

The Barge

January 2004 - AS XXXVIII



The Barony of Three Rivers
SCA Inc.

P.O. Box 140094
St. Louis, MO 63114
www.threeriver.org

In This Issue:

- Soup
- Shadow footwear
- Trebuchets

Curia Baronis

Baron and Baroness

Baron Sir Hirsch Eichmann

Baroness Meistres Meredydd ferch Owain

Rod Hauser and Nancee Beattie

2523 Hickory Manor Drive; Wildwood, MO 63011

636-405-0709 (not a toll call from St. Louis)

baron@threeriver.org

baroness@threeriver.org

Seneschal

HL Slaine ni Chiarain

Mary M. Haselbauer

310 Clark Avenue

Webster Groves, MO 63119

314-918-1062

seneschal@threeriver.org

Chatelaine

Lord Galen

Dennis Coleman

314-749-7939

chatelaine@threeriver.org

Gold Key

Lady Isa Stewart

Kim Hortig

314-993-5204

sisterkym@yahoo.com

Minister of Children

Lady Willewyn of Three Rivers

Nichole Jacobs

314-849-5753

nichole_jacobs@adp.com

Demo Coordinators

HE B'Elanna de Rouge

Eileen Chorney

636-379-0210

Demo_Coordinator@threeriver.org

Exchequer

Lady Margaret Williams of

Westermarck

Sandy Nichol

636-458-1148

exchequer@threeriver.org

Quartermaster

Lady Rowan Houndskeeper

Teresa Roberts

314-849-3891

tkroberts@toast.net

Baronial Librarian

Lord Thomas D'Orleans

Joe Allen

636-937-9374

Stock Clerk

Mevanwy verch Tudor de

Courtecadeno

Debi Wodraska

314-647-5638

greyt_girl@yahoo.com

Herald

Madeleine Rose de Cardeville

Leslie Cardwell

314-771-6674

Herald@threeriver.org

Minister of Arts & Sciences

HL Cara Wythers

Nicole James

314-918-7228

moas@threeriver.org

Knights Marshal

HL Stanislaus Blachuta

Richard Bartel

314-644-5543

marshal@threeriver.org

Archer Marshal

Lady Annika Murchadha

Jennifer Norby

314-731-3822

archery_marshall@threeriver.org

Waterbearer

Miriam bat Moshe

Khrys Goette

314-645-9039

miriam_batmoshe@hotmail.com

Chronicle

Lord Cathus the Curious

Keith Roberts

314-849-3891

chronicler@threeriver.org

Web Minister

Lord Jack of Tanyard

Bryan James

314-918-7228

webminister@threeriver.org

Canton of Riverhold

Lord Alruth von Arksleve

James Erxleben

636-282-3018

St. Charles Contact Group

Nikolevna (Nishka)

Michele Berg

636-441-4348

micheleberg@yahoo.com

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Colophon:

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This publication was made with Microsoft Word software using Old English Text MT, Lucida Blackletter, and Times New Roman fonts.

From Their Excellencies Three Rivers

Warm Greetings Send Hirsch and Meredydd
To the People of Three Rivers

Heartfelt thanks to all who helped make Winter Court a success, and to all who attended for making it a fun event. Winter Court is always a pleasant opportunity to see everyone, and this year was as enjoyable as ever, and warmer than most.

Estrella is calling... will you join us in celebrating her Excellency Meredydd's birthday there? You know you'd like to... that's why you've donated to the Oaf party, right?

Hard on Estrella's heels is Chieftains, at A New Site! We'll be at the Moolah Shrine Temple just off Page & 270, so watch threeriver.org and keep your February Barge or News in hand for directions to the site. Her Excellency Gabbi will be preparing a delectable feast for everyone's enjoyment. Lukas is the autocrat, so see him to volunteer for Troll or to help with setup and other things. We are certain the day will be filled with fighting, socializing, and other fun activities.

As Ever Yours,

Hirsch
Baron



Meredydd
Baroness

From the Chronicler

Greetings to the Barony of Three Rivers from its Chronicler!

Welcome to 2004 and another year for *The Barge*. Yes, I know. In the SCA we are blessed with two new years: the mundane one in January, and the real one in May, but who's counting?

This month is a typical fare of treats for *The Barge*. Besides the ever-useful calendar, list of Activities in the Barony, and useful local and Kingdom contacts, this month the Kitchener talks about soups, Shadow talks about shoes and boots (listen up all you who can't find good period shoes - how to make your own is right here in your hands), and one of our younger members discusses trebuchets.

And as always, never forget that it's never too early to submit articles and other cool stuff for future *Barges*.

Wia manrædene,

Cathus



Upcoming Local Events

Chieftans

Autocrat: Lord Lukas Mesmer

Feastocrat: HE Gaebbi von Friedrichstahl

February 21st

Notes From the Kitchener

Soup: It's What's for Dinner

By Dafne Thérèse Fraser

During the cold days of winter, nothing beats a good, hot soup to warm the body and soul. Soup just makes me feel better, like cuddling up in front of a warm fire, under a soft blanket.

Making soup is a good way of stretching a budget. You don't need full individual servings of meat and vegetables to feed a family. A bowl of soup, a roll or a slice of bread, and a small salad make a great meal.

Soup can be made with just about anything. It's a good idea to keep a few staples in your cupboards and refrigerator – barley, rice, small pasta, canned stewed tomatoes, canned or cubed stocks, frozen or canned vegetables (I prefer frozen). Mix any of those items together with water, meat, and spices/flavorings and you've got soup. Even a simple stew is easy to throw together. As a child, one of my favorite meals was something my family called Hotdog Stew. It was nothing more than cut-up hotdogs boiled with potato chunks and onions, and a little salt and pepper for taste. One package of hotdogs, about 6 medium potatoes, 1 onion, half a loaf of bread, and some butter fed a family of 9 rather inexpensively. I still fix it for myself from time to time when I'm feeling sentimental.

Growing up as part of a large family with one income, we ate a lot of soups and stews, even when camping. Nothing tastes (or smells) better than homemade soup cooked over an open fire. I thought I'd share a couple of my family's favorite recipes. In the following recipes you'll notice that there are no extra spices or flavorings added. In my family, we really enjoyed the flavors of the meat and vegetables. You can always add your favorite spices to personalize the soup. These soups are also freezable. Not bad for about \$10 or less!

Chicken Gi-gi (Jee-jee) Soup*

1-2 lbs chicken hearts and gizzards
1 Tbsp butter
1 Cup pearl barley
4 med carrots, peeled and sliced
4 celery stalks (w/greens), sliced

1/4 head cabbage, shredded
1 med onion, diced
1 can stewed tomatoes, diced water
1 can chicken stock, optional
salt & pepper to taste

In a big pot, lightly brown hearts and gizzards in butter with a pinch of salt (be careful not to over-brown, as it will make the gizzards tough). Add just enough water to be able to add all the other ingredients, then add more water to top off. Add a few pinches of salt and pepper. Bring to a slow boil (at this point I usually taste it for salt content, adding more if needed), then reduce heat to allow soup to simmer for about an hour, or until barley is tender. I like my barley slightly chewy.

*Note: Gi-gi is what we call the hearts and gizzards.

Beef Soup

1 lb ground beef, or 1 lb stew meat cut into small pieces
1 onion, chopped
3-4 cloves garlic, minced
2 cans stewed tomatoes, diced
1 bag frozen mixed vegetables
1 can beef stock, optional
1-2 Cups elbow macaroni, depending on how thick you like your soup
salt & pepper to taste

In a large pot, brown beef with onions and garlic (drain, if necessary). Add just enough water to add vegetables and tomatoes. Then add more water until pot is about 2/3 full. Add a few pinches of salt and pepper. Bring to a slow boil (tasting for salt content at this point), reduce heat to simmer and add macaroni. Simmer for about 20 to 30 minutes or until pasta is tender.

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"Notes from the Kitchener" is a monthly feature of The Barge dealing with food in the SCA, and anyone may contribute. Do you know anything about SCA food such as histories, uses, recipes, hints and tips for the kitchen, period ingredients, etc? Send your knowledge (preferably in writing) to the editor of The Barge so that it may be shared.

How to Measure and Draft A Simple Pattern For Footwear

By HE Shadow

Part #1: Measuring Your Foot

These measurements will be translated into a drafted pattern for simple shoe-boots or pull-on boots depicted in Figure 1. For this project you will need a fabric tape measure, a large piece of paper (twice the size of your foot), a ruler, a pencil, and access to a flat, hard place. Stand on the paper on a flat, hard surface wearing whatever you wear in your shoes (i.e. socks / shoe insoles). Choose your largest foot. (If accident or disease has compromised a foot, patterns for both feet are recommended.) Draw around your foot with the pencil perpendicular to the paper as shown in Figure 2. Mark on the paper where your arch, the ball of your foot, and your ankle are located. Make sure to cross your drawn outline.

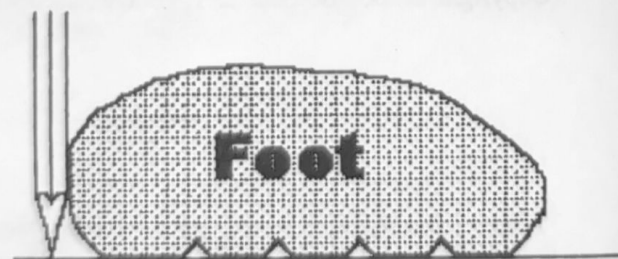
Using a fabric tape measure, have someone else take the following measurements while you're still standing on the piece of paper. If you perform your own measurements, you will skew the results and your footwear will not fit well. Please see Figures 3 A & B for description and location of measurement areas.

1. Length of your foot (from the arch, over the toe to the paper): _____
2. Width of the ball (joint of the foot): _____

Figure 1



Figure 2



Acknowledgements to I. Marc Carlson; sometimes known as Diarmuid Ui Dhuinn; His original drawings have been altered for our use.

Acknowledgments & many thanks to Sir Cian for teaching me how to draft patterns & construct footwear.

Acknowledgments & many thanks to Master Isotvan for the original knowledge that led to this course.

Figure 3A

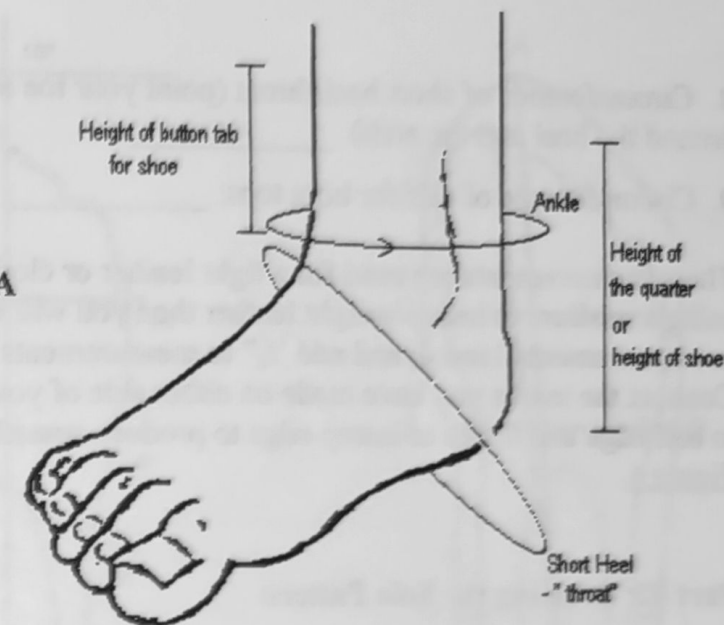
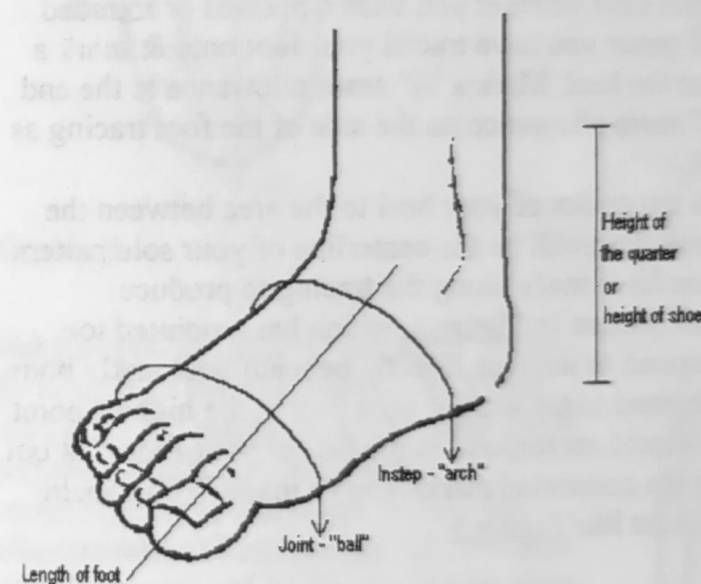


Figure 3B



3. Width of the instep with a thumb added (arch at the highest point of the foot measured over your thumb): _____
4. Height of the footwear for quarter (must be past the ankle bone for boots): _____
5. Height of tower for boots: _____
6. Height of the button tab for shoes (measure from your arch to the height of the footwear): _____
7. Circumference of ankle: _____

8. Circumference of short heel/throat (point your toe and measure around the heel and the arch): _____

9. Circumference of calf for boot tops: _____

These measurements are used for a light leather or cloth. If you are using a medium to heavy-weight leather then you will need to add $\frac{1}{8}$ " to measurements 1 and 4; and add $\frac{1}{4}$ " to measurements 2, 3, 8, and 9. Connect the marks you have made on either side of your tracing – ball to ball edge and instep to instep edge to produce something like Figure 4.

Part #2: Drawing the Sole Pattern

You will need to decide next whether you wish a pointed or rounded toe. Take the piece of paper you have traced your foot onto & mark a $\frac{1}{4}$ " seam allowance at the heel. Mark a $\frac{1}{2}$ " seam allowance at the end of the big toe and $\frac{1}{8}$ " seam allowance on the side of the foot tracing as suggested in Figure 4.

Draw a line from the center of your heel to the area between the big toe and the next toe. This will be the centerline of your sole pattern. Connect the marks you have made along the tracing to produce something like the sole pattern in Figure 5, which has a pointed toe. H and I should correspond to the area directly beneath your ankle bone. F and G should correspond to the arch of your foot at the highest point of the arch. C and D should correspond to the ball of your foot. Cut out the sole pattern along the connected marks you've made. You should have something that looks like Figure 5.

Part #3: Drawing the Vamp Pattern

To draft the vamp pattern, first punch two holes in your sole pattern at the intersections of C – D and A – B, and the intersections of F – G and A – B as depicted in Figure 6.

Next draw a line on your paper as long as the length of your foot measurement (Measurement #1) which will correspond to the line A – E in Figure 7.

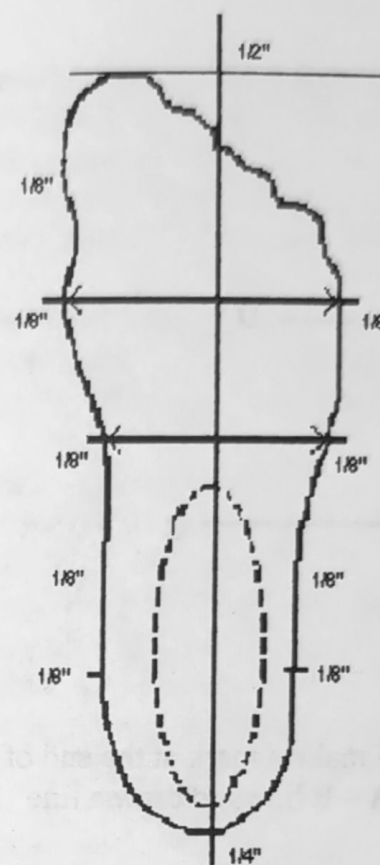


Figure 4

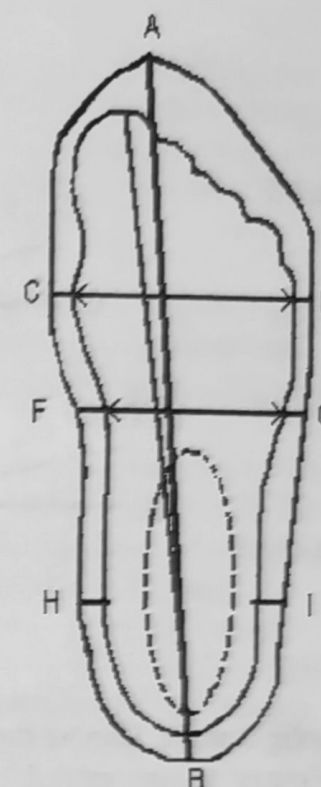


Figure 5

Make a small mark and then add 1 inch to the bottom of the line you've just drawn. Next at $\frac{1}{2}$ the length of A – E, draw a line perpendicular to the A – E line corresponding to the width of your ball measurement (Measurement #2). The line should be centered on the A – E line. Now lay your sole pattern on the lines you've drawn and align it A – B with A – E. The intersection of the line C – D and A – E line on the paper should be visible in the first hole of your sole pattern. Line up the X-intersection on your paper with the lines on your sole pattern around the hole. At the edge of your sole pattern will be the marks on either side corresponding to the ball of your foot (C – D). Place a dot on your vamp pattern where the C – D marks are on your sole pattern. Draw a line between your two dots – it should be

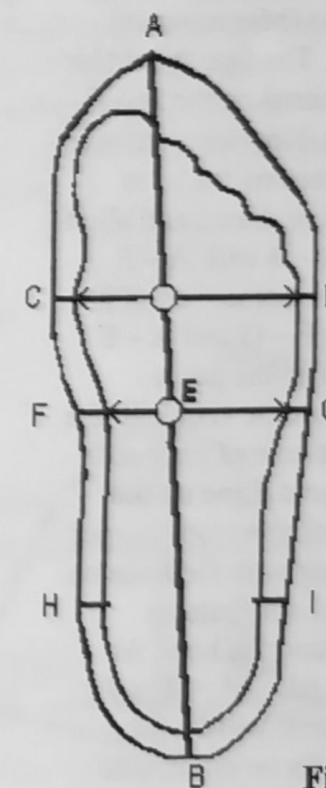
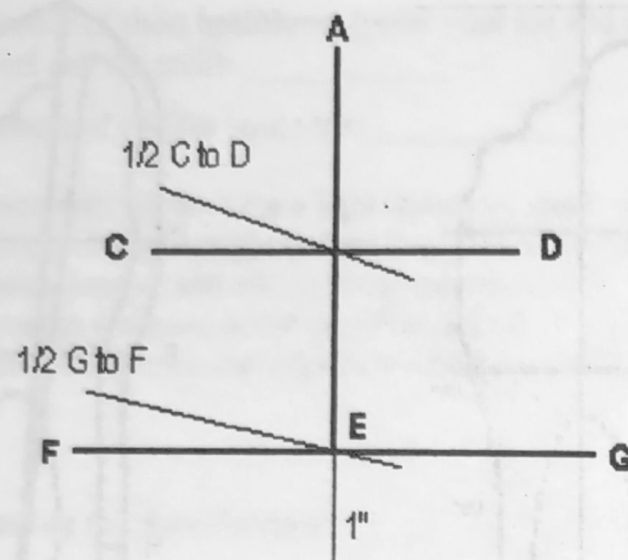


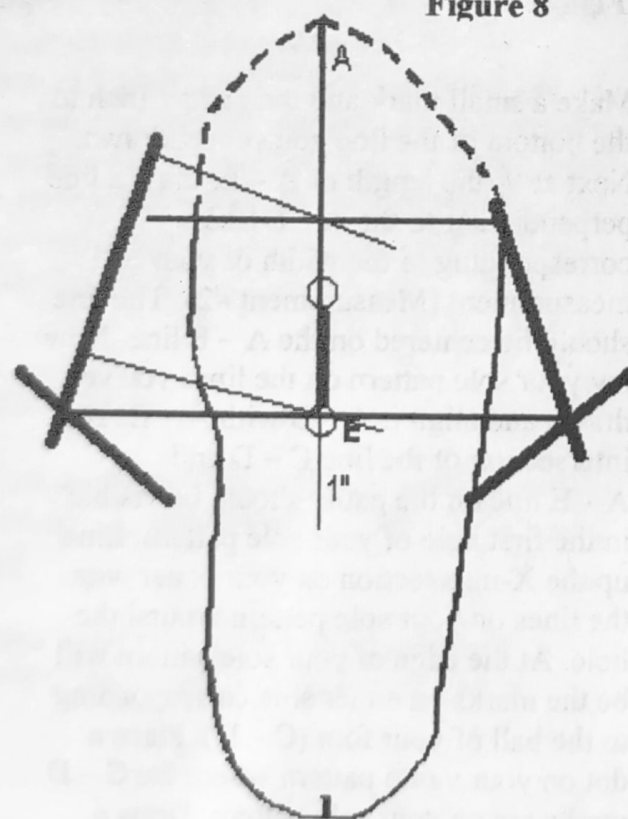
Figure 6

Figure 7



at a slight angle. Choose the upper line and make a mark at the end of it. Now go to your mark 1 inch above the A – E line and draw a line perpendicular to the A – E line corresponding to the width of your instep measurement (Measurement #3). The line should be centered on the A – E line. Now lay your sole pattern on the lines you've drawn and align it A – B with A – E. The intersection of the line F – G and A – E line on the paper should be visible in the first hole of your sole pattern. Line up the X-intersection on your paper with the lines on your sole pattern around the hole. At the edge of your sole pattern will be the marks on either side

Figure 8



corresponding to the instep of your foot (F – G). Place a dot on your vamp pattern where the F – G marks are on your sole pattern. Draw a line between your two dots – it should be at a slight angle. Choose the upper line and make a mark at the end of it. By this point, you should have a drawing that looks something like [Figure 7](#).

Next draw angled lines to connect lines C – D and F – G on the outside of the vamp pattern & the slightly angled lines on the inside of the vamp pattern to produce a drawing that looks something like [Figure 8](#).

Draw a line perpendicular at the bottom of your long sidelines to form the end area of the vamp, J, which will correspond in length with the boot side (Measurement #4). Next draw an upside down J to connect the end of lines A – E with the end area as depicted in [Figure 9](#). To draw the top of the vamp, align the top of the A – E line of the sole pattern with the A – E line + 1" of your vamp. Draw an outline of your sole pattern on the top area of the vamp. Extrapolate the upper (top) part of the boot vamp (the one depicted in [Figure 9](#) is a pointed toe) by joining the faint outline of your sole pattern with the lines on your vamp pattern (see [Figure 8](#)). Now measure along the outer edge of your sole pattern from A to G and from A to F. These measurements should correspond to the outside lines on the vamp respectively. If they are a little longer on each side, this is not a problem. If they are too short, you will need to add length to the outside lines of your vamp until they correspond to the measurements from the sole pattern. For a shoe vamp, the bottom part of the vamp is much easier. Extend the line A – E about another inch then connect the end of the A – E to the end of the F and the end of the G lines like in [Figure 10](#).

Figure 9

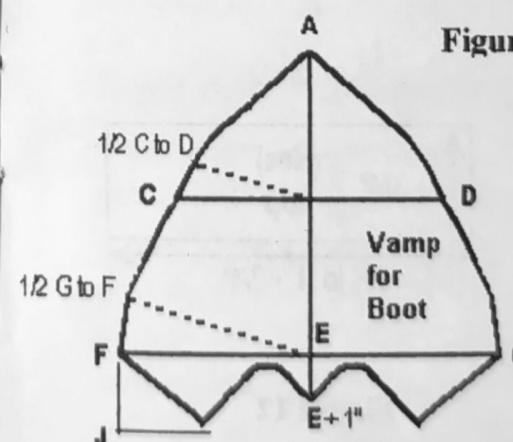
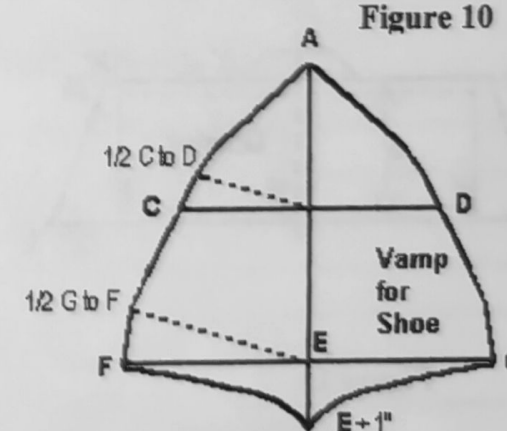


Figure 10



Part #4: Drawing the Boot Quarter & Heel Cop Pattern

We will discuss drafting the boot quarter first and then the shoe back in a following section to maintain some continuity of thought. First measure the outside of the back of your sole pattern for H to I (see Figure 6) and add $1\frac{3}{4}$ inches to the total measurement. Use this measurement to make the line K - L for the bottom of your quarter. From the center of the line K - L, draw a line perpendicular to K - L that is the length of J (Measurement #4). Make a mark and add 1 inch. Make another mark at the end of the line J + 1". At your first mark, draw a line centered on J + 1" line that is parallel to the K - L line. This line will be the length the measurement H - I plus $\frac{1}{2}$ inch (see Figure 11) and will be designated M - N. Draw angled lines to connect the ends of your parallel lines (see Figure 11). At your second mark at the end of line J + 1", draw a centered line 1 inch long. Next measure $1\frac{1}{2}$ " from the J + 1" line on the M - N line and make a small mark. Repeat on the other side of the J + 1" line. Connect your marks to the 1" line at the top of the J + 1" line to form a tab at the top of your quarter (see Figure 11). The heel cop is just the measurements of J minus $\frac{1}{2}$ " in height and the measurement H - I minus $\frac{3}{4}$ " in length (see Figure 12).

Part #5: Drawing the Boot Tower

Draw a line the length of measurement #5 plus $\frac{1}{8}$ " (line O - P). At the end of your line O - P, draw a line $\frac{1}{2}$ the measurement #8 plus $\frac{1}{8}$ " for a seam (line P - Q). At the other end of your O - P line, draw a line $\frac{1}{2}$ the measurement of #9 plus $\frac{1}{8}$ " (line O - R). Connect the line O - R and P - Q, to produce Figure 13. This is one half of your boot tower.

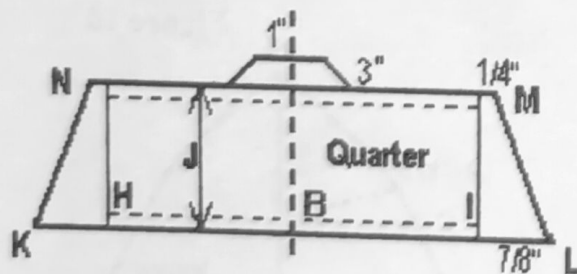


Figure 11

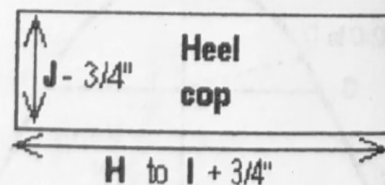


Figure 12

Barony of Three Rivers Award Recommendation

Candidate's SCA Name: _____

Mundane Name: _____

Home Group: _____

Address: _____

Recommended Award (Circle One):

Pearl	Hyppogryph	Fledgeling
Cord	Talon	
Baroness' Order of Patronage	Order of Three Rivers - Silver	
Baron's Order of Gallantry	Order of Three Rivers - Gold	

Recommended by: _____

Phone number of submitter: _____ () Day () Night

Date Submitted: _____

Reason for Submission: _____

Suggested Wording for Scroll Text (Optional): _____

Please send completed form to Their Excellencies Three Rivers.
Form also available online at: www.threeriver.org/award_form.html

January						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 NO MEETING (Site Closed)	2 Archery	3 Winter Court Three Rivers
4 Middle Eastern Dance	5 Baronial Officer's Meeting	6 Archery Armory (Tihel's) St Charles group officer meeting	7 Riverhold Meeting Armory (Wayne's)	8 Baronial Meeting Fighter Practice Site Dinner	9 Archery	10 Twelfth Night - Lonely Tower (Omaha, NE)
11 Middle Eastern Dance	12	13 Archery Armory (Tihel's)	14 Armory (Wayne's)	15 Baronial Meeting Fighter Practice Dance Practice	16 Archery	17 Winter War Maneuvers - Crescent Moon (Topeka, KS)
18 Middle Eastern Dance	19 Baronial Officer's Meeting	20 Archery Armory (Tihel's) Sewing	21 Armory (Wayne's)	22 Baronial Meeting Fighter Practice	23 Archery	24 Winter Challenge - Oakheart (Springfield, MO) BoD Meeting - Forgotten Sea (Kansas City, MO)
25 Middle Eastern Dance	26	27 Archery Armory (Tihel's)	28 Armory (Wayne's)	29 Baronial Meeting Fighter Practice Dance Practice	30 Archery Deadline for Feb. Barge	31 Queens Prize Tourney - Shadowdale (Iowa City, IA)

If you would like your activity listed in the calendar, or if you see an error, please inform the Chronicler via e-mail or written note.

February						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1 Middle Eastern Dance	2 Baronial Officer's Meeting	3 Archery Armory (Tihel's) St Charles group meeting & sewing	4 Riverhold Meeting Armory (Wayne's)	5 Baronial Meeting Fighter Practice Site Dinner	6 Archery	7 Clothier's Seminar - Cum An Iolar (S. Johnson County, MO)
8 Middle Eastern Dance	9	10 Archery Armory (Tihel's)	11 Armory (Wayne's) Estrella War Begins	12 Baronial Meeting Fighter Practice Dance Practice	13 Archery	14 Estrella War - Goodyear, AZ
15 Middle Eastern Dance	16 Baronial Officer's Meeting Estrella War Ends	17 Archery Armory (Tihel's) St Charles group meeting & sewing	18 Armory (Wayne's)	19 Baronial Meeting Fighter Practice	20 Archery	21 Chieftans Three Rivers
22 Middle Eastern Dance	23	24 Archery Armory (Tihel's)	25 Armory (Wayne's)	26 Baronial Meeting Fighter Practice Dance Practice	27 Archery Deadline for March Barge	28
29 Middle Eastern Dance						

For more information on the regular weekly activities listed here, please turn to the Activities listings in back section of this Barge.

Kingdom of Calontir Award Recommendation

Recipient Information

Award (Circle One):

Award of Arms	Augmentation of Arms	Grant of Arms	Iren Hirth
Queen's Chalice	Torse	Court Barony	Pelican
Keeper of the Flame	Golden Calon Swan	Calon Cross	Laurel
Heart of the Falcon	Leather Mallet	Calon Lily	Chivalry
Iren Ferran	Boga Fyrd	Silver Hammer	O.A.F.
Sword	Iren Fyrd	Boga Hirth	

Reason for Award: _____

Society Name: _____

Modern Name: _____

Gender: _____

Address: _____

Home Group: _____

Events Attending: _____

Recommender Information

Society Name: _____

Home Group: _____

Phone: _____

Email Address (optional): _____

Comments: _____

Please send completed form to Their Royal Majesties Calontir.
Form also available online at: calontir.sca.org/award/award.html

Part #6: Drawing the Shoe Back

Measure on your sole pattern from point F around the back to point G (see Figure 6) and add 1 inch. Draw a line this length on your paper and make a mark at the center. From your center mark, draw a line perpendicular that corresponds to measurement #4 plus $\frac{1}{8}$ " added for a seam allowance (line S - T). At the end of line S - T, draw a line that is the length of measurement #7 plus 5 inches (line U - V). Next draw a line perpendicular to line

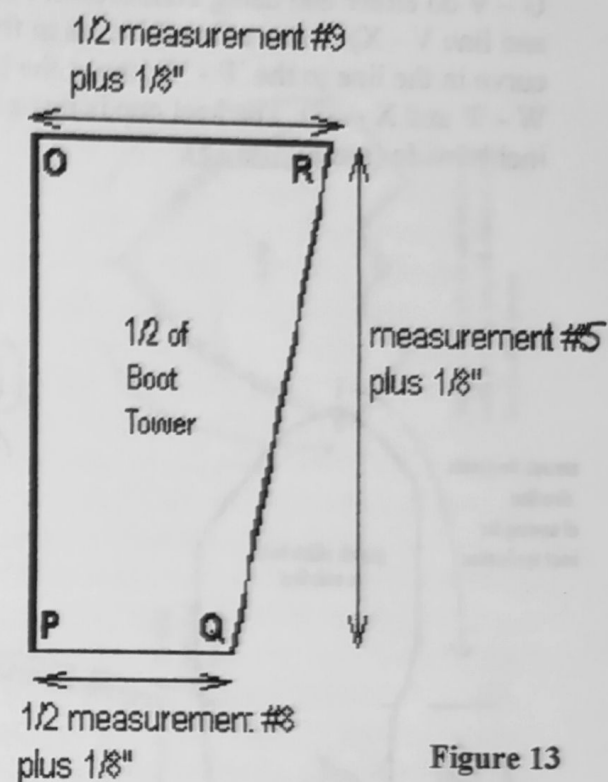


Figure 13

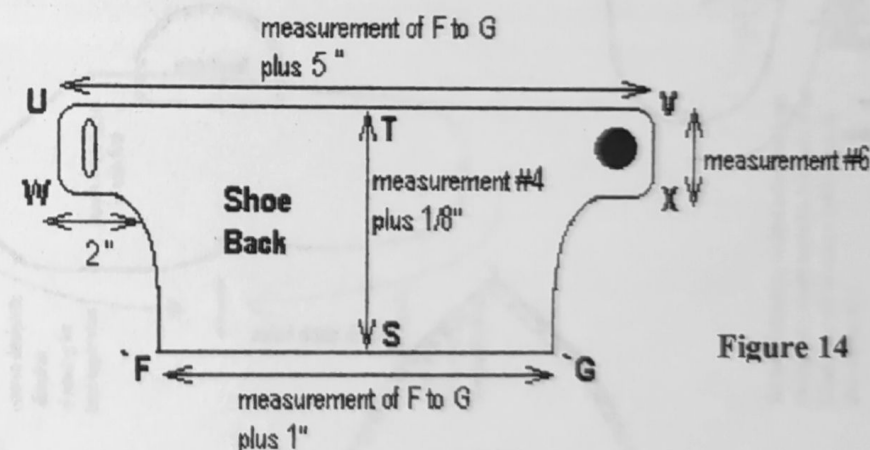


Figure 14

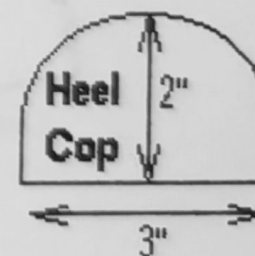
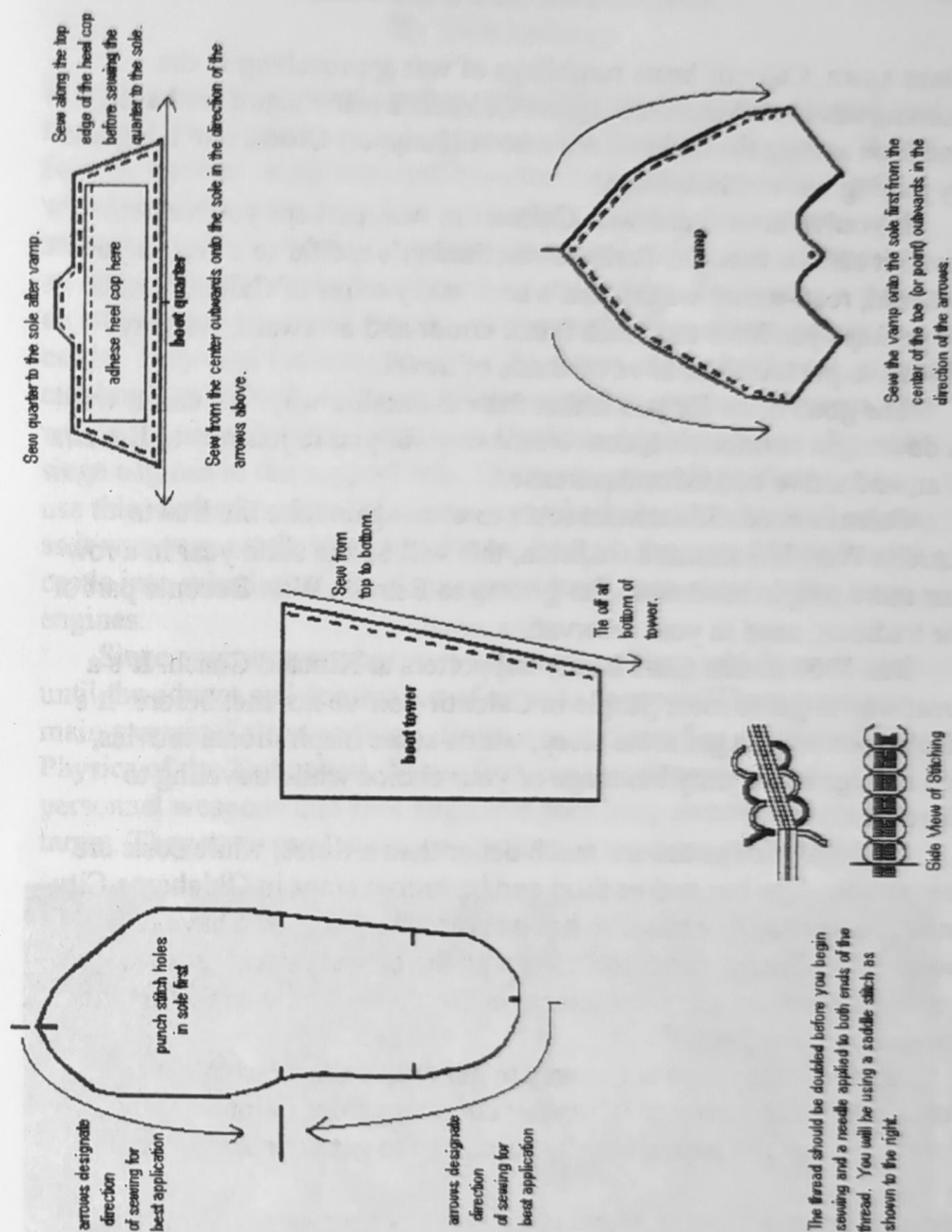
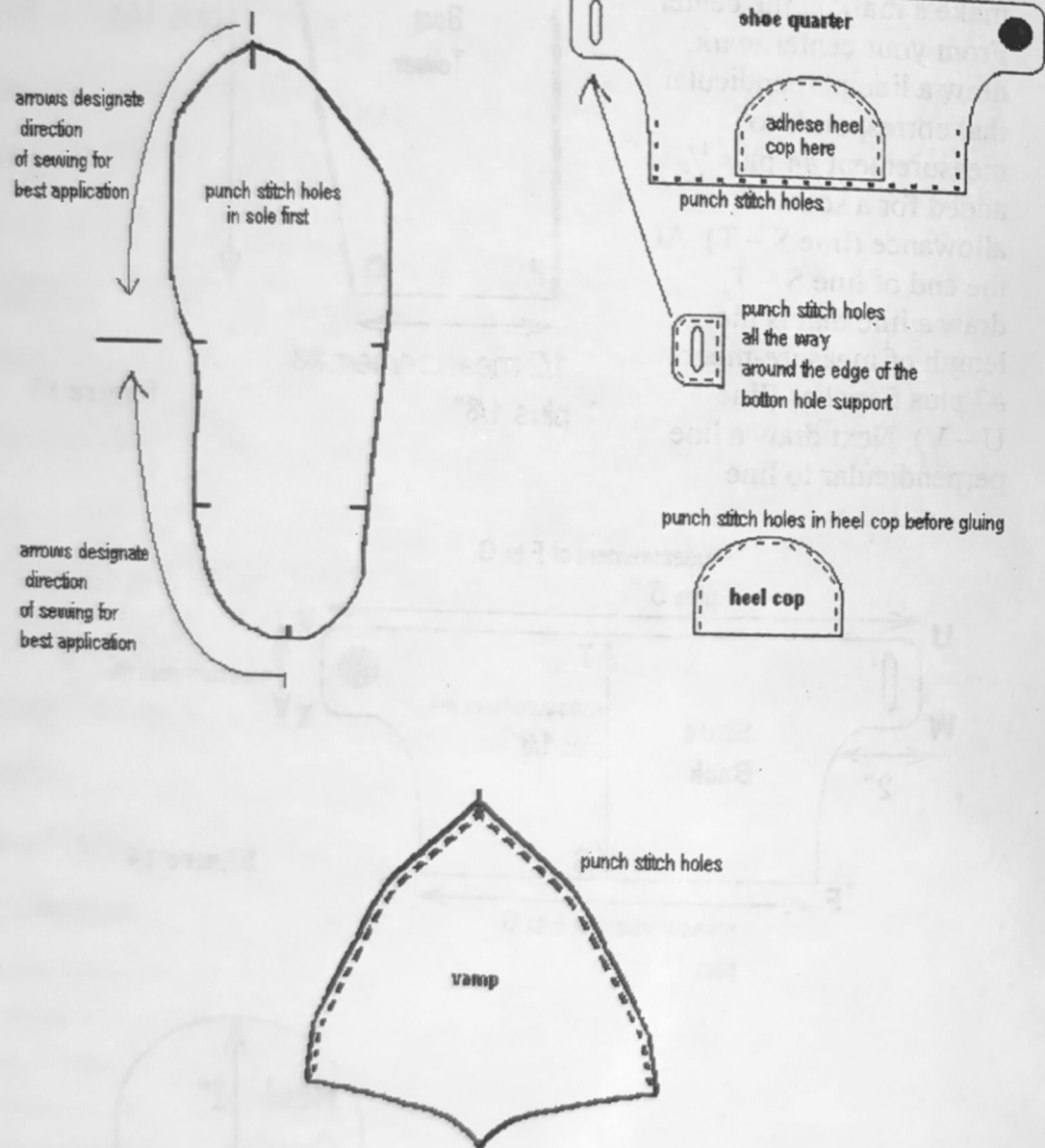


Figure 15

U - V on either end using measurement #6 (see Figure 14 for U - W and line V - X). Draw a line 2 inches in from either end and then gently curve in the line to the 'F - 'G line at the bottom of the shoe back (lines W - 'F and X - 'G). The heel cop is just a half circle 2 inches tall by 3 inches wide (see Figure 15).



Once again, Calontir hears rumblings of war approaching in the burning sands of Atenveldt. Again, Calontir's leaders gird for battle, and look among the ranks to see who will support Crown and Kingdom by joining her war host there.

If you've never gone with Calontir to war, perhaps you've not given it serious thought. Perhaps you think it's too far to travel in your battered, road-weary wagon that's seen many miles of Calontir lands. Or perhaps you have too much metal armor and awkward, weighty objects to pursue alternative methods of travel.

The good news for you is that there is another way! An easier way! A downright comfortable, convenient way for you to journey to Estrella War, and arrive excited and refreshed!

Calontir needs 35 stalwart souls to once again take the Bus to Estrella War! It's almost a tradition; this will be the sixth year in a row that more people have more fun getting to Estrella War. Become part of the tradition; send in your reservation now!

Bus 1066 awaits those hearty supporters at Kincaid Coach. It's a great way to get to meet people in Calontir you've not met before. It's also a good way to get some sleep, watch some inspirational movies, and indulge in the tasty beverage of your choice while traveling to Estrella.

Luggage allowances are much better than airlines, while costs are comparable. The bus makes food and bathroom stops in Oklahoma City and Albuquerque; the bus also has a bathroom. You don't have to worry about driving conditions, keeping the driver awake, or towing a trailer (also known as an instrument of the devil). Did we mention the commemorative T-shirt?

In short, there is no better way to get to Estrella War! What can beat a bonding experience with your comrades from Calontir, tasty beverages, and not paying a hefty surcharge to get your armor to war?

More information can be found at <http://www.freewebs.com/estrellabus>

Or contact Annalies
anngunther@yahoo.com
816-501-6339 (day) or 913-908-7400 (eve).

This message has been brought to you by the letter C, and the number 35. I remain ever in service,

Annalies

The Age of Trebuchets

By Nick LaBarge

There were two forms of combat in the Middle Ages: the skirmish and the siege. A skirmish was when two armies fought in the open. This form of combat rarely occurred because it required a standing army, which would cost too much to equip and maintain. A siege was when an invading army would completely surround and isolate a fortress in an attempt to starve the inhabitants into surrender. To shorten a siege, an attacking army could use one of two methods to obtain access to a castle. They could attempt to take it by storm or bombardment, or use a combination of both. If the attackers wanted to storm the fortress, they would use siege towers, ladders and/or battering rams, normally with siege engines in the support role. However, generals preferred not to use this method (unless, of course, everybody inside was dead anyway) as it was very costly in terms of men. Instead, they would bombard the castle into submission, or, if not surrendered, into pieces using siege engines.

Siege engines were heavy mechanical artillery which were used up until the advent and dominance of reliable cannon. "There were two main groups of siege engines: direct, and indirect fire machines" (The Physics of the Trebuchet). Direct fire siege engines were anti-personnel weapons that shot huge five-foot-long arrows straight at a target. They were used mainly as defensive weapons on warships.



Koninklijke Bibliotheek, National Library of the Netherlands

Indirect-fire engines threw projectiles in an arc toward the target. There were two families of indirect fire engines: the torsion engines (onagers) and the counterpoise engines.

Counterpoise, or rotating beam engines were the biggest and most versatile family of siege engines. They covered a range from light to heavy artillery. The biggest advantage of these engines was that they were able to put far more energy behind the projectile than any other siege engine. Counterpoise engines consisted mainly of a beam mounted on a fulcrum to make two uneven arms. The energy for throwing the projectile "was produced by acting a force at the end of the short arm after it has been raised to its maximum height" (Physics).

These engines were divided into two groups depending on the main source of energy. The first group consisted of the traction type counterpoise engines, and the second group consisted of the counterweight type counterpoise engines.

The traction types obtained most of their energy from teams of men pulling on ropes attached to the short end of the throwing arm. This group of counterpoise engines consisted of two machines.

The first of these was the *pierriere*. Invented in China, it was the first of the counterpoise engines. In this machine, the energy for throwing was produced by a team of men pulling on ropes attached to the short arm. It was effective because: "it was capable of a sustained high rate of fire and was totally portable. The portability and high rate of fire made this a good suppression weapon when used en masse" (Physics).

The second traction type engine was the *bricole*, a development of the *pierriere*. The two were essentially the same; but the *bricole* had the advantage of a small counterweight added to the end of the short arm. This innovation reduced the number of humans needed to throw the same projectile the same distance. Like the *pierriere*, the *bricole* was easily portable, was capable of a high rate of fire, and was a good suppression weapon. Because of these characteristics, both of these two siege engines remained "in the Medieval artillery arsenal, along with the most complex and largest to the counterpoise engines" (Physics).

Further growth and development of the traction type engine resulted in a totally new group of counterpoise engines. As the *bricole* grew in size, the size of the counterweight in relation to the size of the machine also increased. Eventually, "the ropes that harnessed the energy humans put into the system were abandoned as the counterweight grew in size" (Physics), resulting in the first counterweight engine, the mangonel.¹

Counterweight engines obtained all of their energy from counterweights, heavy weights on the end of the short arm. This group

of counterpoise engines was divided into two subgroups; the mangonels and the trebuchets.

The mangonel was the first counterweight-type counterpoise engine. This siege engine was an Arab development of the *bricole*. It became the immediate ancestor of the trebuchet when the first crusaders brought this technology back to Europe; where it [the mangonel] "eventually developed a hanging counterweight and the trebuchet was born" (Physics).

The trebuchet was the last and greatest of the counterpoise engines. Since the swinging counterweight design does not waste as much energy in horizontal movement as other designs, more energy would be captured for flinging the projectile. There were three important variants: one with the weight suspended from the arm in a bag, another which used one or more calibrated lead weights, and, last but not least, the hanging basket type. This last type was the most successful of the three, the largest of these being as much as five stories tall with a twenty ton counterweight "and projectiles [of] up to 300 lbs" (Physics). The trebuchet replaced all other non-counterpoise siege engines on land, confining them to the decks of warships; as counterpoise engines had a tendency to become "seasick" (they didn't work very well at sea).

As is obvious, trebuchets were the most efficient of all the siege engines until the advent and dominance of reliable cannon in the 1500s. By mid-Renaissance, trebuchets had disappeared from the face of the earth, never again to be used in combat. In recent years, there has been a resurgence of interest in these powerful machines among hobbyists. However, for all intents and purposes, the Age of Trebuchets ended more than 500 years ago.

Works Cited

- Gies, Joseph, and Francis Gies. *Life in a Medieval Castle*. New York: Harper and Row, 1974.
- Keen, Maurice. *Medieval Warfare: A History*. New York: Oxford, 1999.
- Mann, Jeff, and James. http://ffden-2.phys.uaf.edu/211fall_2000/web/projvtsJ%20Medieval%20Siege%20Series%20Secrets%20of%20Lost%20Empires%20Nova%20PBS%201%20Feb%202000.

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Activities in the Barony

Archery Practice

Tuesdays and Fridays, 5:00 PM

Target archery practice. Loaner equipment usually available with advance notice.

CONTACT: Annika Murchadha, 314-731-3822

archery_marshall@threeriver.org

LOCATION: Tuesdays and Fridays from 5ish to 7ish at Midwest

Archery. Range fees are \$5 per hour. (Take I-170 to St. Charles Rock Road west. Pass the Ritenour High School. Turn left at the 4th stoplight [with a DQ on the corner]. Midwest Archery is on the left.)

Armoury Night (Tihel's)

Tuesdays, 7:30-10:00 PM

Open use of metalworking tools and other equipment for making armor or other metal projects. Teaching and assisting available.

CONTACT: Tihel Harnson; 314-351-9215

randdhearn@yahoo.com

LOCATION: 3210 Taft Avenue; St. Louis, MO 63111

Call for directions; or a map is available at

www.erxleben.com/riverhold.html

Armory Night (Wayne's)

Wednesdays, 7:00 PM

Teaching and assisting for armoring and leatherwork, etc.

CONTACT: Wayne of the Heights, 636-397-1323, or
314-517-4516

wayne.ault@boeing.com

LOCATION: 17 Snow Hill Drive, St. Peters, MO

Bardic Night

Random Dates, Usually Wednesday Evenings

Learn the songs sung around Calontiri campfires.

CONTACT: Jack and Cara, 314-918-7228

greydove@james-gang.org

LOCATION: 1044 Kuhlman, Webster Groves, MO 63119

For a map, go to <http://www.james-gang.org/greydove/map.html>

Barony of Three Rivers Meeting

Thursdays, 7:00 PM

Business meeting for the Baronial populace, all welcome. Open to the public. Includes fighting and dance practice. Site opens at 6:00 PM, meeting hall opens at 7:00 PM

CONTACT: HL Slaine ni Chiarain, 314-918-1062

seneschal@threeriver.org

LOCATION: Olivette Community Center: 9723 Grandview Drive, Olivette, MO 63132.

Find the intersection of Olive Boulevard and Warson Road.

From I-270 & Olive: Take Olive east 2.5 miles, past Lindberg, to Warson Road. Turn north (left) onto Warson Road.

From I-170 & Olive: Take Olive west to Warson Road. Turn north (right) onto Warson Road. Look For: Power switching substation on the SW corner, and a church on the NW.

Take Warson Road North about 1 block, about 0.3 miles. Turn Right on Grandview Drive. The Olivette Community Center is on the North (left), about 0.2 miles from Warson. Park in the parking lot. Please obey the one way signs in the entry circle. SCA meets in Room 8 and the gym, in the left wing of the Community Center.

Burj Al Mudirah Contact Group Meeting

Thursdays, 12:30 PM

The Meeting places are connected electronically and are open to all SLCC students, staff, and faculty!!!

LOCATION: Meramec St. Louis Community College. Library Rm. 214 at Meramec Campus and Instructional Resources Rm. 112 at Florissant Valley campus.

<http://www.stlcc.cc.mo.us/fv/users/mfuller/livinghistoryclub.html>

Canton of Riverhold Meeting

First Wednesday of each month.

Officers meeting at 7:00 PM; general meeting at 7:30 PM

Business meeting for the Canton, populace welcome.

CONTACT: Alruth von Arksleve; 636-282-3018

erxlebenb@yahoo.com

LOCATION: Call for site location and directions.

Dance, European

Thursday evenings, before and/or after baronial meeting

Medieval dance instruction and practice. No experience necessary. All dances are taught.

CONTACT: Lord Cathus the Curious and Lady Rowan Houndskeeper;

314-849-3891

tkroberts@toast.net

LOCATION: Baronial Meeting site

Dance, Middle Eastern

Sundays, 7:00-9:00 PM

Middle Eastern Dance instruction and practice. No experience necessary. All dances are taught.

CONTACT: HL Shariya bint Badr, 636-464-0548

shariya@mindspring.com

LOCATION: 2133 Timber; Barnhart, MO 63012. Contact Shariya for directions.

Fighter Practice

Thursday evenings, 7:30 PM (After Baronial Meeting)

SCA combat practice and instruction. The first Thursday each month is oriented especially toward newcomers.

CONTACT: Ld Raud Ottarsson, Knight's Marshall, 314-434-7897

marshall@threeriver.org

LOCATION: Baronial Meeting site

Officers Meeting

First and Third Mondays of each month, 7:00 PM

This is where the business of running the barony is conducted. Officers meeting is open to anyone who would like to attend (not just officers). If you are thinking of running an event or submitting a bid, you are encouraged to talk to the officers and attend an officers meeting.

CONTACT: Sir Hirsch and Meistres Meredydd, Baron and Baroness, 636-405-0709 (not a toll call from St. Louis)

baron@threeriver.org

baroness@threeriver.org

LOCATION: 2523 Hickory Manor Drive

From I-44: Take I-44 to Highway 109, and 109 North, just past Manchester. Cross over Hwy 100.

From I-64/US 40: Take Clarkson (340) South to Manchester, and turn right (west) on Manchester, to Hwy 109. Exit onto 109 heading North

From 100/109 intersection: Go Past the first right (Eatherton) to the second right, Pond Grover Loop. Go right on Pond Grover to the first right, Hickory Manor Dr (there is a sign. and the subdivision is named Hickory Manor). Go straight past all 3 intersections, around to the oval cul-de-sac and park.

St. Charles Contact Group Meeting and Sewing

First and Third Tuesdays each month, 6:30 PM

General meeting for the St. Charles Contact Group, as well as teaching, assisting, and companionship for making garb or any other project that needs to be sewn. Modern techniques used.

CONTACT: Nikolevna Kamchatskaya, 636-441-4348

micheleberg@yahoo.com

LOCATION: B'nai Torah, 1701 St. Peter Howell Rd., St. Peters. 636-279-6524

From I-70, take Mid Rivers Mall Dr. south to St. Peters/Howell Rd. (St. Peters/Howell Rd is a left turn only at the light at the DQ). Follow St. Peters/Howell. B'nai Torah will be on the left at the top of the gully before the narrow bridge at the bottom of the gully.

Site Dinner

FIRST Thursday in every month, dinner starts being served around 7pm and is open until at least 9pm, assuming we don't run out of food.

This is a dinner we hold the first Thursday of every month at the weekly Baronial meeting. It raises money to help pay for our meeting site, and has proven to be an anticipated social evening as well. Every month a different set of volunteers supplies a delicious homecooked meal. We sell those meals for donations of \$5 (or less as suits your budget. We're flexible.) We're also willing to just sell a dessert or a side dish if that's all you want. Just make Kajsa an offer!

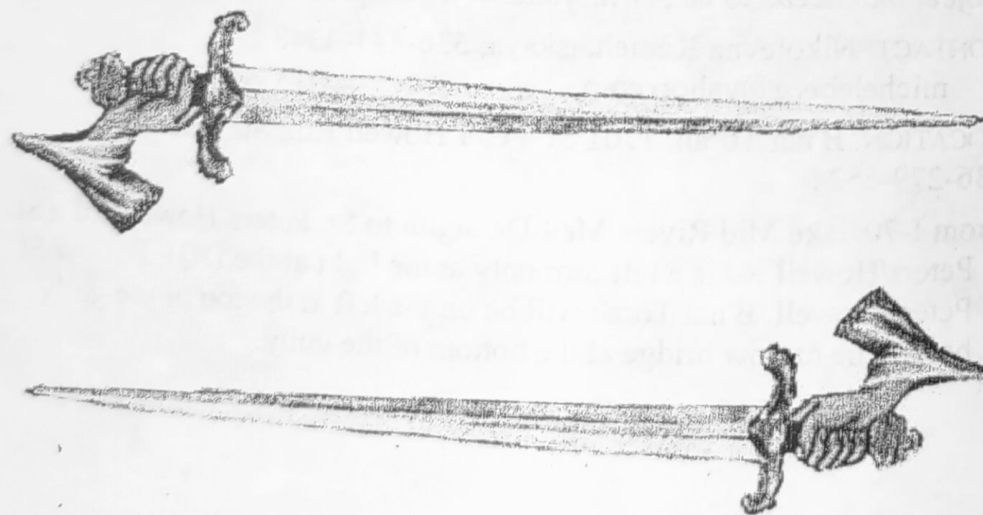
Please note, dinner is served in the kitchen attached to the gym in the Olivette Community Center. DO NOT ENTER the kitchen THROUGH THE GYM while the gymnastics class is using the gymnasium! The entrance to the kitchen from the outside opens at 6pm and is the only entrance until the gym doors open for serving dinner at 7pm.

Kajsa is always looking for volunteer cooks, servers, and cleaner-uppers. Cooks generally donate their food. Each month we need an Entree cook to provide the main dish, and then others to bring side dishes, bread, and dessert.

CONTACT: Kajsa Nikulasdotter, with either questions or to volunteer.
314-389-4748

kajsa@accessus.net

LOCATION: Baronial Meeting Site, in the Olivette Community Center
Gynasium/Kitchen



Royal Family

Their Royal Majesties

Joe Angus and Phaedra

976 S. Hill Ave, Fayetteville, AR 72701

479-582-1825

falcon-crown@calontir.sca.org

Their Royal Highnesses

Siridean and Sile

falcon-heirs@calontir.sca.org

Kingdom Great Officers

Seneschal

Mistress Alina Meraud Bryte (Pat Hoge)

Seneschal@Calontir.sca.org

Earl Marshal

Sir Ilya Yaroslavich (David Remington)

sirilya@earthlink.net

Gold Falcon Herald

Countess Lyriel de la Foret (Debbie Vigil)

lyriel@swbell.net

Minister of Arts & Sciences

HL Cassandra di Capelletti (Michelle Vincent)

Cassandra@madgoose.net

Exchequer

HL Edward Blythe (Shawn Weuve)

edwardfyrd@aol.com

Chirurgion

HL Ester bat Moshe (Nancy Margulis)

nmargul@meccaia.com

Chronicler

Baron Iamys Makillewray (Steve Blazicevich)

iamys@cox.net