

the Adrian Herald

FEBRUARY 2003

12th Night Greeting from the Imperial Crown

Editor's note: This message appeared on the e-lists of the Empire, but the message was important enough to reprint here in the newsletter, even though 12th Night has passed.

This is 12th Night and the Feast of the Epiphany this is a good time of the year to remind ourselves of the blessings and good fortune we all enjoy and a time to reaffirm our purpose .

I would first like to congratulate the two new Knights of Terre Neuve Sir Angus and Sir Wilhelm on their entry into the Order of Chivalry . I would recommend that all read the Knighting ceremony posted by Sir Klaus on the Church of Adria board of the Knighting of Sir Wilhelm. We found it both profound and moving.

We would also ask at this time that all Knights reaffirm their vow of service as we will not prosper

without the personal effort of the many that make up the whole. We should also remind ourselves that our first duty is to uphold and proliferate the Ancient and Noble Order of Chivalry and do honor to all Knights past present and future.

Her Imperial Majesty and I celebrated 12th Night at the Court of the King of the West the oldest existing Kingdom of the current Middle Ages and reacquainted Ourselves with many great and noble personages and a grand time was had by all.

We would wish good health and prosperity to all of Our Subjects in the coming year and peace throughout the Realm.

Karl, Kaiser of Adria

Can You Guess?

Last month was Sir Eric the Awful and Sir William Ce'Wolf at an Eden's Glenn Canton event in the Kingdom of Terre Neuve in 1994

Contributed by Sir Phelan Kell

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Please Keep Them in Your Thoughts

Adria has a high number of military men among its populace. Many of them are being transferred overseas, or are seeing their ships leaving port. Please keep these warriers your thoughts or prayers that they may return safely to once again play with us.

Imperial Information Published:

Updated Rolls Manual and Forms:

Available online at <http://www.adrianempire.org/library.html>

Miscellany

A Call for Proposals: Imperial Crown Wars

Anyone wishing to host the Memorial Day War East or West should send a proposal to the Imperial Crown by February 28. The deadline for the Labor Day War is April 20. The government will consider all proposals on their own merit. You do not need to be a subdivision head to make a proposal (Imperial events are conducted by an Imperially-appointed Site Coordinator). Anyone submitting a proposal should be able to demonstrate sufficient ability, and identify the team of people working with them. Should your proposal be accepted, you will be the Site Autocrat; the Imperial Crown will appoint the appropriate officials to actually conduct the War.

The proposal should contain a budget to include all costs; complete contact information for the site including address, map, and the name of the official site contact person; the contract to be used for the site (we require a contract even if the site is free), information on the site facilities, and how you plan to use them. Also include your complete contact information (name, address, phone number, and e-mail address). The budget should **not** include costs for a feast - the Imperial Government no longer funds feasts at wars. If a local group wishes to sponsor a feast at their own risk and profit that is allowed. Get your proposal in soon so it can be modified as necessary. The selection of the site lies solely with the Imperial Government.

Things that will positively impact your proposal:

- Your experience in dealing with such matters
- Low risk cost to the Empire
- If the park will collect the fees*
- Location
- Site ability to meet needs of the event
- Prompt response to Imp. Crown communications

Things that will negatively impact your proposal:

- Little or no related experience
- High risk cost to the Empire
- If the Park will not collect the fees*
- Location
- Inadequate facilities
- Slow response to Imp. Crown communications

*Participant-related fees, such as entry or camping fees.

We look forward to receiving your proposals. If you have questions, or would like some preliminary feedback on your proposal please contact us as soon as possible.

Karl & Elisabeth, Imperial Crowns of Adria

Profile: Castilles

Originally the idea of opening a new city in the wastes between York's capital and the canton of Shide was dismissed as impossible or a waste of time. However, two years ago Lord Wright was granted a charter to open a new canton named Yorkshore. With the support of the Bentwood Raiders Mercenary Guild, this became a very relaxed and enjoyable place and was very attractive to the local barbarians.

After the Estates of Adria approved the possibility of independence, a name was needed. "Castilles" (and the heraldry of a castle with twin turrets) was chosen to symbolize the twin city states of Yorkshore and Shide.

Though now independent from its origins, Castilles continues working with the Kingdom of York to support many faires in the realm, including the Ft. Myers Medieval Faire and the South Florida Renaissance Festival, where Castilles accompany not one, but two encampments. Not only does our populace participate in the Adria encampment, but a selection of our group has the privilege of being members of the Royal Guard for Queen Elizabeth I. For the second year, they have procured their own encampment. Also outside the encampment for both faire, many members have secured parts in the cast and stage shows.

Castilles will forever be known for its sense of humor. From our jester, Raymond, and his assistant, Almond; to our bawdy singing damsels, Vice and Virtue; to our "Hopeless Romantics", Sir Alaric and Squire Gilbert; it's quite obvious that we try never to take ourselves too seriously.

*Sir Wright Bentwood, Archduke of Castilles
Squire Bridget O'Flaherty, Baroness Tir Tairngire*

From the Abbey

Your Majesty, I know that you felt it proper for me to retire to this abbey once our divorce was final. I have done all that I can to adjust to this life. I find I cannot tolerate life within walls. My feet itch and I long to see the sky, unfettered by buildings or smoke.

Still, I adhere to my duties. I have heard of an outbreak of a fever in the southern lands. Also in the south is the Patriarch, who has in his possession the relics of the Church of Adria. I hope that if I may gaze upon, or even touch, these relics, I may gain a bit of peace, and be able to adjust to my life here.

And thus, I shall be undertaking a pilgrimage as soon as I can organize it. I alert you so that you will not think I have strayed from our agreement.

I remain in service, Maedb

Relics of the Church of Adria

The Church of Adria, in the true traditions of the medieval era, has its share of relics, collected through the years and cherished for their holiness. Currently the Church holds:

- A splinter of wood from the bench of the man who sold pieces of "the true cross"
- The last 2 petrified brain cells of St. John Cervinus
- A tooth from St. Alquis
- Hair and teeth from St. Warhammer

The splinter of wood goes with the whole tradition in the Middle Ages of having pieces of the "true cross." It has been estimated that there were enough pieces around to have furnished several good-sized trees. So, we have a splinter of the bench of the man who sold pieces of the true cross.

St. John Cervinus is not the real name of the person whose fossilized brain cells are held. However, no one can ever remember his real name, and "John Cervinus" is simply "John Doe."

St. Warhammer and St. Alquis are specifically Adrian saints. St. Warhammer was sanctified under the old paradigm, but achieved status as a saint only because he is "dead to the Church." (It's all part of that "no living, breathing saints" philosophy; it also made a wonderful storyline at the time.) St. Alquis is the saint to whom Sir Jehan attributes the various miracles of weather that, under the old system, would have attributed to him.

Sir Jehan von Hapsburg, and Dame Maedb Hawkins

Pilgrimages

"To Medieval man the pilgrimage was a symbolic journey that represented the course of human life, from one's home on earth to one's true home in the universal order." (James Matterer)

A pilgrimage is a journey to a holy place, usually to cure illness, or to help the pilgrim get to heaven, or as part of a penance. During the middle ages, pilgrimages were as popular with the poor and peasantry as they were with the rich and noble.

The tougher the journey, the holier the pilgrim. But only the trip **to** the destination is considered part of the pilgrimage. The return trip could be as fast, easy, and luxurious as the pilgrim chose.

These treks began as early as the 3rd century and reached their height of popularity during the later middle ages. "When pilgrims went to the Holy Land, it was as if the whole world had arrived at one time."

(Saint Jerome in the 4th century.)

It was not only the pilgrim that benefitted from the pilgrimage. All those travelers needed places to stay, food to eat, clothing, and certainly a memento of their journey (to be proudly displayed so all would know where they had been). There was also the need for guards to protect against the thieves that preyed on the pilgrims (which helped give rise to the many religious military orders of chivalry).

The main pilgrimage destinations were Jerusalem, Rome and Santiago de Compostela in Spain. In Britain the sites visited most frequently were at Canterbury, Walsingham in Norfolk and the shrine of St Edmund at Bury St Edmunds.

One interesting sidenote about pilgrimages was that pilgrims were exempt from all laws (except that of the Church) as long as they were on their pilgrimage. "During his trip he was exempt from taxes, debts, arrest, or confiscation of his property, and was often honored or entertained, the belief being that anyone aiding a pilgrim shared in his grace." (St. Joseph Messenger)

Sources

- *To Be a Pilgrim*, Sarah Hopper (Sutton Pub. 2002)
- "Pilgrims Passing To and Fro", James Matterer, 2000
<http://www.godecookery.com/pilgrims/pilgrims.htm>
- "The Way of the Medieval Pilgrim", *St. Joseph Messenger*, St. Aquinas Publishing, 1998

Regions

Aragon

A new year starts and with it we look forward to our Crown War approaching in March. Now is the time to get in contact with the Contenders and ask questions and find out who you would like to support. If you don't know about the Contenders, you can't make a good decision. All four of them are ready and willing to sit down and discuss your ideas and how they intend to implement their ideas for our kingdom. We have grown by leaps and bounds this year, both in members and financially, recovering everything that was lost previously. It's time for us to celebrate our growth, to come together, uniting our differences and making our kingdom stronger than ever.

In Service to the Dream,

Their Majesties, King Eduardo and Queen Aleigha

Terre Neuve

Terre Neuve's Crown War will be held at Potrero Park in Campo. Setup begins on March 28th (noon). The war itself begins Saturday, March 29th (10:00am). More details will be in the next Herald.

For specifics or details regarding any of Terre Neuve's activities/events, please contact the Information line at (619) 624-0014. You may also get information on-line at www.kingdomofterreneuve.org or at the [kingdomofterreneuve](mailto:kingdomofterreneuve@yahoogroups.com) Yahoo! Group calendars.



Dancing at the Terre Neuve Masked Ball

Umbria



It is with a heavy heart that We make the following announcement. Sir Keegan has been called away by the US Army. As of the end of this month, he will be fully activated in his mundane military capacities. Fortunately, it appears that his duties will keep in stateside, and often in Arizona. However, after long and difficult deliberation, he did decide that these greatly increased duties and obligations, as well as the absences they will require, will prevent him from continuing to lead Our Kingdom as he believes Umbria deserves from her King, and so, did abdicate his throne and remove his Crown on Saturday, January 10.

This was a very difficult decision for us both to make. I fully - albeit, reluctantly and with tremendous sadness - support his decision, and am greatly saddened by the world climate that necessitates our friends and loved ones to make these sacrifices.

Keegan, I am so proud of you and of all the a thanks to all service members and their families who make their home in Adria.

Long Live the King.

I remain, Aislynne de Chartier, Queen of Umbria

York

December's monthly tournament for the Kingdom of York (the first held under the glorious reign of TRM Dame Josephine Durand-Oaksblood and Lord Killian Oaksblood. Sunday's archery tournament was no match for the impending rain - the scenerio was a 10-point target, and a 6-arrow draw. It was a close match, but Squire Drake proudly took the Bowman's win Sir Orso de Bears the Huntsman's. Hazzah to all those that came out despite the gloomy skies.

We were honored at Saturday's Capital event with the presence of His Royal Grace, Sir Wright Bentwood, Archduke of Castilles. Opening court this day began on a sad note, with the announcement that Dreyer Park (where the monthly tournaments have been held for almost 8 years) will be closing for at least a year, forcing York to find a temporary new home. Other announcements introduced Faire Season (busy times coming up soon for the mighty Kingdom of York):

- Fort Myers Medieval Faire, Lake Regional Park, January 11, 12, 18 and 19
- S. Florida Renaissance Festival, Quiet Waters Park, Fort Lauderdale, February 1,2,8,9,15,16,17,22,23, and March 1,2
- Possibly Vizcaya Italian Renaissance Festival, March 13,14,15, and 16
- Possibly the new Redlands Renaissance Faire in Homestead, March 22, 23

The combat portion of the day began with steel (a 3-of-5 battle with a choice of any 2 weapons). Sir Robin ApNudd bravely took the win using mace and long sword. Cut and Thrust was a simple 3-out-of-5 tournament, taken by His Excellency, Sir Alaric Thorne. Knight's Schlager was an interesting gypsy long-rope fight. The battles were strong, but His Royal Grace, Sir Wright Bentwood took home the win. Sergeant's Schalger was a gypsy short-rope fight, a fun scenerio for the sergeant combatants. In the end, it was Doran of Castilles, who won the tournament. A double-weapon battle with shinai was taken by Theodoric.

The arts judges were given a special treat as they sampled an entire course of a 14th Century Italian Christmas Feast, prepared by Dame Alyssa ApNudd. The project received a Masterpiece. Hazzah , to all Decembers participants and tournament winners.

Dame Alyssa Deirdre ApNudd - Chronicler of York

The breeze was gentle and cool with skies of blue as our glorious Kingdom and her populace gathered to partake in fellowship and tournament during the January event at Dreher Park. This beautiful park has been home to York for many years and will be thought of fondly with great memories as we venture to new lands with hopes of prosperity and growth at John Prince Park starting after Faire season.

The tournaments during the January event were exciting and honorable with the following lyst champions:

Combat

Armored: HRM Sir Killian Oakesblood

Cut and Thrust: HRM Sir Killian Oakesblood

Knight's Schlager: Lady Q from Castilles

Sergeant's Schalger: Dimitri

Shinai: Govannon

Archery

Huntsman: Sir Orso de Bears

Bowman: Squire Biennestich

Arts

Journeyman: Squire Archibald

Many thanks go to all of the marshals and arts judges who graciously gave their time to assist the Minister of Joust and War and Arts and Science Minister.

As faire season approaches, many members prepare to transport our dream to the people of Fort Myers, which will take place January 11, 12, 18 and 19.

Our devoted populace will then head to Deerfield Beach where we will participate in the Florida Renaissance Festival on February 1, 2, 8,9, 15, 16, 17, 22, 23 and March 1 and 2.

The Kingdom of York will be participating in both faires with members from the neighboring Arch Duchy of Castilles with fun being had by all. Information regarding these faires can be found at <http://www.kingdomofyork.org>.

As the day ended and farewells were said we all look forward to seeing each other at the upcoming faires and then at our new home at John Prince Park in March with archery remaining at the keep of Their Majesties. Park information and location can also be found at <http://www.kingdomofyork.org>. We look forward to making and sharing memories.

With Blessings and Joy, Princess Jericho Gutte d'Or

Imperial News

Safety Corner: Fire

Plan Your Escape - What if you live in a two-story castle and a fire breaks out? If you must escape from a window on the second floor, be sure there is a safe way to reach the ground. Make special arrangements for kids and people with disabilities. People who have difficulty moving should consider this!

Test doors before opening them - Kneel or crouch at the door, and reach up as high as you can. Touch the door with the back of your hand. Is it hot? Touch the doorknob carefully. Feel the cracks between the door and the frame. If the door is warm, find another way. If the door is cool, open it with caution.

Close all doors - If you are trapped, close all the doors between you and the fire. Stuff the cracks around the door with clothes, or towels you can find. Then go to a window and wait for help to arrive. Use an illuminator of any kind (flashlight, etc.), or a brightly colored piece of material to signal to rescuers.

Get out fast - Don't stop for anything. A sword or shield can't save you better than a quick escape. Don't try to rescue pets. Go directly to your meeting place and call for help. Everybody in your household should know how to call for help.

Be prepared - Make sure everyone in the house can unlock all doors and windows quickly, even in the dark. Windows with security bars need quick-release devices, and everyone should know how to use them.

Lord Jordan of Marlborough, Imperial Physicker

The Rumor Mill...

This is the official place for stopping the rumor mill. We have decided to publish some of them for the populace's benefit. This will, no doubt, be a regular feature.

The Empire is going under or we're going to lose our corporate status. This one surfaces every time someone wants to create doubt and fear (usually a few weeks before a retirement title vote, or whenever someone is personally peeved at the Imperial government).

While the Empire did have a potential corporate filing problem several years ago, it was corrected in July

New Rolls Manual

- **How are points awarded?**
- **How do you convert activity from the SCA?**
- **What forms are you supposed to use at events?**
- **What is the Min. of Rolls supposed to report?**
- **How do you do a points audit for someone?**

These questions are answered in the new manual. Not only Rolls Ministers, but all the populace can now look to the manual and see who is supposed to do what, and how it gets done. The long-awaited Manual for the Office of Rolls and Lysts should be published about the same time as this newsletter.

The committee that put together this manual didn't create any new laws, so there's no reason to panic. What this manual does is gather all the laws, rules, writs, and policies, and put them in one place. They are written so they are easy to understand, and easy to use.

The forms have all been updated. They are uniform in look and feel and have been streamlined wherever possible. Less paperwork and easy to use! The manual also has detailed how-to instructions for using the required forms. And perhaps best of all, the forms are available in PDF and in spreadsheet format whenever possible.

As is the case with all new manuals, there might be something that was overlooked, or is a little unclear. Everyone is encouraged to read the manual, and tell us if something is phrased poorly, or not included when you think it should be: Rolls@adrianempire.org

of 2001 when we filed four years of backlog, bringing us current.

The Empire revised its IRS fiscal year to better facilitate closing out the books for completion of the filing, and the subdivisions got their Steward's offices to report more timely. The filings have been current ever since. Anyone concerned about fiscal information should contact the Board of Directors with their inquiry, rather than rely on rumor.

And who knows, you may help bring to light a problem that needs solving – if it isn't rumor!

Imperial Estates Meeting - March

The March 2003 meeting of the Imperial Estates of the Adrian Empire will be held within the bounds of the Kingdom of Umbria in the city of Tempe, Arizona. The meeting will be held on Saturday and Sunday March 22nd & 23rd.

Agenda

January 22 is the deadline for submittals. Any agenda items should have already been sent to the Imperial Chancellor. The Imperial Chancellor should also have the roll call for the various subdivisions. Who has a seat on the Imperial Estates?

The agenda for the Imperial Estates Meeting will be published no later than February 22. It will be announced through the various e-lists, and placed on the Imperial website at <http://www.adrianempire.org>.

Any items dealing with charters would be Crown business, as well as anything the Imperial Crown feels needs to be addressed more quickly than the normal old/new business format. Chancellor's business are those items dealing clarifications of the law. Old business is the New business of the last meeting (as well as any tabled items). New business are the new items submitted by the Estates. New business won't be addressed at the current meeting unless the Estates feel there is overwhelming need. Discussion of the New Business items may take place, which helps people to form ideas for counter-proposals (included in the next agenda as part of the original item).

Hotel

Executive Suites Extended Stay

1635 North Scottsdale Road, Tempe, AZ

Discount rooms are available for attendees who make reservations by March 15th. Room rate is \$89/night, call (480) 947-3711 for reservations or questions. Be sure to mention "Adrian Empire meeting". The sleeping rooms are suites, each including a small kitchenette, sitting area (with fold-out couch), and separate bedroom.

Amenities

There is not a restaurant on-site, but there are several nearby, as well as a grocery store - should anyone wish to make use of the kitchenette. There is continental breakfast available in the morning, as well as a very inexpensive honor "bar" - soda, snacks, etc - available throughout the day to hotel guests.

Transportation

Airport: The nearest airport is the Phoenix airport. They have a very good website with traveler information regarding directions, parking, ground transportation etcetera at http://phoenix.gov/AVIATION/maps_dir/directions.html.

Taxi Service: According to the hotel, cab fare's about \$13. Three taxi companies have contracted with Sky Harbor Airport to provide service for the set rates. There are no extra charges for more than one in the party or baggage. The three companies are: AAA Cab (602) 437-4000, Allstate (602) 329-1017 and Discount (602) 266-1110

Airport Shuttles: One company, SuperShuttle, operates 24 hours a day on a time scheduled basis offering airport-to-door service. Vans depart at least every 15 minutes to all areas of the Valley from 9 a.m. to 9 p.m. with lesser frequencies from 9 p.m. to 9 a.m. Fares are charged on a flat rate to each sector of geographic area. Call (602) 244-9000/voice or (602) 243-7786/TDD, for reservations.

Free Shuttle: Umbria has many subjects who have volunteered to serve as free shuttle service to any who are flying into the Phoenix Sky Harbor Airport. Please do not hesitate to contact me if you would like us to make arrangements for your transportation to and from the airport.

Diversions

With TIMs' permission, Umbria is planning diversions during the day for those not attending the meeting. In addition, the Phoenix Zoo is nearby, as are a wealth of parks, including the Tempe Town Lake recreational area, and some excellent shopping venues.

Joust and War: Florentine

We often hear the work "florentine" used to describe fighting with a sword in each hand. The term comes from a misinterpretation of a woodcut of a man posing with two weapons (a sword and a dagger). The caption for this picture was "A Florentine". In Renaissance-style fighting, the use of two swords is referred to as "Case of Rapiers".

*Sir Arion Hirsch, Deputy Imperial Marshal
For more information on "florentine" see page 10*

And More

Elizabethan Card Games

Lord Jordan of Marlborough

It would be hard to imagine an evening's entertainment in Elizabethan England without a sporting proposition or two. The main such offers we can discuss in this family forum concern gambling games. This article will cover a few basic card games that are easily learned in a few minutes with a practice round.



*Card Players, c 1520 by Lucas van Leyden
National Gallery of Art, Washington DC*

There are few pre-17th century rules manuals as we think of them. The earliest collections of explicit rules show up in the middle of the 17th century. Period sources are principally useful in mentioning which games existed at what time and in what regions.

In constructing the following rules, I have used the 17th century Cotton manual as much as possible, using period sources and quotes as a guide when available.

Partlett's research has also been used heavily, as his text includes the actual quotes from the period sources. The other manuals cited have been valuable in guiding me in interpretation, and filling in the rules where I have been unable to locate more primary sources.

Landskentch

An incredibly mindless German game, now popular in England and France, probably due to the fact that you can't heave a brick anymore without hitting some mercenary Kraut. Dates from about 1534, and stayed popular throughout the 17th century (allegedly D'artagnan was a fan).

The Dealer covers all bets he is willing to. Dealer deals two cards face up on the table. If they match in value, he wins all bets. If not, he deals another card face up to the center. If it matches the left card, the dealer wins all bets. If it matches the right card, the dealer must pay the players off at one to one (that is, bet a pence get a tuppence back). If there are no winners, players may increase or decrease their bets and another center card is drawn. This proceeds until a match is made. Play progresses to the dealer's left. Alternatively, the dealer can keep the deal until he loses a hand.

One and Thirty

One of the oldest games in (first mentioned in 1440), and persists today as Blackjack (changing from 31 to 21 in the 18th century). The following interpretation is largely Knutson's. Florio lists Bone Ace as equivalent to Thirty One, but Cotton speaks of them separately (and is somewhat dismissive of Thirty One).

All players ante a set amount. Dealer deals three cards to each player, starting from the player to his left and continuing clockwise (this is the normal dealing method for all games). Then starting with the "Eldest Hand" (first player dealt to), each player may draw a card and discard a card (which may be the one just drawn), or if he is satisfied with his hand knock on the table. After a player has knocked, all the other players get one more draw/discard, then all hands are shown.

The winner is the hand who has the closest total to 31, without going over. Face cards count for 10, aces for 11. Three of a kind equals $30 \frac{1}{2}$. One variation insists that the winner must also have all three cards be of the same suit, unless 3 of a kind. Ties go to the hand with the highest card. If still tied, then split the pot.

Bone-Ace

Another blackjack ancestor, first mentioned in 1611 by Florio in his Italian/English dictionary of all places. It resembles blackjack a bit more in play. According to Cotton, it was very popular with ladies and "gentlemen of quality" (who undoubtably also wanted to be popular with ladies) The following rules are from Cotton.

Ante two set amounts to two pots. The first pot is called the "Bone".

Dealer deals out three cards to all (including self), placing the last face up. Highest ranking card (ace high) wins the "Bone". Elder hand wins ties (e.g. The second hand dealt would beat the third hand dealt)

Next the Eldest requests cards, one at a time from the Dealer until she is satisfied. If she exceeds 31, she's out and can't win the hand. Again, face cards are valued at 10, but this time Aces can be 1 or 11. Play then goes to the next eldest hand, until everyone has played. The highest valued hand wins the second pot. Again, eldest hand wins ties. Deal then moves to the player to the last dealer's left.

Note that "hit me" and other Blackjack terms are largely 19th century. Also note that unlike blackjack, the dealer plays her hand just like any other player.

Tarot

2-6 players, use a 78 card Tarot deck

All right, for all you non-English out there, here a court card game for you. First played in the 1430s in Italy, tarot remained popular throughout western Europe through the 18th century. England, as usual, remained the odd man out, the game never really catching on there.

Tarot was known under various names - tarok, tarocchi, troccas, etc. In any event, it was considered an aristocratic game, possibly owing tho the fact that the original decks in the 15th century were hand painted work of art.

Prior to the late 18th century, Tarot cards were never used for telling fortunes, nor did they have any occult connections. To quote Carroll's Alice, they're "just a deck of playing cards".

Deal 12 cards apiece in a counterclockwise direction. Players start with the eldest play for tricks. The highest valued card of the led suit takes the trick, unless a trump is played, in which case the highest valued triumph takes the trick. Players must follow suit.

If they can't follow suit, they must play a trump, even if it won't win the trick. If they can't follow suit or play a trump, they may play any card.

Rank order of cards for the four suits from highest down is King, Queen, Knight, Page, 10, 9, 8, 7, 6, 5, 4, 3, 2, Ace. Once a trick is won, the winning player puts the cards of that trick in a pile next to him.

Unlike most other trick games, tarot has fixed trumps. These are those fancy pictured cards. More recent decks (16th century on) have a helpful number on the card to let you know what the rank is. If you have an earlier deck without the numbers the rank order from highest to lowest is World, Judgement, Sun, Moon, Star, Tower, Devil, Temperance, Death, Hanged Man, Fortitude, Fortune's Wheel, Hermit, Justice, Chariot, Lovers, Pope, Emperor, Empress, Popess, Magician.

The Fool is not a trump per se, but rather an "excuse" card which can be played at anytime instead of following suit or trump. If the Fool is led, the next player's card becomes the led suit. The Fool never wins a trick, but the player playing the Fool may give the winner of the trick another card from the Fool player's won pile (and he gets to add the Fool to his won pile). If the Fool player has no won cards, he still takes the Fool into his won pile, but he has to give the other trick winner a card as soon as possible. If the Fool player never wins a trick, then and only then does the winner of the trick in which the Fool was played get the trick.

When all the cards have been played, score 1 point for trick won. Then look through you won cards pile and score 4 points for each King, 3 points for each Queen, 2 points for each Knight, and 1 point for each page. The highest and lowest trump (the World and the Magician) count for 5 points, as does the Fool. The game is played to 50 points.

Note that there is are a lot of variants of this game, as you might expect from a game that lasted over 400 years. Differing numbers of cards may be dealt (perhaps as many as are in the deck). Suits may be inverted, usually the Cups and Pentacles). The order for an inverted suit from highest to lowest would be K,Q,Kn,P,A,2,3,4,5,6,7,8,9,T. And, of course, 50 is hardly hard and fast as the number of points to a game.

Editor's Note: For a look at some beautiful playing cards from the 1470's, there is a deck on display at the Cloisters Museum: <http://www.metmuseum.org/collections/view1.asp?dep=7&full=0&item=1983%2E515%2E1%2D52>

Florentine: Make Dinner, Not War

"If it has spinach in it, it shall be called "Forentine". So say I, Catherine de Medici, Queen of France, 1560."

There is no real evidence that this actually occurred, but it has become the legend by which dinners are made. Catherine de Medici introduced quite a number of Italian foods to the French court, such as ices and sherberts, quenelles, and pasta. Certainly she helped make spinach popular, but whether or not she did this to honor her Italian roots may never be proven.

Today, "a la Florentine" means in the style of Florence, and almost always refers to a dish with spinach in it, and usually with Mornay sauce (and eggs, fish or white meat). It does not mean fighting with a weapon in each hand. From the 15th century on, it was a sort of meat pie or tart.

Spinach Tart

From The Goodman of Paris (Le Menagier de Paris):

To make a tart, take four handfuls of beet leaves, two handfuls of parsley, a handful of chervil, a sprig of fennel and two handfuls of spinach, and pick them over and wash them in cold water, then cut them up very small; then bray with two sorts of cheese, to wit a hard and a medium, and then add eggs thereto, yolks and whites, and bray them in the cheese; then put the herbs into the mortar and bray all together and also put therein some fine powder. Or instead of this have ready brayed in the mortar two heads of ginger and onto this bray your cheese, eggs and herbs and then cast old cheese scraped or grated onto the herbs and take it to the oven and then have your tart made and eat it hot.

- 1/3 lb spinach, chopped
- 5 eggs
- 1/2 cup fresh parsley, chopped
- 2/5 lb each of cheddar and mozzarella cheese
- 2 T dried or 1/4 c fresh chervil
- 1/2 t ginger
- 1 or 2 leaves fresh fennel, or 1/2 t salt
- 1 t fennel seed, ground in a mortar
- 9" pie crust

Chop or grate greens and cheese and mix filling in a bowl. Make pie crust and bake at 400 degrees for about 10 minutes. Put filling in crust and bake about 40 minutes at 350 degrees.

Sweet Spinach Tart

From The English Hous-wife:

A Spinnage Tart. Take a good store of Spinage, and boyl it in a Pipkin, with White Wine, till it be soft as pap; then take it and strain it well into a pewter dish, not leaving any part unstrained; then put to it Rose-water, great store of Sugar and cinammon, and boyle it till it be thick as Marmalade. Then let it coole, and after fill your Coffin and adorn it...

- 1 pound spinach (fresh or frozen) cleaned and chopped
- 1/2 cup white wine
- 1 cup water
- 1/3 cup sugar (or more)
- 1 teaspoon cinnamon

Boil spinach in wine and 1/2 cup water until very soft. Press through a colander or run through a food processor to mince large pieces of spinach. Combine sugar and 1/2 cup water in a pan and bring to a boil. Stir in spinach and cinnamon. Reduce heat to medium and cook until almost dry. Put spinach into pie shell. Cool. After cooling the tart can be adorned with fruit, powdered sugar, crystal sugar, etc. One tester suggested sliced hardboiled eggs.

Notes (from Terry Decker, an expert in medieval cookery): One third cup of sugar sweetens the spinach without being cloying. A cup of sugar would make a thicker syrup and make the spinach closer to the marmalade of the original recipe. One teaspoon of fresh cinnamon provides a nice bite without being overpowering. Fresh spinach may require additional water or wine in the first boil.

Sources

- *The English Hous-Wife, Gervase Markham, 1615*
- *The Goodman of Paris, 1393*
http://www.davidfriedman.com/Medieval/Cookbooks/Menagier/Menagier_Contents.html
- *Food Reference Website* <http://www.foodreference.com>
- *Cardiodoc's Miscellany*,
<http://www.pbm.com/~lindahl/cariadoc/miscellany.html>

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Events

January 22: Agenda deadline
for Imp. Estates Meeting

January 25: Brandenburg
Investiture Feast (Vista, CA)

January 25: Cambridge
Investiture Feast (Long Island, NY)

February 15: Terre Neuve
Hearts and Honor Tournament
(Linda Vista, CA)

February 22: Tierra del Fuego
Coronation, Emperor's
Birthday (Bay Area, CA)

March 22/23: Imp. Estates Mtg
Umbria (location tbd)

March 28/31: Terre Neuve
Crown War (Portreo Park, San
Diego, CA)

March 31: Aragon
Crown Coronation
(Las Vegas, NV)

May 19: Agenda deadline
for Imp. Estates Meeting

May 24/25: Imperial Civil War
(location tbd)
*(If no Civil War, this will be
fought as a Banner War)*

July 19/20: Imp. Estates Mtg
(location tbd)

August 30/31: Imp. Crown War
(location tbd)

September 1: Agenda deadline
for Imp. Estates Meeting

November 1/2: Imp. Estates Mtg
Imperial Coronation
(location tdb)

*Sir Sergey Ruslanovich
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