food, money, etc. when times are bad.

On the next level up, the Knights owe fealty (the word that encompasses this idea of reciprocal responsibilities) to the King. In return for their service as good stewards of the land and readily available warriors, the King owes the Knights and barons protection, honor, and a return of money, food, etc in times of hardship. It is something like the idea of a Pyramid club, but the benefits are greater and the idea of personal honor and mutual responsibility, not profit, tie the structure together (or at least it did in Europe for nearly a thousand years).

In the SCA this structure underlies our Society, although not nearly as rigidly as in the medieval days. Our King, the head of our Kingdom and our liege lord, has fought for the right to bear the crown by fighting in a Crown Tourney for the right to make his Lady Queen. <In the case of female fighters, she has fought for the right to make her Lord King Consort.> In some Kingdoms, like the West (middle California), the King's word is law, and the people willingly obey his every whim. Of course, four months later there is a new King, with different ideas. Life can get interesting.

_ F _ i _ g _ h _ t _ i _ n _ g _ i _ n _ t _ h _ e _ S _ C _ A , _ o _ r _ W _ h _ y _ a _ r _ e
_ t _ h _ o _ s _ e _ p _ e _ o _ p _ l _ e _ h _ i _ t _ t _ i _ n _ g _ e _ a _ c _ h _ o _ t _ h _ e _ r ?

Fighting in the SCA evolved from what happened when two armed

knights were unhorsed and had to fight on the ground. It resembles nothing so much as medieval infantry fighting. There are two basic types of SCA fights: single combat, and group or team battles, known as melees. SCA fighting does have rules. The first, and most important rule, is that each and every fighter on the field has honor. The fighter keeps faith with his honor by accepting blows that would be killing or wounding (more about this a little later).

The second is like unto it; A fighter keeps faith with his brother fighters by acknowledging his opponent's word -- if he says it was light, it was light. Since we prefer that no one get hurt, SCA fighting is done with real armor (made with leather, metal, padding, kydex, etc) and rattan swords. Rattan is that bamboo-y stuff, only with a solid core, that furniture is made of. Rattan, surprisingly enough, is springy enough to absorb some of the force of the blow (although blows

SCA

May 27, 1988

Page 3

are *real solid*) and light enough to approximate a real steel sword. Swords are made by wrapping rattan staffs with strapping tape, covering them with duct tape (known as silver tape) for esthetic reasons, and attaching some sort of hilt or handle. Armor is much more complex -- some armor, being made of steel, rivets, leather, etc, can take more than 40 hours per piece of armor (for example, a armored "glove" with moving fingers and joints can take upwards of 75 hours to complete).

There are several essential and required pieces of armor -- helm, neck and cervical vertebrae protection, elbows and knees, kidneys, hands, groin. After that, most SCA fighters wear chest, leg, arm and forearm, and feet protection.

If a blow hits hard enough that a sword would have cloven mail, it is "good." Beginning fighters, as they are being trained, are taught blow calibrations. Fighters are trained, by the way. Aspiring fighters attend some months of fighter practices where they learn the rules and learn how to protect themselves on the field. After some time, they attempt to "authorize" -- they go before a panel of experienced fighters, fight a couple of rounds, and if the panel decides the fighter is safe (not good, you understand, but unlikely to hurt him or herself or an opponent) they are authorized to fight in Tournaments. This process (from starting to fight to being authorized) can take from a couple of months to a year or more.

Fighting brings us to *the Chivalry.* The Chivalry is a group of elite fighters -- those who have gotten very very good at fighting, and who at the same time have absorbed the concepts of Honor and Chivalry (they're basically good guys), have learned something of basic Heraldry, Chess, something about the Arts and Sciences, can behave well in public, and are generally good examples for people everywhere.

(The word Chivalry comes from the Old French *chevalerie* <related to the Spanish *caballeria*>, meaning horse-fighter, cavalry, "knight." It came to French and Spanish from Latin *caballerius*, horse rider. As only the wealthy could afford the horse and trappings of a mounted warrior, it became the province of the nobles to be mounted and fighters. Thus the elite status. The word has come down to us from a different route as *cavalry*. Oh, well!) <There are rank-equivalents to Knights in the Arts and Sciences, called "Laurels", and in the Services, called "Pelicans." I will discuss them later on!>

A King (if he is himself a Knight, and not all Kings are) can knight a fighter if he (or she) thinks the candidate is deserving. Usually the other Chivalry have agreed, or it doesn't happen. (If the King isn't a Knight, another member of the Chivalry can hold the sword with the King. Only a Knight can make a Knight.) The Knights swear personal fealty to the Crown. Since some people, for religious reasons, reasons of personal honor, etc, feel that swearing fealty is inappropriate for them, a branch of Chivalry has been created, called Masters, who do not have to swear fealty. Upon receiving the accolade

SCA

May 27, 1988

Page 4

of Knighthood, the candidate receives a Gold chain to wear about the neck, a white belt, and gold spurs. Some receive a *real* sword, as well.

W_ h_ y_ D_ o_ y_ o_ u_ a_ l_ l_ h_ a_ v_ e_ s_ u_ c_ h
_ f_ u_ n_ n_ y_ n_ a_ m_ e_ s?

Every person in the SCA picks a name to use in the Society. It could be something simple (George of Wardcliff) or something elaborate (Dughall Aislean nic mac Lathurna). Most people pick a time period in the SCA "period" (between 600 and 1600) and a country (any place that can documentably be proven to have had trade with western Europe during

the period), and choose a name from that. Some people just pick a name and forget about it; some have elaborate persona stories to go with their names.

Even our towns have new names. Lansing, MI, is Northwoods, Toronto is Septentria, Boston is Carolingia, the San Francisco bay area is the Principality of the Mists, etc.

Most folk in the SCA register their names and a heraldic device that they design to represent them. Also, later in their SCA careers, they may be given awards and rank, at which time their devices become "Arms" and they are most properly called "Lord" or "Lady So-and-So."

R_a_n_k_i_n_t_h_e_S_C_A,_o_r_H_o_w_C_o_m_e
S_h_e_i_s_W_e_a_r_i_n_g_a_C_r_o_w_n?

There are two sorts of peers in the SCA; Royal Peers and Peers. Royal Peers are folk who have worn the crown of a Kingdom or Principality at least once. Ex-Princes are Viscounts, Ex-Princesses Viscountesses, and from there it gets complex. Those who have been King or Queen once are Counts/Countesses. Those who have been King or Queen twice are Dukes/Duchesses. Those who have been King or Queen more than that are generally considered masochistic! (Small in-joke!) Seriously, there are many who have reigned at least three times, and in the West there is a legendary Duke who has been King eight times.

Other sorts of Peers are folk who, through dint of talent, hard work, and long effort, are recognized for their contributions and skills. We have already talked about the Knights. There are also the Laurels (Talented craftsmen and artists, recognized for having talents and being willing to teach and be gracious), and the Pelicans (generally skilled bureaucrats -- somebody *has* to do the hard paperwork of running a Kingdom with 3000 people in it, and some people keep working at this sort of task for years.). The Pelican was thought in medieval times to be the most self-sacrificing animal -- it was thought a Pelican would pierce her breast to allow her heart's blood to drip into the mouths of her offspring when food was short. Peers are made by the desire of the King and Queen in accordance with the recommendations of the rest of the order.

F_e_a_s_t_i_n_g,_D_a_n_c_i_n_g_a_n_d
M_e_r_r_y_m_a_k_i_n_g

One of the most interesting parts of the SCA is the Events -- the times when we put on our costumes, go out and dance those dances we've been practicing, flirt, eat, talk, and generally party. Events are held almost every weekend of the year somewhere in the country. Most groups hold at least one event per year; some larger groups will hold two or more.

At events there are often tourneys, art exhibits or competitions, dance classes, workshops, and, later in the evening, Royal or Baronial Court, and dancing. Many times there will be a Feast in the evening. Other times, for smaller events or if a newer group is holding the event, there will be a dessert revel (People go out for dinner and then come back for a dessert buffet).

The events are the most fun to most folk, because you get to go and show off all the things you have been learning in the past few months.

W_h_a_t_K_i_n_d_o_f_P_e_r_s_o_n_J_o_i_n_s
t_h_e_S_C_A?

SCA folk tend to be people like you and me -- just plain folks, but people who enjoy doing something more with their weekends. A high percentage of SCA members are involved in high tech fields -- Computers, Aerospace, high energy physics, etc. This has been attributed to the fact that people who play all week with highly complex, modern technology find it highly relaxing to spend their leisure time working with a different kind of technology, in a less modern setting. There are lots of people in all fields in the SCA -- historians, writers, secretaries, law enforcement personnel, teachers, programmers, insurance agents -- the appeal of the SCA is widespread. A housemate of a SCA person recently said: "From what I can tell about these wild and crazy SCA people, they do more than just this fighting thing. They really like to make and wear the medieval clothes (garb), eat the medieval food, dance the medieval dances to the medieval music, maybe even make their own medieval music, and other medieval party type activities. They also seem to like to be medieval so they can relax and have a good time. They are quite willing to talk about SCA or invite you to the SCA stuff or whatever."

H_o_w_Y_o_u_C_a_n_G_e_t_I_n_v_o_l_v_e_d

We welcome you to our local meetings and our events. You needn't join the SCA, Inc, to attend and participate (although if you decide to be with us regularly you may wish to join). The only requirement to come to an event is that you make some attempt at pre-1600 costume -- and most groups have "loaner" costumes for people who want to come to their first event.

If you want more information about groups near you, you can call our corporate office in Milpitas, CA, at (408) 262-5250, or send a notice to this mailing list or newsgroup, or contact the Society

Chronicler (Pat McGregor) at (517) 351-4962 (email:
smor@um.cc.umich.edu)

Welcome to the current Middle Ages!

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