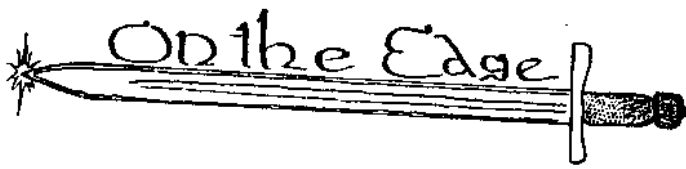


On the Edge



A Newsletter of the Canton
of the
World's Edge



July AS XXIII

Vol 1

AN UNOFFICIAL EVENT ANNOUNCEMENT
FOR AN UNOFFICIAL EVENT

Hafa Adai from the land of Worlds Edge, known also as Guam!

For a year now, some hardy souls have worked hard to bring the civilization of the Current Middle Ages to this tropical paradise. Now, it seems, our work is ready to bear fruit. We now have five or more Sustaining members, we have at least three officers, and we've agreed on a name and a device. We have also agreed that it's time we become official.

While we were not yet officially an incipient canton of the Barony, we've finally met the basic requirements and are getting ready to submit our papers! So to celebrate this event, we thought we'd hold another event. Since we're not an official group yet, this isn't going to be an official event, but it will be fun! We're planning a small tournament, a feast, and lots of dancing. It will be held down on the beach, where the shade of the palm trees and the cool ocean breezes should make for a lovely site. We'll have running water, a screened pavilion, flush privies, and showers and swimming at a nearby site. Transportation will be available on the island, and crash space will be available for those who arrive early or choose to stay late. All you have to supply is yourselves!

Eowyn and I are the autocrats of this event. Due to limited space at the site, reservations are required. There is no site fee, but a feast fee will be charged. This will be nominal, and will be available by request. If you have any questions or want to make reservations, contact us at the address below:

J.P. and Katie DeMeritt
280 Jabara Dr.
APO SF, CA. 96334

You can also call us either through commercial or AUTOVON systems:

(671) 653-2252 (Commercial)
366-4190 or 3195 (AUTOVON)

Come help us celebrate our (almost) ascent to canton status! And help us make our first official unofficial event a success!

William of WolfsCape

William of WolfsCape



From The General

Currently in progress is a scrap book detailing past and present events that our shire has been involved in. If you have any donations, such as photographs, articles, or facts about our shire please contact me.

Welcomes go out to Gary Young, Steve Carpenter and John and Karen Hiller. Gary is stationed at the Navel Station and Steve works at DET 5 here on Anderson.

Special events for July: lady Laura "The Lost" celebrates her birthday on the 14th. May it be a joyous one Laura.

From The Doorkeeper

Greetings! As this is our first newsletter, I hope you enjoy reading it. If you wish to submit an article, or some artwork, I must have it no later than the 15th of the month. All artwork should be in pen and ink (black) and no larger than 8in by 10in (cover art). If you would like to see an article on a specific subject, please tell me so I can try to coordinate it with someone who has knowledge in that area. I really appreciate all the help and support I've received while putting this together, and would like to know what you want to see here in the future. Please feel free to call or come by fighter practice and give me your suggestions! Also I would really like some small pieces of artwork to fit into corners and such to make this newsletter beautiful.

Yours, in veary service, slaving away at my typewriter,

Laura the Lost



UPCOMING EVENTS!!!

As it says in the flyer, on the 15th of July, 1989. We will be having our Summer Event. It will be at CE beach, and will start at 12 noon on the 15th and go on til 12 noon on the 16th, Sunday. We expect to have a lot of fun, fighting, dancing, singing, good food, maybe some storytelling around the campfire, some boffer fighting, and anything else we can come up with to make this Event a fun one for everyone. If you have any suggestions, or need help with a costume, or have questions, please call the Autocrats, or come by the rec center on any Sunday, we would be glad to talk to you.

On the 22 of July, there will be a Japanese Event in Western Seas, Hawaii from 8am til 11:59pm. If you are interested in going, you can contact Lord William for more info.

On the 5th of August, Eternal Winds, Misawa, Japan, will be hosting the Baronial Tourney from 8am til 11:59pm. Once again, if you need more info, please contact Lord William.

Travel Tips for Far Western Trips

During our recent trip to Korea, Katie and I encountered many potential problems - situations that could have been extremely difficult, but, fortunately, weren't. Some of these problems were avoided by luck on our parts. But the vast majority were avoided by advance planning on our part. We'd like to share some of our experience with you so you too can enjoy events out here.

The single best piece of advice we can give you is to plan early. The farther in advance you make your plans to attend, the longer you have to make your plans and arrangements. So look through your newsletters, get information on events you think you might be interested in, and start planning! One thing I'm going to urge us to do is plan our events as far in advance as possible, and then get the information out to the seneschals of the other Cantons of the Barony. That way, other people can do the same.

Once you've decided to go to an event, write to the autocrat and get as much information as possible about it. Event announcements are required to list the autocrats' name and address. For those of you who are relatively new to the SCA, the autocrat is the person in charge of the event. When writing to the autocrat, include a stamped, self-addressed envelope (SASE). Find out how to get transportation from the airport to the site, where the site is and how to get there, and where you can get crash space. If you have any special dietary requirements, allergies, or other special problems, let the autocrat know now. Don't be afraid to ask for help such as a guide or ground transportation: trying to find your way around the first time you're in a completely foreign culture can be a frightening experience. And helping people have a good time is part of the autocrats' job!

Once you're armed with as much information as you can get, plan your route. If you're flying commercial airlines, take the most direct flight and make sure the autocrat knows when you're scheduled to arrive. For those of you who are going to take the ultimate adventure, (ie, flying military Space A), there are a few simple rules to keep in mind. First, Kadena AB, Okinawa is a good stopover for most of the Barony. Flights are available to most anywhere within a day or two of your arrival, and there are lots of helpful people in the Canton of the Isle of the Blue Mists. Other places are NOT so good. Be careful about which flights you choose. Take the most direct flight to the place closest to your destination. When flying into Korea, ALWAYS go to Osan AB. Osan is the central hub, with a good volume of traffic in and out every day. Kunsan and Kwang Ju ARE NOT good hubs. So even if there is a flight to one of the latter two bases immediately available, hold out for the one to Osan - it's a better bet! And if you think you might have a layover somewhere, contact the local seneschal as soon as you can. At the very least, you'll get to meet some other SCAdians and share some of your experiences.

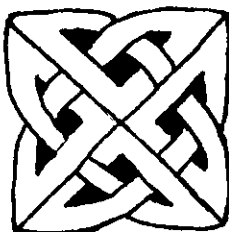
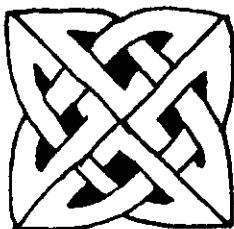
One very important recommendation I'd make to military members and their dependents is to use Environmental and Morale Leave (EML) whenever possible. EML gives you the highest Space A category possible short of traveling in emergency leave status. You're entitled to two EMLs a year, so you might as well use them seeing parts of the world you'd otherwise never get to see! So use them going to events. If you can't get EML, regular leave will do, but be aware you're more likely to get bumped. So be SURE to have enough cash (ie, travellers checks or credit card) to cover commercial transportation. Check with your travel agent before daring the Space A system, especially if you only have limited traveling time.

Last, but not least, pack carefully before you go. If you don't need it, don't take it. To be sure where you stand on that issue, contact the autocrat to see what you'll need. Be sure to find out what the weather's like, what kind of event you're going to, and what capabilities they'll have on site. There's no need to take 60lbs of armour when there's no fighting at the event; conversely, there's no end to the embarrassment you'll feel over leaving your feast gear at home if the event includes a feast. So check with the autocrat and make up a checklist to ensure you pack everything you need. When you actually pack your things, be sure to remember the limitations on bags for Space A flights. For Space A you're allowed a MAXIMUM of 65lbs of checked baggage in two soft-sided bags. You're also allowed a carry-on bag, but don't expect to get everything you couldn't get into your checked baggage into the carry-on. If you find you've got too much to take with you on the plane and you've just GOT to have that anvil with you at the site, consider shipping it ahead. After getting back, we found that sending my shield back from Korea only cost us \$3.99 - and that's for a 17 pound package! Had I known that before hand, I'd have seriously considered sending my shield and weapons to Korea via parcel post! NOTE: the Military Parcel Service (MPS) DOES NOT serve APO and FPO addresses on Guam. We're served by the U.S. Postal Service, and they require cash on the barrel head. So if you're in a place where MPS service is available, be careful about using it. The best that'll happen is that the item will arrive here postage due.

We had a fabulous (though extremely hectic) time in Korea. We met some wonderful people, both in Warriors Gate and Blue Mists, who did their best to make us feel at home for the short time we were there. They worked wonders to make our trip easier, and they have our deepest thanks! But even with their help, had we not done some planning ourselves, our great adventure would have turned into a colossal disaster. So make sure you take the time to plan ahead. You'll be glad you did!

William of Wolfscap

LORD WILLIAM OF WOLFSCAPE



TUTOR FLAT HAT

MATERIALS: (Note the amount of material does not increase that much from one to three hats. Fabric width can be either 36" or 45")

| | | |
|------------------------|------------------------|-------------------------|
| 1 HAT | 2 HATS | 3 HATS |
| 2/3 yd Outside Fabric | 1 yd Outside Fabric | 1 1/3 yd Outside Fabric |
| 1/3 yd Lining | 2/3 yd Lining | 2/3 yd Lining Fabric |
| 1 Pkg Folded Bias Tape | 1 Pkg Folded Bias Tape | 1 Pkg Folded Bias Tape |
| Thread | Thread | Thread |

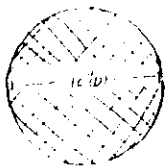
LAYOUT: Since the pattern is series of 12" circles no special notes on layout are needed.

PATTERN: The diameter of the circle is 12", however the interior hole for "B" will vary according to head size. See drawing.

*NOTE:

MEN'S = 6 3/4" D

WOMEN'S = 6 1/2" OR 6 1/4"



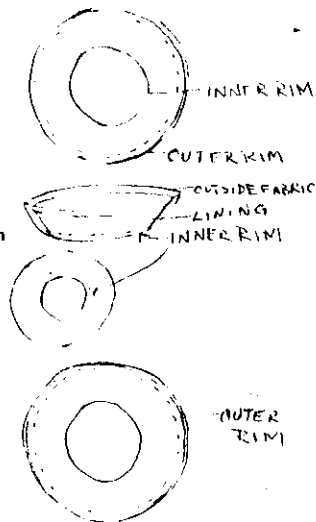
Piece "A"
Cut 1 Outside Fabric
Cut 1 Lining



Piece "B"
Cut 3 Outside Fabric
Cut 1 Lining

SEWING INSTRUCTIONS:

1. Take Lining "A" and "B" place right side together and sew around the outer rim (1/2" seam allowance). Clip seam but DO NOT turn it right side to. Set aside.
2. Take one "A" and "B" Outside Fabric pieces place right side together and sew around the outer rim (1/2" seam allowance). Turn right side to, clip, and press out.
3. Place the lining inside the component constructed in step 1, so wrong sides are together. Sew the inner rims together. (1/4" seam allowance) This forms the top of the hat. Set aside.
4. Take the two remaining "B" Outside Fabric pieces place right side together and sew around the outer rim (1/2" seam allowance). Turn right side to, clip, and press out. Then top stitch around the outside rim approximately 1/2" in from the edge. This is the hat brim.



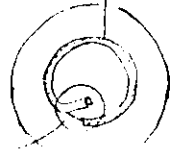
5. Take the top of hat (Step 3) and brim (step 4). Pin the inner rim circles and sew together through all four layers. At this point the only raw edges showing should be on this inner circle rim.

6. Take bias tape and pin over this raw edge. At the place where the bias tape meets fold one end under 1/4" and overlap it over the other end. Then sew the tape in place. Your hat is finished.

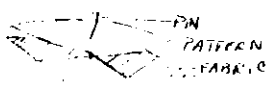


BIASTAPE

INNER RIM



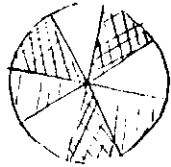
PIN
PATTERN
FABRIC



VARIATIONS ON A THEME:

Party Color. Cut eight 7" squares of one color and eight 7" squares of another color. Using a 1/2" seam allowance sew four squares together. When sitting out use the "A" pattern to initially cut all circles. Take a pin and stab it through the center of this piece then through the center of the four pieces. Pick the best one and make that the top. Cut the other ones out according to the "B" pattern.

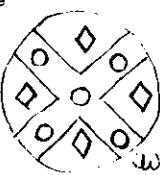
OTHER. Try your device, household badge, a quilt pattern, or a series of triangles that meet in the middle.



WHAT TO DO WITH SCRAPS. If you are careful when you cut the centers out you will have a stack of small circles. (At least 3.) If you cut out another one the same size then cut a hole in some of these, you'll have the making for a hat suitable for a doll or teddybear.

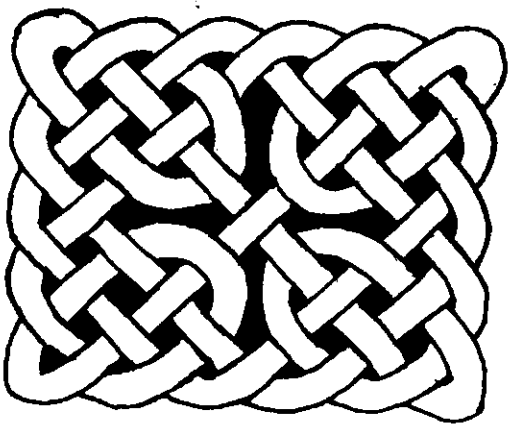


Eowyn of
Kincora



William of
Wiltscap

Article contributed by
Eowyn nic Wie of Kincora



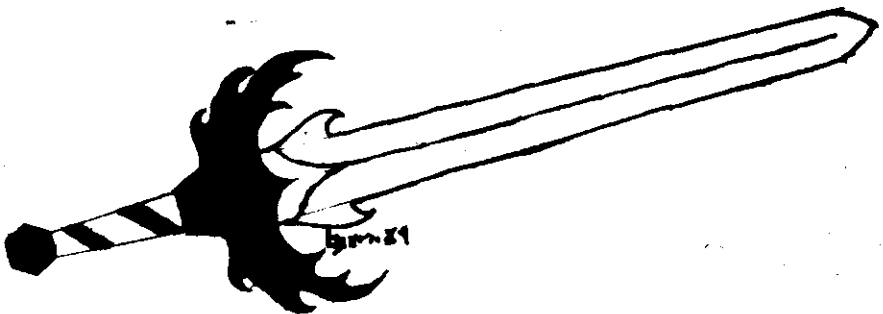
Subjects from Heraldry- The Consultation Table

Recently, I got a chance to do something that I haven't done since our Twentieth Year Celebration- work at a consultation table. Some of you may never have heard of a consultation table. Many of you probably have, but you've probably never put its' services to use. I'd like to tell you about some of those services and how they can be of use to you.

First, let me answer the question of what a consultation table is. Strictly speaking, a consultation table is a place where heralds gather at events to make themselves available to the people for the purpose of answering questions about heraldry and related subjects. But a table offers more services than just answering questions. If you choose to take advantage of those services, you'll find yourself with a wealth of heraldic information there for the taking. Now that we've got a definition to work with, let's look at what really goes on at a table.

When the event is being planned, the pursuivant in charge usually goes to the regional herald and tells him or her that a consultation table's being planned. He or she, in turn, helps coordinate with other heralds and pursuivants, both within and outside the region. They'll contact others, see who's available, and what resources they have that they can bring. Then, on the day of the event, they'll set up the table itself. The heralds and pursuivants who attend the table will have brought books with them; particularly reference works which are easily transported and are either generic references that are always used, or apply to some area of specialization (ie, 12th century slavic names) that most people don't have access to. If the table has been well planned in advance, there'll be a wide variety of resources there covering a wide selection of subjects. Once the table's set up, the resources cataloged, and the duty schedule set up, the people manning the table do what they do best- wait.

This is where you, the customer, come in. What can we do for you? Well, first, we can answer most, if not all your questions about heraldry- from how the submission process works, to where to find references on swiss naming practices, to how to display your device once you've registered it. Second, we can help you with your research- and that's what people want most from a consulting table. We have a lot of the references we use in documenting devices and names right there at the table. So if you're stuck for how to document your name or device, we may have the answer right there. if not, we may be able to steer you in the right direction. And if you want help in developing a name and device, that's one of our best areas. But by far, the best service we offer is submission consultation.



The one question people have once they've designed a device and documented a name is, "Will it fly?" The consultation table is designed to help answer that question. As a matter of fact, it's where we really shine. By bringing your proposed submission to the table before you submit it, you can save yourself some time and money. First of all, a number of heralds, familiar with a wide variety of sources and practices, can view your submission before you've spent the money and postage to send it in. If they find something wrong with the name or device, they'll be happy to work with you- again, before you've spent any money- to make up a name or device that'll probably get through the first time you submit it. Second, they'll be glad to help you fill in the submission forms and insure that you've got the required information and documentation. Third, they'll research your proposed submission against other devices and see if any conflict exists. If it does, they'll advise you on how to change the device, or how to get permission to conflict if that's possible. But remember one thing- just because the device passes the consultation table, it's not assured to pass the whole College of Heraldry or the College of Arms. In fact, some devices that pass the table do get rejected. That's because we don't have the whole range of resources at a table that we do sitting at our libraries back home. So what looks O.K. sitting at the table at an event may not stand up to closer scrutiny later. But most of the devices researched at the table do pass the first time through, so please use this service. You'll win out in the long run.

In the past, a lot of people have held the misconception that consultation tables are merely excuses for heralds to get together and practice making bad puns. From my personal experience, I can swear emphatically that this isn't true- as long as you keep us busy doing other things! So come on over and give us the business. And do yourself some favors in the process!

William of Wolfscape

William of Wolfscape

Note: Although this was written to describe how things were done in the Midrealm, the basic principles hold true even here...



**"YES YOU TOO CAN CONSTRUCT AN SCA WEAPON
OUT OF THINGS COMMONLY FOUND IN FURNITURE OR
HARDWARE STORES OR EVEN YOUR VERY OWN HOME!"**

When constructing a weapon, you must ask yourself a series of questions.

1. The first question is what function do you want this weapon to serve?
2. Do you want a sword with its faster arcs, compared to a mass weapons slower ones?
3. Do you want a mass weapon, with more kill areas?
4. Will it be a two handed weapon, which increases power and lessens arm fatigue?
5. Will it be a pole arm, with superior reach?
6. Do you want your weapon to have a thrusting tip?
7. Will it be double edged?
8. If it's a sword, what type of quillions or hilt will it have?
9. How will it be balanced?

Once you've asked yourself these questions and arrived at an answer, it's time to start constructing the weapon. In order to do this you'll need the following materials:

1. Rattan (in order for a weapon to be SCA legal the rattan may be no less than 1 1/4 inches in diameter).
2. Tape, black (for marking edges), glass tape (for reinforcing the rattan), and silver duct.
3. Materials for constructing quillions or a basket hilt (if you change your mind about the type of hand protection you want, it's a simple matter to replace quillions)
4. A saw
5. A knife
6. For large headed weapons, you'll need closed cell foam.

Now, let's say you've decided to make a broad sword with a thrusting tip. First, we have to decide how long the weapon should be. The common length for a broad sword is 36-42 inches with 6-8 inches of this for the hilt and the remaining length for the blade. Once the size has been determined, the rattan should be marked and cut accordingly. Next the impact area (the blade) should be taped with glass fiber tape. I prefer to wrap mine by starting where the quillions will be attached and wrapping clockwise upwards allowing 1/2 of the tapes' width overlap. Next, cut the tape off even with the end of the rattan and start at the quillion mark again, this time going counterclockwise. This provides reinforcement and prevents a broken end from flying into a watching crowd. The next step is to attach the quillions or hilt. The most common hilt is made of reinforced hose and is constructed by simply cutting the hose to the desired length, and making a slit lengthwise in the center so that it will fit over the rattan. The quillions are then secured in place with contact cement, or by cross taping with glass fiber tape. Next, the thrusting tip is added. A thrusting tip is constructed so that it fits over the tip of the weapon and allows 1 to 1 1/2 inches of compression with out bending to the side (closed cell foam works good for this). Once this is done, the balance may be altered, if desired. Since this weapon is for thrusting, its balance will be slightly different from one without the tip. To alter the balance, first find the natural balance of the weapon, and mark it. For a sword that is for thrusting only with no edge, the balance should be directly on the quillions. For a weapon that mainly thrusts, but also cuts, the balance should be halfway between the quillions and the natural balance point. A weapon that thrusts and cuts equally should be left with its natural balance point.

Balance is changed by adding weight to one end or the other. If the balance needs to be moved towards the heel of the weapon, aommel piece of the proper weight should be constructed. Weight can be decided by suspending the weapon by a string at the desired balance point, and adding weight until balance is achieved. To shift the balance towards the tip, more tape should be added until the desired balance is achieved.

O.K., we're ready to add the duct tape. This can be done in one of two ways. The process used with the glass fiber tape can be repeated, or you can run it lengthwise. I prefer the latter since I have already glass taped the weapon and any more would be overkill. The last step is to mark cutting edges. This is done by stretching black tape along the weapon where the edge would normally be found, and then securing in place with a single wrap of duct tape at the bottom and top. This is also when you will cover the tip if you opted not to add a thrusting tip. Do this by simply placing a couple of squares of duct tape on the end and securing their edges along with the ends of the edge marking tape.

For weapons such as axes, maces, and pole arms with wide blades, follow the steps above for areas where the rattan may be impacted. Construct the weapons head out of closed cell foam, then contact cement in place. Next, add duct tape to mark metal parts, and black tape to mark edges.

Since this is to be a small news letter, I must to end here. However, if you have any questions, please feel free to contact me at 366-5284. Below is a list of standard sword dimensions. It isn't all inclusive, so if you don't see one you like, check out some books, do some research for your period, or just build your own. It was quite common for blades to be customized in period.

STANDARD SWORD DIMENSIONS

| | over-all length | grip length | blade length |
|---------------|--------------------|----------------|-----------------|
| broad sword | 36-42 | 6-8 | 28-36 |
| short sword | 18-24 | 6 | 12-18 |
| bastard sword | 42-48 | 8-10 | 36-50 |
| great sword | 48-60 | 10-12 | 36-50 |

WARNING: while it's true that often times rattan can be found in the home in the form of furniture. Use of said rattan as an SCA weapon can lead to serious or even fatal injuries if found out by ones spouse. For this reason, it is recommended that you procure your rattan elsewhere, such as the address that follows.


THE CANING SHOP
926 GILMAN ST.
BERKELEY CA. 94710
PH. (415)527-5010

P.S. Look for my next article, "Of Basket Hilts and Cops", or "Why My Joints Still Work The Way They're Supposed To".

HAPPY BASHING!

BJORN
"The bloody"

BJORN "THE BLOODY"
Mundanelly Ken Webb





Greetings, good gentles! Lady Eowyn and I have just returned from the lands to the west, having made a trip to the Canton of Warriors Gate. Pray permit us to entertain you with the tale of our journey.

The Canton of Warriors Gate is located in a wondrous land known as "Korea", full of strange and exotic things to see. Until recently, the Canton lay virtually dormant, but some enterprising gentles from Ansteorra found the Canton and brought it back to activity. In the process, they saw an opportunity to hold an event, and make a name for themselves in the process. Thus, Mayfest/Camelot 89 was born! It was, in part, both SCA tournament and mundane Renaissance Faire. On the one hand, the show was primarily aimed at getting non SCAdians to attend, have a good time, and spend their hard earned ducats at booths designed for that purpose. On the other hand, it was designed for SCAdians to have fun showing off what we do. And it worked marvelously well on both counts!

Our journey started out on the twenty third of May, as we were fortunate to catch a passing dragon (KC-10) making its way to bask in the sun at the Isle of Blue Mists in the land of "Okinawa". Once there, we bade farewell to the dragon for the evening, and visited (though only too briefly) with the residents of the Isle. After a nights rest, the dragon agreed to take us to the Land of the Morning Calm, as "Korea" is also known. After some wait, we were able to find a large coach that would take us to a place called "YongSan", where we were then able to find another coach to "Camp Red Cloud". In all, the trip took us two days, and by Wednesday afternoon, we found ourselves standing at the event site.

At first, we were not impressed by the site. Except for the outer wall, the site was virtually barren. Fortunately, we were able to find someone who directed us to Lord Isliel Brimstone, the autocrat. He had arranged lodging for us and saw to our needs. The next day, we pitched in wherever we could. Soon, the site sprouted booths and pavilions. The walls, which were previously only wood, were painted to look like proper castle walls. A drawbridge was installed in the open entrance, and we knew we would be secure for the event. After a hard days work we again enjoyed the hospitality of our hosts, then put down to sleep. Friday, the event began. In the late afternoon, two gentles, playing the roles of Arthur and Guinever, escorted the "General" (someone I fancy to be their local equivalent to royalty) through the gates to open the event. They processed around the site, coming to stop at the Thrones. Once there, Their Majesties opened Their Court, and made the remarks to open the site. At that point, we held the first fighting demonstration, being a bout between Lord Erik Connor MacSwasey and I. The fights went well. After we both were so tired we could not take more, we retired to the Cantons' pavilion. After a suitable rest, we wandered about the site, enjoying the entertainments until the site closed. They had musicians (although most played music such






as I have never heard), players, and all manner of games. The most curious of the lot was one in which one was supposed to throw a large ball through a ring with a net underneath it. But in addition to these, they had tests of skill, such as archery, and food. And they had merchants, selling "T" tunics emblazoned with the Camelot 89 device and mugs similarly decorated. So after several hours of merriment, the event closed for the evening, leaving us SCADians to ourselves in the site. As most of us had worked hard that day, and knowing there would be other nights to come, we closed out the revel early and retired.

The next day rose bright, but threatened rain for a while. Soon though, the threat passed, and we had a good time. Again, we fought as long as we could stand, and we did it three times Saturday. We also were Questioned by people who wore strange animals wrapped around their heads, speaking into their tales. They said that by doing this, they could be heard for many leagues around by using special magic boxes. And so Eowyn and I consented to having these strange animals strapped about our heads so our answers to their questions might be heard far away as well. We were amused by these magics and strange behaviors. We were also amused by the many people with their large, glassy eyed lizards perched upon their shoulders. We knew not how such magic worked, but the lizards made images of us which they could then be made to project upon command. After seeing many interesting things, the Faire drew to a close for yet a second day. But that night, we had a revel! First, we sang many songs and talked about how successful the Faire had been so far. For the Faire had been successful beyond the wildest dreams of many, and still had two days left! After much talk and many songs, though, we finally got to dance! That night, we taut four dances; Maltese Bransle, Bel Qui Pavane, Carolingian Pavane, and Earl of Salisbury Pavane. It speaks well of the people of Warriors Gate that they picked up the dances so quickly, especially in light of the fact that we had no music for Bel Qui and Carolingian Pavaues (which, I might add, use the same music).

Sunday dawned as sunday should - sunny and quiet. By now we had almost established a routine, arm up early; fight as long and as often as we could, and take time to have as much fun as we could between fights. That evening, we reveled again, though this time with a twist. It seems that the constables (known quite curiously as "MPs") were removing the last of the stragglers from the site, when they heard us singing a song known as "The Moose Song". They were quite astounded by what they heard. So we invited them to join us in our merriment. And after their duties were done, they did! We offered them samples of the local brew, and had them join us in song. But what was even more interesting was the fact that we got them to dance with us! We taught them Maltese Bransle and danced it several times before the revel was over.

The next day, I chose not to fight. It seems my shoulders had taken as much as they would let me have, and spoke painfully against more fighting. But all was not lost. Fore the night



before, the King (of the fair) had decided that we should do a dance demonstration that afternoon. And so we did. And as we prepared to dance, the King commanded that those of the Constables who had been there the night before would join us ! It was a fine dance! And made even better for their support!

At last, the sight closed. Camelot "89" was done, and so, we thought, were we. We all went to dinner. Afterwards, some of our new found friends, led by Lord Erik, came by our room to introduce us to some of the native drink. Now, we had heard many rumors about the spirits there, and I must swear that they are all true. Though none of us drank to excess, I could tell that these would be fell potions if taken by the unwary. So if you travel to these exotic lands beware of the spirits named "Soju" and "Oscar". They are treacherous and cunning and if you let them possess you, they surely will make you regret your folly.

The next day, being Tuesday, a good gentleman known as Jay took us to the market place. He showed us many wondrous sights and vendors with as impressive a collection of wares as ever you might hope to see. There my Lady and I made purchases of things and did marvel at the many curious sights. He took us to one shop where one may purchase rings for mail already turned and cut. Other shops had all manner of clothes. Still others had bags and pouches and all manner of shoes. We were quite astounded at the variety of things to be seen.

The next two days we spent again in travel. We retraced our route to the dragons lair known as "Osan" and flew back to Isle of the Blue Mists. Then, we came back home in time to record the story of our sojourn to Warriors Gate.

We enjoyed our stay in Warriors Gate. The Canton there is relatively young in the SCA, but an active group none the less. They sponsored an exceptionally good event, and we hope they do this again next year. If they do, we certainly hope they let us know far enough in advance that we might arrange to take over a larger group. Our only regret in the whole trip is that we had not more time to spend nor more of our resources to share.

Wishing you good health and prosperity, I remain,

William of Wolfscape
William of Wolfscape



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PLEASE SEND ME YOUR FULL AND CORRECT ADDRESS IF IT IS NOT CURRENT ON THE FRONT. IF YOU ARE NOT INTERESTED IN RECEIVING THIS NEWSLETTER, PLEASE LET ME KNOW. IF YOU WILL BE ATTENDING THE JULY EVENT PLEASE, PLEASE, CALL THE AUTOCRATS AND LET THEM KNOW!

YOURS, IN SERVICE,
LAURA THE LOST

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REGULAR ACTIVITIES

ARMORING AT THE AUTO HOBBY SHOP, AAFB
FROM 6:30pm til 9pm EVERY THURSDAY

FIGHTER PRACTICE AND CANTON GATHERING
AT THE TROPICANA REC CENTER
FROM 12noon til 6pm EVERY SUNDAY

BUSINESS MEETINGS

OFFICERS MEETING AT THE SENESCHALS HOUSE, AAFB
ON 27 JUN 89 AND 25 JUL 89 FROM 6:30pm til 8pm

CANTON MEETING AT THE TROPICANA REC CENTER, AAFB
ON 4 JUL 89 AND 1 AUG 89 FROM 6:30pm til 8pm