

Newsletter of the Canton of Dun Traigh

Vol. I No. I



The Four Evangelists from the Book of Kells

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all other offices vacant at present

## Letter from the Chronicler



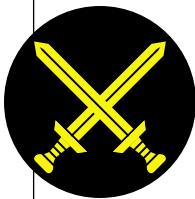
Welcome back to the newly revived Voice of Dune newsletter. My goal as the new Chronicler is to create, with the help of the populous, an informative and entertaining newsletter; providing information about the happenings here in Dun Traigh as well as articles about various aspects of the arts and sciences. The current publication goal is bimonthly and the newsletter will be made available both in hard copy format mailed directly to your door (or distributed at our weekly dance practice) and online via our website (<http://www.midrealm.org/duntraigh>). I currently intend to have regular columns on A & S (Ernmas as our AS minister has volunteered to do her own regular column on the subject but please feel free to submit your own), recipes (both authentically medieval and those that make good snack food or meals for camping events), and my own regular articles on medieval sports and games. If you have anything you wish to contribute to the newsletter send it to [Giovachino.of.dun.traigh@gmail.com](mailto:Giovachino.of.dun.traigh@gmail.com) by the 15th of next month and I will try to fit it in to the next issue. Things I would specifically like to see are: advice for newcomers or on dealing with newcomers, articles about life in the middle ages or in the SCA, poetry, songs, or (SHORT) fiction either in a medieval style or relating to the middle ages or the SCA, articles on how appropriate seasonal holidays were celebrated in period (Halloween in the September/October issue or Christmas in the November/December issue for example), original art by our cantons artists – especially for the cover (must look good reproduced in black and white as I don't intend to publish in color except for special issues such as the Canton's anniversary), a comic strip about the middle ages or the SCA would be highly welcome, and reviews of books or movies dealing with the middle ages.

Until the next issue,  
*Yours In Service*

Giovachino de Medici  
*known Mundanely as Martin Hall*

## From the Knight's Marshal

Greetings all,  
As we wait to hear from our brothers and sisters for their return from the campaign, all is quiet here in Dun Traigh for now.

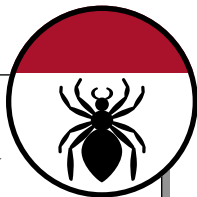


May your weapons be quick and sharp,

*Yours In Service*

Lord Vladislav Dragomir  
House of the Dragon's Scythe  
GKMit

## From the Web Minister



The web site ([midrealm.org/duntraigh](http://midrealm.org/duntraigh)) is undergoing an extensive renovation process to make it more visually compatible with the newsletter you are reading. I don't anticipate this process taking too very long, but every time I say such things, Life Itself interferes. At some point, the site will go dark as I make the required uploads, and I will post an announcement on the Dun Traigh email list, which is at [groups.yahoo.com/dun\\_traigh](http://groups.yahoo.com/dun_traigh) — DON'T forget the underscore! (Many thanks to Vlad for taking the time to run such a valuable resource.)

My online time is somewhat limited at the moment, so if you don't hear from me immediately, don't fret, I try to respond to emails within a couple of days. If I'm going to be out of touch longer, I usually set up an autorespond on my email to let you know.

I am looking for a Deputy. If you can use DreamWeaver or another web design software (the site was designed in DreamWeaver, and uses templates), please don't hesitate to drop me a line at [kbhiddema@gmail.com](mailto:kbhiddema@gmail.com).

*In Service*

Kathleen O'Malley  
*Kathleen Hiddema*

## From the Minister of Arts & Science

Greetings to the Dun Traigh populace,  
Just a reminder that we have an A & S workshop every second and forth Monday. I am open to ideas if anyone would like me to hold a class on a specific subject. We had a severed heads class (for our barbarian personas) just before Border Wars and had a very large turn out. Some people are still working on theirs but those who finished had their heads displayed at the House of Dragon Scythe gate. I have been asked to hold a class on period hoods. I have three patterns and may have more soon. The date is yet to be announced. If anyone is interested or would like more information I can be contacted at [ernmasnimm@hotmail.com](mailto:ernmasnimm@hotmail.com). This is your opportunity to enrich your persona.

My needle is my sword and my thimble is my shield,  
Ernmas O'Mordha



## Thoughts on This Game We Play

Everyone came to the SCA by a different route. Personally, I started attending fighter practice in Caerthe because my roommate and best friend made it sound fun. And it was. I've been playing for almost eight years, in one form or another, and met my husband through the Society. Others joined in college, and we even have people who were raised in the SCA – some now grown and bringing the second generation into the game. Part of the joy of this mutual game is that anyone can play, and there are as many ways of playing as there are people in the group.

We speak often of a Dream in the SCA, but if you ask ten people what that means, you'll probably get twelve or thirteen answers. And that's just fine — we each have a different concept in our minds of the Dream. I define it as how we see the Society, and how we see ourselves in it. As we become more involved, many begin doing their utmost to help others achieve their versions of the Dream and the Society, because it's almost as much fun to see what others want and help them get there as it is to get there ourselves. And others focus on one aspect of the Society exclusively, and don't seem

interested in doing anything else. This is also fine, because they probably wouldn't be doing this if they didn't enjoy it, and isn't that part of the Dream, too?

It's easy to get caught up in our own visions of what the SCA is and should be, and even easier to become convinced that what you think the Society should be is the only legitimate way our group should be. Easier still is to fall victim to the impulse to correct people, even those not playing our particular game. When I lived in Caerthe, I spoke to a lovely young woman who had worked the Colorado Renaissance Faire for many years. When I told her I was in the SCA, the revolted expression on her face was something to see. It turns out that for many years, SCA members had been coming to the Larkspur Faire and berating workers because their outfits weren't genuine enough, not properly period. My heart broke when I heard this, because this is not the SCA I love. In the SCA I love, courtesy is (or should be) more than a byword, more than something that's nice to have, it should be a way of life. We have enough problems in this world, without adding to them by accosting strangers in a place where they're abiding by their own rules, and probably just trying to earn some money in the summer. Bad enough that some people's Dream seems to involve making sure others know just how out of period their gear is!

Please understand that these people are in a distinct minority. Working toward more period clothing and gear is commendable, and I fully support efforts like Duke Cariadoc of the Bow's Enchanted Ground, where all things not period are covered, and everyone present speaks of things their personae would speak of. This is a noble effort, and all who put their time and energy into such things are to be applauded. My issue is with those who choose to criticize rather than guide. Telling someone that their tennis shoes aren't period, and offering to help them research and make shoes that are is wonderful! Yelling at them or being rude to them is not! The quickest way to turn someone away from our game is to make them feel unwelcome.

In conclusion, all I ask is that we all bear in mind that we all Dream differently, and that as long as someone is trying, their Dream is just as legitimate as our own.

More information on Enchanted Ground can be found at:  
[http://www.pbm.com/~lindahll/cariadoc/enchanted\\_ground.html](http://www.pbm.com/~lindahll/cariadoc/enchanted_ground.html)





## Report of Books

### SIX WIVES

By David Starkey

ISBN 0-694-01043-X

The Tudor period of English history has always fascinated me, particularly the rein of Henry VIII and those of his queens. David Starkey has written an enormous and enormously detailed biography of these queens. Most of the book is devoted to Henry's first two wives, Catherine of Aragon and Anne Boleyn. Because of the historical impact these two had on England and the rest of the world, it does make sense to give the lion's share of the work to these two remarkable queens. Starkey succeeds admirably in making both human, and is quite even-handed when the inevitable fight comes. His is the first book I've read that outlines the theological arguments both sides brought to bear in the epic legal battle that enveloped the English Court and the outside world.

The other four wives get much smaller sections. The one on Anne of Cleves is remarkably full, considering the short time she ruled beside Henry.

All that said, the book veers wildly from encyclopedia-like entries about various personages of note in the English Court to detailed descriptions of the minutiae of daily life inside the Court. I half expected to see lines like, "On 3rd August, 1547, the Queen and her ladies-in-waiting took tea and scones in the sitting room." While all these details would be invaluable for anyone trying to build a Tudor-era persona, particularly one who spent any time at Court, for me those passages were like reading a story about someone watching paint dry.

Overall, this is an excellent reference for anyone interested in the Tudor era, the reign of Henry VIII, or who wants to know more about the frankly amazing women he chose to sit at his side.



# Stool Ball

*As played by Giovachino de Medici*

Stool Ball is a bat and ball game popular during period dating back at least to the 14th century. It appears to be an ancestor of both baseball and cricket. Records show it was played by men and women together, often around Easter time. Some period poetry implies a sexual undertone to the game, with the phrase “playing at stool ball” used at least once as a euphemism. It was a folk game and unfortunately the exact rules were not recorded. It was likely that each village had it’s own “house rules”. One Wenyeva atte Grene extrapolated a “historically plausible” version that I have used (with some historically plausible changes of my own) as a basis for this article. You can find her version at <http://slumberland.org/sca/articles/stoolball.html>

## Equipment:

- A stool or other object to serve as a target and another object to serve as a base
- A ball — You want it to be very soft not hard like a softball or a baseball although it should be about that size. The ones we use – made by Ernmas and thanks again for that - are made out of leather and stuffed with fabric scraps so they are somewhat soft but they really fly when hit.
- Something to mark the batters line
- Something to hit the ball with — There was, to my knowledge, no such thing as a “stool ball bat” and I envision this as having been played largely as a “pick up” game where the players would bring whatever they had on hand that could be used as a bat. Butter paddles or bread paddles were probably the most common though. Players in period were also known to hit the ball with their bare hands.



*Young dancing women, 1344, Flemish*

*From “Romance of Alexander the Great” Bodleian Library, Oxford, MS Bodley 264, f.97v*

## *Game play:*

The game is played on a field of about 30 yards (the dimensions are not strict and alterations in dimension can be made to suit either the terrain or the players). At one end is set a stool, stump, or other target (in period a three legged milking stool was the usual target) at the other end is a similar object serving as a base. The pitcher stands near the base and the batter stands at the batting line (usually about six feet in front of the target). There is no mention of where the fielders are to stand so if your team is pitching array yourselves anywhere on the base side of the batting line. The pitcher throws the ball in an attempt to hit the stool while the batter attempts to defend the stool by knocking the ball away. In this version there is no such thing as a “strike” a “foul” or a “foul tip,” the batter swings until they hit (running if they make even the slightest contact with the ball) or until the pitcher hits the stool thus getting the batter “out.” My original source says to pitch underhand but I find that it is easier to hit the stool pitching overhand and the balls we have are soft enough that they don’t hurt (unless you drive the ball directly into your own face while trying to hit it as I did at Border Wars). When the batter hits the ball they run clockwise around the base (you do not have to touch the base and — in this version at least — can not STOP on the base as you do in modern baseball) and then touch home to score a point for their team. If the opposing team catches the hit ball in the air (before it bounces) or manages to hit either home or the runner with the ball before the runner touches home the runner is out. The fielders MUST be on the base side of the batters line to throw the ball at home but may throw it to another fielder or at the runner from anywhere on the field. Every player on the team gets one at bat per inning and each team gets the same number of innings at bat. The number of innings is up to the players.

## *Alternate rules:*

Some alternate rules that could be used are...

- Retaliation: When the teams change sides if the players who just went out can grab the ball and hit someone from the opposing team before they leave the field then the team that just went out gets another inning at bat.
- Runners may be allowed to stop at the base as in base ball. One could also add more bases.
- Strikes and foul balls could be incorporated into the game.

## Propre Cookery

### SAUSAGE & CHEESE BISCUITS

These biscuits are easy to make, tasty, and keep pretty near forever even without refrigeration. This makes them the perfect snack food or breakfast for a camping event. You will need:



- 1 lb of bulk sausage (Kathleen and I use medium, you may wish to experiment with hot, mild, Italian or other flavors of bulk sausage)
- 2 cups Bisquick (or other brand powdered biscuit mix)
- 2 cups shredded cheese (we usually use mild or medium cheddar — again feel free to experiment)

Mix the ingredients by kneading them together with your hands then mold into small round biscuits and bake at 350 until brown and crispy. Then try to have some left the next day, they're hard to resist.

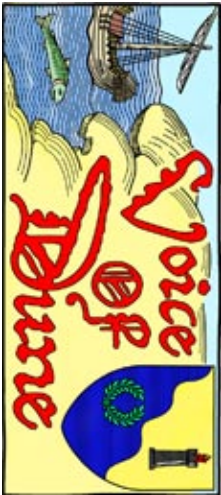


### A fine outing

*On August 11, a group of us travelled to Medieval Times Dinner & Tournament in Schaumburg, IL.*



<i>sunday</i>	<i>monday</i>	<i>tuesday</i>	<i>wednesday</i>	<i>thursday</i>	<i>friday</i>	<i>saturday</i>
AUGUST 26	27 A & S Workshop 7:00PM	28	29	30 Dance Practice 7:30PM	31	1
SEPTEMBER 2	3	4	5	6 Dance Practice 7:30PM	7	8
SEPTEMBER 9	10 A & S Workshop 7:00PM	11	12	13 Dance Practice 7:30PM	14	15
SEPTEMBER 16	17	18	19	20 Dance Practice 7:30PM	21 (Donnershafen) Vikings Come Home	22 (Donnershafen) Vikings Come Home
23 (Donnershafen) Vikings Come Home	24 A & S Workshop 7:00PM	25	26	27 Dance Practice 7:30PM	28	29
SEPTEMBER 30	1	2	3	4 Dance Practice 7:30PM	5	6
OCTOBER 7	8 A & S Workshop 7:00PM	9	10	11 Dance Practice 7:30PM	12	13 GVSU Renaissance Festival
14 GVSU Renaissance Festival	15	16	17	18 Dance Practice 7:30PM	19	20
OCTOBER 21	22 A & S Workshop 7:00PM	23	24	25 Dance Practice 7:30PM	26	27
OCTOBER 28	29	30	31	1 Dance Practice 7:30PM	2	3
NOVEMBER 4	5	6	7	8 Dance Practice 7:30PM	9	10 FALL HARVEST
NOVEMBER 11	12 A & S Workshop 7:00PM	13	14	15 Dance Practice 7:30PM	16	17
NOVEMBER 18	19	20	21	22 Dance Practice 7:30PM	23	24



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