

# The Derneherald

## April 2019 Issue

*Dedicated to the Arts & Sciences*



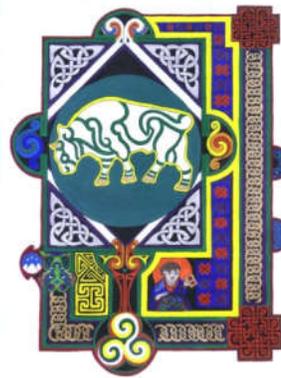
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**From the Seneschal**

Greetings from your Seneschal!

After some discussion we have decided to go to bi-weekly meetings. We will meet on the 1st and 3rd Tuesday’s of the month starting with the Fall semester. Meeting times will be determined once we have either a classroom or a new meeting place. Summer meetings will be at the park and will continue as in the past. (Ed.: See the Shire Calendar at the end of this issue. ~F)

Because of the weekly meeting change we will no longer be having the Thursday Craft night as we will incorporate Crafting at the Tuesday meetings.

We are also looking into a new meeting space that can facilitate armored combat, Rapier, dancing and crafting. We are able to pay a small amount in donation or rental fee but the space must be large enough to accommodate our activities. If you know of a space here in Athens or The Plains please PM me with the details.

The end of the semester is the first week in May so look for us in the park the second Tuesday, May 14th, time 6 PM to O’dark 30.

Yours in Service (YIS) to the Crown and the Kingdom,

Lady Clarissa de Corvus  
(Katie Nolen)



**From the Chronicler**

Greetings all!

Position open: Deputy Chronicler - Contact me at [dernehealde.chronicler@midrealm.org](mailto:dernehealde.chronicler@midrealm.org) for more information.

Your faithful servant,  
Finche Odhinnsdottir



**From the Minister of Arts & Sciences**

Greetings!

Only a couple of weeks remain in the school year, and with the start of the warmer months (if not necessarily nicer weather) comes the onslaught of event season! This year’s event season will be a bit different for me, however – now that our business is registered, my husband and I will be attending several times as many events as usual. Which, on the one hand, is very exciting and a whole lot of fun, but on the other, means we (or at least I) will be out of town more often than not.

Thus, as it would be rather impractical to attempt to perform the duties of Minister of Arts and Sciences long-distance, it is with regret that I realize the time has come for me to pass the post to a new set of hands. My goal is to step down by June in order to focus my energy on business operations. If anyone is interested in taking up this role, please get in touch with me or with our seneschal at a meeting or via Facebook, or send me an email at [Dernehealde.moas@midrealm.org](mailto:Dernehealde.moas@midrealm.org).

In the meantime, thank you all for the wild ride! I’m so glad my first experience with an SCA office was in such a creative group of awesome people. And don’t think this means you’re getting rid of me! I’ll still be around as much as possible, and happy to both learn and teach as the opportunities present themselves.

Wishing you all a delightful spring full of new experiences and inspirations,  
Fíne ingen Brain

Dernehealde MoAS



**Newsletter Submission Guidelines**

**ARTICLES** on period topics, history, art, puzzles, SCA life, bardic stories and the like are welcome additions to *The Derneherald*. A 500- to 1000-word article will usually fit in one issue; longer articles will be split into multiple parts to appear in successive issues. Submit the file in MS Word .doc or .docx format. You will need to fill out an SCA Creative Release form. Send the images used in the article as separate files using the format described below.

You must cite all references, quotations and sources in your article. Citing sources is very important to avoid accusations of plagiarism and legal action for copyright violation.

**IMAGES**, such as line art, calligraphy, illumination and photographs are also welcome. Scan any artwork at 300 dpi and save it at the highest quality JPG setting. Photos should also be 300 dpi, high quality JPGs. All images will appear in print as black and white, but the online version of *The Derneherald* is in color. Any artwork or photography submitted must have a signed SCA Creative Release or SCA Photographer Release form from the artist sent in with the work. Any person identifiable in an image must submit a signed SCA Model Release form with the art work. This is a requirement of SCA Inc. for print publication. Please see Finche for a copy of the release forms.

You can email submissions to: [dernehealde.chronicler@midrealm.org](mailto:dernehealde.chronicler@midrealm.org)



## SCA, Middle Kingdom, and Barony Middle Marches Trivia Contest

There is a prize for the individual who provides the most correct **answers to Duke Talymar** by Dernehealde's last May meeting. Start your research!

What was the first created and last created (currently) Kingdom in the SCA?

Who was the first Baron Middle Marches?

Who was the first Baroness Middle Marches?

What Midrealm Duke was never a Count/Earl/or any other cultural equivalent?  
Why? (Two questions)

The name of the Barony – 'Middle Marches' – has a specific meaning. What is it?

12<sup>th</sup> Night is a celebration throughout the Middle Kingdom. Within the Middle Ages what did it celebrate?

Who was the first Midrealm king to rule three times?

Name five kings and Queens from Middle Marches.

Name two queens from Dernehealde.

Name four Baronial awards and what they are given for.

What year did Dernehealde hold its first event?



### From the Website:

<http://dernehealde.middlemarches.org/activities/arts-sciences/>

***The Arts & Sciences*** are an integral part of the SCA. It is through the various arts and sciences that has taken our fighters from freon helms and carpet armor, to armor and helmets that you could expect to see in a museum. With the arts and sciences, our folk have gone from fantasy/science fantasy garments made of synthetic materials, to wearing clothing that could be mistaken for actual period garments. In fact, there are many members in the SCA who now present their work (research, experimental archaeology, products) at some of the more prestigious Medieval Conferences – both here in the US and in England.

So what is or are the "Arts & Sciences"? Simply put, they are the creations – whether reproducing a period artifact (think museum items), inspired by period archaeological finds, interpretations based on fragments found as grave goods, or simply inspired by an item from a painting made during the time period being studied by the creator of the piece. ***The Arts & Sciences, together, help to create the ambiance at events.*** They help 'set the mood' for people to feel transported from the modern world, to a medieval time.

They add to the medieval atmosphere. Most of us will be more than happy to “bend your ear” about our current favorite passion(s).

## **A&S Displays and Competitions**

For people who want a chance to show their talents in the various Arts & Sciences, there are a number of options. These are 1) Local Events, 2) Regional Events, 3) Kingdom Events, 4) Craftsperson’s Faire, and 5) Pennsic Display (where artisans are chosen by various criteria that is published prior to Pennsic).

**Please Note:** There is **nothing** that says **you must enter** your work into any A&S competition or display.

### **Local Events**

At local events, there are often A&S displays where artisans can display their work for comment (often there will be a notebook or sheets of paper to write down comments). In some cases, there is also a competition, usually by “bean count” where attendees are given little tokens that they can place at the display of an artisan’s work. The displayed artwork with the most “beans” wins that competition.

### **Regional Events**

At the Regional level, there are the different Regional A&S competitions. Artisans who get a first or second place here, are invited to submit their work to the Kingdom A&S competition. Here to, an artisan has the option of entering their work under the auspice of “For Comment Only” – usually because they feel that their work has enough room for improvement, but they want other people’s feedback, or they just have no wish to enter a competition.

The biggest thing to remember about the Regional Competitions, is that your work is not competing against other people’s work, but against the Criteria that your work falls under.

There are currently five (5) Regions, and five (5) Regional Competitions. They are:

- North Oaken – where Dernehealde is located
- South Oaken
- Pentamere
- Constellation
- Midlands

### **Kingdom Events**

The big Kingdom event for the Arts & Sciences, is the annual Kingdom A&S Competition. Participants for this annual event are chosen from those participants in the Regional Events who placed a First or Second for their work. The Kingdom A&S Competition is held during the same weekend as the Spring Crown Tourney.

The rules for participation, as well as the Criteria are updated on a fairly regular basis, and are published on the Kingdom’s Minister of Arts & Sciences webpage.

### **Craftsperson’s Faire**

Craftsperson’s Faires are sponsored displays. For these, there is no requirement of documentation, nor does it necessarily have to fall into the criteria for an A&S entry. This is where artisans can display their work that adds to the flavor of the SCA, but not necessarily something that would have been produced during the time periods covered. Examples include chair covers (used to disguise modern camp chairs), and cooler covers (for the same purpose). Essentially, anything to make a camp or day-camp look more period – using the 10-foot rule\*. These can also be used for projects that may eventually be entered into the Regional A&S competitions, that people want to get some feedback on, while the project is in progress.

**\*Ten-foot Rule** – *This basically means, does the piece look medieval-ish, or “period” (essentially period) from 10 feet away.*

### **Pennsic A&S Warpoint**

This is an inter-Kingdom (all Kingdoms in the Known World) level A&S competition. The Kingdom that takes

the most points in this, wins this War point – which is added to the overall tally of warpoints to determine who wins Pennsic War.

The participants for this are chosen by Their Royal Majesties from those entrants in the Kingdom A&S competition who took a first place on their entry.

Other inter-Kingdom events/Wars are starting to incorporate this idea to their events (I believe) – Gulf War, Estrella War, Great Western War, etc.

# Dear Abbot!

By the Abbot of the Abbey of Saint Leibowitz

Greetings my good gentle folk. I set pen to paper to give sage advice to any and all that may need it.

Pray send your questions to [dernehealde.chronicler@midrealm.org](mailto:dernehealde.chronicler@midrealm.org) and she will forward them on to the Abbey.

**Dear Abbot: When does it stop being partly cloudy and start being partly sunny? – Weather Wise**

Dear Wise: It depends on if you are an optimist or a pessimist! - A

**Dear Abbot: If a person dies and then springs back to life, do they get their money back for the coffin? I-gor**

Dear I-gor: No it is used to pay for the undergarments belonging to the witnesses - A

**Dear Abbot: Are children who use sign language allowed to talk with their mouth full? – Talky**

Dear Talky- It would depend on their parents but Brother Thomas was always able to - A

**Dear Abbot: Why is it "a penny for your thoughts", but you "put your two cents in"? –Thinker**

Dear Thinker: It is always cheaper when asked and always costlier when offered unasked - A

**Dear Abbot: What's a bad habit you have? – Ruffles**

Dear Ruffles- It is a grey green one with a badly placed wine stain that won't come out -A

**Dear Abbot: What's the stupidest thing you've ever done? – Smug**

Dear Smug- Taking the time to answer this question - A

**Dear Abbot: Do people really get any wiser as they get older? –Wondering**

Dear Wondering- I would say it is the only way to get older -A

**Dear Abbot: How much dirt is there in a hole 3 feet deep, 6 ft long and 4 ft wide? –Shovler**

Dear Shovler –None it they did the hole correctly! -A



[https://commons.wikimedia.org/wiki/File:Skriptorium\\_Holzchnitt.jpg](https://commons.wikimedia.org/wiki/File:Skriptorium_Holzchnitt.jpg)

**Da'ud Bob ibn Briggs Goes to the Movies**

~David B. Appleton [davidbappleton@att.net](mailto:davidbappleton@att.net)

Over the years I've seen (and reviewed) a lot of good movies, bad movies, mediocre movies, pretty movies, ugly movies, tightly edited movies, confusing movies, and a few that were frankly just real head-scratchers. This month's movie fits into several of the above categories (yes, including the last one). The synopsis says that it's a story of one thing, but then - watching it - it turns out to really be about something else entirely, although supported by the underlying story laid out in the synopsis. So what originally looks like a fairly straightforward "rescue and recover mission" movies turns out to be much more about personal relationships and the ways that they can be affected by, and in turn themselves affect, the relationships between nations. So it's one of those timely, but also timeless, movies. And since it's set in second century Roman Britain (and parts north!), I get to review it for you. And so it is that this month, the Da'ud Bob movie review is of 2011's *The Eagle*.

Starring Channing Tatum as Marcus Aquila, Jamie Bell as Esca, Donald Sutherland as Marcus' uncle Aquila, Denis O'Hare as Lutorius, Paul Ritter as Galba, Zsolt László as Paulus, Julian Lewis Jones as Cassius, Aladár Laklóth as Flavius Aquila, Douglas Henshall as Cradoc, James Hayes as Stephanos, Dakin Matthews as Claudius, Mark Strong as Guern, Tahar Rahim as the Seal People Prince, Ned Dennehy as the Seal People Chief, and András Faragó as the Captain of the Gladiators, the tag lines for the movie are: "The destiny of a soldier. The honor of a slave. The fate of an empire." And the synopsis is: "In 140 AD, twenty years after the unexplained disappearance of the entire Ninth Legion in the mountains of Scotland, young centurion Marcus Aquila arrives from Rome to solve the mystery and restore the reputation of his father, the commander of the Ninth. Accompanied only by his British slave Esca, Marcus sets out across Hadrian's Wall into the uncharted highlands of Caledonia - to confront its savage tribes, make peace with his father's memory, and retrieve the lost legion's golden emblem, the Eagle of the Ninth." But in the end, it's really less about retrieving the Eagle standard than it is about the growing respect in the relationship between Marcus and Esca, and the complexities of the relationship between Rome and the British tribes.

Good points: The Roman armor. The Roman shields. The Roman saddles. The costuming generally. The Roman shield turtle. Native stone houses with sod roofs. The Roman villa. The cinematography of the Scottish highlands.

Bad points: Slashing with swords. (The Roman short sword was designed for stabbing, not slashing.) The "thumbs down" used by the audience in the gladiatorial amphitheater to call for the death of a participant. (According to Juvenal - Decimus Junius Juvenalis - "thumbs up" was the call for death; "thumbs down" was the equivalent of "swords down," sparing the life of the defeated.)

Zero breasts. One gallon of blood. 108 dead bodies. Spear fu. Axe fu. Pilium fu. Sword fu. Fire fu. Arrow fu. Dagger fu. Heads roll. War chariots roll. Marcus rolls. Esca rolls. Gratuitous owl. Gratuitous dwarf. Gratuitous "Seal People" with their weird skin dye. Gratuitous surgery without anesthesia. Gratuitous boar hunting. Gratuitous skulls. Gratuitous braided mohawk haircuts. Gratuitous stag's antler headdress. Gratuitous feather cloak. Gratuitous child killing. Academy Award nomination to Donald Sutherland as Marcus' uncle Aquila for his response to Marcus' intent to go north of Hadrian's Wall: "You can't. No Roman can survive north of the wall." A 52 on the Vomit Meter. 2½ stars. Da'ud Bob says, "It may not really be about what it says it's about, but it's an interesting movie anyway. Check it out!"



**View from the Broch**

~by Finche Odhinnsdottir

*View from the Broch* will return next month, after all the spring craziness has settled down.

"Vinegar! Get out of the lambing shed! There is no ham in there! And stay away from the piglets, they're not ready to become ham yet!"



**The Anvil’s Ring**

By: T.H.L. Eidiard an Gobihainn,  
O.G.R. (X2), C.W., C.E., A.P.F., C.R.C  
Randomly Bardic Type Person, Storyteller and Standup Philosopher  
*(The longest running continual column in the Middle Kingdom according to some guy on the internet)*

Well, Vinegar and his wife Num-num have sailed back across the sea to their home. Their visit was filled with stories, good food, and of course laughter. I am sure that all the little damages around the farm will be fixed in a short period of time. Accidents happen and with Vinegar, they seem to happen often.

I have recently returned from seeing a Physic near the border with Mugmort to treat an old war wound that was beyond the ability of myself or Finche to tend to. Time will tell if it will heal as it should, but I am hopeful!

I was thinking about the trip back home. My head was swimming from the herbals they gave me and the bandages itched. I was tired and thirsty with a hunger of epic proportions chewing at my insides. But all these things aside, I started to feel better when I started to head home. I have been trying to put my finger on why the idea was so forceful in me. Home. It calls to us each in our own way. Even when I travel to foreign lands I still get that unusual calm when I know I am headed back there. As soon as the plains start to give way to the ancient mountain range I call home my mood seems to lighten and my heart soars.

But what is home? Is it just where we live? To an extent, I would say yes. Often we associate home with our house. Yet other places can be home as well. Remember that feeling when you start out for Pennsic? Or perhaps it stirs when we head to an event that holds some special memory for us. I do know it is more than where we lay our heads down and where our boots lie in rest. It is a place we associate with an unnamed feeling. It may be a palace or a hut made of sticks and mud but that does not matter; it is home.

And home is what is important.

Till next time,

-Eidiard



# We Want You!!!

**Dernehealde’s Haunted Tower V: Memento Mori** is set to be bigger and better than ever this year! We’ll have dancing, marshal activities, feasting and **Camping!** This can only happen with your help!

Helping at an event is a great way to gain new skills, make friends, and give back for all the fun stuff you do. We literally cannot do it without you. It needn’t take your whole weekend or day! Some positions only require a few hours. The more hands onboard, the more everyone gets a chance to play!

Below are openings we have as of now. Please send a Facebook message or email event steward Altani Unegen (Anne Young) with any questions or if you’d like to volunteer. Email is ay196310@ohio.edu. Thanks for all that you do!

<b><u>Lead Positions</u></b> – Heads up major functions of the event including planning	
<b>Public Works Lead</b>	Public Works Leaders set up and tear down of lists, court, feast, decorations, and the event in general. Don’t worry! You’ll have friends to help!

## THE DERNEHERALD

<b>Royalty Liaison</b>	Royalty Liasons make sure that any attending royalty and baronial presences have all that they need including food, guards, and retainers.
<b>Minister of Arts and Sciences</b>	Event MOAS create the schedule for classes and comes up with any contests or Arts & Sciences related programming
<b>Publicist</b>	Most of the publicist's work is before the event. You'll come up with fliers, ads, and design our print-outs that are handed out at gate.
<b>Merchant Steward</b>	Merchant Stewards reach out to vendors to get them to come. During the event, you'll be the liaison to our merchants, giving them info on where to set up.
<b>Camp Master/Mistress</b>	There will be camping! You'll help people navigate where to set up and keep an eye out that our site's rules are followed. Can recruit a team if needed.
<b><u>Teams</u></b> – Volunteers that work as a group usually just before/after and/or during the event	
<b>Royalty Retainers</b>	Set up in shifts, royalty retainers, whether for visiting royalty or our baron/baroness, retainers are there to make the day easier for whoever they're helping.
<b>Gatekeepers</b>	You meet everyone as they arrive! There be at least two people at gate while it's open. That means we'll need quite a few to prevent long shifts.
<b>Public Works</b>	Need flexibility or can't be there whole event but want to help with set-up/tear-down? Please sign up to help out with this. Volunteering the day of is great, but it would be nice to have a core group of names that Public Works Lead can be sure to call on when it's time to shuffle!



### Shire Officers

**Seneschal:** Clarissa de Corvus (Katie Nolan)  
[dernehealde.seneschal@midrealm.org](mailto:dernehealde.seneschal@midrealm.org)

**Pursuivant/Herald:** Adam of Dernehealde (Adam Myers)  
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**Exchequer:** Mikjall Sauthamathr (Celeste Taylor)  
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**Chronicler:** Finche Odhinnsdottir (Judith Winner)  
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**Chatelaine:** Katlyn of Dernehealde (Katlyn Stump)  
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**Minister of Arts & Sciences:** Fíne of Dernehealde (CJ White)  
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**Group Marshal:** Padraig Tomasswn (Patrick Young)  
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**Marshal of Fence:** Leofwyn Godwinesdohtir (Leofwine Klinger)  
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**Archery Marshal:** VACANT

**Thrown Weapons Marshal:** VACANT

**Webminister:** Finche Odhinnsdottir (Judith Winner)  
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**Social Media Officer:** Finche Odhinnsdottir (Judith Winner)  
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### Shire Calendar

**Weekly Meetings:** Starting May 14, 2019 meetings are at the Dairy Lane Park, a.k.a. Richland Avenue Park, ([see map http://dernehealde.middlemarches.org/summer-meetings/](http://dernehealde.middlemarches.org/summer-meetings/)) starting at 6:00pm to include Fighter Practice.

**Fight Practices:** Dairy Lane Park, a.k.a. Richland Avenue Park, ([see map](#) <http://dernehealde.middlemarches.org/summer-meetings/>) starting at 6:00pm.

**On the Cover:** Top image, the Shire's Award of the Grove for activities in the Arts & Sciences A.S. 43 (*scroll in possession of the Seneschal or Exchequer*); Book 1, Hand-bound vigil book by Eidiard an Gobihainn; Leather Pouch by Finche Odhiinsdottir; Embroidered linen napkin (one of two) by Finche Odhinnsdottir; Chained Girdle Book by Eidiard an Gobihainn; Knighting scroll by Finche Odhinnsdottir.