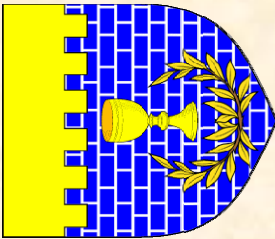




Citadel of the Southern Pass
Medieval Tymes
1019 Kelly Way
El Paso, TX 79902



MEDIEVAL TYMES



***Barony of the Citadel of
the Southern Pass
Kingdom of the Outlands
August 2007***

THEIR EXCELLENCIES OF THE CITADEL

**Lord Giovanni di Lucca
Barone**

**Lady Muireann Ghlass inghean Faolain
Banbharun**

Baronial Retinue

Court Herald: THL Ordog Bela Magyr
Baronial Scribe: Lady Aine inghean Chormaic

Baronial Fencing Instructor: Don Ulrich Krieger

Ladies in Waiting: THL Maimuna m'lady Danielle
THL Thorhild m'lady Tatiana
Lady Keterlyn von Eltz

Guardsmen: Ritter Erasmus m'lord Bryan
THL Bjorn in Gauzki m'lord Laurent de Lourdes
Senor Carlos Nieto de Andrade

Champion: Lord Nikolaus von Stahlburg
Protector of the Sands: HE Juan Balthazar Tegero, OP

Defender of the Pass: m'lord Raphael
Protector of the Flaming Heart: Lord Ambrosius von Beck

Legal Stuff

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Corrections and Submissions

If you would like to submit an article or artwork to the Medieval Tymes, please contact the office of the Chronicler via chronicler@scaelpaso.org. **Deadline is the 20th of the month for the next issue.** Please update your personal information as needed. The Chronicler reserves the right to make minor modifications to submitted work. In the case of major problems, you will be notified so that a solution can be found.

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if interested please)
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Vicomte Berold de Gilbert

FROM THEIR EXCELLENCIES

Buon Giorno,

Summer is indeed upon us, and we do hope everyone is having a great time. We would like to first thank Mistress Torgana for a most wonderful Citadel A&S exposition, it was definitely an event like no other. We also want to say a wonderful huzzah to THL Bjorn for his acceptance into the Order of the Flos Australis as well as Mistress Torgana, Lady Tatiana, and Lord Valentinos for their acceptance into the Order of the Astrum Australis, congrats to these fine and deserving individuals. However, that's not all we would also like to congratulate Carlos for his receiving his Award of Arms and not to be forgotten Sasha and Kieran, both on their Stags. Well done by all! On top of all the awards given we also saw new champions crowned during this great weekend. Our new Arts and Sciences champion is m'Lord Edmund Peregrine who stunned all with his great wax tablet and possibly heretical science display, outstanding in every respect. On Sunday we saw new champions for both heavy and rapier, with Lord Nikolaus and m'Lord Raphael dispatching the rest of their competition respectably in admirable fashion. Wonderful displays of chivalry were also at hand and HE Muireann noted such acts by naming HE Balthazar the newest Defender of the Sands and Lord Ambrosius the newest Protector of the Baroness' flaming Heart, well done by both these extraordinary gentles.

If you missed such a great event don't forget there is still quite a bit to go this summer. Clann War and Gothic War in Ansteorra are both being held this August and we ask that all members attend if possible as both events are fun and exciting and not to be missed. Don't forget that we also have fighter practices on Wednesdays and Saturdays, if fighting please make sure to drink plenty of water as this is the time of overheating and heat exhaustion. We are also seeing an increase in new membership, so please make sure to introduce yourselves to the other members of the populace, who knows you never know when someone might have similar interests and get you motivated to do something new.

We are still planning on a newcomer's tunic and pant making madness night and we will let everyone know via the list more details to this fun evening. If you have extra fabric you would like to donate to this endeavor please let either HE Muireann or me know and we will set up a time to pick it up. If you would like to donate time or supplies please let us know as well along with times that are good for you. Ultimately, we are hoping to make sure that everyone can attend any event without that feeling of not quite fitting in like everyone else.

We hope to see everyone out and about and above all having as much fun as they can!

In Service,
Giovanni and Muireann
Barone and Banbharun,
Citadel of the Southern Pass



Business/Officers meeting

There will be a business meeting conducted on August 9th, 2007 from 6pm to 7pm at the RIPE Eatery & Market. The address is 910 East Redd Road, Suite A, El Paso TX 79912.

For full directions, either see the events section of <http://www.scaelpaso.org> or call Kieran at 915-329-5856.

This meeting is mandatory for officers (in the event of an emergency, or inability to attend, please contact Kieran to arrange for your report), especially as it will concern Baronial Red Tape, and the creation thereof, and replacements for officers.

Business meetings are open to all members of the SCA interested in finding out more about how the Citadel and the SCA function behind the scenes, and anyone is welcome!

Greetings from the Hospitaller!

I am advertising for a deputy. No I'm not stepping down soon or quitting or being fired or any bad stuff like that. I am signed up for four college courses this semester and would just like a backup in case there's a conflict between hospitaller stuff and homework. There may not be, but I figure it's good to have backup lined up just in case. Anyone interested can contact me at thorbjorn@elp.rr.com or by phone at (915)471-9341.

In Service,

THL Thorhild Sigurdsdottir

GUILDS OF THE CITADEL

Cooks Consortium: m'lady Jerusha Montague (Jerusha Andrade)
Email: jerusha@earthlink.net

Southern Scribes Society: Lady Aine inghean Chormaic (Valerie Hearn)
Phone: (915) 845-8472

Armorer's Guild: Sir Roger de Gilbert (Dan Kitka)
Phone: (915)821-9585

Seekers of the Bottomless Tankard: THL Warmin (Stanley Hobbs)
Phone: (915)821-4005 housebelshire@yahoo.com

AREA CALENDAR

Fighter & Archery Practices

Please contact Lord Nikolaus von Stahlburg
marshal@scaelpaaso.org

Nahrn Kabirun

Thursday night at 6pm. Sagecrest Park, Roadrunner Pkwy .
Sundays Archery Practice in Nahrn Kabirun, at 8-10 am at San Andres School
(Mesilla) [Alternate site: Zia Middle School]. Loaner gear available!
For up-to-date archery info, join the Citadel Archers yahoo group
http://groups.yahoo.com/group/Citadel_Archers

Citadel of the Southern Pass

Wednesday night at Pico Norte Part (East side)
Sam Snead off of Lee Trevino. 6:00 PM
Saturday mornings at Westside Recreation Center
High Ridge off of Resler St.; 10 am

Monthly A&S Gatherings

Tankard Meetings: contact Lord Warmin at (915)821-4005
Court Dance Practices: contact Lady Aine at (915)373-4189
Armor Workshops: contact His Excellency Roger at (915)821-9585
Sewing Nights: Contact Lady Tatiana at anubisgrrl@aol.com
Also check our email lists for more information
<http://groups.yahoo.com/group/Citadel-Southern-Pass>
http://groups.yahoo.com/group/Nahrn_Populace

Outlands Events for August:

Aug 10-12	St. Sebastians	(Hawks Hollow)
Aug 17-19	Clann Wars	(Nahrn Kabirun)
Aug 31-Sept 3	3 Stags Autum Battle and Faire	(Caerthe)
Aug 31-Sept 3	Gothic Wars XV	(Bonwicke, Ansteorra)

FROM THE KNIGHT MARSHALL

Well, I've heard nothing about being able to hold practice on Ft. Bliss, so I discussed it with Their Excellencies and we will be moving our Weds night practice back to the East side at Pico Norte park starting next Weds, August 1, 2007. Starting in September weekend practices will be moved to Sunday's at 10 AM.

Saturday fighter practice is from 10:00 AM to 2:00 PM Mountain Time at Westside Park/Westside Recreation Center .

Maps for both locations are at our website www.scaelpaaso.org

Thank you,
Nikolaus von Stahlburg
Knight Marshall - Citadel of the Southern Pass

How to be a Voice Herald in 42 easy steps!

by Lady Eleanor Cleavelly

Vocal Heraldry is one of the most misunderstood arts in the SCA. For many members, a vocal herald is a disembodied voice behind the throne. But, voice heraldry is much more than simply reciting names on a card or calling a name in court. Vocal heraldry is akin to a performance. Voice heralds can add pomp and circumstance to a court with a slight turn of phrase. A voice herald, with a few choice words on the field, can inspire a fighter to greatness and make the populace sit up and take notice.

This article will cover the basics of voice heraldry: voice support and projection, how to herald a list, how to herald a court and how to improvise if needed.

Vocal Support and projection

One of the most common (and damaging!) misconceptions of vocal heraldry is that to be heard, you must yell or scream. Please allow me to dispel that myth here once and for all. Yelling and screaming is one of the worst things you could do to your voice. Think back to your theatre or choir classes from high school or college. The first thing you learned was proper vocal support. When heralding, especially outside, you want your full voice to carry, not screech and die on the wind.

You do this with proper support of your diaphragm. The diaphragm is a large sheet of muscle that separates the chest cavity (containing the lungs and heart) from the abdominal cavity (containing the digestive organs). Your diaphragm sits where your tummy is, right below your lungs. The diaphragm also serves as a muscle to help draw air into the lungs as a person breathes. It contracts to expand the lungs when breathing in (inhaling) and relaxes when breathing out (exhaling). The diaphragm, when used properly, will help carry your voice by pushing out the air in your lungs.

Put your hand on your stomach and say "HA!" as loud and as forcefully as you can. Did you feel your stomach push the air out? That is the diaphragm working! The diaphragm will help you get the volume you need without costing you your voice in the long run. Trust me – the diaphragm is your best friend!

How to herald a list

One of the duties of a vocal herald is to herald a list or tournament. This is one of the simplest duties of a herald: your work is cut out for you! When heralding a list, it is very easy to go through the motions and just announce the names. Here are a few tips to make field heralding more exciting for all involved:

1. When you get your cards, take a look at the names. For any difficult-to-pronounce names, try to find the fighter and have them pronounce it for you slowly. Write down the phonetic spelling of the name below the ac-

tual spelling. This will make your life much easier and assist the fighter (and reigning royalty) in knowing who is who on the field.

2. If you have time, try to get a bit of information on the fighter you are heralding. You might ask if they hold a defender title or a peerage or something like that. This is especially good for pas de armes and Crown Tournaments. By doing this, you are adding a bit of splendor, pomp and circumstance to the fight. It's also more period! However, please note that this will not work for every tourney. Be sure to discuss this with the herald-in-charge to make sure there is enough time and whether it is appropriate for the tourney. This works best for first and final rounds.
3. When heralding the salutes, be sure to give the fighters enough time to make their salutes, especially in the first and final rounds. Here is one way you can do it:
 - a. Fighters, salute the Crown of _____ (insert kingdom here)! (count to three)
 - b. Fighters, salute the one whose favor you bear this day! (wait for the fighters to return to their line, especially for the first and final rounds. Consort salutes are very important!)
 - c. Fighters, salute your most honorable and worthy opponent! (count to three)
4. Now, yield the field to the marshals and leave the field. You can change up the wording but do try to keep it in this order as people are pretty familiar with it.

******PLEASE NOTE: Pay attention to the fight and the marshals. When you are heralding a tournament, *ESPECIALLY CROWN TOURNEY*,**

DO NOT CALL A VICTOR UNTIL THE MARSHALL(S) INDICATE A VICTOR. This will help keep any mistakes at a minimum and will save many from having to dispute a match. Besides, it is not your call to make – it is the Marshall(s) on the field who call the victor. You are just announcing it. So pay attention to what is going on. This will also allow you to pace the fights and keep things moving.

How to herald a court

Another duty of a vocal herald is heralding a court. There are many schools of thought on how to herald a court, be it baronial or Kingdom. Some feel that heralding a court means keeping it simple with little embellishment. Others prefer a more flowery approach. Here are some tips on how to herald a court:

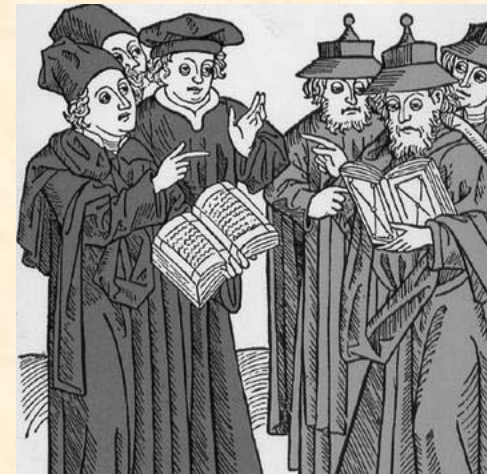
1. Linguistic embellishment: One of the ways you can liven up a court (especially a loooooong court) is by changing things up a bit. When the Crown calls up a gentle, you don't have to go with the status quo. Try this: instead of saying Their Majesties/Excellencies call forward Lady Sewsalot, try this: Lady Sewsalot, Their Majesties/Excellencies bid you make your presence known before them! While the award is being given, listen for hint words such as service, arts, combat prowess, etc. When

Their Majesties/Excellencies release the gentle and the time for huzzahs have come, try saying for her artistic achievements in the field of medieval underwater basket-weaving, three cheers! Hip hip...!

2. Speaking forsoothly: One of the biggest pet peeves that I have is when people do not attempt to speak forsoothly, especially when heralding. They use words like cool to describe something other than temperature or whatever. However, you can speak with period flair while still using modern language! Here are some tips:
 - a. Stay away from contractions (can't, won't, didn't etc). Instead, say would not, would not, could not)
 - b. Stay away from slang terms as well. Nothing kills a medieval ambience faster than someone using modern slang. You don't have to rattle off Middle English or sound like you just came from a Masterpiece Theatre production. Just be mindful of your language when heralding.

Hopefully, this article has given you a few of the tools to get you started as a vocal herald. The Office of the Herald is eager and willing to help you on your heraldic path! Congratulations and welcome to the wonderful world of Vocal Heraldry!

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"Clan War approaches! Quae fuerunt vitia mores sunt, and all that"

Pas d'Armes

Lord Sebastian de Rolstoun

In the 14th and 15th century, a popular form of tournament came into existence. A Pas d'armes (Passage of Arms) or Passo Honoroso (Passage of Honor) was a type of combat in which one or more "defender" (tenan) would take control of a well traveled spot, such as a bridge or city gate, and let it be known that any who wished to pass ("venans" or "comers") must first fight, or be disgraced. A Pas had become a public display, complete with viewing stands for the judges. The actual combat was highly regulated, set down in such treatise as Rene of Anjou's *Book on Tournament*. Both prowess in arms and courtesy were important. It was also a chance to celebrate all the knightly virtues, not just the prowess or courtesy.

One of the more famous is that of Suero de Quiñones who, in 1433, established a Pas d'Armes at the Óbrigo Bridge in Castile. Suero and ten knights promised to break 300 lances before leaving the Pas d'Armes. He and his men fought for over a month, a detailed account by town notary Don Luis Alonso Luengo. Of the 68 contenders to cross the bridge, one (an Aragonese) was killed, and nine of the defenders, including Suero, were wounded in the 627 jousts. The judges proclaimed that Quiñones had won the right to remove an iron chain that he wore around his neck as a token of bondage to his lady, in spite of the fact that only 177 lances had been broken.

King René's Tournament Book: A Modern English Translation
Bennett, Elizabeth.

<http://www.princeton.edu/~ezb/rene/renehome.html>

http://en.wikipedia.org/wiki/Pas_d'Armes

<http://www.chronique.com/Library/Tourneys/pasessay.htm>

ANNOUNCEMENTS

Clann War

When:

August 17-19, 2007

Noon on Friday to noon on Sunday.

Location:

Sam Tobias Campground, Lincoln Forest, Ruidoso, NM 88345. The site is Wet.

Site Fees:

Adults: \$10 per Member (\$3 nonmember fee).

Children: Ages 6-12 \$5.

Children under 6 are free.

Family Cap (2 adults + non-adult children): \$40 (plus a \$3 nonmember fee per adult, as applicable).

Autocrat:

THL Corbin de Heather, (505) 621-2388, corbincenturion@yahoo.com

Website:

<http://www.geocities.com/scanahrn/clannwar.htm>

Merchants are always welcome; please call for information.

As the summer draws to a close, the Shire of Nahrun Kabirun invites all good gentles to join us in merriment and tournament under the tall pines in the high mountain retreat of the southern Outlands. The morning will open with the heavies taking the list field in a Claymore Tourney--any two-handed sword will do, call it a Claymore and you're in...kilts welcome as well. The rapier fighters will head up into the meadow to defend the flock during the Claymore Tourney. The Shepard will guard the Clann's sheep with rapier, while dagger-armed wolves try to pick unsuspecting sheep out from under their watch.

Afternoon will feature THE CLANN WAR--heavy fighters will be separated into Clanns, and the Clann with the most points worth of sheep in their corral at the end of the battle (1 hour res) will be victorious. Bring your gauntlets as the sheep prefer sitting in their pasture, and you'll need a gauntleted hand to carry them to your Clann's corral. While the Clanns battle in the high meadows, the Guard Azure will duel in the list field to determine who will become their Captain.

Throughout the day there will be archery Royal Rounds and IKACs, as well as our Roving Shoot, Flying Critter Shoot, and Night Shoot. Also, there will be a team shoot this year, period bows against open bows; and combat archery, loner bows are available.

During the day, there will be various A&S classes on offer (TBA) and build-a-bear and catapult-making contests for the young and young at heart. The evening will feature a potluck feast (please bring an appetizer, side dish or dessert to share), followed by the traditional boisterous reveling.

The site includes RV parking (no hook-ups), water, and limited electricity. Fire restrictions are always deemed at the last minute. Restaurants, Laundromats, and hotels are less than 5 miles away in Ruidoso. If you plan to stay at a hotel, we suggest you make reservations as soon as possible. The weather is comfortable (70s) during the day and cool at night (40s) with a chance of rain.

Notes: Smokey Bear Ranger District, 505-257-4095

Nearest hospital: 5.7 miles, Lincoln County Medical Center, 211 Sudderth Dr, Ruidoso, 505-257-7381.

Directions:

From Albuquerque: Take I-25 south to exit 139 (San Antonio). Head east on Highway 380 to Highway 37. Head south until 37 merges with Highway 48 (which becomes Mechem Drive). Turn right at Cedar Creek Rd. Follow signs from there.

From Las Cruces: Take Highway 70 to Ruidoso. Turn left on Sudderth Rd. (Highway 37). Drive through town to Mechem Dr.; make a right. Turn left at Ce-

Get to know your local _____

An interview by Carlos Nieto de Andrade

(This is a reprint of the original article that started this whole crazy ride I call my job as chronicler, originally printed in our November 2006 issue that is not online. Clann War started the idea for this article so it felt right to reprint it)

The basis of this and hopefully more of these articles were conversations I had with a number of our knights at Clann Wars; it was very enjoyable to sit and talk with them, picking their brains on various subjects. My goal is to interview a number of people including our Knights, Pelicans and Laurels to learn about them and to talk to them about their philosophy on life and their awards. Today's interviewee is Sir Berold de Gilbert, Viscount; the first person I sat down with at Clann Wars and I really enjoyed his time. Here is his story and what knighthood means to him.

Vicomte Berold de Gilbert, KSCA.

Blazon as granted by the College of Arms - Argent, a palm tree couped sable and in base between two Latin crosses fourchy, on a point entee fleury gules, a Latin cross fourchy argent



Background

- ◆ Second to last prince of Outlands (#17), won the double elimination / best 2 of 3 list with one lost fight in the last match, not one lost match. The last match was one of longest on record – won first fight, under 2 minutes – lost second fight, under 5 minutes, won third fight, 47 minutes.
- ◆ First member of Citadel to achieve royal title
- ◆ Fifth peer of the Citadel
- ◆ Fifth Baron of the Citadel, retired
- ◆ First fencing marshal of Citadel, tested schlagger when it was introduced
- ◆ In 1989 became a knight 4 years after being Prince (2nd knight in Citadel and

9th knight of the Outlands); Sir Jochen von Balduinseck [Founding Baron] was the first

When did you join the SCA?

"I first heard about it in the fall of 1981 at UTEP, friends in swimming class were talking about SCA. I actually joined in late 1981 as I remember my first event, a revel in Nahrn Kabirun, then the Barony of the Freehold of the Great River and the cold drive up and home."

Why join?

Girls, "it was a great place to pick up chicks; back in antiquity, the SCA was a **very** social place. At the time most of us were young and single, no mortgages and families to get in the way, so it was just a great place to meet new people."

What does knighthood mean to you?

-Penultimate attainment of those fighting with heavy weapons
-Teaching is implied, not required but he does it because he wants to (What is the ultimate attainment?) Knighthood with a body that still works. (When if at all did you realize you wanted to be a knight?) After Sir Jochen was knighted, he realized he really wanted to be a knight. "Jochen was my father figure / mentor in the Society"

How did it happen to you?

-The circle of peers gave advice to the crown and the king would then offer you the peerage to you; usually done there at that event versus today when it is scheduled well in advance and you have more time to think about it (i.e. a vigil done in the future and the response given at the next event).

He was offered knighthood marching out to Estrella War on Saturday morning; the column stopped, was told the King wanted to see you (Artan II), and he wanted the answer the next day. It was a traditional vigil, a time of contemplation that began at dusk, cleaned up after fighting, was delivered to the vigil pavilion (the Citadel's – a small arming pavilion which had been used by other peers before and after him for some years) with three chairs and a small table that snugly fit inside. Main Man-At-Arms, Lord Nicholas Wolfmar, (since he was a Viscount) ran it for him; all manner of people from all stations in the Society came in to speak to him and it lasted until dawn. At 7am three knights came to get him, he bathed in the river (in middle of February) and it was icy cold. He felt antsy, at that point; then they shorn his hair and his beard; "our Baroness at the time fixed my hair and thankfully shaved my face". He was dressed in ceremonial clothing, processed up with retinue to the site and was bestowed his belt, spurs, and chain. Accolade was flat side of the sword to the neck, which smacked smartly. It was important to him to be made a knight at a war, since an army fights better at a war IF there is a knight elevated at the event. The army was his responsibility the first day of his knighthood at Estrella; a great

honor. Fought first battle as a knight without a weapon, prior to Lay On his man-at-arms was warming up with his sword and did not get a chance to return it before Lay On was called. The forces met and for the first few passes, he did not have a sword.

Apprenticeships; what do you look for in a potential squire and what does a squire mean to you?

- Squires are dependents, and become part of your family.
- It is a two way street, knights might lose some of their fire and intensity as time marches on; something and the squires bring back youth and vigor
- Many squires (Sir Roger is the only one to be made knight, at Estrella no less); the magic number was three starting out; then it was six; then became 12 (due to not many knights in the south); grand total of 18 (currently 3)
- Look for rough piece of coal, that will one day be a gem of a knight; "my job is to polish it and put it under pressure until it becomes a knight"
- Is considered "lenient" in the Outlands, some knights treat their squires as personal menservants
- Would not ask them to do anything I would not do
- He has asked and has been asked to squire; only declined one person who asked him and all who he asked agreed.
- It takes a while, characters have to mesh (its not just teaching you how to fight); it is like a job interview of sorts and a recruitment feeling out. Both sides have to like the arrangement.
- Squirehood gives you individualized training from the knight on how to be a knight vs. when the knight is in public showing the populace how to be a knight by living.

Process for knighthood:

- Usually meetings of the belted circle where they converse to each other and the Crown; candidates should be known through out the kingdom and truly be the peer of the circle in fighting and in non-fighting attributes
 - "To be a knight requires two hands. One closed fist to hold the sword with which you have become the equal of your peers in period tournament weapon styles - the other an open hand the easier to share the other aspects of knighthood; ones knowledge of heraldry, period games, period dance, period entertainment, ones courtly grace, the chivalry of the individual, ones peerlike qualities and so on"
- If you are very good, seen doing things (fighting, helping, teaching, etc ...) it can possibly expedite the process.
- Circle can only recommend to the King, it is his prerogative who to make a knight
- Only a knight can make a knight, its tradition. He was never a squire but it can help to have a personal voice in the circle to speak in the circle.

What has changed in heavy fighting?

- Armor changes: Freon cans as helmets, carpet armor, now using ABS plastic

- Weapon changes: fiberglass for pole arms, plastic swords ...
- What is looked for in knights now (courtly graces, equal of his peers, knowledge of games, honor, chivalry) vs. for a long time just a good fighter (best stick in the land).
- The way we train: authorization process (you use to put on armor for the first time and then jump right in to a tournament), tactics, movement, how we train (the fact that we train)

Order of awards:

Progression is par, since people will progress (ie walk up with no skills is the standard) so it is normal to get Baronial, Kingdom AoA, then Kingdom GoA and Peerage. However, just because you have received a Thane does not mean you will be a knight and vice versa because they entail different things. But if someone walks in with the skills (and demeanor and looks good as well as fights well) they could get the Kingdom AoA first, so it all depends on the individual more than anything else.

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FROM THE EDITOR

Bo día,

Articles! Articles that I did not have to break appendages or “encourage” from the populace, it makes one so happy one would dance! I would like to thank Lady Eleanor and Lord Sebastian for their submissions and would encourage any all submissions for the newsletter would not be turned down.

A su servicio,

Senor Carlos Nieto de Andrade

Chronicler, Citadel of the Southern Pass

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Medieval Tymes staff hard at work

This issue of the Medieval Tymes brought to you by the joy of escaping to the mountains and Clann Wars .

Editors: Senor Carlos Nieto de Andrade and THL Kieran Blake