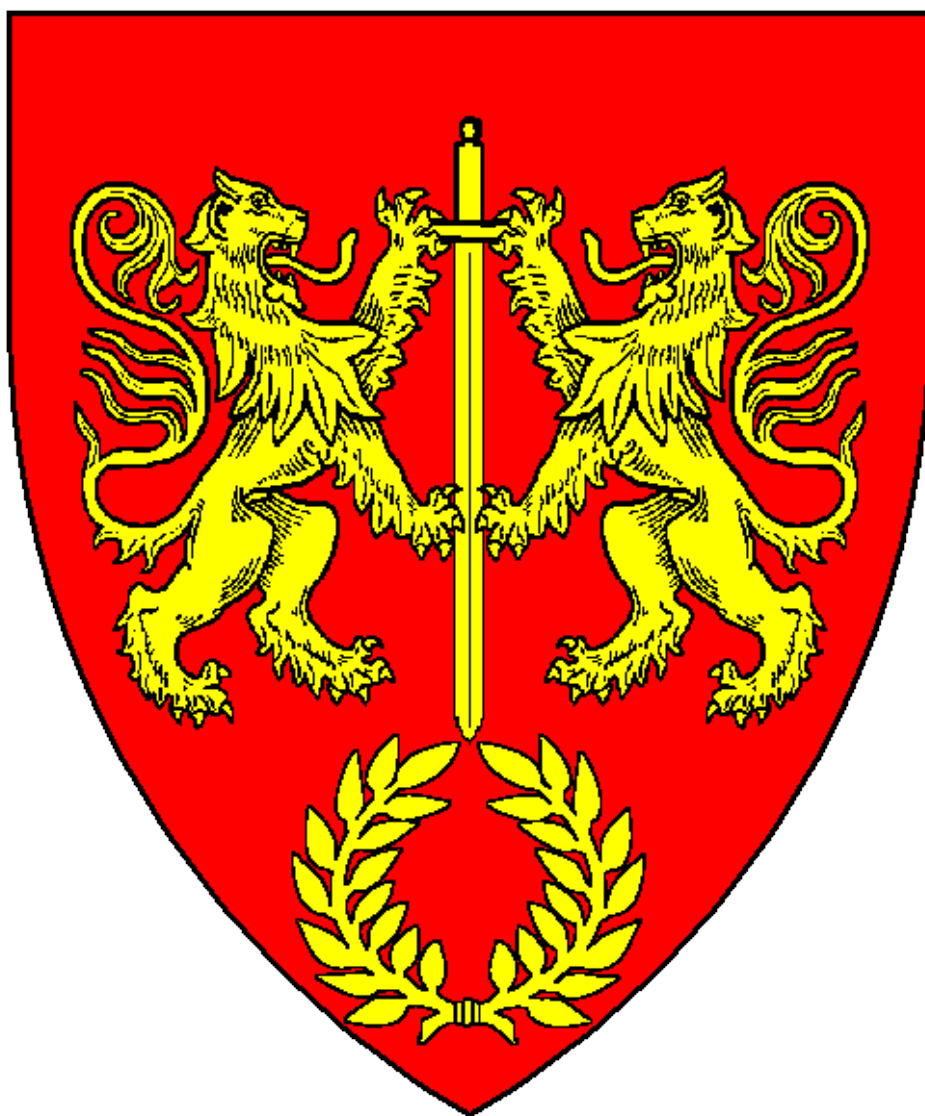


# The College of Saint Andronicus



University of Canberra Medieval Society

Regular Meetings: Thursdays, 6pm, Room 6B33





**Andronican Fighters – with Baronial Support – at College War, 2012**



**A Feast – at Spring War, 2012, in The Barony of Mordenbale (Newcastle)**



# Who We Are :

**SCA– Society of Creative Anachronism** – The SCA tries to recreate the nice bits of Medieval and Renaissance Western Europe, from the period before 1600 AD back to, usually, around 600 AD.

We assume everyone is of noble birth, no one is poor, and religion is an area we all acknowledge but remove from 'the game' – and thus has no influence on our Society. We also try and avoid plagues and famines!

The SCA is a worldwide organisation which started in the U.S.A and has since spread to most parts of the world.

## **What is the College of Saint Andronicus?**

We are a chapter of the SCA, based at the University of Canberra.

While we are based at the University and do many activities within the university we also participate in activities of the SCA locally, nationally and even, potentially, internationally.

These events include tournaments, feasts, camping, competitions, classes, and wars.

The College holds weekly meetings on Thursdays at 6pm, in Room 5B81. Afterwards we head to the pub for food and drink.

The Barony also has meetings on Wednesday nights, Friday nights and Sundays.

## **What happens at meetings?**

We do many different things at our meetings: occasionally we need to hold official meetings to discuss things like finances or activities, but more often our meetings involve fighter practice, working on projects and learning new skills, or just general discussion (usually revolving around YouTube) and having a laugh.

Some of the activities we have done so far have included: Illuminating manuscripts (decorative calligraphy), basic hand sewing, making ointments, foraging for herbs and fruit, brewing, a clothes sewing day, an introduction to Vikings, armour maintenance, and a how to class on Heraldry.

If there is anything you want to learn talk to the Arts and Sciences officer or the Seneschal. We're unlikely to say no.



# Fighting In The SCA :

The forms of combat we recreate in the SCA are:

Heavy armoured fighting, in tournaments and wars; Archery – both in competitions, and wars; and Rapier, also known as fencing. Recently Equestrian or horse activities have begun to be practiced, though as of yet none of our members own a horse.

Unlike most combat sports, there are no judges in SCA heavy fighting. There are Marshals, who you can identify by the yellow and black striped pole they wear, but they are not referees – they are there to ensure the safety of combatants and the spectators.

Instead, fighting relies on the honour of fighters, with each fighter accepting the others decision on the strength of blows.

Essentially, it is up to the fighters themselves to determine whether or not they are beaten.

This means that you can, theoretically, cheat your way to victory – but this won't win you many friends. Plus, if you call a blow "light", they're only going to hit you harder...

Since we prefer that no one get hurt, SCA fighting is done with real armour (made with leather, metal, padding, kydex, and so on) and rattan swords. Rattan is that bamboo-y stuff, only with a solid core – cane furniture is made of it. Rattan, surprisingly enough, is springy enough to absorb some of the force of the blow (although blows 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 for aesthetic reasons, and attaching some sort of crosspiece or guard. Armour is much more complex -- and can take hours, days or even months to construct.

Before being allowed to participate in combat each fighter is trained by senior fighters, and must be judged safe by a Marshal. This training aims at ensuring that the fighter is safe to himself or herself and to others, and typically lasts a few months. As part of this training, the novice fighter is taught how to recognize a "good" blow. Each fighter judges whether blows received in combat would have been hard enough to do injury through armour if a real sword was being used. If the blow is "good" to an arm or leg, the fighter will give up use of that limb; if the blow is good to the head or body, the fighter is "dead," and falls to the ground, signalling that his opponent is victorious. At the end of the training, each fighter must prove to a panel of marshals that he is competent to fight on his own. If the panel decides the fighter is safe (not good, you understand, but unlikely to hurt him or herself or an opponent) they authorize him or her to fight in tournaments.



# An Introduction To Garb:

The Medievally clothes that we wear are referred to as “garb”. Wearing clothes from a different time and place can be fun – it also makes the SCA different from many hobbies, as you can choose from an incredibly broad selection of styles.

## But I can't sew?

That's okay! We can teach you, and we hold sewing days for everyone to make garb together, with adult supervision.

Alternatively you may be able to make an arrangement with someone to make you your clothing of choice or buy it at an event or online.

Use natural fibres – not only are they more accurate, they are less flammable should you bump into a candle or stumble into a campfire.

Plain colours are suitable for virtually all periods and places, but simple cheques and stripes were also not uncommon. You may want to check with other members and do some research as it is much easier to make plain colours look good. When choosing fabric keep in mind which colours would have been available. There were many dyes available during the middle ages, some which were very common and others which were very difficult to use, or incredibly expensive. Browns, greens and yellows are fairly easy colours to make, reds and red oranges, even a light pink. Black and purple were both difficult to make, purple was rare partly due to its source –shellfish was uncommon – and for this reason it was more reserved for the upper classes.

## Tunics

Perhaps the most common, and simplest, form of clothing for most of the SCA time period is the tunic. Its length and neckline vary, and by carefully choosing accessories you will be able to create different looks with the same pattern.

## Pants

These are not that hard to make, however if you wear natural fibre pants which are loose (not jeans) and there are no visible pockets, they will be acceptable until you make some to a period design. Tights or stockings are also acceptable.

## Shoes

With a little effort medieval style shoes can be made – for now, though, focus your energy on clothes. Simple school-type shoes, boots and even leather sandals are suitable. Mary Jane shoes with buckles suit many later clothing styles, and would suit both men and women. The important thing is that whatever shoes you wear, they don't spoil how you look by being glaringly modern.





## Accessories:

### Hats

Many styles of hat are suitable, straw hats with a rounded top and a wide brim is certainly a good choice. Don't forget that you will still need protection from the sun! Several other types of headwear can really make you look the part without too much cost or effort.

### Belts

Simple cloth drawstring bags can serve as pouches which can be hung from your belt. These are great since you won't have any pockets.

The only official colour which you cannot use for a belt is white, as this is reserved for Knights – custom also suggests that red or green belts should be avoided as these are used by squires and apprentices, though these last two are custom, and not law.

### Jewellery

You can also add to your appearance, both for men and women! Viking men for example were often reported to have worn more finery than Viking women. Try and avoid anything which is clearly modern, looks like plastic or contains large multifaceted gems.

### Crowns

Crowns and tiaras are also worth avoiding as within the SCA they are generally reserved for Royalty and certain ranks.

The same should be said for plain unadorned chains, these are a sign of the fealty sworn by the three peerages, most commonly they are seen being worn by Knights.

The same goes for spurs which are also worn as part of a knights regalia. Armlets, bracelets, bead necklaces and rings are all fine.

If in doubt: ask, it is also quite easy to find information on the net.

And don't forget to put away your watch and phone!

## Getting It Together

OP shops are good places to go – often you can pick up belts, hats, cups, bowls, cutlery, jugs and other items. Keep an eye out for fabric too, dark blankets can make good cloaks and even curtains may be useful. It is possible with a bit of searching and an eye for a bargain to build up quite a collection of garb at very little cost.



## A Basic Tunic Pattern :

Made ankle length this pattern can be used to make a dress! Make several and in winter wear tunics of contrasting colours and differing lengths.

This pattern is designed for 2 yards of 45"-wide fabric: 1 1/3 yards for the body, and 24" for the sleeves.

Wrist measurement (narrow end of "S") equals the distance around your closed fist plus an inch for seam allowance.

If your fabric is wider than 45 inches (most wool is), you can widen the body halves, but leave the sleeves 22 inches wide at the top unless you really need the space. The leftover fabric can become more gores (the G's). To assemble:

Sew the body halves together only at the top;

Cut the neck-hole out as small as possible-It can be -round, semi-circular, or square, and if you wish, a short slit can be added;

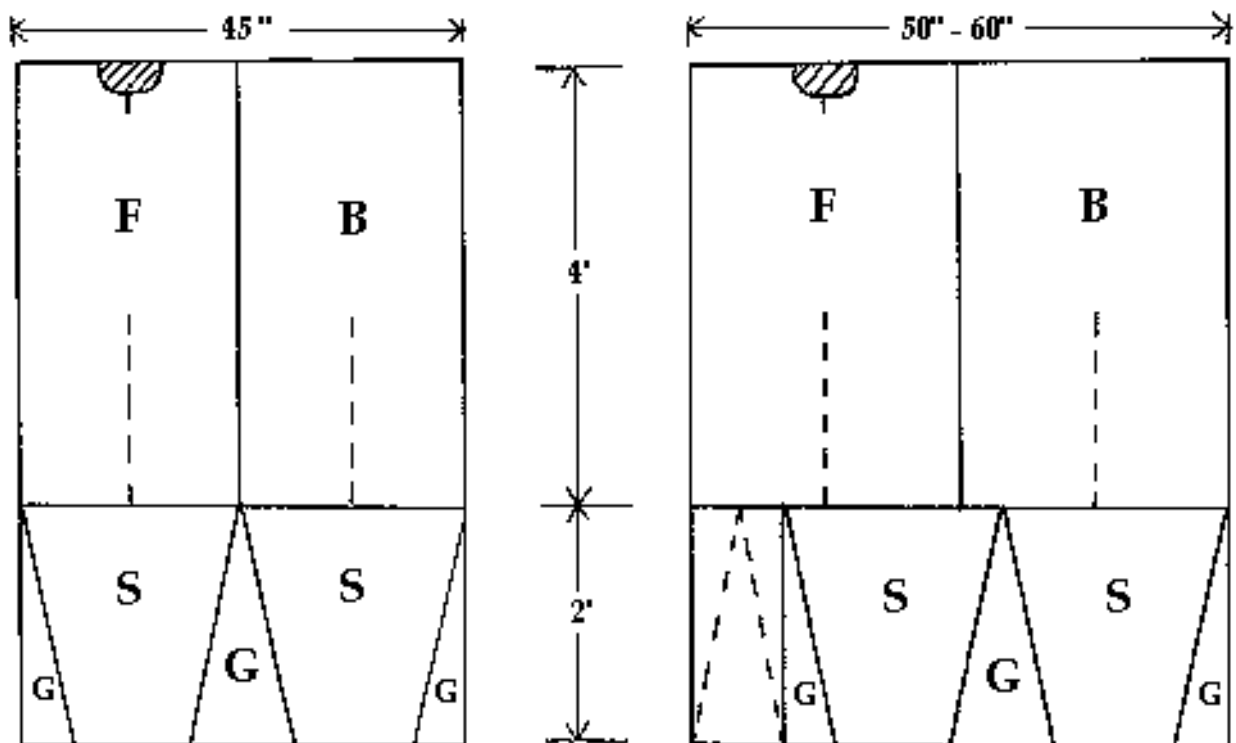
Sew the 2 little gore halves (G) together to match the shape of the big gore;

Sew the gores to either side of the back panel, or in slits at the centre front and back. (It is even better to have gores in the centre and at the sides, but not essential!);

You will probably need to trim the sleeves to fit closer along the forearm, but not too tight;

Sew the sleeves to the body, centred on the shoulder seam;

Finally, fold the whole thing in half (into a tunic shape), and sew each side from wrist to armpit to hem.



# The Peerages:

There are three awarded peerage orders, all of which have the same basic requirements: new companions must be honourable and courteous, familiar with the basic gentle arts of a medieval court, and should have proven their dedication to the Society and its ideals. These orders rank equally.

## **The Chivalry:**

The Chivalry, who include the Knights, are fighters who have achieved great skill at arms, and who are considered by the other members of the Chivalry to be models of prowess, chivalry, and honour.

The knight is considered by many to be the central figure in our medieval mythos.

## **The Order of the Laurel:**

The Order of the Laurel is awarded to craftsmen and artists recognized for their research in medieval crafts, their willingness to teach their skills, and their skill at their arts.

The laurel wreath was anciently used to crown victors at Greek games, great poets and the like, and has always been a mark of achievement and skill.

## **The Order of the Pelican:**

The Order of the Pelican is given to those whose work in service to the SCA has made a great difference.

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.





# Etiquette:

The SCA is a great place – people are friendly and usually very easy to talk to. It is also made up of people with a broad range of interests and from many walks of life.

Here are some common sense tips which will help you to feel comfortable and enjoy your new community:

- Your phone isn't medieval please hide it, turn it off, put it on silent, and walk away from people if you need to use it.
- It's ok to have a drink – it's not compulsory though!
- If you can't remember someone's name use "My Lord" or "My Lady"
- Drinks: Cans and plastic bottles are very modern. You can get tankards and goblets really cheap from Op shops, or make a little fabric sock to put your bottles in.
- Current practice is to be responsible for your own allergies. Lists of dishes and ingredients are often published before feasts, so look or ask before booking and deciding to pay for food you may not be able to eat.
- When do I wear Garb? To Events – don't worry about it at normal weekly meetings!
- When in doubt – be polite, courteous, and humble. If you're worried about something, ask another College member – they'll be happy to answer anything you want to know.



# What Does It Mean ?

## -A Glossary of SCA Jargon, Terms, and Phrases for Beginners-

### Groups:

**Barony** – is a large independent group reporting to the Kingdom. It has a Baron and Baroness, and may have Cantons or Colleges reporting to it. The ACT is the Barony of Politarchopolis.

**Canton** – is a small group which is part of and reports to a Barony.

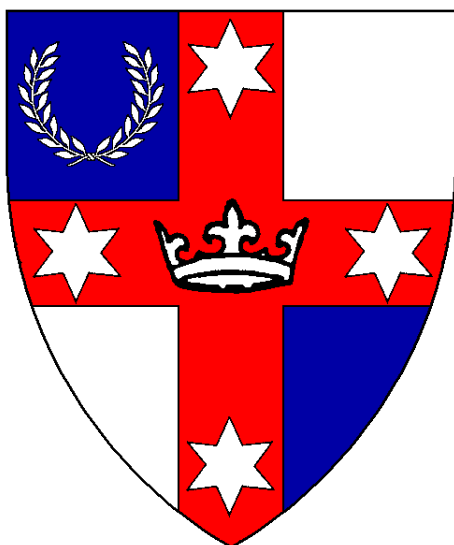
**College** – a small group which is set up on a campus of a School, College or University.

**Guild** – a group of people who have chosen to study a particular skill or are of interest. Membership is open to anyone with an interest. eg, cooks guild, embroiderers guild.

**Household** – a group of people who have chosen to ally themselves together. Households can be composed of people with similar personas, similar interest, or just a group of friends. Membership criteria and methods of joining vary from household to household. Households are not recognised as a formal group.

**Kingdom** – the area ruled over by a King and Queen. Australia and New Zealand are part of the Kingdom of Lochac.

**Shire** – a small independent group which reports to the Kingdom: our nearest shire is Torylon (Yass).



The Kingdom of Lochac



The Barony of Politarchopolis



## People:

**Baron/ Baroness (Court)** – a Court Baron or Court Baroness is a Lord or Lady who has been given this title by the Crown.

**Baron/ Baroness (Territorial)** – a Baron and Baroness who have been chosen to serve as ceremonial head of a barony.

**Chirurgeon** – the first aid officer. If you have a current first aid certificate, you will be able to volunteer to help out at larger events such as Rowany Festival.

**Chronicler** – the officer responsible for the group newsletter.

**Chatelaine** or **Hospitaller** – the officer responsible for welcoming and assisting newcomers to the Society.

**Constable** – the officer in charge of making sure everyone has signed in for events, lost property and general health and safety.

**Count** – a lord who has been King once.

**Countess** – a lady who has been Queen once.

**Crown** – a headdress of metal and/or jewels work by King and Queen as a sign of their rank. Is also used to refer to the King and Queen jointly.

**Crown Prince** – the winner of crown tourney, and heir to the Crown of the Kingdom.

**Crown Princess** – the consort of the winner of crown tourney, and heir to the Crown of the Kingdom.

**Duchess** – a lady who has been Queen two or more times.

**Duke** – a lord who has been King two or more times.

**Earl Marshal** – the Kingdom Marshal, in charge of combat and martial matters.

**Excellency** – used as Your Excellency, a form of address for a Baron, Baroness, Count, Countess, Viscount, Viscountess, or an Heir to a Principality

**Gentle** – A term used to address or refer to people or a person. For example "Welcome good gentles"

**Grace** – when used as Your Grace a form of address for a Duke or Duchess

**Herald** – the person at an event who makes announcement. The herald is also known as the voice of the King, when you hear a herald calling oyez, it is expected that all will quiet and listen to the announcement. Listening to them will help you to understand what is happening.

**Herald, Group** – the officer responsible for assisting with heraldic submissions within a group.

**Herald, Kingdom** – a Kingdom officer responsible for all things heraldic within the Kingdom.

**Highness** – when used as Your Highness is a form of address for a Crown Prince or Crown Princess.

**King** – member of the pair that rules the Kingdom. Selected by armed combat.

**Steward** – the personal responsible for organising and running an event.



## Events:

**Collegium** – an event at which the focus is a variety of classes offered throughout the day. Also known as Schola or University.

**Combat Archery** – armoured combat for archers, you get to fire blunted arrows at heavy combatants.

**Consort** – the person being fought for in a tourney.

**Coronation** – the ceremony in which a King and Queen are formally declared rulers of the Kingdom. Held twice at Midwinter and Twelfth Night

**Crown Tournament** – the tournament in which the heirs to the Kingdom are determined. Held twice a year in May and November

**Court** – formal gathering in which the Crown (Kingdom) or Baron & Baroness (Barony) give awards, make announcements or proclamations.

**Event** – an official Society gathering at which a variety of activities take place

**Feast** – a meal (most often dinner) served at an event comprising of two or more courses, each containing multiple dishes

**Feast gear** – your personal place setting and utensils for use at a feast: usually a knife, spoon, bowl, plate and a drinking vessel. Forks were uncommon and generally had only 2 tines (Points).

**Fencing** – the martial activity of rapier combat, similar in some ways to modern Olympic fencing, however it is not fought along a single line and a variety of weapons and defences are used. Also called **Rapier**.

**Heavy List** – the list or group of fighters fighting in a tournament, here referring to SCA armoured combat, not fencing

**HOLD!** – the Warning Cry. When you hear it, STOP, whatever you are doing and hold still until you can determine why it was called and/or until the dangerous situation is corrected.

**Investiture** – the ceremony in which a Baron and/or Baroness are formally declared as heads of their Barony. Often called Invest.

**List field** – The roped or fenced off area set aside for fighting to take place, essentially while a tournament is on it is closed to non-combatants.



## Other:

**Anachronism** – something out of its place in time.

**Arms** – heraldic device of a person who has received an Award of Arms or higher level award, or the heraldic device of a group.

**Arts & Sciences (A&S)** – the collective group of fine arts, crafts and sciences researched and practiced within the Society.

**Award** – a form of recognition given by the Crown (King and Queen) or Barony (Baron and Baroness). Baronial Awards do not carry titles, while Crown awards may give the recipient the right to certain titles.

**Award of Arms (AoA)** – the first level of rank-bearing award given by the Crown, which gives the recipient to the right to use the title of Lord / Lady.

**Badge** – a secondary heraldic device registered to a person, group or branch.

**Banner** – a decorative panel often representing an individual's or group's device and used as a wall hanging or hung from a pole.

**Calligraphy** – decorative text, as often seen in historical manuscripts.

**Coronet** – a headdress, often of metal and/or jewels, worn to indicate a certain rank.

**Corpora** – the governing documents of the Society.

**Device** – the heraldic insignia of a person who does not have an Award of Arms.

**Favour** – a token given to someone to indicate friendship, romantic involvement, membership in a group, or some other relationship

**Fealty** – a reciprocal oath pledged between two people in which each swears a form of loyalty and service to the other..

**Fighter** – Someone who is involved in armed combat.

**Garb** – historic costume

**Heraldic** – of or having to do with heraldry.

**Heraldry** – collection of arts pertaining to coats of arms, names and verbal proclamation.

**Illumination** – decorative miniature artwork that accompanies text, as in historical manuscripts.

**Period** – refers to the period of time that is covered by the Society and its activities – usually defined as pre-17<sup>th</sup> Century (1600 AD). Used in context: “Those joggers are not period.”

**Subtelty** – a decorative and usually edible food served at a feast often it is one thing disguised as another, but may also be a food sculpture.



## Some Interesting Websites:

**<http://www.facebook.com/groups/saintandronicus/>**

Our primary means of communication. We discuss everything in the group, from regular meetings, ideas for projects, events, and general interest. If you want to see what The College is like, join this group and lurk for a while.

**<http://www.facebook.com/CollegeOfSaintAndronicus>**

A page for our College. Mostly just major updates and the like.

**<http://standronicus.lochac.sca.org/>**

Our official website. Irregularly updated – we hope to change this in the future.

**<http://sca.org.au/>**

The official website of Lochac, the SCA in Australia. To join the SCA click “Kingdom of Lochac”, then “Membership and Pegasus Information”. I mean – that is, if you want to...

**<http://ironmongerarmory.com/>**

Cool helms. Several of our members have bought helms from here, and we can vouch for their quality (if not their delivery time). Also have some nice basket hilts.

**<http://www.medieval-fightclub.com/>**

Not so good for armour, perhaps, but not bad for other stuff – feasting gear, garb accessories and the like.







JERNING



FEASTING!



SPOONING!



**Contact us at**  
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