

The Runestaff

A Newsletter for the Barbarian Freehold Alliance

Summer -09

In Memoriam

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In Memoriam of Sigvaldr Hauksson

From: Secca & Meliora

Baron and Baroness of Altavia

Hawk streaks cross stark red sky,
Whirling silhouette screeches cry,
Swooping down to say goodbye,
To a splendid man.

O, judge this man by his deeds,
Thoughtful ever of others needs,

To smile and serve his only creed,
He was a splendid man.

Giving soul with ready hand,
By a friend he'd staunchly stand,
The Heavens must have had a plan,
For this splendid man.

Well miss his shining, happy face,
In our hearts shall stand a place,
For that which can not be replaced,
Sigvaldr, a splendid man.

A Splendid Man

By Tim Coyle

I walked up to this newcomer dressed oddly. I found out that he was a member of the SCA and I recognized the Horde Braid at his side. We got to talking about various things and the fact that he was trying to get active in Altavia. Our talk covered many things and I got him introduced to several Altavians.

One of the fun things to do was to talk with Sigvaldr "Siggy" about the earlier days of the Dark Horde. Some of the things they did or worked on were great. It was even more fun when he was talking about some of the concerns that Yang (Founder of the

Horde) had about the Horde and how it operated at this time. These talks were really fun.

He became the Altavian Deputy Marshall in 2004 and kept this office till 2006.

When I became High Chieftain I wanted to try to open a dialog with the Dark Horde and maybe bring the Freehold and the Horde a little closer. This was when Siggy became the Ambassador to the Horde. In this position he indeed helped get a bit of dialog going. We talked at Estrella and at Pennsic. In many ways the Freehold is a more centralized organization and in others more laid back. Mostly what was decided was that relations would not occur. But that there was a conduit for talking if need be.

He became the Altavia Armored Combat Marshal in 2006 and continued to hold this office. He organized and coordinated Altavia's fighter practice. He took one of the worst fighter practices in the Kingdom and made it one of the best, if not the best. We have people from 5 Baronies and 3 Shires attending. There were usually Rapier, Heavies, Belly Dancing, Fiber Arts, beginning classes of some kind, and Newcomer meetings. Attendance varied but was usually between 40 and 100.

Sivaldr passed away on May 26th, 2009.

A Viking Prayer, adapted by Secca de Cantia from runic inscriptions found in Norway and Sweden.

Sigvaldr Hauksson ~~

- ~ May good thoughts and strong winds speed you to Valhalla.
- ~ May Thórr protect you with that hammer which came from out of the sea, and may the lightning hold all evil away from you.
- ~ May Óðinn receive you in Asgard's halls with a full measure of mead.

Bard of the Freehold

This office is now vacant with the last Bard of the Freehold becoming inactive, so there will be a Competition at GWW after the Althing. The competition will be judged by the Lawspeaker, the High Chieftain, and the Freeholders present. The winner will become the new Bard of the Freehold.

Parameters of the Competition:

A Bard is someone who can do any of the following; Sing songs, tell stories, recite poems, and write songs or poems.

If a Bard wants to enter the competition they must inform the Lawspeaker before the Allthing at GWW.

The Bards will have 10 minutes in Round One and Two. They will be chosen at random to perform. At the end of each round the Populace will vote on who they think was the best and this is counted as one vote. The votes by the Lawspeaker and High Chieftain will also count as one each.

Round Three will be the same except it will be only 5 minutes long.

The High Chieftain will announce the winner. If there is a tie then The Bards will have 2 minutes in Round Four. They will be chosen at random to perform. At the end of the round the Populace will vote on who they think was the best and the votes by the Lawspeaker and High Chieftain shall be stated aloud and the winner called forth.

Duties:

- 1- Serve a minimum of 3 years.
- 2- Wear the Ziggy Favor and at Wars go Barding to several encampments.
- 3- At Wars or Freehold Events the Bard will spend 30 minutes to an hour Barding for the High Chieftain and Guests. (Most likely after Althing at War or after Banquet at Freehold events)
- 4- Be added to the Bardic History of the Freehold.
- 5- Set up and run next Bardic Competition.

Perks:

- 1- Free Dinner at the main banquet at Freehold events.
- 2- Ziggy Favor with Harp.
- 3- Permanent title of Freehold Bard when you step down.

SINNI

High Chieftain

Timotheus Zacharia ...Chieftimotheus@gmail.com

Conclave of Chiefs

Chiefs

Atar Bakhtar
Charissa
Leslie Robert (in hiatus)
Lynnette de Sandoval

Alliance Council

Officers

Arts and Sciences... Vacant
Bard of the Freehold... Vacant
Ceann Caid... Morgan mac Maelain
Ceann Atenvelt... Aongois
Chronicler... Morgan
Herald... Vacant
Lawspeaker... Siobhan ingen Chamsroin
Warlord... Aongois See Ceann Atenvelt
See Ceann Atenvelt
Lieutenant and Aide de Campe
Brother Thomas
Regional Battle Commanders:
Ulfsblood – K. West - See Chieftains
Faziel – K. Caid ??/ ??
Webmaster...Lynnette

Chieftains

Galen the Mad	Falcon Weyr (Mid)
Ninian	Brigids Hold (An Tir/ Aten)
Elric	Dragons Keep (Outlands)
Atar	Great Desert Hold (Caid) See Chiefs
Morgan	Seabhac Saillte (Caid)
Duncan	Maldwins Hold (Aten)
Ulfblood	Clan Blood (West)
Damon & Catriona	Machas Hearth (Caid)

Allied

Wulfric Wulf Guaard (Aethel)

Ambassador From Dark Horde

Sigvaldr Deceased...See article in this issue

Holds

Active

Brigids Hold	An Tir/ Atenvelt
Maldwins Hold	Atenvelt
Seabhac Saillte	Caid
Machas Hearth	Caid
Great Desert Hold	Caid
Dragons Keep	Outlands
Falcons Weyr	Midrealm
Clan Blood	West

Allied

Wulf Gard	Aethelmarc
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Chronicler's Commentaria

This issue is brimming with information and fun. We have a story from Lynnette, more Freehold history, a sad passing ,...Its in the Contents table.

With this issue, I officially take over as Chronicler of the Freehold. Judging from the volume number I am the sixth. I hope I do my predecessors proud. Anyone can contribute to this publication so if you have an announcement, story, poem or whatever send it to me.

“Finding Your Inner Barbarian” will return next issue; we simply ran out of space in this one. I will put in a plug though; if you don't have “The Barbarians” Pts. I & II from the History Channel, you need to buy it! - Morgan

Bragison the Skald & Rois Duinnshleibhe

You may have noticed that the names of our two Honorable Chiefs, Bragison the Skald and Rois Duinnshleibhe are absent from the Sinni pages.

Their life outside the SCA has become full enough that they can't serve as they would like to, so they've asked to be put on inactive status.

I would like to take this time to thank them once again for their valuable service to the Freehold and let them know that we all look forward to their future return to our active ranks.

Timotheus

Upcoming Articles

The Care and Feeding of a Hold
Freehold Bard Report
Arts Report
Finding Your Inner Barbarian- Series returns next issue
The New Website by our Webmaster

The Freehold History - 1978

January - Freehold attended 12th Night. Erekoze wanted to confront the Principality about the accusations but Timotheus, Atar, Thorsen, and Maihie sat on him and made him see reason. Major meeting were held with Principality Seneschal's Envoy to discuss the actual facts of the accusations. Although declared innocent it was decided that to stay would cause damage to the Principality. Erekoze resigns as Seneschal of New Albion. Most of the officers resigned with him. Pantara becomes acting Seneschal.

April - Freehold attends 1st Crown Tourney. Morton the Grey become Canton Seneschal

May AS. XII Erekoze changes the structure of the Freehold by adding the Chieftains to the Hierarchy. Timotheus and Atar are the first Chieftains created. There are Tuesday night fighter practices. The second Brewing Guild (The Freehold was instrumental in getting it started) is teaching everyone how to brew. Thursday meetings are for the armory. Friday, Saturday, Sunday meetings are Brewing, Scriptorium, Costuming, Sciences, Arts, and General meetings.

Hold members are Angel's sciences, and 1/4 of all Principality scribes. Principality Sciences steps down to Deputy along with 6 other Principality Officers. Monthly income for the hold was \$150.

At Cambia Fare a Fealty Tourney was fought. All Households, Shires, Baronies were allowed to enter. The Freehold entered. Having mutual aid treaties with Isles and Darach, their fighters were added to the already powerful Freehold fighting force. (Making the Freehold army 50 strong) The Freehold takes the field. Angels and Drieburgen swear Fealty to The Freehold, (To send aid for the next year or until the next Fealty Tourney.)

New Albion Changes its name to Sarn Wold.

June - Kingdom of Caid comes into existence. 1st Queens Champion Tourney is autocrated by the Freehold and Sarn Wold.

Thorson is made a Chieftain.

July - The resemblance of the devise to the "Jolly Roger" was pointed out and the name of the "Jolly Sigfried" was born.

August Membership is 75, associates number 85, and the Freehold can field 30 fighters. Freehold business meeting and party becomes the Althing or Grand Council, and ordered to continue every year. Althing confirmed new structure of the Freehold and asked that Charissa be made a Chieftain. Charrisa is made a Chieftain.

October - Aten/Caid war at Glen Helen Regional Park. Freehold fields three 4-man teams for the war.

1979

January - Freehold attends 12th Night.

March - Freehold has dropped all Kingdom offices except one Deputy position.

May - Freehold Chief Erekoze moves to Los Osos. Thorson becomes 3rd "Bard of the Freehold". Braden becomes a Freehold Bard.

June - Erekoze starts a new unit in Los Osos.

The second half of Angels Anniversary was a Melee War of Fealty. This was very well attended as several units wanted to clear their names. This time the Freehold led an army made up of fighters of the Freehold, Darachshire, Reislingshire, and Isles, making the Freehold Army close to 65 strong. The melee finished with the Freehold still standing. This basically left the Freehold and its allies with fealty owed from Angels, Drieburgen, and Lyondemere.

August - 1st Freehold Althing was a success with over 80 in attendance. Potluck Banquet was one of the largest in Caid. The Dancing and Revel could rival anything in Kingdom. Mostly rubber stamped the ideas of Erekoose with no real changes. Law #1 was created.

November Freehold attends Coronation.

High Chieftain's Report and some thoughts and notes

Item 1.) Law #7 of the High Chieftain has been instituted. It basically deals with the process of creating a new High Chieftain if the current one goes missing, becomes incapacitated, or passes away. If you really wish to know about it, we have published it in this issue for your perusal.

Item 2.) After a consultation with the Alliance Council we will not be creating the \$10 fee per Hold. Everyone needs to realize that this means that future expenses again have to come out of the pockets of the various leaders. This will mean that at times there will not be enough money to cover the projects the Alliance wishes to undertake.

The Alliance spends \$400-\$600 a year on a number of things but most of the expense (75%) deals with the various war efforts.

After discussion with the Alliance Council, I was given several options to look at:

- a) \$10.00 a Hold per year (\$100 leaving us with at least a \$300 deficit)
- b) \$25.00 a Hold per year (\$250 leaving us with at least a \$150 deficit)
- c) \$5 per member per year (\$500? Covering most expenses?)

d) OR SOME METHOD YOU THE MEMBERSHIP COME UP WITH.

We will continue to look at these options and discuss them within the Alliance Council.

Item 3.) The following offices are vacant. If you are interested then please contact the High Chieftain.

Bard of the Freehold- See the Add for the Bardic competition elsewhere in this issue.

Herald- 3 year term renewable- Must be a warranted Herald- As the Freehold doesn't have courts, this office's function is to help all Freeholders get their names passed, get their devices passed, and to help the Chiefs deal with the Freehold devices. Make sure that the paperwork to pass them on to the next High Chieftain is ready and finished. Keep a notebook of all our Ceremonies, Laws, Awards.

Arts and Sciences- 3 year term renewable- This officer will coordinate the Arts and Sciences within the Alliance. Make sure that any ideas get to all Holds. Make sure that if someone needs help or needs documentation that the information is gotten to the Hold or individual. Once a year write an article that goes into the newsletter.

GWW Feast and Althing

On Friday, October 9 at Sundown, the Freehold will gather at Great Western War for our annual potluck, Althing and the required party afterwards. The place of the gathering will be announced before the War, but if you miss it, look for the Jolly Ziegfrid flying over my tent at GWW and I'll tell you the plans.

Also, coming in February is Estrella War. There will be an announcement regarding the Freehold activities for that event.

Please plan on joining with your fellow Free Men & Women at one of these events.

- Morgan

Procedure for Succession of the High Chieftain(s)

Normal Procedure

High Chieftain Steps Down

1. The High Chieftain (with consultation of Chiefs) nominates 1-3 candidates at least two years before the High Chieftain plans to step down.
2. The Conclave of Chiefs decides on the successor within the next year.
3. The successor serves for 1 year as Tanist and then is installed as High Chieftain.

Alternate Procedures

High Chieftain Passes Away or Is Otherwise Unable to Serve

If the High Chieftain passes away or is obviously unable to serve, (deployment, sudden resignation, debilitating illness, etc..) the Lawspeaker steps up as Regent of the Barbarian Freehold Alliance and initiates the Regency Council procedures.

High Chieftain Missing or Not communicating

If the High Chieftain has been missing or has not communicated (telephone, e-mail, or Runestaff) for 3 months, the Alliance Council will make a reasonable attempt to locate the High Chieftain. If this fails, the Lawspeaker steps up as Regent of the Barbarian Freehold Alliance and initiates the Regency Council procedures.

Regency Procedures

Upon determination that the High Chieftain can no longer serve, the Lawspeaker (as Keeper of the Law) shall become Regent of the Barbarian Freehold Alliance. The Regent will immediately notify all Alliance Council members of the situation via email and/or phone. If a Tanist (High Chieftain successor) has been announced or is already serving, the Regent

and the Conclave of Chiefs will install the Tanist as the High Chieftain at the next possible opportunity.

1. The Regent:

- a. The Regent will be the acting High Chieftain until a new High Chieftain is created, or the Regent steps down.
- b. The Regent is accountable to the Regency Council, and must keep them informed in a timely and appropriate manner.
- c. The Regent shall represent the Freehold as the acting High Chieftain, and will make necessary decisions in that capacity. The Regency Council shall have the power to overrule those decisions if necessary.

1. The Regent shall notify the Regency Council of any decisions or actions taken within a reasonable time and in a reasonable manner.

2. The Regent may not change any Laws or Procedures without a 75% yes vote of the Regency Council.

d. The Regent shall ensure that the Regency Council is proceeding with their business in a timely and fair manner.

e. The Regent will keep the Freehold membership informed via announcements on the Freehold Email list and the Freehold website.

f. The Regent will provide a method for the membership to communicate with the Regency Council.

g. The Regent will have no vote in the business of the Regency Council, including, but not limited to, the candidate selection, and naming of the new High Chieftain.

h. If the Regent accepts a nomination for High Chieftain, the Regent will step down and will not participate in any Regency Council, Alliance Council, or Conclave of Chiefs activities relating to the Regency or the choosing of a new High Chieftain.

i. If the Regent steps down, the most senior available Chief will step up as Regent until a new High Chieftain is created or until they step down as Regent.

2. The Regency Council:

- a. Upon loss of the High Chieftain, the Regent will notify the members of the Alliance Council (All Chiefs, Officers, and Chieftains) via email and/or phone of the formation of the Regency Council.
- b. Regency Council members will be those Alliance Council members who reply within a reasonable time period (approximately 2 weeks).
- c. The Regency Council is accountable to the Regent and must keep the Regent informed in a timely and appropriate manner.
- d. The Regency Council shall ensure that the Regent is proceeding with Alliance business in a timely and fair manner.
- e. The Regency Council may overturn a Regent's decision with a 51% vote of the active members.
- f. The Regency Council may change a Law or Procedure if necessary, but it must be by a 75% vote of the active members.
- g. Any Regency Council member who accepts a nomination for High Chieftain will step down from the Council and will not participate in any Regency Council, Alliance Council, or Conclave of Chiefs activities relating to the Regency or the choosing of a new High Chieftain.
- h. The Regency Council must begin the process of selecting candidates to become the next High Chieftain in a timely manner. To accomplish this they must:
 1. Make nominations for High Chieftain and verify their acceptance.
 2. Research and interview each candidate to determine their ability to serve as High Chieftain.
 3. Narrow the selection down to 1-3 candidates and pass those selections on to the Conclave of Chiefs.
 4. If the Conclave of Chiefs numbers two or less, those selections are passed on to the Conclave of Chiefs with a vote of preference for the candidate that the Council deems to be the best choice for High Chieftain. This vote becomes the vote(s) within the Conclave of Chiefs required to create the necessary majority.

3. The Conclave of Chiefs has the following duties:

Any additional research and interviews the Conclave deems necessary.

Vote on the candidates. A candidate must receive 66% of the vote to be confirmed.

If there are less than 3 Chiefs available to vote (due to nomination or unavailability of members) the Conclave will use the vote of preference from the Regency Council as the vote(s) to create the required majority and select the next High Chieftain.

4. If the Lawspeaker becomes the next High Chieftain, the most senior Active Chief shall become the Lawspeaker until such time as a new Lawspeaker is created.

An Ending to “the Archer of Caid” or “The Tiny Spot”

by Lynnette de Sandoval

OK, so the story ends ambiguously ... the storyteller appears and tells us that...

Archer aimed to miss, was seen by the Bad Guy Chief, who charged the hill with 500 men and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to miss, was seen by the Good Guy Chief, who charged the hill with 500 men and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to miss, killed the hawk that was circling, Dielle charged the hill and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to kill, missed, was seen by the Bad Guy Chief, who charged the hill with 500 men and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to kill, missed, was seen by the Good Guy Chief, who thought he aimed to miss and who charged the hill with 500 men and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to kill, the hawk snatched the arrow out of the air, attracting the Bad Guy Chief's attention, so he charged the hill with 500 men and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to kill, the hawk died flying into the arrow's path to stop it, attracting the Bad Guy Chief's attention, so he charged the hill with 500 men and pounded Archer into a T..I..N..Y .. little spot in the ground.

-or-

Archer aimed to kill, the hawk died flying into the arrow's path to stop it, Dielle charged the hill and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to kill, the hawk died flying into the arrow's path to stop it, attracting the Bad Guy Chief's attention. Dielle and the Bad Guy Chief and his 500 men charged the hill and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to kill, the hawk snatched the arrow out of the air, attracting the Bad Guy Chief's attention. He and Dielle had been fooling around behind everyone's back so they charged the hill with 500 men and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to kill, and did! Dielle had been fooling around with the (now dead) Bad Guy Chief behind everyone's back so she charged the hill with 500 of his men and pounded Archer into a T..I..N..Y.. little spot in the ground.

-or-

Archer aimed to kill, and did, and got away! Dielle had been fooli ng around with the (now dead) Bad Guy Chief behind everyone's back, she tracks him down and finds him just as he ends the story and pounds Archer into a T..I..N..Y.. little spot in the ground.

-or-

(Pick one from Column A),
walks on the set, solves the mystery and says,
(pick one from Column B)!

Col. A	Col. B
Sherlock Holmes	Elementary, my dear Freeholder!"
Brother Cadefael	"He's sorry, he didn't mean to do it, take these herbs!"
Charlie Chan	"Confucious says: Answer is clear to a man who sees with his heart."
Lord Peter Columbo	"Bunter, my cape!" "One more question ... did the hawk fly or walk?"
Nero Wolfe	"Archie, gather the suspects!"
Miss Marple	"Tea?"

-or-

The Freehold catches up with Timotheus and pounds him into a T..I.. N..Y.. little spot in the ground!

-or-

Your answer here.....

-or-

Donna climbs out of the shower and says,
"Darren, I just had the strangest dream!"

-or-

Tim reminds me that a T..I..N..Y.. little spot is a period, and that's a good way for a story to end ... with a T..I..N..Y.. little spot.

The Barbarian Freehold Alliance

The Runestaff is an occasional publication of the Barbarian Freehold Alliance, a great household of the Society for Creative Anachronism (SCA). It is not a corporate publication of the Society for Creative Anachronism, nor does it delineate SCA policies. While this publication is provided to the membership by e-mail you may get a hardcopy for \$2.50. Please use cash.

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The purpose of this publication is to help coordinate the activities of the Alliance and for its education and enjoyment.

Publisher: Morgan Mullins (Morgan mac Maelain)

Editor: Anyone??

The Barbarian Freehold Alliance is a non-territorial alliance of Households, Ships, and individuals within the SCA who have a special interest in Viking, Celtic, Mongolian, or any other non-standard feudal European culture.

The main goals of the Alliance are to pursue and advance our understanding of these cultures and their customs, artistic skills, chivalry, honor, and combat. We also provide a proving ground for new members, a place where members and non-members may be taught.

Being non-territorial allows anyone from anywhere in our Known World to belong to the Alliance, while still allowing them to belong to and participate with their local groups.

We operate the Freehold as a Household of households.

We have found over the years that we tend to be a much closer knit group. This means that some of our events tend to be almost a gathering of "Family". It is our hope that you will find a place among our family and help it grow.

Website :

<http://barbarianfreehold.pbworks.com/>



Art credits

Siggy: Bob Winterer