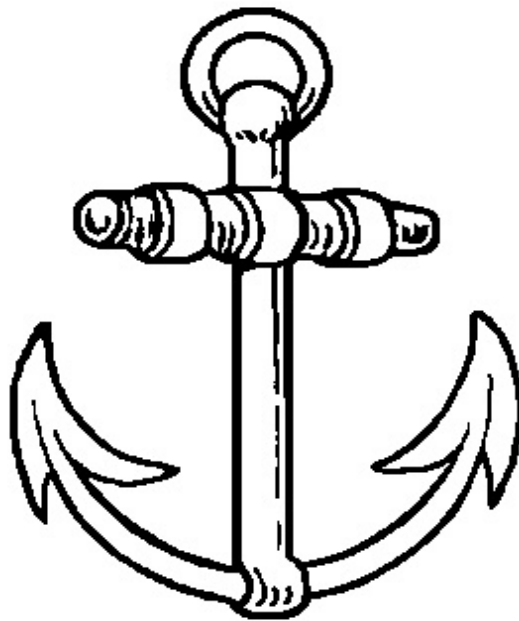


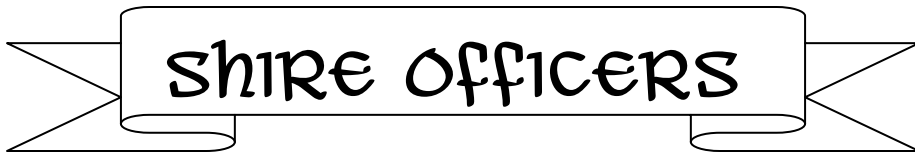
# SANDSCRIT

Official Newsletter of the

## Shire of Seawinds



April A.S. XXXIX  
Being 2005 by the  
common reckoning



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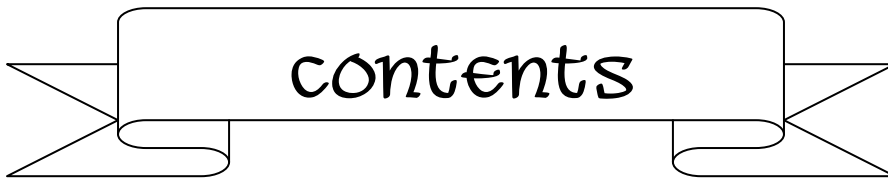
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For information on applying for any open position,  
 please contact the Seneschal



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**Attention all patrons:**

Submissions of original artwork, short stories, poems, and tidbits of information are always needed. Please send all your talents to the Chronicler!

**Disclaimer:**

This is the Sandscrib, a publication of the Shire of Seawinds of the Society for Creative Anachronism, Inc. The Shire of Seawinds is a branch of the Kingdom of Ansteorra within the Society for Creative Anachronism. It is not a corporate publication of the Society for Creative Anachronism, Inc. and does not delineate SCA policies.

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## From the Seneschal...

Coastal Invasion is upon us! I hope everyone is planning on attending this weekend. We will need help with set-up, troll, feast serving, marshaling, waterbearing and clean-up so don't forget to volunteer for something. More info about the event is included in this Sandscrib or is available on the website. I thank everyone who has stepped up at the last minute to make this event happen.....LET'S HAVE FUN! Chivlaric and Rapier Authorizing Marshals will be available to re-authorize anyone who needs it, remember all fighter's cards expire at the end of this month.

I want to thank everyone who was able to go to Gulf War this year. We fielded:

5 heavy fighters--Wayland, Soren, Owen, Muirin and Yarraslav

3 combt archers--Marguerite, Jean-Paul and Owen

2 waterbearers--Isabella, the newest Master Waterbearer and Caitriona

2 chirurgeons--Caley and our newest Journeyman, Jayme

1 artisan--Caitriona who entered the Grand Melee and the Brewing & Vinting Competition

2 equestrians--Soren and Calena who was the Equestocrat for Gulf War this year and did an awesome job

We all had a great time and represented our Shire of Seawinds by volunteering MANY, MANY hours. I also wish to thank those that stayed behind to defend Seawinds and to keep the King's Coast safe.

In Service

Caitriona



## From the Herald...

Unto the Shire of Seawinds, Greetings from Jayme Seawinds!

I just want to take a moment to reiterate that the office of Seawinds Pursuivant is open for applications. If you're interested in the office of Pursuivant, please don't hesitate to contact me, and we can talk about what the position involves. Applications are due May 1<sup>st</sup> to Myself, Caitriona, and the Solstice Herald (Ld Alden Drake). I'll see you all at Coastal Invasion!

Yours in Service,

Jayme Dominguez del Valle

## From the Historian...

This upcoming Defender will be our 10th. I am asking for everyone to rack their brains to come up with a list of our past defenders. Some years we only had chivalric and rapier defenders, but recently we have had EQ, A&S and bardic. I would like us to personally invite all the past defenders do this event. Thanks for your help.

I still have a few videos from Siege of the Abbey if anyone is interested. They are \$5, see me at fighter practice if you want one.

Caitriona



## From the Equestrian Marshall...



reetings to all you gentle folk:

I am Lady Calena, the GW 14 Equestrian Crat and would like to share some horsey things with you.

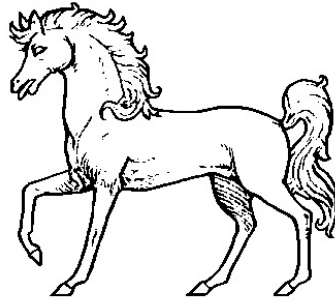
Well we have just returned from a wonderful, and productive Gulf War. The War was an official tie with Trimaris winning the Equestrian War Point by 1, not sure how this happened since they brought no horses to the event, but the turnout to support their Majesties was absolutely wonderful.

Our Emree was wonderfully done for the Queens Lunch, HRM's Cherish of Trimaris and Cateau of Ansteorra were in attendance as were many other fine royal ladies. They enjoyed the beautifully run challenge course, Sir Henri showed much love and chivlary for his lady, Mistress Charla and the Jester were not to be missed.

Baroness' Brenna and Rory were the field Marshall and ground crew for most of if not all the afternoon. Each rider was decked out in vibrant and colorful barding and garb.

The rest of the week shy of the one day of rain went remarkably well without any hitches. We had jousting demos and practice, mounted combat, mounted archery, IKEq runs and lots of just plan saddle time.

This year for the first time, the equestrians were called upon to help with parking while on horse back, this with mounted patrol, we put in over 50 hours of volunteer time for these worthy endeavors. It is nice to see that we are being included more with the rest of the war.



[www..heraldicclipart.com](http://www..heraldicclipart.com)

On the opening day of War, our mounted parking folks assisted in parking over 2000 cars. What a great job to all. I even got to take Zeus out for this as did our Majesty King of Ansteorra, Ulsted.

The procession, though a very cold day after a day of rain, went off without anyone getting dismounted involuntarily. Zeus carried our fine Queen Cateau in the Procession. The Falcon, carried by the King of Ansteorra liked Zeus, but wasn't very crazy about the large crowd at the end, but did not do more than flap his wings to show everyone he was still in control. Such a beautiful bird.

Due to rain the Merides Challenge course became an event of fun and boy was it fun, this one was sponsored and directed by Lord Silverax (YOU CAN add your stuff here Logan). Hey can I have the layout for that course, Logan? The Ansteorra Challenge course was based on Shrek 1 and 2, it also included the children from the Pages school. This event was created and ran by Lady Lorraine Frazer, she and her group did all the props. We had dragons, hot tub, Shrek and Mrs Shrek, fairy god mothers, and much more, what a time was had by all.

All in all we had a wonderful time and already working on next year. See ya then...

Lady Calena di Nero Rosa,

Protège to Mistress Lorraine the Deerslayer,

Minister of the Horse for Shire of Seawinds, Ansteorra

# The First Wolf

## By Lord Wayland of Durloch

*(Moshadoe thought for a long time about where the first wolf came from. He asked all the adult wolves for answers but didn't really get any answers that satisfied him. The reason he could get no answers was that none of the adults had ever wondered about this before and they each figured that one of the pack probably knew, but they didn't want to admit not knowing the answer themselves. After a long time thinking he finally decided to share his tale with the other pups. They were full from eating and feeling very lazy, so they listened to him. Some of the adults nearby lifted their heads and cocked their ears to hear what this meddlesome pup was saying. They had all suffered his questions and now they were curious to hear what he may have learned from each other about the first wolf)*

*(Moshadoe spoke clearly, with the voice of one who was sure of his facts. The pups knew he'd been asking about the first wolf and so they listened, sure that one of the adults had finally given him the answer)*

**The very first wolf was called Arue. She came to the world when all was new and the land was filled only with animals that ate the grass. She came down from the moon and saw that this valley was dying. There were too many deer & rabbits & mice. They fought with each other for the grass that they eat.**

*(at this point, many of the adults & pups laughed, thinking what it might look like to see a deer trying to fight a whole family of mice)*

**The sun helps plants to grow but there were just too many animals. Soon there would be no grass left and they would all die. So Arue called to her mate, Gurrah. He came down to her from the sun and they thought about what to do. Arue said, "Let's kill and eat some of these animals so that the rest will live." Gurrah agreed and so they began to hunt. They were very big, but it took them a long time to eat enough of the deer, rabbits and mice. They ate and ate and ate, but when they were full they saw that there were still too many animals. "We need more help," said Arue, but Gurrah was tired and said he was leaving. He jumped up into the sun to watch, but would help no more.**

*(the females in the pack nodded knowingly and cast sly glances at their mates, who tried to look innocent)*

**So, she made more wolves from whatever she could find. She used snow to make white wolves, and the bark from trees to make brown ones. Then Arue used the black earth to make black wolves, and from boulders, crushed beneath her mighty paws, gray wolves. She made many wolves, enough for several packs but they were still just lumps of snow, bark, earth and rock, they needed life.**

**Arue called to Gurrah and he finally agreed to give life to the wolves, for the sun gives life to all things.**

**Arue taught them to hunt and everything else we know today. Then they divided into the packs to live in different ends of the valley, agreeing to come back here each spring to choose new mates. Each pack looked to Arue, thinking she would go with them, but she howled, a long, lonely song, telling the wolves to hunt well and to remember her. Then faster than any normal wolf can move, she turned away and climbed the highest rock. She looked down at the packs below and then leapt into the night sky. She jumped very high, back to her home, back to the moon where she lives.**

**Every wolf was sad that she left and they called to her over and over but she didn't come back. Each night that the wolves hunted, they would call to Arue, the mother of all wolves, in hopes that she would come back. She never did, but we still call to her before we hunt at night. Maybe she will be watching and will be happy knowing that we are hunting the way she taught us. Maybe some night she will return.**

*(When he finished his tale, the other wolves, adults & pups alike just stared in amazement. They could see no reason to doubt his word, after all, he had asked every wolf in the pack where the first wolf came from. When the other pups fell asleep and the adults were leaving to hunt, Moshadoe was still awake. He stood in the entrance of their den watching and listening as the pack moved off in search of game. He heard them whispering...)*

"That Moshadoe is really something." said the clan leader Garoun, to his brother.

"Yes, that was a very interesting story he made up," Varoun agreed.

Then he looked up at the moon and stopped walking.

"He did make it all up himself, didn't he?"

Garoun cast a look back at the pup, then looked to the moon hanging full in the night sky. "I don't know, my brother. I don't know. It was a very good tale though." Then both Garoun & Varoun lifted their muzzles and began the song of the pack.

*"We sing to the wind in the trees.  
We sing to the moon that guides our way home.  
We sing to the sun that warms the earth and brings life.  
All things must die. We will die too, but not today.  
Today we are alive and we are joyful"*

Stay tuned for another Moshadoe tale in next month's issue...



# Rebuttal on History: A Tribute to King Harold By Lord Dan the Artisan of Sawcliff

A couple of nights ago there was a very good documentary on the battle of Hastings on the history channel (our channel 164). However, they seemed to have bashed good King Harold's qualities of leadership and strategy.

As you may know Harold had a major engagement just prior to Hastings. Rather than conscripting all the men who had just fulfilled their battle time to the king (in order to protect his seat on the throne like most kings throughout history), Harold allowed them to return to their farms so they would not starve. The newbie king of just nine months then showed his charisma by raising a substantial army while in route to Hastings.

Harold's strategy seemed sound enough to me, and he initially had the upper hand. The problem arose when (upon hearing rumors that their general had been killed), the Norman left flank fled the field. Common sense would suggest that now there are fewer enemy to fight. Unfortunately, as in many battles throughout history, some of Harold's men viewed the situation as a convenience. It's easier to take on a group of men that are running away rather than fighting, as well as being easier to divide the loot (loot being the important factor here). Upon hearing their general was still alive, the routing Normans turned, thus surrounding, and annihilated the greedy pursuers.

Later the Norman general (I won't mention his name as this is about Harold), being a quick study, had his troops fake a huge rout. Again Harold's greedy men could not resist. They broke ranks to give chase, and were surrounded and slaughtered. Harold did not give this order. Now Harold's army was severely weakened, over ran, and defeated.

It was Harold's men that failed England (save the Housecarls and a few others), not Harold, and if his men would have held ranks, they would have undoubtedly won.

Who knows what great things the highly charismatic Harold may have brought to England had he lived to serve out a good full term on the throne. But, that's history. And, of course, England would have missed out on some other great kings had the Normans not won that day.

I say VIVAT good King Harold! May you always be remembered!



The Shires of Seawinds & Stonebridge Keep  
Proudly Host....



# Coastal Invasion III

April 15th-17th

**On this day, April 16, 1245, absolutely NOTHING happened! So come and celebrate nothing with us! The Shires of Seawinds and Stonebridge Keep are restless and need a reason to play...And so this is an event about NOTHING! We will have chivalric and rapier melees, a rapier tavern brawl, a Tavern with delectable delights and a scrumptious feast. NOTHING starts too early...and NOTHING in a big hurry...just relax and have fun!**

**Where: Live Oak Park, Ingleside, Texas**

Live Oak Park is a beautiful park with lots of trees for shade and some picnic tables. The site is primitive with limited access to water and electricity. The park is close to town with hotels for those who don't wish to camp, and HEB and several fast food and local restaurants. Please note—the park is open to the public and situated in a residential neighborhood, secure your items and vehicles. Site opens at 5 pm on Friday, April 15th and closes at noon on Sunday April 16th.

## Directions:

*From San Antonio or Austin take IH37 S to Corpus, take Hwy 181 towards Portland, once through Portland you will take Hwy 361 to Ingleside.*

*From Houston take best route to Hwy 77 S, take HWY 181 S to Hwy 361 to Ingleside. Once in Ingleside you will turn South at 1069 or Main Street. (There is a HEB on the corner.) Stay on Main street veering left at the fork. After about a mile look on the right for the large brown sign for the park as well as SCA signs. You will take a left, and go through a neighborhood to the park..*

## Site and Feast Fees and SCA Rules:

Site fee is \$7 adult, \$5 children 6-12 yoa, 5 and under free, Family Max \$21

Feast fee is \$5 per person (limit of 50).

Proof of membership will be required to avoid the \$3 non-member surcharge. Make checks payable to SCA Inc./Shire of Seawinds

Minors must be accompanied by a parent or legal guardian. They may also attend with a 21 year or older adult with a signed and notarized Minor Event Waiver Form from the parents. Pets must be on leashes.

### **FOOD...**

The Seawinds Cooking And Herbal Guild will host “*The Gathering Gulls Galley*” Tavern. You will be provided with breakfast and lunch for a flat fee of \$5 per person. Doors will open at 9am and close when all the food is gone (no later than 2 pm). Limited to 50.

Breakfast: Scrambled Eggs, Pork Sausage Links, Breads/Muffins/Pastries, Fruit, Apple Juice, Coffee

Lunch (available after 11:30): Venison Stew, Vegetable Soup, Beef Sausage, Bread and Butter, Cheese, Cookies, Fruit, Iced Tea

**Feast will be prepared by Zira Zamora of Stonebridge**

**Keep...**

**Limit of 50**

**Bread and Flavored Butters**

**Cheese**

**Fruit**

**Orange Chicken**

**Rice**

**Vegetable of some kind**

**Spice Cake**

Feast reservations can be made to:

HL Lord John Lightfoot at [lightfootcim@aol.com](mailto:lightfootcim@aol.com)

Please include mundane name and SCA name of each person reserving

### **Local Amenities:**

Hotels in Ingleside on Hwy 361:

Comfort Inn 361-775-2700 Best Western 361-776-2767

There is a HEB, Whataburger, Dairy Queen, McDonalds and several local restaurants in Ingleside.

Portland is about 10 minutes away and Corpus Christi is about 20 minutes away.

### **Site Rules:**

This is a public park—please secure your items and vehicles

No ground fires permitted

Pets must be on leashes

Alcohol permitted in non-glass containers/Underage drinking will not be tolerated

Please bag trash and put in trash bins

Parking in designated areas only

### **Autocrats:**

Lady Caitriona Inghen Mhic Lochlainn

Patty Randolph

361-992-1826

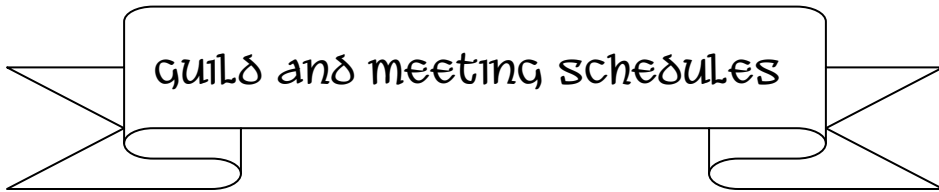
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Lady Mairead McCracken

Leslie Stevens

361-275-6742

[Sisbim@hotmail.com](mailto:Sisbim@hotmail.com)



**Officer's Meetings:**

Officer's meetings are held on the first Wednesday of the month at 6:00 pm, place to be announced. Everyone is welcome to attend.

**Populace Meetings:**

Populace meetings are held on the Tuesday following Officer's Meetings at 7:00 pm at the Helicopter park on Shoreline Boulevard. Everyone is encouraged to attend in garb.

**Fighter Practice:**

Tuesdays at 6:00 pm at the Helicopter park on Shoreline Boulevard.

**Arts and Sciences General Meetings:**

Held the 3rd Wednesday of the month at Hilltop Community Center in Calallen.

Contact HL Katherine Brandon: [ggavit@interconnect.net](mailto:ggavit@interconnect.net)

**Sewing Guild:**

Contact HL Katherine Brandon: [ggavit@interconnect.net](mailto:ggavit@interconnect.net)

Or Lady Caitriona: [prand@swbell.net](mailto:prand@swbell.net)

**Archery Guild:**

Held the 2nd Saturday of the month. All are invited to attend, combat and target archers alike.

Contact Lord Jean-Paul: [paulthorne@eathlink.net](mailto:paulthorne@eathlink.net)

**Dancing and Drumming Guild:**

Monthly meeting schedule to be announced

Contact Lord Dan: [dan\\_the\\_artisan@yahoo.com](mailto:dan_the_artisan@yahoo.com)

**Herbal and Cooking Guild:**

Meetings held the Wednesday night after populace at Lady Apollonia's house at 6:00 pm. All are welcome.

Contact Lady Apollonia: [apollonia\\_de\\_avena@yahoo.com](mailto:apollonia_de_avena@yahoo.com)

# THE STELLAR KINGDOM OF ANSTEORRA

## April 2005

15-17



**Shadowlands Champion - Shadowlands (College Station, Tx)**

Defender of the Flame - Glaslyn (Denton , Tx)

**Coastal Invasion - Seawinds (Corpus Christi, TX)**

22-24

**Champions of Bonwicke - Bonwicke (Lubbock, TX) \*PED\***

**Equestrian College - Tir Medoin/Bryn Gwlad (Rockdale/Austin, Tx)**

29-1



**Quest for the Book of Days - Bjornsborg (San Antonio, TX)**



**Wastelands Defender - Wastelands (Enid , OK)**

## May 2005

6-8

**[Beltane Games](#) - Namron (Norman, OK)**

**Movie Demo 5/7: "[The Kingdom of Heaven](#)" (Cinemark Theatre, Nasa Rd. 1 & I-45 S, Clear Lake, TX)**

13-15



**Bordermarch Baronial - Bordermarch (Beaumont, Tx)**

**[Elfsea Springfaire](#) - Elfsea (Ft. Worth, Tx)**

20-22



**[Loch Soillier Guardian](#) - Loch Soillier (Clear Lake, TX) \*PED\***

Mendersham Defender - Mendersham (Abilene, Tx)

Eldern XXVII - Eldern Hills (Lawton, OK)

27-29

**[Steppes Warlord](#) - Steppes (Dallas, TX)**

**\*PED\***

Shire of Seawinds Chronicler's Office  
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For more information about the Shire of Seawinds, visit  
[www.seawinds.org](http://www.seawinds.org)  
Or join the email list at: [www.groups.yahoo.com/group/SCA-Seawinds](http://www.groups.yahoo.com/group/SCA-Seawinds)