

Newsletter of the Canton of Dun Traigh

Vol. I No. IV



*Winter scene drawn by Unn Sharonsdottir*

This is the March 2008, issue of the Voice of Dune, a publication of the Canton of Dun Traigh of the Society for Creative Anachronism, Inc. (SCA, Inc.). The Voice of Dune is published six times a year, and is available from Martin Hall; 1150 Sanford Apt. 2, Muskegon, MI 49441. It is designed by Amy Urick. It is not a corporate publication of SCA, Inc., and does not delineate SCA, Inc. policies. Copyright © 2007 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.

## Canton Officers

<b>Seneschal</b>	Vladislav Dragomir, <i>MKA Norm Minzey</i> 616-405-6939, email: vladdrgo@yahoo.com
<b>Exchequer</b>	Rubynus of Dun Traigh, <i>MKA Ken Faigh</i> 231-755-0131, email: rubynus@aol.com
<b>Herald</b>	Scott of Dun Traigh, <i>MKA Scott Marshall</i> 231-557-5679, email: scottofduntraigh@yahoo.com
<b>Minister of Arts &amp; Sciences</b>	Ernmas O Mordha, <i>MKA Alisa Minzey</i> 616-405-6867, email: ernmasnimm@hotmail.com
<b>Chatelaine</b>	Sofie von Dun Traigh, <i>MKA Amy Urick</i> 616-644-5715, email: amy@urick.com
<b>Chronicler</b>	Giovachino de Medici, <i>MKA Martin Hall</i> email: giovachino.of.dun.traigh@gmail.com
<b>Knights Marshal</b>	Vladislav Dragomir, <i>MKA Norman Minzey</i> 616-405-6939, email: vdragomir@comcast.net
<b>Middle Eastern Dance Mistress</b>	Constance the Compassionate, <i>MKA Connie Obits</i> 616-842-7523
<b>Web Minister and Archivist</b>	Kathleen O'Malley, <i>MKA Kathleen Hiddema</i> email: kbhiddema@gmail.com

all other offices vacant at present

## Letter from the Chronicler



Greeting from the Chronicler of Dun Traigh,

Istvan was kind enough to submit the story of how he came to join our group this issue. I would like to encourage other members of our populous to do the same and we will publish the stories as space permits. Our next issue will be our May/June issue; articles about period May day celebrations or planting festivals would be appreciated as well as articles on camping in the SCA.

*Y. J. S.*

Giovachino de Medici

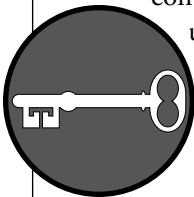
## Letter from the Seneschal

Hail and well met,

We have quite the workload this year and I truly hope to bring in new people to share this wonderful society of ours with them. I have begun working on a script for demos so that we can all be sharing the same information with the general populace. Upcoming demos are in May at MCC's Mayfest, and in June for the Derbyshire Faire. I would like to see us having more demos in places like Barnes and Noble and area libraries. These do not have to be fighting demos, focusing on A&S instead and providing photos of other activities.

At this writing, I have a small portion of the Charter going and will now look into having a series of meetings with at least two others to form the rest of it. I believe that this will expedite the creation and ensure all aspects of each area are placed on the table.

Event-wise it appears we are pretty well set on the ideas of what we want to do — i.e. themes, sites, and dates. Now it's up to convincing the site owners that they would love to have us! On the agenda this year is Death & Taxes again for camping, and Fall Harvest for our day event.



*Y. J. S.*

Razesi Vladislav Dragomir

# From the Minister of Arts & Science

Dia Duit,

Three Dun Traigh members (Sofia, Unn and myself) and three Northgate members (Thomasette, Amber, and Sharon) got together and entered the Golden Seamstress competition. After 30+ hours of no sleep (20 of which we were sewing), we had a beautiful Russian boyarina outfit. On site we made two Rubakhas, leg wraps, navershnik, povoinik, ubrus, silk belt, pavona, shuba and a leather fur lined hat. The rubakhas are full length dresses. A navershnik is a calf length dress. The povoinik is worn under the ubrus (veil) and contains the hair. A panova is a wrap skirt and a shuba is a coat. We had embroidery on all hems, sleeves and neck openings. We even had bead work with gold floss down the front of the navershnik. All ties and button loops we made using a lucet. We used all natural fibers except for the veil and the fur used on the hat and shuba.

We walked away with second place, we heard a rumor we missed first by only 4 points!

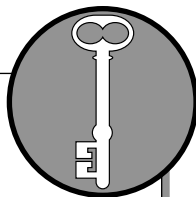
Sunday, March 16, we got together and made Dun Traigh favors. We will be finishing those next month.

Lady Ernmas O'Mordha



The "Runs With Scissors" Team, from left to right: Unn, Thomasette, Amber, Sofie, Ernmas (modeling the completed outfit) and Sharon.

## From the Chatelaine



Unto the Populous of our fine Canton,

I am very happy to be serving as your Chatelaine, and to work closely with Razesí Vladislav to provide opportunities to enrich our own lives and the lives of others through demos and volunteer work. Our society should be active and visible, known in the wider world by the work that we do and the fun that we have.

To begin with, however, we need to get our own house in order! I understand it has been some time since a roster of members was compiled, so it is time to start anew. The following information is needed: SCA Name, Mundane Name, address, phone, email, and paid membership (yes or no). Of course, your privacy is of paramount importance, and this information will be carefully guarded and used only for official Canton business.

I am working on several printed materials to aid in explaining the SCA. We currently have available a business-card-sized folding card with a brief explanation and contact information. I recommend that everyone carry a few of these when in public in garb, so please contact me if you need some.

On a personal note, I am researching names of 1300-1400 Württemberg (south-western Germany) in order to finally nail down my SCA name. In the meantime, you may notice changes in my name as I learn more. I would be much obliged if anyone has resources they are willing to share to make this task easier!

*In Service to the Dream*

Sofie von Dun Traigh



**Be sure to get on the Roster!**

Send your **SCA name, mundane name, address, phone, email and membership status** by email: amy@urick.com, by phone: 616-644-5715, or by snail-mail:

Amy Urick, 13843 Lincoln Street, Grand Haven, MI 49417

# Random Thoughts

by Istvan Valkai



As my Lady Malise and I were making plans to attend RUM, one of the classes that caught my eye was on recruitment. This got me thinking on how I became involved in the SCA over five years ago. My experience shows that you can never tell what will spark interest in our “**dream.**”

Having been recently divorced and needing a second income to provide for my kids as I wanted and to have a nice place for me to call home, I was working nights at the Burger King on Henry Street near Norton. One evening a group of strangely clad people came into the store as I was working the cash register. Missing a great chance to find out where the “play” was being performed, I asked a stupid question something along the lines of “Why are you wearing clothes from the Middle Ages?” See, I actually stayed awake in history class.

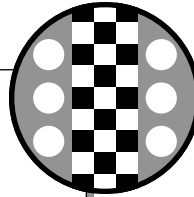
A gentleman who called himself Rubynus said they had been to a practice where they studied and learned the dances of that time period, and that the group re-created the entire Middle Ages. He added that I should stop in sometime. Having the grace and poise of a man with two left feet, I politely asked where and when intending to forget the information as soon as I heard it.

But the image in my mind of me in that really cool medieval garb, and being able to try some of the things that fascinated me in school, stayed with me. I believe it was the very next week that I dragged my kids to dance practice. And, as they say, the rest is history. While my kids grew up, became embarrassed to be seen with Dad, found school activities they enjoyed, found out the opposite sex wasn't all that bad to hang around with, etc.; their participation became infrequent. My interest just gathered steam, and today with no more grace and poise than I started with, I try my hand at an ever increasing number of SCA activities.

So the moral of my story — something as small as getting a burger while wearing garb can spawn a long term interest in what we do. Always be prepared to let mundanes know where and when they can join in and become a part of the “play.”

# From the Exchequer

What follows is the Canton's Domesday Report.  
Please contact Rubynus with any questions.



## INCOME STATEMENT

<b>Income</b>	<b>Amount</b>
Contributions from the General Public	\$117.24
Direct Contributions	0
Adjusted Gross Event-Related Income	\$1,114.00
Funds Recieved from Another SCA Account	0
Interest Earned	0
Net Inventory Sales Income	0
Net Other Asset Sales Income	0
Net Newsletter Income	0
Other Income	0
<b>TOTAL GROSS INCOME</b>	<b>\$1,231.24</b>

*Expense Sheet on other side.*

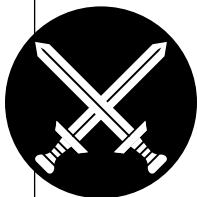


<b>EXPENSES</b>	<b>Office / Admin</b>	<b>Event Related</b>	<b>Fund Raising</b>	<b>TOTAL</b>
Advertising				
Bad Debts				
Bank Service Charges				
Depreciation				
Equipment Rental				
Fees & Honoraria				
Food		\$572.55		\$572.55
General Supplies	\$159.97			\$159.97
Insurance (Non-SCA)				
Occupancy & Site Charges		\$500.00		\$500.00
Postage & Shipping, PO Box Rental				
Printing & Publications				
Released Property				
Telephone				
Travel (Gas, Tolls, Airfare)				
Other Expenses				
<b>SUB-TOTAL</b>				<b>\$1,235.52</b>
Donations to other 501(c)(3) Nonprofit Organizations				
Funds Moved to Another SCA Account			Within Kingdom	\$87.00
<b>TOTAL EXPENSES</b>				<b>\$1,319.52</b>
<b>NET INCOME</b>				<b>(88.28)</b>

## From the Knight's Marshal

Greetings all,

Ah, the great yellow orb has shown its fiery face once more to heat the world. As the temperature grows I am fueled with ambition to get my new swords made, and outdoor practices up and running for this war season.



May your weapons be quick and sharp,

*Y. J. S.*

Razesi Vladislav Dragomir

*Man-at-arms to Baron Sir Garth, House of  
the Dragon's Scythe, GKM*

## Giovachino's Corner

*by Giovachino de Medici*

*"This ingenious exercise or recreation, being so full of variety, and delight, as shall be manifested, will serve as a cure to Melancholy, and possibly hinder the horrid effects that usually are caused by that black and heavy distemper."*

**S**o begins Cotgrave's discussion of what he calls "The Noble and Delightful Game at Glee". The game is for three players and uses a standard deck of cards with the twos and threes removed. In period it was often played for stakes ranging anywhere from a farthing to a penny a point. Sometimes it was played for as much as 12 pence per point – although stakes this high would get expensive quickly.

**Dealing:** The dealer is determined by cutting the deck, low card deals. After shuffling the cards Cotgrave instructs that the deck should be cut "according to the custom and usual manner of more vulgar Gamesters" implying that cutting the deck was viewed as uncouth (possibly because it implies that one thinks the dealer has tried to stack the deck). The dealer then deals twelve cards to each player. The other eight cards are placed on the table one of which is turned up to determine trump. If the card turned to determine

trump is a four (the four of trumps being called “Tiddie”) each player immediately pays two stakes to the dealer. This card is only counted as belonging to the dealer if Tiddie is turned up. The other seven are bid on in the hopes of improving your hand.

**Bidding:** At this point the players bid on the seven cards on the table. The player to the dealers left is required to begin the bidding at twelve stakes. After this the other players may bid more or pass. After two players pass the player with the highest bid pays half his bid to each opponent and discards seven of his twelve cards and adds the seven face down cards to his hand. According to Willughby if the amount bid is odd the eldest hand (that is the person to the dealers immediate left) gets the extra stake. Cotton and Cotgrave have other suggestions, including giving it to the person who wins the next round, Vying the Ruff.

**Vying the Ruff:** In this phase the players wager on who has the highest “ruff” (the largest point value in a single suit). When counting points in this phase face cards are worth ten, aces are worth eleven, nothing else is counted. Four aces beats anything else in this phase even though other hands in this phase have to be all one suit. The period way of wagering in this round is a bit counter-intuitive to modern players, if you wish you could treat the betting in this stage as seeing and raising in poker. In period however when someone vies (claims to have the best ruff) any player who passes owes two stakes to the player who vied. If someone sees the vie then the losing hand owes four stakes to the winner. A player may also “re-vie” which is equivalent to the modern “raise” although it is a set amount of two additional stakes. Players may vie and re-vie as often as their pocket book can stand. If no one is willing to vie for the ruff then the stakes in this phase are doubled for the next hand.

**Gleeks & Mournivals:** A Gleek is three of a kind Aces through Knives and a Mournival is four of a kind Aces thorough Knives. Anyone who holds a Gleek or a Mournival is entitled to a set number of stakes from each player. If you hold a Gleek of Aces each player pays you four stakes, 3 for kings, 2 for queens, and one stake from each player for Knives. If you hold a Mournival you are owed twice as many stakes as for a Gleek of the same rank. If the four of trumps (Tiddie) is shown in this round the owner is paid two stakes from each player. Willughby implies that players do not show their gleeks and mournivals during this phase. He advises players to watch carefully during the next phase to ensure that the other players actually have the gleeks and mournivals that they claimed paying special attention to the person who won the stock. If someone is caught claiming a gleek or mournivals they do not hold they are required to pay back double.

**Trick Taking:** Now the game proceeds as a normal trick taking game, Aces high. After all of the tricks have been taken total up your score. You score 1 point for every card you took in the last phase. Certain Trump cards (referred to by Cotgrave as “Honors”) are worth additional points. The Ace of trump (called Tib) is worth 15 points, The Knave of trump (called Tom) is worth 9, the four of trump (Tiddie) would be worth 4, however the stakes for this card are paid up-front whenever it is shown. The King and Queen of trump are worth 3 points and have no unusual name attached. Cotton adds two optional honors, the six of trump (called by him Tumbler) which is worth 6 points and the five of trump (which he called Towser) which is worth 5 As Tumbler and Towser create some problems with the scoring (namely the assumption that a score of 22 breaks even) I recommend treating them in the same manner as Tiddie, in Towser’s case paying 3 to the eldest and two to the other player. Note that the extra points for these trumps are in addition to the points for having taken them as part of a trick, not instead of. Thus if you take Tib in this phase it is worth a total of 18 points (3 from the three cards in the trick and an additional 15 from Tib). If your score is less than 22 you owe a number of stakes to the pot equal to your score minus 22. If you score more than 22 points you win a number of stakes equal to your score minus 22 from the pot. If the four of trumps (Tiddie) is played the person who plays it immediately receives two stakes from each player. (For example the dealer took five tricks and scored 36 points because he was holding Tib as well as the King and Queen of trump he is owed 14 stakes. Player 2 took four tricks and had no trump his score is 12 and he owes 10 stakes. Player 3 took only three tricks but scored 18 due to the fact that he was holding Tom. He owes four stakes. Lucky for him he played Tiddie during this phase and thus winds up breaking even. This hand was played without using Tumbler or Towser.)

**Willughby also details a four player variant:** Include the threes in the deck and change the values of Tom to 8 and Tib to 14. Players get ten cards each and the break even is 17 instead of 22. After winning the stock discard back down to ten cards.

**Note:** Although the manuscripts I used for this reconstruction are post period there are references to the game dating back as far as 1511. These authors from the 1600’s were the first to write full descriptions of play for many games from our period.

*My source for this article was primarily an essay on the subject of Gleek written by Cotgrave. When Cotgrave was unclear I referred to passages from Charles Cotton’s “Complete Gamester” and “Francis Willughby’s Book of Games” (the last being a modern collection of Willughby’s notes on various games and sports Edited and Introduced by David Cram, Jeffery L. Forgeng and Dorothy Jonston Published by Ashgate publishing Limited copyright 2003).*

# Beginning Cordial Making

*by Ernmas O Mordha*

**I**t is best to use fruit that is in season. Use only ripe fruit. It is alright to start a cordial and continue to add fruit as each piece ripens. Remove any stems, leaves and pits. If using a citrus fruit be sure to use the zest (peel) but also be sure to remove all of the pith (the white membrane attached to the peel). There are several methods to prepare your fruit. One is to smash the fruit into a pulpy form. Another method is to briefly freeze fruit. This causes the water inside to expand and make the skin burst. This works well with fruits containing a high water content. Another is to peel the fruit.

After preparing your fruit put it in a glass jar. Make sure it is clean and has no odor. If you can smell detergent rinse it until there is no odor left.

Now add your alcohol. Vodka and brandy are the best to use. Vodka can be middle of the road brands where brandy really needs to be higher quality. If you use cheap vodka it can usually be smoothed out with the sugar syrup, It does not appear to work the same with brandy. When adding alcohol to your fruit you put in enough to just cover the fruit. Adding too much will weaken the flavor. Adding too little can cause a mold problem with any fruit above the alcohol line.

Now comes the hard part. Put your mixture in a cupboard or shelf and forget about it for a few months. Somewhere between 3-6 months to narrow it down a bit.. When your fruit appears to have lost its color and the liquid has gained all of it, you are ready for the next step.

Remove all of the fruit. Squeeze out the alcohol. Run your cordial through a filter system or place 2 coffee filters in a funnel. Place funnel on a container large enough to hold the cordial. Slowly pour cordial into funnel. It is very normal to have it barely drip through the papers. This takes time and patience. You will have to change the filter papers often. Repeat this process until your cordial has lost its hazy appearance. At this point your cordial will be somewhat bitter.

Last step is to add a sugar syrup. Warm 1/2 cup water in pan add 1 cup sugar. Stir until dissolved. It will be very thick. Add sugar syrup to cordial until you have reached desired sweetness. Your cordial will still have a bite to it at this time. You need to let it rest for another month for the sugar and cordial to mix and mellow. You know you have done it right when the end product is bursting with flavor is very sweet and very smooth.

<i>sunday</i>	<i>monday</i>	<i>tuesday</i>	<i>wednesday</i>	<i>thursday</i>	<i>friday</i>	<i>saturday</i>
MAR 23 <i>Easter</i>	24	25	26	27 Dance Practice 7:30 PM	28	29 Terpsichore ( <i>Cynnabar</i> )
MAR 30	31	APR 1	2	3 Dance Practice 7:30 PM	4	5
APR 6	7	8	9	10 Dance Practice 7:30 PM	11	12
APR 13 <b>BIZ MTG 1:00 PM</b> ( <i>Ernmas's House</i> )	14	15	16	17 Dance Practice 7:30 PM	18	19
APR 20	21	22	23	24 Dance Practice 7:30 PM	25	26
APR 27 <b>BIZ MTG 1:00 PM</b> ( <i>Diane's House</i> )	28	29	30	1 Dance Practice 7:30 PM	2	3 <b>ALTHING</b>
MAY 4	5	6	7	8 Dance Practice 7:30 PM	9	10
MAY 11	12	13	14	15 Dance Practice 7:30 PM	16	17 Garden & Herbal Symposium ( <i>Rimsholt</i> )
MAY 18	19	20	21	22 Dance Practice 7:30 PM	23	24

## *The Canton of Dun Traigh Presents the Andelcrag Baronial Althing*

**May 3rd at Pigeon Creek Park, West Olive, Michigan.** Site fees are \$5 adult members, \$3 children under 12, three and under free. Add \$3 for non members. Feast: \$8, strictly limited to 50 people. Pre-registration is recommended. **Further information can be found at <http://www.midrealm.org/duntraigh/althing/index.html>** Special site information will soon be posted.



**Newsletter of the Canton of Dun Traigh**

1150 Sanford St. Apt.2 | Muskegon MI 49441