



Create your own coloured Norek <sup>16</sup>

# NOREKS TAEELS

Volume 1, Issue 2 in the year ASXLIV

March, 30 edition

## Upcoming Events

- Autumn Gathering & Royal visit - Lake Clifton - Anzac weekend 25 - 27th April
- Newcomers Feast & Tournament 21st March, Collins Street Centre
- Pencampwr Weekend - Wandi - 6, 7 & 8th June
- Tournament of the Fifty - 2 August - details TBA



Publication Correct until printed.

Greetings all,

Firstly welcome to any new readers out there, especially new members or those considering joining the SCA group known as the Shire of Dragons Bay, of course there is nothing wrong with joining other SCA groups, I am just really keen on people joining this chapter. I mean some of my best friends are in other SCA groups :) I have put our petition for formal status on hold pending the changes to membership requirements that will be implemented in May this year. From the look of our membership numbers there seems to be a few of you waiting for the price change before you renew so it makes sense to wait a couple of months so everybody get their say.

Full single membership will be \$25 with an electronic copy of the Kingdom newsletter, Family membership will be \$50 for 2 adults and as many children under 18 as reside at the same abode. If you wish to participate in fighting activities you will need to take out a full membership, this includes those under 18 years of age. If you were waiting and you wish to get a hardcopy of the newsletter then you might as well join up now, as the price will be the same, with \$25 membership plus \$20 for the hardcopy newsletter. I encourage you all to take out membership, enjoy the various member benefits and opportunities as well as supporting your local group into the bargain!.

My thanks to those of you who continue to support the group through your various endeavours and for efforts in the past. If not for the support of volunteers to run things, generally do things and indeed support our activities with your attendance we would all be much the poorer for the lack and all likelihood the group would fold.

Each of us plays a key part however great or small in what we do and we rely on each other to make it all possible so you are all unique, special and your help is invaluable. With this in mind can we all consider the efforts of others, not only with our support and thanks, but also by taking a few minutes to write to the King and Queen of Lochac and commending the efforts of those who enrich us all. It is quick, it is easy and it's reward is the just recognition of those who we cannot function without. If you need any assistance in writing to the King and Queen please let me know I will be happy and honoured to help you in this most noble of endeavours.

There are many fine events approaching at which we can share the company of others from these western shores of Lochac and I encourage you all to attend what you can and experience a range of SCA activities. Signing up for the Dragons Bay mailing list and the Western Shores mailing list will certainly aid you in hearing about what other exciting things are happening and is well worth the effort and service to the Dream, and with thanks to all the Officers of our Shire

Peter D'Gaunt Noir

Seneschal Dragons Bay

## OUR SCA NEIGHBOURS

### **Shire of Bosenburg:**

Elspeth the Wyse - Lizzie Elliot 0438610006

[boesenberg.seneschal@hotmail.com](mailto:boesenberg.seneschal@hotmail.com)



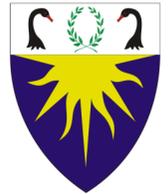
### **Barony of Aneala**

**Baron and Baroness:** Lachlahn & Jane

aneala@aneala.sca.org

**Seneschal:** Catherine de Arc. (08) 9249 5670

seneschal@aneala.sca.org.au



### **Canton of Abertridwr**

**Seneschal:** Liduina de Kasteelen van Valkenburg

AbertridwrSeneschal@sca.org.au

### **College of St Basil the Great**

**Seneschal::** Gillian Attwood

silly\_filly2002@hotmail.com



### **Canton of A**



## Regnum



### **King & Queen of Lochac:**

Theuderic & Engelin,

royal@sca.org.au

Crown Prince and Princess of Lochac : to be decided in May

### THE SHIRE OF DRAGONS BAY

**Seneschal** - Peter D'Gaunt Noir (Peter)

0434461200

**Reeve** - Fionnoula O'Riordan (Emily)

**Deputy Seneschal** - Marcellus the Damescean (Mark)

**Arts & Sciences** - Genevieve du Montfleur (Fiona)

0419966246

**Chronicler** - Agnes the Black (Susan)

**Constable** - Robert of York (Geoff)

**Marshal** - See Seneschal

**Webminister** - Vlad of Dragons Bay

**Hospitaller** - Peter D'Gaunt Noir (Peter)

**Herald** - vacant please contact the seneschal



*Greetings fellow scribblers and dabblers,*

*For those interested in taking up the pen or brush and adding calligraphy or illumination or both to their interests or indeed like myself renewing their interest I offer a outline of what you may need to get started.*

*Before I get into what you may or may not need I started out with some felt tip calligraphy pens, a black, green, blue and red art line pens, and a couple of those gold and silver metallic pens. I think the point is that whatever you have use it and have fun. An even simpler starter kit is two pencils taped together, an eraser, any bold heraldic paints you have to hand, some brushes and some A4 paper, add in a fine tip black art liner pen and you have all you need to be creative.*

*Please note the colours in the crayola classic texta set are a reasonable guide to bold heraldic colours. A slightly more advanced kit may include an Art Tec A4 calligraphy pad in natural, some permanent black ink (in a container you can dip into), some speedball nibs such as C2, C3, C4 and B2, B3, and B4, plus a couple of nib holders. Some Designers Gouache such as Daler-Rowney in Green, Purple, Red, Blue, Yellow, White and Black, with some good brushes starting from 000 and going up to 2, a small palette and a shoe box or similar to keep it all in.*

*Pencils should be as soft a possible and always have a good soft eraser, your ruler should have a good clean edge, and don't forget to clean your ruler with a piece of scrap paper before you start. You will need a firm surface to work on and while an angled work surface is cool it is not essential, just make sure you have room for everything and natural light from the opposite side to your pen hand is best. If you are wondering how to get started consider going on line for downloads or the library if you prefer a solid book. But unless you have money to burn really shop around for any books you want to purchase, although a second hand copy of "The Calligraphy Book" by Peter Grislis is usually inexpensive and gives a good selection of starter scripts.*

*Remember your local library is full of books you can borrow or order in for free, yes for free! If you need something more specific to work towards consider offering to do worker you local group, chroniclers, event autocrats and seneschals may very well have something for you to do. Certainly in Dragons bay there are some simple scrolls we need doing, and there are also arts & sciences competitions to aim towards. I am happy to help people get started and work on some simple projects, and I do have some basic materials you can try out with, or contact the Arts & Sciences Officer Lady Genevieve who may be able to arrange a workshop if there is*

*In service to the Dream*

*Peter D'Gaunt Noir*

From the Chronicler,

Things have been really busy in the Shire last month, with sewing workshops, Demos, open house meetings and the training session at Wandu on Easter Sunday for those who had fun frolicking and shooting at bunnies or their Easter eggs, (well it is one way of getting the foil off them)

This months Norek Taels, has something for everyone, there are some great ideas about Calligraphy and Illumination, A&S articles relating to the A&S competitions all over our Kingdom. Up and coming events oh and don't forget to the calendar as well.

Thank you to those who have sent me articles for our newsletter, it make my job a lot more easier, please, please people send me something to put in the newsletter.

Next month I will be introducing a Question and answer section in our newsletter. The idea is so people will gain more knowledge about our wonderful SCA. How does it work? Well you the populace send me questions that you have always wanted the answer too and they will then be answered in the same newsletter , or the following one.

So come on people I know you have lots of questions that you would love to have answered so please send them to fgillesp@bigpond.net.au and I am sure that your question will be answered very quickly.

Take care everyone and have a happy and safe Easter.

Agnes the Black



## information for the Brass Monkey Bash

Event Date : 17<sup>th</sup> July 2009 – 19<sup>th</sup> July 2009  
Group Hosting Event : Shire of Boesenberg  
Event Name : Brass Monkey Bash  
Event Type : Camping Weekend  
Event Site Address : Crossman Rd, Boddington WA  
Steward (SCA Name) : Jochen Schwalbe  
Steward Mundane Name : Tony Swallow  
Address : 14 Boyalla St Carey Park WA 6230 Australia  
Phone : (08) 8782 5173  
E-Mail : tony\_swallow@hotmail.com

	Member	Non-Member
Adult	\$40	\$45
Child (6 - 16)	\$20	\$25
Child (infant to 6)	Free	Free
Family	\$100	\$110

Bookings By : 11<sup>th</sup> July 2009  
Booking Contact (SCA Name) : Jochen Schwalbe  
Booking Contact Mundane Name : Tony Swallow  
Other Details:

A weekend of Camping, Eating, Fighting and A&S. Come along! Fun for everyone! All meal except lunch provided (A fundraising lunch is available)

## **Autumn Gathering**

**25 - 27th April**

*The Autumn Gathering will once more be held at the Lake Clifton site over the Anzac Day long weekend.*

*A few of us have discussed setting up a Dragons Bay campsite to share resources and show off some of our new toys. The idea being to have a gas oven made for roasting yummy stuff like beef, sheep, veggies, chickens etc and be able to convert to a bbq when we need it.*

*So if you are thinking about going to the Autumn Gathering please let us know if you want to be part of the Dragons Bay campsite. If you would like to know more about SCA camping events and what goes on please talk to one of your officers, and they will be happy to give you more information.*

*You can also visit the website here: <https://sites.google.com/site/autumngathering/Home>*

## **Heraldic Tournament**

**DATE** Sunday, 14 June 2009

**TIME** 10am

**PLACE** Neil McDougall Park Como members

**COST** \$5 plus levy for non-

**STEWARD** Nathan Bullioant

*For those who think too many banners is just right. An elimination style armoured tournament will be held, each fighter will be granted a life for having each of a heraldic surcoat, matching painted shield and banner.*

*For each one of these you will get a life, all three will give you the maximum three lives. If you don't have a device please consider using livery colours. If you made clothes for the recent heraldic garb contest they<sub>12</sub> this is an ideal opportunity to give it another run.*

## **Newsflash - Arts & Sciences Rulz!**

*Take a lingering look around all of this medieval hullabaloo that surrounds us, and under everything you will see people expressing themselves as crafts people, individuals or artists through the arts & sciences. Take a moment to ponder that, after all if it was not for these people wouldn't our game be so much the poorer and lacking in colour?*

*So next time you hear the heralds announcing that a competition is being judged or a display of entries is laid out in display I ask a boon. Which is that each of you take a few minutes of your SCA time and wander over to admire what has been wrought, or perhaps stop and listen. It will take but a little of your time and I am sure will enrich your experience. To all those who have done this in the past, continue to do so and to those who will join you in the future I express on behalf of the various artisans our grateful thanks for your support in our endeavours.*

*Who knows perhaps one day you will be enjoying the spectacle of a royal court and will recognise the artisan as they are elevated to the Order of the Laurel for their outstanding work in this field – and be amongst those who know their worthiness and perhaps among the lucky few who know of their Arts & Sciences origins.*

*Talking of competitions - for those who wish to enter any of the various Arts & Sciences competitions run both here in the West and in the rest of the Kingdom you may wish to make yourself familiar with the following elements involved in judging (recently snaffled from the Kingdom A&S website).*

**Documentation** - While there are no "hard and fast" rules for what constitutes "good" documentation (and this would vary based upon the item, availability or primary sources, etc.), a general rule of thumb is that no attempt at documentation would gain no points, and a brief, but fulsome analysis of expert sources would score maximum points.

**Authenticity** - Is defined as the use of materials and techniques to create an authentic piece. Higher scores should be given to items, which have been made in a "period" manner and with "period" materials. However, sometimes substitutions are required because of considerations such as cost, availability and time constraints. Ideally, as many authentic materials and processes are preferred, but intelligent discussion on extant items, authenticity, background and reasons for substitution should be marked accordingly. A mark of 10 would be for an item made with authentic construction and documentation to back it up.

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**Creativity** - High scores should be given to items which are unique, or a skilful adaptation of an extant piece. However, an item which is a replication should not lose marks - take into consideration its uniqueness and whether it is being adapted for use in the SCA.

**Presentation** - Presentation is putting the item in its best light. Judges may want to consider whether modern paraphernalia (e.g., plastic containers) have been used to display the item.

**Complexity/Skill** - Is specific to the art form. Entries should, therefore, be judged in light of what that art form is - not what other art forms might be more difficult. A score of "1" is that for which minimal effort was necessary to complete the item. How much time was involved? How was this item actually made? - the tools, individual techniques or parts to make it? How many processes taken to make the item? How much of the item was hand-made or store bought? Again documentation, discussion or talking to the entrant will help in this area.

**Comments** - All entries are to receive comments. It is important that judges comment with sensitivity, particularly to the experience level of the entrant. Comments, in particular any criticism of the work, should be made in an instructive manner. Additional resources or further information is always welcome.

Don't forget to go visit the Kingdom Arts & Sciences Page here - <http://www.sca.org.au/artsandsciences/> - go on you know you want to J

### **Upcoming Kingdom Competitions**

#### **Midwinter XLIV (2009)**

Calligraphy & Illumination needs - inks, vellum, quills, etc

Rosaries - German Garb 600 - 1600AD

#### **November Crown XLIV (2009)**

Viking Jewellery -Antiphonaries - Illuminated church music - including missals and graduals -Music Performance - Open - in SCA Timeline

If I can be of any assistance please do not hesitate to talk to me

Tout le meilleur et vive la créativité

**Lady Genevieve**

### Regular Shire related Activities

**Sewing guild:** Due to the Autumn Gathering our next Sewing workshop will be Saturday 9th May. The cost is \$5.00 per person, please give this to the manager of the shop when you **arrive** not to the person running the workshop. The time of the workshop is 9.30 until 12.30.

If the workshop is held at a private residence the cost will be \$2.00 per person to cover electricity, tea,, coffee and milk..

**Armouring/ open day** Every alternate Saturday's at 21 Langridge Crescent, Orelia. Next meeting, 11th April, 1.30 until 4.30pm. The cost for this is 4.00 per adult.

#### **Open house**

This occurs on the same Saturday as Armouring at the Langridge Outpost, the cost is the same as the armouring.

	<b>April</b>		<b>MAY</b>	
<b>SEWING GUILD</b>	Saturday, 11th 21 Langridge Cres, Orelia	Saturday 25th <b>CANCELLED</b> due to <b>Autumn Gathering</b>	Saturday 9th Fabric ware- house, God- dard Street, Rockingham	Saturday 23rd Fabric ware- house, God- dard Street, Rockingham
<b>ARMOUR- ING / OPEN HOUSE</b>	Saturday, 11th. 21 Langridge Cres, Orelia	Saturday, 25th. <b>CANCELLED</b> due to <b>Autumn Gath- ering</b>	Saturday, 9th. 21 Langridge Cres, Orelia	Saturday, 23rd . 21 Langridge Cres, Orelia

## The Game of Merelles or Nine Man Morris

Whatever name it is known by, and there have been many, this game remains a fairly simple two-player game. It was very popular in the 14<sup>th</sup> century the ancestors of this type of game may be traced back to Egyptian times, with what are believed to be game boards scratched onto stones used in the building of the pyramids.

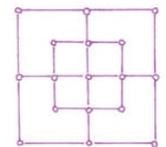
The purpose of this game is to remove your opponent's pieces, but rather than jumping or by capture you do this by forming "mills" these are formed by lining up three of your pieces on connected points.

One player wins when they reduce their opponent to less than three pieces or their opponent cannot move any pieces.

One of the great things about this game is that the board can be simply scratched in the ground, and any suitable matching items used for pieces.

### The Board

Nine Man Morris is played on a square board marked with three concentric squares which are connected by four lines in the centre of each of the square's sides. The corners and intersections (or points) are commonly highlighted with a small decoration.



As mentioned above playing boards can be scratched in the ground, drawn on paper, painted

on cloth, tooled on leather and gouged or burnt into wood. The rest of the board can be decorated as simply or as lavishly as you wish with the only limitations being your own skill and a desire to keep the playing area visible. Heraldic motifs are popular and some lovely boards can be made utilising decorations drawn from or inspired by illuminated manuscripts.

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1 -3, May     Darton     [May Crown](#)     Brookfield (near Wellington, NZ)



May 29-June 1     Abertridwr     Pencampwr     Wandl, WA

4-5 June     Rowany     Rowany Festival     Peats Ridge, NSW



4-5 July     Stormhold     Midwinter Coronation     Melbourne, Vic

Crossman Rd,

17<sup>th</sup> July 2009 – 19<sup>th</sup> July 2009     Brass Monkey Bash Camping weekend     Shire of Bosenberg Boddington WA

2 August     Dragons Bay     Tournament of 50 TBA



## The Playing Pieces

Funnily enough there are two sets of nine pieces or men. Each set has a different colour and the pieces from backgammon or checkers are perfect, and for an added element or elegant look you may consider making your own or even using buttons. Livery colours go well with boards decorated with heraldic motifs and the amount of decoration is only limited by your own imagination and skills.

If you are stuck for decorating ideas have a chat with your local Scribes as they will have a wealth of resources you can draw on for ideas, your local Herald will also have access to a number of simple heraldic charges that would be ideal.

## Playing the Game

Once the players figure out who goes first, they take turns placing one piece at a time on any unoccupied point on the board. In Nine Man Morris there are 24 points that pieces may be placed on.

Once all pieces have been placed on the board, players take turns in moving one piece at a time from one point to another. Remember the pieces can only be moved to adjacent points along the marked lines. Only one piece may occupy a point and if a piece is already on a point, another cannot be placed there.

As mentioned above the point is to form mills. A mill is three of the player's pieces lined up without any gaps between them along a connecting line. If a player does make a mill, they may then remove one of their opponent's pieces from the board. Once removed pieces cannot be placed back on the board and if possible the piece removed should not be taken from an existing mill.

It is usually allowed to move a man out of a mill, and then move back the following turn.

Players must move a piece if they can and a player who cannot move a piece loses the game, the other end to the game is when a player has been reduced to less than three pieces, and cannot form a mill, if this happens they lose the game.

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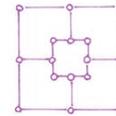
Players must move a piece if they can and a player who cannot move a piece loses the game, the other end to the game is when a player has been reduced to less than three pieces, and cannot form a mill, if this happens they lose the game.

## Variations

One variation of this game is that before a piece may be moved back into the same mill the player must make an intervening move, but there are no restrictions against moving a piece into a mill that uses different pieces or will be formed along a different line.

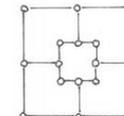
While Nine Man Morris is probably the most well known also played where the variations known as Five Men's Morris, Seven Men's Morris and Twelve Men's Morris.

Each have a different board, and as the names imply a different amount of pieces per side, but the basic playing rules are the same.



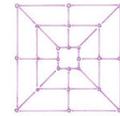
**Five Man Morris board**

Two concentric squares



**Seven Man Morris board**

Two concentric squares and joined lines in the centre



**Twelve Man Morris board**

Three concentric squares with diagonal lines at the corner