

Queen Carol's Guide to the Current Middle Ages

In the joyous reigns of King Paul of Bellatrix, Carol his Queen commanded this book to be made for the instruction and welcoming of newcomers to the Kingdom of the West, giving it forth with these words:

"My Lords and Ladies:

Be this your first tourney or one of many, I bid you welcome.
This booklet is directed to the newcomer to the Society for Creative Anachronism, also known as the SCA or the Society.

The information included here within is entirely for your benefit. I hope that each of you will find it useful & informative, and that, henceforth, you will become an active member in the SCA, for without you, new life and the promise of continued growth could not be possible.

The material compiled in this booklet -- for its first and revised printings -- is due to a number of people who I would like to credit, namely: Michael of Moria, Diana Listmaker, Boncouer, Kevin Perygryne, Bevin Fraser of Sterling, Amanda of Cawdor, Natalya Griffiths of Shadowhirst, Robear du Bois, Miranda of Sylvandel, Bjo ap Griffin, John ap Griffin, Sarah Telyn, Lee MacMahon, Guinevere de Brengle, Lachlin ni Colin, Ambra Adriana, Macsen Fidelis, Alaric of Hraefnecrag, Eilis O'Bourne, Sharra ni Perran, Brion Corwyn of Bellatrix, Jade of Starfall, Morgan ap Siarl and Avery Dragonseeker.

There are many ways in which to become involved in the SCA. Do enjoy yourself. But remember, you get as much out of a Society event as you put into it. If you keep this in mind every Tourney or Revel will be a success for you."



Carol of Bellatrix, Duchess
OP, OR, OLM, AOE-2, AC-3
Anno Societatis XX

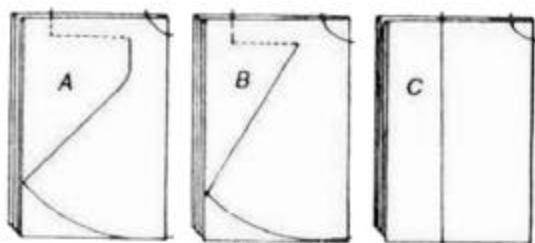
Their current Majesties likewise bid you welcome, and trust that this book will be of service as you become acquainted with the Society for Creative Anachronism.

The first time you attend a tournament or revel sponsored by the Society for Creative Anachronism, you may feel that you have wandered into a strange new world where customs and activities are overwhelming and confusing. People in brightly colored costumes rush hither and yon on unknown errands. Tents and pavilions go up and fall down in disorderly heaps. Important looking personages stride about giving unintelligible orders, and the newcomer stands astonished in the midst of this, not knowing where to go, what to do, or whom to ask for information.

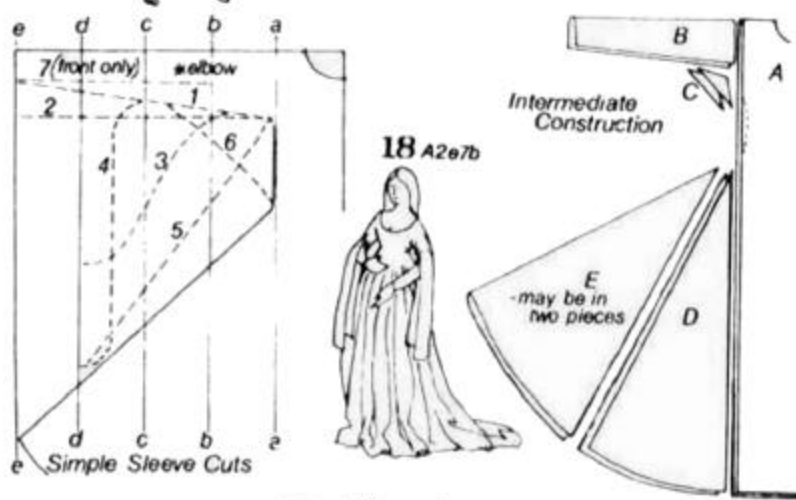
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Basic Shapes
See next Diagram for Sleeves



Publications

TOURNAMENTS ILLUMINATED (the Society's quarterly journal), and the newsletter of your local kingdom are available by subscription through membership in the SCA. Back issues of TI, and many other interesting Society publications -- including the **KNOWN WORLD HANDBOOK** and the **COMPLETE ANACHRONIST** pamphlet series, are available from the Society Stock Clerk. For a list of available publications, prices etc. send a self-addressed, stamped envelope to the Office of the Stock Clerk, P.O. 743, Milpitas, CA 95035 0743.

QUEEN CAROL'S GUIDE is available from the Society Stock Clerk for \$1.00 per copy. Please send requests to address shown above.

Membership

Annual dues (Sustaining Membership) in the Society are \$20.00 and entitle the member to one year's subscription to a kingdom newsletter (containing news of kingdom and local events) and to **TOURNAMENTS ILLUMINATED**. Send check or money order to the Society for Creative Anachronism, Inc., Office of the Registry, P.O. Box 360743, Milpitas, CA 95035 0743.

Chivalry, Courtesy & Honor

COURTESY AND CHIVALRY ARE THE SCA'S HALLMARK. The active practice of courtesy and chivalry is what sets the Society apart from any other organization. Each person in the Society is considered a lady or gentleman unless their actions prove otherwise. Courtesy involves simple politeness, common sense and the Golden Rule... treat others as you would wish to be treated.

COURTESY IS EXPECTED FOR EVERYONE AT ALL TIMES. Rudeness is discouraged and anyone whose conduct is grossly offensive will be asked to leave. However, don't worry if you don't know all the mannerisms, titles, etc. Learning the habits and traditions of the Society comes with time and practice. Most people can remember when they were first learning and are quite willing to help newcomers pick up the manners and mores of the Current Middle Ages.

ARMED COMBAT is a major part of an SCA event and courtesy on the field is expected. During combat, chivalrous behavior is demonstrated by a fighter ceasing combat if an opponent has dropped his weapon, thus allowing him to rearm. Frequently a more experienced combatant will switch his weapon to his other hand or drop his shield if his opponent has "lost a limb" in combat.

UNLESS YOU ARE FIGHTING, STAY OFF THE FIELD DURING COMBAT. This is for your own safety. For the same reason, keep a weather eye on the fighting whenever you are near the edge of the eric (the enclosure around the field). You never know when the fighters, who have very little peripheral vision inside their helms, may drift toward the side of the field. You may have to scramble out of their way. The Marshals are there to ensure that this does not happen, but they can't be everywhere at once. Parents are responsible for keeping their children off the field.

SHOUTING ADVICE TO FIGHTERS ON THE FIELD IS EXTREMELY DISCOURTEOUS. Each combatant is on his honor to call blows as he feels them and it is not up to the spectators to decide. (Exercise restraint in your verbal judgment.) There are no judges on the field. The Marshals are there for the safety of the participants.

A FAVOR is a symbol given by a lady and accepted by a lord as the object of friendship and/or love. Usually a brightly colored ribbon or a fabric strip, the favor represents a mutually agreed upon intent. It is essential that the exchange of a favor be discussed openly, not only as to the intent, but also as to the length of time (i.e. for one tourney only, for the whole season, or for life). The favor is a symbol of love or friendship. The recipient and the giver of a favor each have a responsibility to behave courteously and chivalrously, as their actions reflect on the honor of the other. The theory of fighting is that a lady has inspired him to greater glory by virtue of her grace, beauty, and adoration. A favor given and accepted is for the intent of friendship or love. For instance, it is unchivalrous for a lady to give her favor to several fighters when she would expect each one to make her Queen. However, one fighter may be designated the major object of affection, while other favors would be solely for friendship.

GREETINGS IN THE SCA take many forms. Generally the most common is the lady's curtsy or the gentlemen's bow, although a nod of the head becomes an even smaller gesture of greeting or acknowledgement.

THE KISS OF A LADY'S HAND is and well should be the most gallant form of greeting. Should the lady wish to be greeted in this manner, she must extend her hand. The gentleman should not grab for her hand; instead, the gentleman bows in meeting the hand to place the kiss. When the hand is kissed, the kiss should be with a light, dry approach.

BOWING IN THE KING'S PRESENCE. The space in front of the Throne is the Royal Presence, whether or not the King or Queen are there at the moment. Anyone who comes within this space is expected to bow or curtsy. In practice, the presence extends to about twenty or thirty feet in front of the Thrones. Please don't block the King's view. When the King or Queen is off the Throne, everyone who crosses Their path is expected to bow or curtsy.

TO SPEAK OR NOT TO SPEAK -- FORSOOTHILY. "Speaking forsoothly" is to use a flowery form of speech reminiscent of the time of Shakespeare or Chaucer. This form is not expected in the SCA, but is encouraged. What is discouraged is obscene or vulgar language, particularly in the presence of ladies.

EVERYONE IS REQUIRED TO WEAR MEDIEVAL DRESS OR AN ATTEMPT THEREAT. The Society is for participating, not watching. Hence, everyone is required to participate at least to the extent of wearing a pre-1650 mode of dress. It helps everyone to get into the spirit of things and discourages gawkers. (Also, your pictures won't be ruined when a non-costumed person gets in front of your camera.) Costumes are available for loan, usually at a modest rental fee, at the Pavilion of the Gold Key, which flies a green banner with a vertical gold key.

WHAT IS PERIOD? Period refers to our reference of time in history as practiced in the SCA. Generally speaking the SCA adheres to the years 600 to 1650. (The date of 1600 vs. 1650 is an object of debate in the Known World).

IT IS RUDE TO TALK DURING COURT, TO SHOUT ADVICE OR COMMENTS, OR TO CONVERSE WHILE A HERALD IS SPEAKING. The Herald is the King's Voice, and ignoring him is like ignoring the King. The fighters are the only ones who can ultimately judge what is happening in a fight, and no one offers them advice unless they ask for it.

ALWAYS ASK PERMISSION BEFORE ENTERING A PAVILION OR HANDLING SOMEONE ELSE'S EQUIPMENT. A pavilion is a Lord or Lady's "home away from castle". Please don't enter or touch unless invited to do so. Weapons, both real and tournament, are considered intensely personal, and should never be touched without the owner's permission. However, the owner will almost always grant permission and will usually talk your ear off, as well.



7. Each gentleman fighting in the Lists for the Crown shall have a Lady to receive the Consort's Crown should he be successful in combat, though her name need not be revealed until her crown is secure. Each lady fighting in the Lists for the Crown shall have a Gentleman to receive the Consort's Crown should she be successful in combat, though his name need not be revealed until his crown is secure.

8. All combatants shall adhere to the Marshallate's Armor and Weapons standards of the Society for Creative Anachronism, Incorporated, and of the Kingdom in which the event takes place.

9. The Sovereign or his representative may bar any weapon from use upon the field of combat.

10. Any weapon mutually acceptable to the combatants in a fight may be used on the field of battle subject to the provisions of Rule #9.

11. Where the combatants mutually desire to use any weapon previously barred by the Sovereign's representative, they may present their cause to the Sovereign. The Sovereign shall, after receiving the advice of his representatives, pass judgement on the use of the barred weapon for a particular fight. Prior to the use of the barred weapon at a subsequent event, it shall be presented to a Court of chivalry for determination of its safety and use.

12. Any combatant may, without dishonor or penalty, reject any challenge or the use of a particular weapon by his opponent should he deem the weapon unusually dangerous.

13. No tournament weapons shall be made of metal and no metal weapon shall be drawn in an offensive manner on the field or at any Society event.

14. If a shield is to be used as a weapon, the shield becomes subject to weapons restrictions and must be approved by the Sovereign or Sovereign's representative.

15. There shall be no thrusting except with weapons specifically designed for thrusting, subject to the provisions of Rule #9.

16. A bladed weapon may not be grasped as a means of stopping a blow. If a weapon is broken or dropped on the field, the combat shall stop while the fighter is rearmed. If the fighter slips, combat shall stop while he recovers.

17. No projectile weapons shall be allowed and no weapons shall be thrown within the Lists of a Tournament. All other uses of such weapons are subject to the provisions of Rule #9.

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HOUSEHOLDS. Many members of the Society have grouped together into households in order to spread the work of cooking, making costumes, training fighters, etc. The terms and conditions of household membership are up to the household heads. Many households are constantly looking for members, and will gladly take in any likely prospects; others like to remain smaller, more on a family basis. If you are interested in joining a particular household, it is best not to ask to be admitted. If the head of the household is interested in you, he or she will make the overtures. On the other hand, you have the right to be selective too. It is wise to investigate many of the possible alternatives open to you before settling on a permanent alliance. Otherwise, you may find that certain loyalties within the Society are not compatible with certain others -- and hasty involvement may later preclude or hamper your interaction with another group. Also, you may be assuming more obligations than you wish. Be cautious and helpful until you have become acquainted and you will always be welcome.

THE CRY OF "MEDIC" OR "CHIRURGEON" IS A CALL FOR FIRST AID. It will bring someone on the run with a first aid kit. Don't cry it unless you really need it, and don't crowd around the sick or injured person. A fighter's squire and lady are the only ones allowed on the field besides the Marshalls and the medics when there has been an injury. The first aid station is designated by a white banner showing an outline of a red cross with a drop of blood in its center.

CLEANUP. Everyone, from the King and Queen on down, helps with cleaning up the grounds or hall. The ideal is to leave the place cleaner than we found it. One can usually tell who the nobles are.....they are the ones cleaning up the field.

CUSTOMS are largely a matter of courtesy and good sense. Although courtesy to one another is universal, customs may vary from Kingdom to Kingdom. One will find throughout this guide many of the customs that exist in the Kingdoms of the West and Caid. If you are in doubt, do as those around you, or ask. One of the Heralds or any other officer can fill you in. Diana the Listmaker sums it all up in this way: "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 the officers as representatives of the King; and treat the King and Queen with reverence due your Sovereigns."



WHAT CAN I DO IN THE SCA? Fighting and costuming are done by many, but there is considerably more available to participants in the Society. Besides working in the various offices, any of the following can be performed in the SCA:

Textiles:

Weaving, embroidering, spinning, tatting, lace-making

Performing:

Dance, song, music, story telling, performing in plays

Leatherworking:

Shoes, armor, furniture, etc.

Metalsmithing:

Armor and jewelry making

Other areas of Medieval Interest:

Designing and building pavilions

Cooking, brewing, baking

Painting and drawing

Calligraphy and illumination

Period gaming

Teaching of period subjects previously researched.

Many people in the Society may seem unfriendly at first. Some of the members are caught up in their own affairs and do not seem to have time to talk to newcomers. It is true that everyone is busy. A tournament or revel is often the culmination of two or three months of hard work, and even after we arrive there is still a lot to do. But once the rush of setting up or forming for the Grand March is over, most members are only too happy to talk if you approach them. A good conversational gambit is to ask about a costume or a piece of equipment which interests you. Most people make almost everything they bring or wear, and will talk at length about it. (Don't be shy. Most people can still remember their first Society event and will be glad to answer the dozens of questions you will doubtless have, or help you locate someone to aid you.)

On names: Part of the fun of the Society is choosing a name for yourself. This is the chance, after all, to pick a name that you like -- not something your parents dreamed up, or a name given in honor of your Great Uncle Freddy or Cousin Abigail. You can base it on a place (Gregory of York), a personal characteristic (Jon the Lean), or make up a completely new name (Thomas Thorheim Krakensbane). Or you may just use your first or last name, or any combination of the above. But you cannot take the name of someone else, real or imaginary; that is, you cannot call yourself by the name of a historical person, or a character out of legend, mythology, or a work of fiction. No Arthur Pendragons, Richard Cour-de-Lions, or Aragorn, son of Arathorn, please. Also, you cannot give yourself a title. Within the Society, titles or rank and nobility (Knight, Baron, Count, Duke, Prince, etc., and their foreign variations) have specially defined uses based on a person's office, deeds or past accomplishments as a member of the Society. Remember, though, that everyone is presumed to be a lord or a lady unless they demonstrate otherwise.

KNIGHT / MASTER-AT-ARMS

The elevation to Knighthood also assumes candidate will be the equal of his prospective peers with basic weapons of tournament combat: the roundshield and heater, broadsword & mace & be competent in the use of other weapons commonly used in the Lists. They will always strive to give an opponent the benefit of a doubt on the field & hope to be worthy of this rank.

Tournament combat in the Society is fought with weapons of rattan rather than steel. Rattan weapons have the approximate weight, balance and handling of their steel counterparts, but they aren't nearly as dangerous. (Rattan weapons bruise - ask any fighter - and occasionally they break bones, but they generally do not cut.)

Other than rattan weapons, however, all the rest of a fighter's equipment is as accurate and authentic as he can make it: chain mail, steel helms and body armor, leather and steel hauberks and gauntlets...the possibilities are limited only by a fighter's imagination, craftsmanship, and finances. Fighting in the SCA is as close to medieval tournament combat as we can make it and still keep it a relatively safe sport. This is part of what Creative Anachronism is all about.

(Note to parents - Fighting in the SCA is as safe if not safer than most High School sports. Football injuries have paralyzed and even killed a number of young participants. In 20 years of SCA fighting the worst injuries we have had to deal with are broken bones.)

Rules of the Lists

1. Each fighter recognizing the possibilities of physical injury to himself in such combat, shall assume unto himself all risk and liability for harm suffered by means of such combat.
2. No fighter shall participate in combat unless and until he shall have executed a written waiver of liability and presented same to the Sovereign or his representative.
3. Every combatant who has not yet attained the age of majority in his or her state of residence and the state in which the event is held shall present to the Sovereign or his representative a written waiver-of-liability form signed by his parent or guardian prior to commencement of combat by such combatant.
4. All combatants must be presented to, and must be acceptable to, the Sovereign or his representative.
5. Combatants shall behave in a knightly and chivalrous manner.
6. Fighters are expected to behave as though the weapons used in combat are real, and "injuries" sustained will be judged accordingly. In judging "injuries", all fighters are presumed to be fully armored unless otherwise stated.

GENEROSITY - A peer gives others the benefit of a doubt and does not repeat gossip. A peer is willing to share knowledge, impart skills & practices hospitality according to his or her means.

GALLANTRY - A peer always remembers that his/her Lady/Lord is the inspiration of all achievements & respects all Ladies/Lords for their sake. Their consort is always mindful of their responsibility to remain worthy of this respect.

COURTLINESS - A peer strives to continue learning & practicing those skills and manners which will make him worthy of being a member of a civilized court. A peer displays a knowledge of proper forms of address & courtly etiquette. Besides being able to practice the skill or art for which one received a peerage, a peer must be acquainted with each of the following subjects and be able to practice at least one of them well.

DANCING - identify basic dances done at court & do one couples dance & one circle dance.

MUSIC - identify common period instruments played at court.

LITERATURE - tell a medieval tale.

CHIESS - identify the pieces and recognize the basic moves

HERALDRY - blazon own arms and identify common terms.

These requirements are not to be considered retroactive; however, all present holders of the ranks are expected to attempt to remedy any deficiencies they may have. It is the duty of the Kingdom to offer instruction in all the arts and skills required for Peerage via tutoring or classes held by an appropriate Officer of the Kingdom, etc.

LAUREL

The Order of the Laurel emphasizes skills in the Arts and Sciences, plus a willingness to share, or teach that skill or knowledge to others. One method used to determine achievements of a Laurel candidate is to consider if he or she could have earned a living from that skill or knowledge in Medieval times.

PELICAN

The Order of the Pelican is given for service to the Kingdom. Those who receive it have labored with loyalty, devotion & perseverance in organizing, autocrating, recordkeeping & all the unglamorous tasks that are necessary to keep the Society for Creative Anachronism functioning well at all levels.

As you come in contact with members of the Society there are forms of address that you will need to know. These forms are based on the rank that person holds in the Society. If you are in doubt, just say "My Lord" or "My Lady" until their proper rank is known.

The forms:



KING - Your Majesty, Your Grace, Sire, Liege, (if you have, indeed, sworn fealty to him), My Lord King

QUEEN - Your Majesty, Your Grace, My Lady Queen

CROWN PRINCE OR CROWN PRINCESS* - Your Royal Highness, Your Highness

PRINCESS OR PRINCESS* - Your Highness

DUKE - Your Grace, My Lord Duke

DUCHESS - Your Grace, My Lady Duchess

COUNT/EARL - Your Excellency, My Lord Count/Earl, My Lord

COUNTESS - Your Excellency, My Lady Countess, My Lady

VISCOUNT - Your Excellency, My Lord Viscount, My Lord

VISCOUNTESS - Your Excellency, My Lady Viscountess, My Lady

KNIGHT - Sir (name)

MASTER-AT-ARMS - Master (name)

MASTER or MISTRESS of the LAUREL - Master or Mistress (name)

MASTER or MISTRESS of the PELICAN - Master or Mistress (name)

BARON - Your Excellency, My Lord Baron

BARONESS - Your Excellency, My Lady Baroness

OFFICERS - My Lord or Lady (name of office, as "My Lord Seneschal," "My Lady Herald")

EVERYONE ELSE - My Lord (name) or My Lady (name)



*There are two types of Highness's: Crown Prince and Crown Princess - the incipient monarchs to the Kingdom thrones (also referred to as Tan and Tanist in some Kingdoms) and the Territorial Prince and Princess of a Principality. You may differentiate the two by calling the Crown Prince or Princess, "Your Royal Highness".

There are a number of special ways of referring to people in very formal contexts, but don't worry about doing it, you will not offend anyone by not knowing how.

Who's Who? What's What & How to Tell!

Quite often, official Society events begin with a Grand March, so that all notables present may pay their respects to the King and Queen, or to other ranking notables, (such as Princes and Princesses, Barons and Baronesses, or visiting royalty). At non-kingdom events, a Baron or Prince may preside in the absence of the monarchs. After the March is over, the business of the day begins, whether it be fighting or revelry. Here, in the order you would see them in the March, are the main dignitaries of the Kingdoms:

THE KING & QUEEN The Monarchs are the Sovereigns of each Kingdom, and they are enthroned in the Royal Pavilion and wear crowns. A Prince and Princess or a Baron and Baroness might preside at a Principality or Baronial event and thus may wear smaller crowns called coronets.

THE COUNCIL OF SENESCHALS The Lord High Seneschal of the Kingdom is the King's right-hand assistant or executive officer and is assisted by his deputies. Seneschals wear red with a with a horizontal gold key, and can be found on duty by the King and Queen.

THE COLLEGE OF HERALDS The Heralds are the Voice of the Crown, and handle all duties having to do with heraldry, from helping you to choose a device to making announcements. They are also the experts on court protocol. Heralds wear green with crossed golden trumpets, on a cloak, tunic, or a baldric.

THE EARL MARSHAL Assisted by his Knights-Marshal, the Earl Marshal is the overseer of the fighting, and checks the safety of all weapons and armor. Marshals wear black with crossed golden swords on either a cloak or a sash.

THE OFFICES OF THE ARTS AND SCIENCES have charge of the display and the performance of all of the arts at events, and their instruction between times. They also foster research into such matters as armoring, weaponry, and all other aspects of medieval technology. The Arts officer wears purple with a golden harp. The Sciences officer wears a black engineering caliper on a gold and white field.

KINGDOM OF CALONTIR:

Order of the Calontir Lily - Skill and accomplishments in the Arts (GA)
Order of the Silver Hammer - Skill and accomplishments in the Sciences (GA)
Order of the Calontir Cross - Service to the Kingdom (GA)
Hryd of Calontir - Skill in Combat (GA)
Order of the Trillium Argenteus - Skill in the Arts (AA)
Order of the Leather Mallet - Skill in the Sciences (AA)
Order of the Torse - Service to the Kingdom (AA)
Fyrd of Calontir - Skill at combat (AA)

Queen's Endorsement of Distinction - Given by Queen in recognition of Best Chivalric behavior; Best Gentle and courteous behavior;
Best example of ideals of SCA

THE KINGDOM OF TRIMARIS:

Order of the Triskele Trimaris
Order of the Silver Trident
Order of the Trimarian Sword

Principality, Baronies and Provinces may also have awards of their own which are given for various reasons.

Requirements for Elevation to The Peerage

Requirements for elevation to the rank of KNIGHT or to the Order of the PELICAN or the Order of the LAUREL are SCA-wide. These are considered to be equal in rank by Corpora law. Elevation to a Peerage automatically confers a Patent of Arms. Any person may hold more than one of these ranks or orders. All these elevations are made at the King's pleasure - after consultation with the peers of that Order - and then only after the following requirements have been met and the following virtues have been displayed by the candidate:

LOYALTY - candidate shall have been obedient to the by-laws & the laws of the Kingdom, & shall have demonstrated support to the ideals of the Society by being as authentic in dress, equipment & behavior as within his or her power. Before receiving accolade, candidate shall give his word to continue to fulfill the requirements set forth in this article, to seek to increase skills & to train any squires or other dependents to do likewise, insofar as it is within the candidate's power to do so.

TRUTHFULNESS - A peer does not lie or break his or her word.

RESTRAINT - A peer is always self-controlled; a peer has the strength to keep calm, speak softly & politely.

KINGDOM OF ATENVELDT:

Order of the Light of Atenveldt - Service to the Kingdom (AA)
Order of the Fleur de Loliel - Arts (AA)
Order of the Hawk's Lure - Fighting (AA)
Order of the Queen's Grace - Personal service to the Queen
Order of the Queen's Cypher - Courtesy

KINGDOM OF MERIDIES:

Order of the Bough - Service to the Kingdom (GA)
Order of the Velvet Owl - Skill and accomplishment in Arts and Sciences (GA)
Order of the Scarlet Star of Merides - Skill in autocrating and feast creating (GA)
Order of Meridian Majesty - Personal service to the Queen
Order of the Sovereign's Pleasure - Personal service to the Sovereign

KINGDOM OF CAID:

Order of the Dolphin - Service to the Kingdom (AA)
Order of the Harp Argent - Skill and accomplishment in Arts and Sciences (AA)
Order of the Crescent Sword - Skill in Combat (AA)
Legion of Courtesy - Courtesy to all
Order of the Signum Reginae - Personal service to the Queen

KINGDOM OF ANSTEORRA:

Order of the Star of Merit - Service to the Kingdom (GA)
Order of the Iris of Merit - Skill and accomplishment in Arts and Sciences (GA)
Order of the White Scarf - Skill in the art of Duello (GA)
The King's Gauntlet and the Queen's Glove - Personal service and loyalty to the King and Queen (AA)
Sable Crane - Service to the Kingdom (AA)
Sable Thistle - Skill in Arts and Sciences (AA)

KINGDOM OF ATLANTIA:

Order of the Pearl - Skill and accomplishment in the Arts and Sciences (AA)
Order of the Golden Dolphin - Service to the Kingdom (AA)
Order of the Sea Stag - Skill in Combat (AA)
Queen's Order of Courtesy - Courtesy to all
Queen's Cypher - Personal service to the Queen

KINGDOM OF AN TIR:

Order of the Goutte de Sang - Service to the Kingdom (GA)
Order of the Jambe de Lion - Skill and accomplishment in Arts and Sciences (GA)
Forget-me-not - Personal service to the Queen

THE CHANCELLOR OF THE EXCHEQUER is the Keeper of the King's Treasury.

THE CHRONICLER edits the Kingdom newsletter.

THE CHIRURGEON is the chief medic the Kingdom and sees to the well-being of the fighters and participants during Society activities. In the event of a medical emergency they will administer first aid.

THE CONSTABLE, along with his men, keeps order, aids newcomers, shows people where to erect pavilions and enforces the King's law. The Constables wear a blue badge or sash with a gold mace on it.

OTHER IMPORTANT OFFICERS, known as LESSER OFFICERS OF STATE, include the following:

THE MISTRESS OF THE LISTS and her assistants keep track of which combats are going to take place, in what order and handle all the waivers which must be signed by the fighters, officials and other participants.

THE CHATELAINE keeps track of who has what skill and puts the necessary people in touch with people needing tasks performed, or instruction in some art or craft. She often serves as official hostess and may also function as an archivist.

THE COLLEGE OF BARDS (TROUBADOURS) handles literary entertainments, especially drama, poetry and song. They wear purple with a gold mead horn.

THE COLLEGE OF SCRIBES is the office bearing the responsibility for completion and distribution of scrolls as awards which are given by the King and Queen. Generally a promissory note is given to the recipient of an award and the College of Scribes sees to the task of a formal scroll being completed.

THE GOLD KEY has the responsibility for making newcomers feel welcome and for helping them with any problems. Gold key members can usually be found near their pavilion which is marked with a green banner bearing a vertical gold key. If you need assistance, or have questions, do not hesitate to ask them. Many Gold Key costumes may be loaned or rented for the day.

MASTER OF ARCHERS is the office which organizes archery in the Kingdom and instructs people in this art.



KINGDOM CHILDREN is generally an office or guild which has the responsibility for children at Society events with special attention given to their instruction in medieval life and history. This way the children become more aware of what the SCA is all about and become more valuable additions to the Society.

AFTER THE OFFICERS IN THE ORDER OF PRECEDENCE COME THE FOLLOWING:

DUKE: This is a permanent rank, and is the title of a fighter who has completed two or more reigns. Dukes wear a coronet with strawberry leaves on it.

DUCHESS: This is a lady who has reigned two or more times. She also wears a coronet with strawberry leaves on it. Sometimes the title is extended by courtesy to a woman who is the lady of a Duke (but not a Duchess in her own right).

COUNT: This is also a permanent rank and is the title of a fighter who has worn the crown once.

COUNTESS & LADY OF THE ROSE (OR): A Lady who has reigned once gains the title of Countess, and by virtue of being on the throne once becomes a Lady of the Rose. This order includes all who have been Queen and makes them peers. They are equivalent in rank to belted fighters -- Knights and Masters and to the members of the Orders of the Laurel and Pelican. In some Kingdoms, the Order of the Rose is not given as a Patent of Arms.

KNIGHTS (KSCA) & MASTERS-AT-ARMS (MSCA): These men and women are fighters who have received special recognition for their fighting abilities as well as their courtly accomplishments. Knights wear a white belt and a gold chain; Masters wear a white baldric (a belt over the shoulder). Because the chain and the white belt are symbols of this special honor, it is not a good idea for anyone else to wear them. A chain of another color or a belt of another color are fine so long as they cannot be mistaken for the emblems of the belted fighter. The difference between a Knight and a Master is that the Knight swears fealty to the Crown, while the Master does not.

MASTER & MISTRESSES OF THE LAUREL (OL): have been honored for achievement in non-martial arts. They are entitled to wear a gold medallion bearing an green laurel wreath, depending from a green ribbon. Wearers rank with Knights and Masters-at-Arms, and must have the same courtly accomplishments. They must not only be expert in an art of science, but must have used their knowledge to serve the Kingdom.

MASTERS AND MISTRESSES OF THE PELICAN (OP): have been honored for service to the Kingdom. They are entitled to wear a medallion showing a pelican in her piety (i.e. feeding her young from self-wounding), depending from a green ribbon. The

service given must be above normal and be ongoing. Holders rank with Knights, Masters-at-Arms, and Masters and Mistresses of the Laurel.

GRANTS OF ARMS (GA): Grants of Arms are given for various reasons in different Kingdoms; for example in the West Kingdom, they are given to Kingdom officers who do not hold a Patent of Arms. Other Kingdoms have attached them to lesser arts and service awards. They rank immediately after the peers and use the honorific Lord or Lady before their names. (However, "Lord" or "Lady" may be applied to any person in the society as a courtesy title. Every person is assumed to be a Lord or Lady unless he or she chooses otherwise, or unless his or her churlish behavior proclaims otherwise.)

AWARD OF ARMS (AA): An Award of Arms is given by the King or Queen for any reason they find sufficient (i.e. "at the King's pleasure"). Often it is given for service in the Kingdom and elevates the recipient to the gentry.

KINGDOM AWARDS: In addition to the already mentioned awards each Kingdom has their own awards given for many different reasons; service, arts or sciences, fighting, courtesy or personal service to the Crowns. Many of these awards also bestow an Award of Arms or a Grant of Arms if the recipient does not already have one.

KINGDOM OF THE WEST:

Royal Company of Archers - Given by the pleasure of the Crown (No more than once per reign) (GA)

Order of the Leaf of Merit - Service to the Kingdom (AA)

Order of the Rose Leaf - Arts and Sciences (AA)

Queen's Order of Grace - Given by the Queen for Courtesy

Queen's Cypher - Given by the Queen for personal service

KINGDOM OF THE EAST:

Order of the Tygers Combatant - Fighting (AA)

Order of the Manche - Arts (AA)

Order of the Silver Crescent - Service (AA)

Order of Sagittarius - Archery (AA)

Queen's Order of Courtesy - Courtesy

Queen's Cypher - Given by Queen for personal service (limited to 3 per reign)

MIDDLE KINGDOM:

Order of the Dragon's Heart - Service to the Kingdom (AA)

Order of the Willow - Arts (AA)

Order of the Silver Oak - Sciences (AA)

Order of the Purple Fret - Autocrating (AA)

Order of the Dragons Tooth - Combat (AA)

Queen's Favor - Personal service to the Queen