



Southern Shores'

THE GULL

Web Edition 2

February 2011

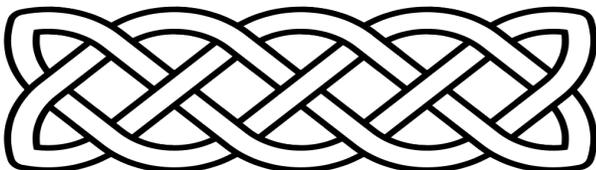
Greetings from the Chronicler!

A little past the scheduled publish date, here before you finally rests the second issue of the Reawakened GULL. Happily, we have a wider variety of subject matter to share with our readers this time, which just emphasizes the importance of everyone taking the time to participate in THE GULL. For the greatest variety, insight and perspective, we need submissions from others.

Your submissions need not be long; the subject matter is limited only to the breadth of "medieval" history, anything about participating in the SCA, traditional crafts, your notes from an Arts and Sciences presentation or contest submission ...the field is open and it is time to "lay on!"

Our inaugural issue was announced only to the province and pertinent Principality and Kingdom Chroniclers, but, with this issue, we are announcing the release of each issue to the Kingdom of the West in its entirety. The Internet, which temporarily replaced THE GULL, will enable us have a wider readership while not emptying the coffers for publication costs. This is an opportunity for us to show to the Knowne World, the riches of our province members' interests and abilities.

*Yours In Service,
Vashti Brianna of House Archer*



Important Dates

- 2/7/11 Project Nights at Fabian & Eliska's
- 2/21/11 home. Begins at 7 p.m. Call 408-806-9950 for more details.
- 2/16/11 Business Meeting at the Stormo's home. Begins at 7:30 p.m. Call 408-691-2083 for more details.
- 3/1/11 Officers are scheduled to make their seasonal reports to Principality and Kingdom level officers.
- 4/7/11 Newcomers' Tourney

This is the February 2011, issue of THE GULL, a free electronic publication of the Province of Southern Shores of the Society for Creative Anachronism, Inc. (SCA, Inc.). THE GULL is available at <http://www.southern-shores.net/gull/gull.shtml> or from ElizaBeth Gilligan at 35508 Cleremont Drive, Newark, CA 94560 <chronicler@southern-shores.net>. It is not a corporate publication of SCA, Inc., and does not delineate SCA, Inc. policies. Copyright © 2011 Society for Creative Anachronism, Inc. For information on reprinting photographs, articles, or artwork from this publication, please contact the Chronicler, who will assist you in contacting the original creator of the piece. Please respect the legal rights of our contributors.

Kingdom Arts and Sciences Competition Schedule

Following, you will find the list of West Kingdom-level Arts and Sciences competitions currently planned for this year as announced by the Kingdom Arts and Sciences Minister, Saeunn Egilsdottir. This schedule will be updated with any changes or clarifications that are made in future issues of *THE GULL*.

Beltane

Technical Science: Metal Working
Practical Science: Brewing
Performing Arts: Original Composition

Arts and Sciences Tourney

Practical Science: Cooking
Performing Arts: Dance
Performing Arts: Performance
Fine Arts: Needlework
Fine Arts: Calligraphy
Technical Science: Glass Work
Practical Science: Tools for working with any period medium (wood, leather, bone, metal, glass, etc)
Fine Arts: Animal Imagery
Practical Science: Things with moving parts

Purgatorio

Technical Science: Leather Working
Practical Science: Textile
Fine Arts: Costume

In an effort to increase participation in Arts and Sciences activities, competitions were moved to coronations as more members of the populace historically have been available to enter.

In order to not lose Arts and Sciences at our Crown events completely and to foster participation in the Arts and Sciences, the open artisan displays and Wreath of Athena were created. The Wreath of Athena will work like this: artisans will be invited to display their Arts and Sciences projects; these projects need not be completed nor need they be accompanied by any documentation. This display, hosted by the Arts and Sciences Minister, represents the work of all

populous members who are practicing in the Arts and Sciences to the best of their ability. The populace, at large, decides upon the victor voting for the winner with beads placed in cups by each of the artisan's displays.

The individual who prevails in this venture is given the "Wreath of Athena" which is a rosemary wreath decorated with purple and yellow ribbons, i.e. the colors of the Arts and Sciences Office. The victor of this popular polling will then be allowed to wear this wreath for the duration of the event and this honor will be recorded in the awards list.

Seneschal's Report

For those of you wondering what happened at the January business meeting, basically we reviewed the January issue of *THE GULL*. As a result we edited out some un-necessary contact info. We also talked over some options on the Warlord Tourney. I held that I did not want to do what we had done the last couple of years, instead I wanted to be bold. It was agreed that the Warlord Tourney itself could be held on alternating years to make way for a Makers Tourney (name may change as this matures). There was some discussion over possible alternatives on the Warlord Tourney itself, including versions that would test the Warlords ability to lead a team to victory. After presenting my vision for the Makers Tourney (as revealed in the January *GULL*), I asked the assembled populace if it sounded like the kind of event they would want to go to, and the general response was reasonably enthusiastic.

Other discussions related to newcomers, both the event and those newly attending our meeting, and encouraging people to write for *THE GULL*.

Things that have happened behind the scenes: Sal has not only demonstrated insufficient reluctance, he actually volunteered to become my deputy with the goal of being the next Seneschal of Southern Shores. Myfanwy, in a gesture of major generosity, chose to step aside from her position as my deputy to make room for Sal. Myfanwy will be continuing to be

active in Southern Shores, both with the completion of the Southern Shores Sunshade and Autocrating Newcomers Tourney.

At the February business meeting, we first talked about the decision by the BOD that funding for the printing and mailing of the Kingdom Newsletters (such as *The Page*) would stop as of the beginning of 2012. The purpose of the discussion and this reporting of it is to provide in our own small way a sampling of the perspectives and attitudes of the populace. The general agreement was that there would be problems for people who are not well connected to the internet. While we at the Southern Shores business meeting, center of silicon valley, were all reasonably well connected to the internet, several of us knew individuals who would have difficulties. It was also generally agreed that *Tournaments Illuminated* and the *Compleat Anachronist* would be at least equally valid targets for transferring to electronic version. Several people present would willingly accept their *Page* electronically, even if it was available in paper form delivered in the Mail to others, as a way to save the SCA money. Most people were reluctant to lose their paper copy of *The Page* and a few raised the fairness issue of people who had paid in advance for first class postage.

The rest of the meeting was focused on the Newcomers Prize Tourney. It was established that we would use the same site as last year, several ideas were generated for classes and Catherine Holcombe of Arden, being our Arts and Sciences Officer, will be reaching out for teachers of classes. If anyone wants to volunteer to teach a class, especially on any subject that newcomers would be interested in, please reach out to Catherine. We discussed at length the issue of the prizes for the Tournament. At the end it was determined that we would have a variety of useful items and materials, especially for people who are still in their first 2 years of fighting. For the Open Tournament we will be reviving an old custom of having each entrant bring a prize and everyone in the tournament gets a prize.

Douglas Archer,
Southern Shores' Seneschal

Reawakening THE GULL

This is the second issue of the "Reawakened" *GULL*. Like many other provinces and baronies, Southern Shores once had a regular newsletter. Then the Internet became pervasive and such newsletters went into decline. Everybody figured the Internet would take over these groups' needs, but the one thing the Internet does not do well was the most memorable aspect of *THE GULL*, the stories, the articles, how we teach each other and share our gifts within a community.

Our first issue, last month's, was focused on Southern Shores-specific issues and, if you are interested, you are invited to go back and read it. This is the first issue being publicized on the SCA-West Yahoo Group list, because it is our intention to not only reach out to current Southern Shores members who do not follow our Yahoo Group, but also to open our newsletter up to past members of Southern Shores and anyone who wants to participate and/or see what we are doing. While *THE GULL* will always be the Southern Shores Newsletter, just like a local newspaper there is nothing that says we need to exclude articles etc. from anywhere else.

Our vision for *THE GULL* is that it will contain news, art, articles, editorials, essays, works of very short SCA-related fiction and humor. We are deliberately setting the bar low so that more people will write for *THE GULL*, but even if we get a fantastic array of incredibly well-written articles by renowned experts, we still want to also publish articles by beginners, students and apprentices.

Most everybody I have met in the SCA has multiple areas of knowledge that they willingly share in casual conversation, but I believe most people fear that to put it into print opens them to being flamed for inaccuracies. I do not know any people in our Kingdom so small-minded as to flame anyone for trying to help others, but if there are, I will be glad to point out the fallacy in their approach. Of course people will point out what they understand to be inaccuracies, this is a service, encouraging healthy debate and learning for all. With the courtesy I have

consistently seen displayed on our local and Kingdom Yahoo groups, I am certain that anyone brave enough to contribute will find their efforts rewarded with respect and appreciation.

We have become conditioned by the abundance of experts to assume that only experts should teach, but in fact we all have something worth sharing. If an expert reads your article and feels it is not sufficient, they may then be motivated to contribute themselves. Many will read their article and become enlightened, but it is quite likely that there are some that heard a perspective in your approach that resonated with them more.

We are very aware that writing is different from talking and our Editor has taken on the responsibility to make sure that any and all submissions, before they are published, are made sufficiently readable and is happy to help you in achieving this.

So please, read, enjoy, and share your own stories, lessons you have learned the hard way.

*Douglas Archer,
Southern Shores' Seneschal*

Newcomers' Event and Tourney

This is the event you have been waiting for to bring new people to! We will have a nice selection of classes that will cover many areas of the SCA that help in introducing our new people to the society.

We will also have three separate tournaments throughout the day; the first will be for fighters authorized for one year or less and have never won a tournament, the second will be for fighters that have been authorized for two years or less and never won a tournament and the third will be a prize tournament open to ALL authorized fighters. Armor Inspection at 10:00 am sharp, first tourney starting at 10:30 am.

A variety of useful prizes for the first two tournaments will be provided, for the open tournament each entrant needs to bring a prize and each contestant shall leave with a prize.

Site Information: Calabazas Park 1201 South Blaney Avenue, San Jose, California (at Rainbow blvd. & Blaney Ave just off Hwy 85

and S. De Anza Blvd.) Site opens at 9:00 am and closes at 5:00 pm. There is no site fee, but donations will be gratefully accepted.

Autocrat: Douglas Archer (Doug Gilligan)
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Directions: from 85 going south, get off at De Anza Blvd, go left on De Anza, turn right on Rainbow, and left on Blaney.

From 85 going north, get off at De Anza, go right on De Anza, stay to the right making a sharp right on Rainbow and left on Blaney.

Douglas Archer, Southern Shores' Seneschal



The Bardic Corner

As editor, one of the features I plan to have as a regular "column" is this Bardic Corner. It will be open to all, and can be from among any of the bardic arts – storytelling, poetry (original and historical), the lyrics of songs, etc. This month, we are featuring several submissions from His Grace, Duke Cariadoc who very kindly contributed historical and SCA-related works. I hope that readers are inspired to contribute their own work for future issues. With this brief introduction, I turn your eye to the words of one of Southern Shores' more eloquent residents

In praise of our fair neighbors, Duke Cariadoc has shared a couple of his poems for our enjoyment.

Fair Crosston

To the tune of Lord Willoughby's Welcome

Fair Crosston is the perfect place for learning
something new

A bransle to dance, a round to sing, or how to
sew a shoe

At every art beneath the sun we try to be the
best

Which might be why we're sometimes known as
Carolingia West.

With thread and needle Alia such pretty pictures

painting

Flirtation by bold Geoffrey Mat it leaves the
ladies fainting
On tourney field the warriors bold give all their
heart to fight,
But none of them goes hungry home if Crosston
is on site

For strays that come when sun is set there
always is a roof
The bodies under Trouble's shade at morning
show the proof
A few of us made Trouble while the others stood
around
Yet it is said of all of us, in Trouble oft we're
found

However much the past has done there's always
more to do
For how so old an art that lives must yet be born
anew
So day by day beneath the sun we labor at our
best
To turn our arts to service of The Kingdom of
the West
("Trouble" is the name of the large Crosston
tent/sun shade.)

To the tune of Jean de Nivelle

Geoffrey Scot he is a knight
Geoffrey Scot he is a knight
He has been known to want to fight
He has been known to want to fight
To fight and fight and fight a lot
Then fight some more, has Geoffrey Scot
Hey, hey, he's our man
Geoffrey does what Geoffrey can

Geoffrey Mat does everything
Fight and sew and dance and sing
Shows a leg and more than that
He's a flirt is Geoffrey mat
Hey, hey, he's our man
Geoffrey does what Geoffrey can

Alessandro herds the choir
Through the night from fire to fire
Basses, tenors, sharps and flats
Alessandro herding cats.

Hey hey, he's our man
Sandro does what Sandro can.

Fair Colette has friends you'll see
With twice as many legs as me;
On Tiara she's the best
To spear a ring or break a crest
Hey, Hey, watch her pass
Colette is a lively lass.

Good Sir John he is our pride
So loud and tall and thick and wide
He loves to fight and dance and sing
And help with almost everything
Hey, hey, he's our man
Sir John does what Sir John can

Cassie draws a deadly bow
Shafts and foemen fall like snow
Gentler arts as well inspire
Draw a Laurel from the fire
Hey, Hey, watch her pass
Cassie likes to play with glass

Frederick is a shining star
Shedding light on near and far
So though Mists might think it wrong
We have put him in our song
Hey, Hey, he's our man
Frederick does what none else can.

And here is something rather different:

Two Voices

There is nothing above the King,
No power to speak him nay;
This is the hour of anything,
The dawn of my golden day.

*This is the law behind the king:
Greater power, greater bond.
Who might order anything
Must bend to the breeze like a willow wand.*

There is nothing written above my throne.
No strength can cast me down.
The kingdom and power are mine alone
By the sword that won my crown.

*This is the law behind the king:
In feast or famine, in peace or war,
He is not master of anything,
The poorest peasant is richer far.*

The knights with their shining swords;
By right of might they are mine.
The people, their beasts and their lords;
Ghost be gone with thy riddle rhyme.

*Son be done with thy foolish words;
No man may rule my land,
No man can master a hundred swords
Whatever the strength of his hand.*

*Rule for power and pride
Alone in an empty hall;
Serve or step aside
The King is a servant or nothing at all.*

I hear the watchman's 'Up away;'
On the heels of dawn runs day.

Sweet, I go but leave thee knowing
I am thine wherever going;
Keep me ever in thy mind
For my heart remains behind.
I hear the watchman's 'Up away;'
On the heels of dawn runs day.

Sweet, without you death would find me,
Love put all my life behind me.
I'll be back as soon as fled,
For without you I am dead.
I hear the watchman's 'Up away;'
On the heels of dawn runs day.
Feel free to use any of them.
His Grace, Duke Cariadoc

Imagine your artwork here instead of this silly red box ... all you have to do is scan your personal artwork and email it to the editor at chronicler@southern-shores.net

And a translation:

Dawn Song Us cavaliers si jazia
*by Bertran d'Alamano (fl. 1230-1260
or Gaucelm Faidir (fl. 1180-1215)*

A knight beside his sweet desire
Between his kisses makes inquire:
Sweet, what is to do my dear?
Dark must end as day draws near.
I hear the watchman's 'Up away;'
On the heels of dawn runs day.

Sweet, if day and dawn for ever
Ended were that lovers sever,
Best of blessings where true knight
Lies beside his best delight.
I hear the watchman's 'Up away;'
On the heels of dawn runs day.

Sweet, be sure there is no smarting
Pain can match with lover's parting;
I myself can count its pains
By how little night remains.

Basics of Knitting Chainmail

About 6 months before I wrote this article I started “knitting” chainmail. I made a sheet of chainmail, for use as a Camail (also known as an Aventail) which is a curtain of chainmail hanging from the helm, over the shoulders, protecting the neck. After some web searching, I decided to make it from 16 gauge steel wire with a 5/16 (inner) diameter. I have since found out that this is definitely on the light side of the range of armor grade chainmail. For a Camail, it will still protect but will result in a more frequent need for repair.

I made and knitted links into a (stretched) sheet of 41.5” x 9” (about 4,240 links). Do not assume these dimensions would be appropriate for your project, but hopefully the numbers I provide will give you some idea of the size of the project and how chainmail behaves (see stretched and compressed numbers below). This weave (the common 4-in-1) has different

compression properties in each (of two) directions. For the Camail, I chose to make the Long Direction (around the neck) the one that could stretch more. Partly because it seemed to provide better protection and partly because I was hoping to avoid having to add 'expansion' links (not good at that yet).

Direction (Long):

Stretched = 41.5" Compress (still flat) = 25.5" (61%) Bunched (not folded) = 15.5" (37%).

Direction (Short):

Stretched = 10.5" Compress (still flat) = 8.75" (83%) Bunched (not folded) = 6" (57%)

What do you want to make?

For a chainmail shirt, creating sheets of chainmail is the vast bulk of the work. For maintenance purposes see the guidelines below, for protection purposes, weight is part of the protection but there is a limit to what you want to carry. I have also been told that in the SCA, where all weapons are not sharp, a chainmail shirt is effectively a fashion statement and marginally useful for protection purposes (if at all).

Please note that for a proper Camail, expansions create the preferred shape and 'hang' of a Camail and for a Coif (covers the head like a cap and extends to covering the shoulders like a Camail), it is absolutely required to do a LOT of expansion links. Basically the concept of expansion (as anyone who knits yarn could tell you) is you need to ADD extra links to the pattern, so that when an expansion link is added, at that point there is a '5-in-1' with one side of the center link (the expanded side) having three links and the other side (not expanded) having only the usual two links. The tricky part (for me at least) is making sure I understand the discontinuity of the pattern, as I have a hard enough time making sure the 4-in-1 is kept error free. Chainmail, when not laid stretched out and flat in a simple pattern (such as 4-in-1), can be very confusing and hard to know if it is right, so expansions by their very nature make it harder to keep the desired pattern straight.

All that I will show here is what is called "European 4-in-1", there are a lot of fancier weaves I know nothing about. Riveted and welded links are much more advanced but don't need nearly as much repairs. When I learn how to do this efficiently (meaning, without requiring an insane amount of skill, manual dexterity or time/effort per link) I will teach that as well. What is left to decide is just 'wire gauge' and 'inner diameter'. For armor you will want minimum 16 gauge (14 gauge is thicker) and a maximum inner diameter of 3/8" (5/16" is denser). I suggest either 16 gauge at 5/16" (light end), 16 gauge at 1/4" or 14 gauge at 3/8". See the websites:

<http://www.arador.com/construction/maillstart.html> and <http://www.wentz.net/renfaire/maile/4-1.html> for additional help.

How much do you want to do?

I made my own links, but that was before I learned how easy it was to buy them. You can get half the links already closed (like washers) and 'knit them in'. I suggest not doing this until you have mastered 'the pattern' of 4-in-1. The rest is just knitting it, you do that.

How 'beautiful' do you want it to be?

Good links help (see www.theringlord.com). Pliers with teeth leave marks but provide an easier grip.

How much do you want to spend?

There is the wire and tools to make them into links. Or, just buy the links. There are the two pliers you will need for knitting. Read the rest before buying. It is also useful to have something to carry your project in.

Step 1. Make the Links

This is made much simpler if you go to www.theringlord.com and buy them.

- Buy a rod (preferably metal) of the desired diameter. (local hardware store should have it). You will likely need to shorten (cut) the rod to make it a useable length, in either case remember to grind, file and sand both ends so that they are not sharp metal edges (for safety).

- Buy the wire. I found galvanized steel wire at the hardware store (later at the same store I bought more but they had a different brand and it was shinier). Stainless Steel wire is stronger and weighs about the same but will be harder to work with.
- Hold the wire next to the rod (I found a 'vice grip' that could reach around the rod and grip the wire very useful).
- Wind the wire around the rod, it is not easy to keep it looking 'clean' but you will find what works for you. Basically you are making a coil, it will look like a compressed spring. Gaps will appear in you nice neat coil where you can see the rod underneath it, this is what you try to avoid. It took me a while before most of my coils looked decent.
- When the coil is long enough, cut the wire from the spool to the coil and remove the coil from the rod.
- Cut the coil into links. I have been using 16 gauge wire and found 'Aircraft shears' to work well for me. Some people use wire cutters or a saw.
- There are ways to use power tools creating a 'cranking' system. I avoided these as being useful to set up only if you are doing a LOT of links (more than what I have done). I was also concerned about safety issues. When creating coils at high speed, a lot of energy can be released in a bad direction if something goes wrong (which it likely will while learning how to do it). Even a manual crank system with lots of leverage that can go fast will still be dangerous in my estimation. I liked the idea of giving the wire time to deform as I wrapped it around the rod. I found that even with my unpowered, slow, manual method, the coil got quite hot and there was a lot of spring energy stored in it, with the occasional resulting 'ouch'.

Step 2. Make Chainmail.

- See the following for the 4-in-1 pattern.
- 4-in-1 means that when a link is in the middle of the pattern (not at the edge), it will have four other links, 'linked' to it.

- The most important part is to understand the pattern thoroughly.
- Even when you understand the pattern, every time before you add a link, make sure the chainmail is flat. This way you can make sure you are connecting to the right links in the right way. If a mistake happens, as it does to me, fix it as soon as you find it.
- Close the link: Use pliers. Bend carefully.
- Use two pliers. You will figure out which pliers fit your hands and are strong enough to shape your links. You will also figure out which is more important to you, an easier grip on the link, or not having teeth marks on your links.

You know that article you've wanted to write? The Essay you thought about? An editorial? Or even just the documentation from an Arts and Sciences competition ... they can all be turned into a brief article. It would take only about 500 words to fill this empty spot. There are never any shortage of ideas at meetings, let's see some put forth here!

- The links, if not already open enough, will have to be opened wide enough to allow it to be weaved with the other links. Open side to side, don't make the circle of the link larger.
- Links are detached parts of a coil, also known as a spring. While most wire does not have the 'bounce' of a store-bought spring, it will still, when changed, try to move partway back to the prior shape.
- I bring the ends of the link side by side, overlapped about 1/16". Then I pull back and slide the ends over each other, remembering to 'slide' over a little extra to account for the spring-back effect.

- Remember you can add at either end or on either side. In fact as it gets bigger, it gets easier to keep the shape and pattern straight, and so it get quicker and easier to add links.

There is nothing like the sound, appearance, feel and texture of real chainmail, and for most people, if they want it for themselves, they need to either make it or barter with someone else for it. Please remember, you are doing this for fun, as people will not generally be willing to pay the price (in cash) for chainmail proportionate to the skill and time involved, but if you do it for a hobby, at the end of it, you have something of significant value.

Douglas Archer

