## THE BARGE

September 1992



### From the Baron

Unto the Peers, Nobles and Gentles of Three Rivers:\

Our condolences and deepest sympathy go out to Baron Master Stephen Ironhand and Lady Branwynn. Like ourself, their auto was broken into. His Excellency had all of his armour, SCA weapons and two Baronial coronets stolen and the car was stripped. It seems being a Baron of Three Rivers can be hazardous to one's property.

Carousel is coming soon. Please volunteer, get involved and have a wonderful time doing it. Prospectus dates for Chieftains and Winter Court are noted elsewhere in the Barge. If you want to

autocrat, please talk to Lady Olga soon.

Calontir once again made a splendid showing at Pennsic, both on the field and with the Knowne World Party. Enjoy the cool weather. The Baronial Fighting Championship will be Saturday, September 26, the Archery Championship on Sunday, September 27. The former is also a demo for House Bearshaven. See Magdalen for details and help if you can.

In service.

Sir Cormac O'Sullivan Baron of Three Rivers

### From the Seneschal

So you think you might be interested in autocrating an event -- Winter Court, for an example. But you've heard, "... those officers will tear apart all your ideas!!" or "... you've gotta have every T dotted and T crossed..." Caca. Here's Auntie Olga's quickie outline on event proposals.

WHO, WHAT, WHERE, WHEN.

1. Who - Who is in charge (ultimately) of what.

2. What - What is the event, what do you want to do? Event theme, tourneys, games, contests, classes, chariot races, miracles to amaze the populace, etc.

3. Where - Site, site expenses (rental fees & deposits). What is available to play with or on outdoor/indoor, fighting/dancing/eating areas, kitchens, bathrooms, etc.

4. When - If a date isn't already reserved, that is.

Now, break it down (Yo! Bum pa, ta bum tum...) For example: feast - if there is one, what is the menu, how many do you plan to serve, what are the projected costs and what is the projected ticket price. Will you be needing any serving equipment or facilities (BBQ pits, flame throwers, swans for roasting, etc.)

See, it really isn't so hard. A little basic planning and research is what we want to see. You are all resourceful, creative, higher primates - we've got faith in you. Our job is to help you remember anything you (or we) might have forgotten. Don't be embarrassed, we've all certainly forgotten to budget the toilet paper before...

Seriously. Have fun, get excited, don't worry too much. Leave that to us.

Olga

### From the Hippogriff Pursuivant

Unto the populace of Three Rivers

Greetings!

Please allow me to introduce myself. I am Mikjal Annarbjorn, your new baronial herald. As many of you know, Lady Lyriel has moved very suddenly to the Shire of Ivory Keep, and I have

succeeded her as Hippogriff Pursuivant.

A little background: I have been in SCA for nearly 11 years, starting across the river in Shattered Crystal. I have, in the ensuing years, lived in four kingdoms (Middle, East [mainland and Drachenvald], Ansteorra, and now Calontir). I have been active in heraldry for over eight years, and was the shire herald in Perilous Journey (Berlin) for 2 1/2 years. My interests and knowledge cover the full range of heraldic activities in the society - Heraldic design and research, onomastics (name research), field/tourney heraldry, court heraldry, protocol, ceremony, etc.

In the ensuing months, I will try to give a clearer picture of what I plan to do with the office,

and where I will need help. Stay tuned for details.

In service to Crown and Coronet.

Herra Mikjal Annarbjorn Acting Hippogriff Pursuivant Barony of Three Rivers

### From the Carousel Autocrat

Unto the Populace of the Barony of Three Rivers come Greetings from El Senor Fernando Rodriguez de Falcon, head of the Calontir Carousel Autocratorial Staff.

As most of you know by now, on October third, the Barony will be holding its Third Annual Calontir Carousel. Since this is, of course, and event of epic proportions (see the flyer elsewhere in the Barge), we will be needing help from each and every one of you.

First of all there is work to be done before the event. This includes construction, painting, and cooking. If you would like to help build things, talk to me. If you would like to help with the

cooking, contact Christopher O'Bannion.

Next is the day of the event. We will be needing all the usual help (troll, setup, cleanup) and help running the stations (see the flier). Please see me and sign up for lots of fun working shifts (no, really, it is a lot of fun).

Don't forget Carousel is one of the few events where everyone has fun, including the workers.

Yours in Service to Crown and Coronet

El Senor Fernando Rodriguez de Falcon

Unto All Good Gentles are warm greeting sent from the Newcomer's Guild.

It is now August and Summer will soon give way to lengthening shadows and cooler breezes as Autumn begins to stir from her leafy bower. In these last days of green trees and bright sunlit warmth, it is easy to look back on the good times we have had this season. Some of the greatest things about being in the SCA are the memories we make.

This month we have messages for both experienced and new members:

Experienced members - We have two requests for you. First, please help us to help new folks by submitting brief articles to the Barge on how to do basic things like T-tunics, period shoes (Welcome to Three Rivers, Istvan!!), courtesy and etiquette, etc., etc. Not only will such articles greatly expedite new persons in blending in, but they will also make the chronicler smile.

In addition to this, we would appreciate it if you would each find a moment at meeting or at an event to go up to someone you don't know and introduce yourself. This will help the new people feel more welcome and you may meet a new friend. This is not to say we want you to do our job, just that it fosters an atmosphere of unity which is what the SCA and Calontir in particular prides itself on. After all is said and done, we are a family.

Newer members - Here are a couple of important messages for newcomers. READ! READ! READ! We cannot emphasize enough how much clearer everything will be if you keep up with events in our Barony and in the Kingdom at large. A great way to do this is to subscribe to the Kingdom newsletter, "The Mews", and to purchase this newsletter, "The Barge", each month. They will give you information on what is going on when and where, and help familiarize you with the "people behind the scenes". See one of the Newcomer's Guild or any Baronial officer for assistance with this.

Next, introduce yourself to people. The SCA is called a Society for a reason: we are a group of people who interact with each other under circumstance we create ourselves. You will find that the more people you meet and interact with, the more you will feel at home and the more you will learn. This is a group in which you get back as much as you give. If you just sit on the sidelines and watch, you will probably have a pleasant time. However, if you get involved, meet people, do things, go places, et cetera, you will make many more friends and have a great deal more fun. This does not mean you have to be an extrovert! Just try to talk to people and volunteer to help with things. I have had some of my best times in the SCA while doing dishes after feasts and talking to new friends over soapy water.

Enough for now! Enjoy the change of season and make the most of our great Society!

In service to the Society

### The Newcomer's Guild

The first session of the Newcomer's Guild seminars will be September 21 at Lady Roslindis' abode. The topic for this session will be "This is the SCA". Subject matter covered will be Philosophy and Purpose, Organization, Geography.

The second session of the Newcomer's Guild seminars will be September 28 at the same place. The topic for this session will be "Event Survival". Subject matter covered will be Reservations,, Troll, Crash Space, Camping vs. Noncamping, Wet/Damp/Dry Sites, Feast, Et Cetera.

### Historic Highlights for September Courtesy of Viscount Brummbar

September 1191 - Crusaders under Richard the Lionhearted won a momentous victory over the Muslims at Asouf.

September 1580 - Drake arrived in Plymouth, England after his circumnavigation of the world.

September 7, 1565 - A Spanish relief army arrived at the Island of Malta, breaking a four month Turkish siege of the Hospitaller fortress.

September 11, 1297 - Battle of Stirling Bridge. In the Spring of 1297, nearly all of Scotland was in a state of armed insurrection. They were led by William de Wallace. King Edward, away in France, gave command of the English forces to John de Warenne, Earl of Surrey, and Warden of the North. Warenne's troops crossed the border to engage the Scots laying siege to Dundee Castle. The Scots were without siege engines, and were hoping to starve out the garrison. When news of the approaching English reached him, Wallace left Dundee and deployed his troops in a defensive position astride the road from Stirling to the north. From here, he could prevent the Royal army from retaking the liberated lands beyond the Forth. Wallace's troops waited about a mile north of where the road crossed a deep tidal river. On September 11, de Warenne gathered his troops on the southern bank, then sent his armoured knights across the bridge to deploy before the Scots. The knights found themselves slogging about in the deep mud of a water-logged meadow, unable to gain sufficient momentum to charge the Scottish lines. At the blast of a signal horn, the Scottish infantry charged forward and seized the bridge, cutting off the English cavalry from their main infantry force. The Scots proceeded to drag the knights from their horses and kill them. The English soldiers on the south bank were helpless to aid their own cavalry. As the slaughter came to an end, the remainder of the English broke and ran, not stopping until they reached Berwick. The Scots were once again an independent nation and Wallace was made "Guardian of the Realm and Leader of the Armies".

September 19, 1356 - Battle of Poitiers - In 1356, Prince Edward had formulated a strategic plan to bring the greater part of western France under English control. In the north of France, the Duke of Lancaster started out from Cherbourg towards Brittany, while Edward advanced straight from Bordeaux. Edward planned to fight, burn, pillage and amass loot rather than take towns and occupy territory, and eventually join forces with Lancaster.

On September 3, Edward reached the Loire River, only to find that the French had burned the bridges. He turned his army west toward Tours, only to find King Jean and a French army. Edward realized that an engagement was unavoidable. Edward was approached by Cardinal Talleyrand, who offered to act as an intermediary in an attempt to bring about peace. The Cardinal also informed Edward of Jean's intent to bring him to battle on the 14th. Cardinal Tallyrand's negotiations allowed the English to search, and finally on the 18th, find a defensible location - a wooded slope about 2 miles south of Poitiers. Jean had fielded what was probably the largest army of the century and was confident of victory. Edward, aware that he was in a desperate position, offered huge concessions, including the complete return of Calais and Guines, but Jean would accept nothing less than complete surrender. As the Cardinal continued to negotiate, the English strengthened their position, and French army continued to grow. Finally the negotiations broke down and the French prepared to attack.

Jean was advised by his marshals, Audrehem and Clermont, and by Sir William Douglas, a veteran of the border wars. Douglas, recalling the fearsome English longbows' firepower, favored defeat through starvation by encircling and blockading the English. To do this, he advised the king to use his men-at-arms as infantry. A small elite body of 300 horsemen were retained to smash a

gap in the English archers' ranks.

Edward's forces numbered between 6,000 and 8,000. They were deployed in three divisions: two at the front and one at the rear. Warwick and Oxford led the left flank, Suffolk and Salisbury the rights, and Prince Edward's division was at the rear. The whole army was to fight on foot. It is believed that Edward intended to break off the battle and slip away via the ford at their rear. With his archers holding the hedge, Warwick began to cross the ford with the baggage carts.

Upon observing this, the French marshals, still arguing over the opening strategy, separated the French cavalry and charged two separate parts of the English line. Audrehem attacked Warwick who had returned to his main force, and Clermont went headlong at Salisbury's position. Warwick's archers were having little effect on the heavily armored cavalry until Oxford moved the archers on the left until they stood safely on marshy ground. From here they could pour fire into the flanks and rumps of the cavalry. Clermont sought a gap in the hedge and found it, only to have his men shot down and dragged off their horses by archers concealed behind the hedge.

Jean, unaware that the initial attack had foundered, ordered his footmen into action. They pressed forward up the slope. Being well-armored, they suffered little from the English archers, but by the time they reached the battle line, they were tired. Though they fought savagely, they could not break the English line. At the height of the attack, the two forward English divisions were totally engaged, fighting from behind a screen of trenches, hedges, and overturned carts.

The English rested, gathered arrows, and removed their wounded as the French regrouped. For some unknown reason, the French high command ordered the King's two younger brothers off the field. Between them, the brothers commanded a division and a large protective screen of men-at-arms. This sight was demoralizing for the French troops waiting to go into battle. As if a sense of failure spread through the army, the Duke of Orleans also turned and led his division away. Jean, angered by these shows of cowardice and the failure of the first two attacks, led the third division ponderously forward. This division, larger than the entire English force fell upon the enemy with great ferocity. The armies locked in dreadful hand to hand combat, using knives and stones. The archers reused their arrows after pulling them from the French dead. Amidst this struggle, Prince Edward sent the Captal de Buch to lead a party to the French rear, and once there, unfurl the banner of St. George, then attack. Meanwhile, Sir James Audley led a cavalry charge into the French. After being attacked on both sides, the French division lost all confidence in the attack and began to breakup into small groups. The battle was lost and the king was captured.

The defeat at Poitiers removed a complete level of French leadership and left the population outraged and horrified at the inability of the aristocracy to fulfill their feudal obligations of protection. The constable, two marshals, an archbishop, 13 counts, 5 viscounts, 21 barons and

some 2,000 men-at-arms were lost. There is no record of the English losses.

September 21, 1327 - Edward II was brutally murdered at Berkeley Castle. He is succeeded by his young son, Edward III.

September 22, 1415 - Having laid siege to Harfleur since mid-August, Henry V's army captures the French town of Harfleur.

September 25, 1066 - Battle of Stamford Bridge. On January 5, 1066, the English king Edward died of age and sickness. He was succeeded on the next day by Harold Godwinson. However, there were other claims to the throne by William, Duke of Normandy, and by Harald

Hardrada, King of Norway.

In early autumn of 1066, Harald of Norway crossed the sea with some 200 shs. He was joined by reinforcements under Tostig, the deposed Earl of Northumbria and Harold's brother. This, together with more reinforcements from the Orkneys, gave him a force of 300 ships and over 9,000 men. On Wednesday, September 20, having followed the River Ouse to Riccall, he landed his army. The city of York lay only 10 miles to the north. Harald's forces marched upon York without delay. They had advanced to within two miles of the city, where they found the road blocked by the armies of Edwin, Earl of Mercia and Morcar, Earl of Northumbria. The close and hard-fought battle lasted most of the day. The English forces finally broke after suffering heavy losses. The road to York lay open, as did the city itself. Harald had everything to gain by

### Calontir Carousel

CAROUSEL 1.'A tournament in which knights, divided into companies distinguished by their liveries and dress, engaged in various plays and exercises; to this were often added chariot races, and other shows and entertainments'. (Oxford English Dictionary)

Still no chariot races, but we have just about everything else at this year's Carousel - fighting, archery, fighting, heraldry, fighting, performing and tactile arts, fighting, combat archery, fighting, mysteries, fighting, gaming, and, uh, fighting. Once again the day will be filled with the thrill of eight-person teams traveling around the giant double ring, battling challenge after challenge, competing with each other and against the locals in contests too exiting, too different to be described...but then you've probably read all this before.

- Food: The evening feast will be a hearty German and Irish meal honoring their newly crowned Majesties Steffan and Lile. An A-La-Carte meal of sausage, cheese, bread and fruit will be available for lunch. Please contact the autocrat if you have any dietary restrictions.
- Site: The site will be Grant Shelter at Jefferson Barracks County Park, the same site as this year's Chieftains. (This includes an indoor site in case of inclement weather.) The site will open at 9:00 and the Carousel will begin by 11:00.

### General Rules:

- 1) Teams must have no more than 8 members.
- 2) Teams must have at least 1 authorized archer; we suggest more.
- 3) Teams must have at least 1 Man-at-arms.
- 4) Teams may have no more than 12 'points' of fighters using the following scale: Chivalry and Royal Peers- 5 points; Iren-Hyrd 4 points; Iren-Fyrd 3 points; Men-at-arms 2 points. Gentles from outside Calontir will be rated according to their level of experience.

Get your Teams together early for a special preregistration rate.

Here are the stations for this year's Carousel:

- 1) The Spear Ring: Team members, one at a time, will attempt to hit a number of special targets in order using a 9' Fiberglas spear, all while standing in the middle of a circle. You need not be a fighter to participate, and we'll supply the spear.
- 2) Tag Team Pennsic Slumlord: At least four team members must play a 20 second per move game of Pennsic Slumlord (our version of Cathedral). The first player in line makes a move, then the second, then the third, rotating until the game is over or time runs out. Two games will be played.

- fighters from two teams will be positioned on opposite sides of the field, and the archers from one of the teams will be off to one side. One at a time, the fighters from team 1 will run from their position to the position held by team 2, along a narrow path, while team 2's archers attempt to shoot them (with combat arrows-relax). Once a running fighter reaches team 2's area or is shot, the next team 1 fighter may start across. Teams will pass through this station twice, once as the flying salami, and once as the slicing team.
- 4) Carousel Ring Thing: While being propelled along a track on a wheeled mount, team members will attempt to secure gold rings with their lance.
- 5) Pop-up/Naval Archery: Using combat arrows, archers from teams will attempt to hit a swaying sailor on a ship, from both a stable and a "shipboard" position; the team will also fire at friendly and unfriendly pop-up targets, trying not to shoot their "pals" while hitting their enemies.
- 6) Bombardment Melee: The fighters from two teams will conduct three melees, while an individual from teams—the catapult—hurls large foam rocks into the fray in an attempt to crush enemy fighters. Too easy? Well, the catapult player is blindfolded, and the remaining non-fighting team members must verbally direct fire. A different person will act as the catapult in each melee. Teams will go through this station twice.
- 7) New Improved Castle Siege: Teams will be given a cipher from their "spy" in the "castle" that reveals which section of castle wall is vulnerable to the team's siege engine. If the correct section of wall is knocked down quickly enough, the fighters on the team will face only a small castle garrison; if not, reinforcements will arrive.
- 8) Improvisational Tag-Team Story Telling:
  Teams will be given a topic, from which the first team member must begin telling a story. After a time between 10 and 60 seconds (randomly determined) the judges will indicate the next person to carry on the story (also randomly determined). The story will end when time runs out.
- 9) Search-and-Shoot Archery: Teams will walk through the woods, and spotters will attempt to find and identify targets with "unfriendly" heraldic identification while the team's archers attempt to

shoot them (real arrows this time, since we won't be the targets). Bonuses will be given for knowing whom you're shooting. This station will last twice as long as the others, and will be worth more points.

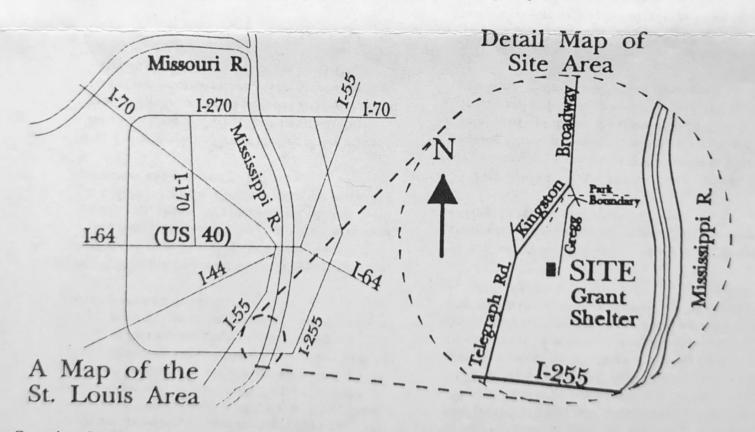
- 10) Trivial History: We will have eight categories of SCA or medieval knowledge for teams, each with five questions. In rotation, each player will pick a category and attempt to answer a question. If correct, the team gets full credit for the question. If not, the team loses credit unless the team as a whole can answer the question. Categories might include the likes of: The Crusades, Kings of Calontir, Marshallate Regulations, et al.
- 11) Glazier's Guild Follies: Teams must construct a mockup in construction paper of a stained glass cathedral window on a randomly selected subject. But relations are strained in the guild these days—team members get either one color of paper and scissors, or a sheet of black paper (the background) and a glue stick, or a pencil and a sheet of drawing paper. No one may interfere with the materials of another "guild member."
- 12) Baron Cormac's Baronial Challenge: This station, the personal realm of His Excellency Cormac, will be revealed the day of the event.

The following will be conducted throughout the day:

- 13) Chivalry and Courtesy: Each station judge and autocrat will have three "marks of distinction" to distribute as they see fit at the end of the day. The top teams will receive bonus points.
- 14) Heraldic Display: Teams are encouraged to work together to create a pageant-like atmosphere for the day by coming in team livery. All attempts will receive bonus points; the better the attempt, the more points.
- 15) Best Idea for Next Year: The autocrats will judge these submissions, and the top selections will receive bonus points.
- 16) Best Song or Poem (composed that day): Topics will be announced the morning of the carousel. Compositions will be performed and judged at feast.

Costs:	Befo	Before Sept. 30	
Site Fee: Non-Members		\$2.50	\$3,50
	Members	\$2.00	\$3.00
Feast:	Non-Members	\$5.50	\$6.50
	Members	\$5.00	\$6.00

Special Team Offer: Pre-register an entire team by September 30 and pay only a \$15.00 site fee for the whole team (members or not). This is a saving of up to \$13.00.



Questions? - Contact:
Fernando Rodriguez de Falcon
Fernando Vigil
10105 Glenfield (II) 314-843-6151
St. Louis, MO 63126 (W) 314-821-6813

Pre-Registration - Make checks to S.C.A. - Barony of 3 Rivers Barony of Three Rivers P.O. Box 140094 St. Louis, MO 63114

	FOR CROWN USE ONLY
DATE RECEIVED:	
AWARD RECOMMENDED:	

# Kingdom of Calontir

## Award Recommendation Form

SCA Name:	Award:
Mundane Name:	Date:
Street Address:	
City, State, Zip:	
Recommended By:	From:
Recommended By:	From:
Recommended By:	
Comments:	
3	
Croun I	Recommendations
King:	Queen:
Date Given:	
Royalty Presenting Award:	
Official Reason for Award:	
Scroll: Presented to recipient	☐In absentia ☐Re-present at later time
	Commissioned:
	be assigned:
	ed:
•	d in Court:

## Barony of Three Rivers Award Recommendation

AWARD:	DATE RECEIVED: / /
SCA NAME:	
MUNDANE NAME:	HOME GROUP:
ADDRESS:	
Street, Apt. # City	y State ZIP
RECOMMENDED BY:	AND [] See over for list
DATE WRITTEN: / / PHONE # of submittor:	[] Home [] Work
SUGGESTED WORDING FOR SCRO	OLL TEXT f you wish)
Specifically by reason of [] his [] her	
EXPLANATION:	
BARON'S COMMENTS: [] Yes [] N	o [] Other
Award bestowed: / / at the Baronial Court	

moderation. He ordered that York was not to be treated as a captured hostile town. Harald took a few hostages to assure good behavior and provisions for his troops. He then retired to his ships at Riccall. Harald offered the citizens of York a treaty whereby they would become his allies and march south with him "to conquer this realm". However, habit demanded that he secure hostages from throughout the shire. It was to this end that he marched the main body of his army to Stamford Bridge on the Derwent, 12 miles from his ships and eight miles northeast of York. Stamford Bridge was a good center of road communication and well-suited to Harald's purpose.

Meanwhile, unknown to Harald of Norway, Harold Godwinson was riding north with his huscarls. The English king was taking a calculated risk. He already knew of the threat of a Norman invasion on his now undefended southern coast. On the 24th, a forced march brought

Harold to Tadcaster, where he met with a small fleet of English ships.

On the morrow, Monday, September 25, Harold moved rapidly north through the undefended city of York, and at the end of a 17 mile march came upon the unsuspecting Norwegians at

Stamford Bridge.

Little is known of the details of the battle. The Norwegian position was on the east bank of the Derwent. A very stubborn battle was fought by both sides. The armies were well matched in numbers and quality, weapons and armor. They were equally well matched in skill, valor, and experience. Additionally, each had an imperative need for victory. They fought on foot, with the English having the advantage of surprise and preparedness. The two armics tought throughout the day until the battle turned against the Norwegians. Harald Hardrada was killed in the battle, legend says by an arrow in the throat. The Norwegians broke and began their 12 mile retreat to Riccall with the English harassing them throughout the way. At Riccall, Harold gave quarter to the remnants of the army and those who had been left aboard the ships. One of the survivors was Harald's son, Olaf Kyree, the Gentle, who would rule Norway peacefully until 1093.

One year after Stamford Bridge, Harald Hardrada's body was brought from England to

Norway and buried in St. Mary's Church in Nidaros, which he himself founded.

September 26, 1513 - Vasco Nunez de Balboa became the first European to see the Pacific from the Americas.

September 29, 1066 - While Harold Godwinson's army was at York, and only days after the defeat of Harald Hardrada's Norwegian army, Duke William of Normandy made an unopposed landing with his army at Pevensey Bay. The Norman army was estimated to have have some 7,000 knights, mounted and foot, and 2,000 infantry. The next day, they marched along the seashore to Hastings. Near there, Duke William fortified a camp and set up two wooden castles.



### BARONIAL CHAMPIONSHIP

The next Baronial Championship will be held on Saturday, September 26, 1992 in the Swamp at South Forty on Washington University's campus. Call Magdalen O'Larrissey (935-1102 - she has a machine) for questions. This is to be a demo for the college students, so any crafts and displays will be welcomed with open arms. Maps will be available soon.

10:00 - Set-up 11:00 - Armor Inspection 12:00 - Tourney begins.

#### BARONIAL ARCHERY CHAMPIONSHIP

The next Baronial Archery Championship will be held Sunday, September 27th (the day after Baronial Fighting Championship) at 11:00 am at Brookfield Farm where Drunken Mammoth is held. The following competitions will make up the championshp.

- 1. Static Rounds at 20, 30, and 40 yards using a 60 cm target.
- 2. Speed Rounds at 20, 30, and 40 yards using a 60 cm target. Scoring will be:

OFF THE TARGET
On the paper, but not in a scoring ring
Scoring Rings

-1 Point 0 Points Standard IKAC

- 3. Two static rounds at 20 yards using 60 cm target, and reverse IKAC scoring.
- 4. Willow Wand at an arbitrary distance (non-IKAC).
- 5. Increasing range using 60 cm target and <u>3 arrows only</u> starting at 30 yards and increasing 10 yards until we have a winner, or run out of room. You must score a point to continue. Tiebreaker will be most points at longest range.
  - 6. Tic-Tac-Toe to be shot at 15 yards.
  - 7. Knife Throwing the most sticks out of nine (9) throws.

The results of these competitions will create a ranking for the day. The we will use the same procedure which was used in our last Archery event to determine the winner -- a "shoot-up" silhouette competition. The winner of this event will be the Baronial Champion.

IF YOU DO NOT WISH TO BECOME BARONIAL CHAMPTION, YOU MAY COMPETE IN THE SEVEN EVENTS DURING THE DAY, BUT WILL NOT BE ALLOWED TO COMPETE IN THE SILHOUETTE FINALS.

If you have any questions, please contact the Archery Marshall, Lord Stanislaus Blachuta at 644-5543.



### DIVERS ANNOUNCEMENTS

CAROUSEL REQUESTS - Lord Christopher O'Bannion (Glen Robinson) needs Coleman stoves to use for feast at Carousel. If you are able to loan him yours, please contact him. His farspeaker number is 353-7494.

For Carousel, the kitchen crew has been established. The feastocrat has requested if you are not part of the crew, you don't belong in the kitchen. Baron Sir Cormac and Lady Olga concur.

DID anybody besides me not know Roslindis got married? Well, she did and here is her new mundane name and address: Lady Roslindis Grunwald (Jill S.H. Lybarger) 4508 Cleveland, St. Louis, MO 63110 (314) 664-6387.

Crown Tourney is November 7, 1992 in the Shire of Axed Root (Ames, IA). Stay tuned for further updates.

Prospectus for Chieftains III are due October 1st. This event is already on the Kingdom calendar for January 30, 1993.

Prospectus for Winter Court are due October 15th. This event has been scheduled on the local calendar for December 5, 1992.



### Calendar of Events September AS XXVI (1992)

- 9-3-92 Fighter Practice, 6:30 at Washington University
  Baronial Meeting, 8:00 in Holmes Lounge at Washington University
- 9- 5-92 Valor Tourney in V'Tavia (Wichita, Kansas Awakenings VI in Baile na Scolairi (Bloomington, Illinois)
- 9- 6-92 Archery Practice, 10:00 at Forest Park Fighter Practice, 1:30 at Washington University
- 9-10-92 Fighter Practice, 6:30 at Washington University
  Baronial Meeting, 8:00 in Holmes Lounge at Washington University
- 9-12-92 Armorgeddon II in Terra Fina (Brookings, South Dakota)
  Iron Gentle Competition in Rokkehealdon (SW Suburban Chicago, Illinois)
- 9-13-92 Archery Practice, 10:00 at Forest Park Fighter Practice, 1:30 at Washington University
- 9-14-92 Officer's Meeting, 7:30 at Lady Thyri's.
- 9-17-92 Fighter's Practice, 6:30 at Washington University Baronial Meeting, 8:00 in Holmes Lounge at Washington University
- 9-19-92 Coronation of Steffan and Lile in Deodar (Cedar Rapids, Iowa) Summer's End Tourney in the Barony of the Flame (Louisville, Kentucky)
- 9-20-92 Archery Practice, 10:00 at Forest Park
  Fighter Practice, 1:30 at Washington University
- 9-21-92 Newcomer's Guild at Lady Roslindis'
- 9-24-92 Fighter Practice, 6:30 at Washington University
  Baronial Meeting, 8:00 in Holmes Lounge at Washington University
- 9-26-92 Baronial Championship/Bearshaven Demo at the Swamp at South 40, Wash. Univ. Rendezvous at the Bridge in Riviere Constelle (Evansville, Indiana)
- 9-27-92 Baronial Archer Championship, 11:30 at the Farm where Drunken Mammoth is held Fighter Practice, 1:30 at Washington University
- 9-28-92 Newcomer's Guild at Lady Roslindis'
- 10-1-92 Fighter Practice, 6:30 at Washington University.
  Baronial Meeting/Baronial Court, 8:00 in Holmes Lounge at Washington University
  Prospectus due to Lady Olga for Chieftains.
- 10-3-92 Calontir Carousel See the Flyer in this issue of THE BARGE Discoveries in Lochmorrow (Macomb, Illinois)

### The Coronet of Three Rivers

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