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January 1<sup>st</sup> 2017

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## Events Around Adria

[Event Title]

Location: [Address]

Date: [Click here to enter a date.](#)

This paragraph can fit 20-30 words.

At all of our events, we strive to wear period garb, set up period encampments or settings, and comport ourselves with chivalry and honor.

[Event Title]

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## Education Spot Light this Month



[Education Title] ..... 5

Author: [Name]



[Education Title] ..... 6

Author: [Name]



[Education Title] ..... 7

Author: [Name]

## Next Imperial Estates Meeting

Date: [Click here to enter a date.](#)

Location: [Address]

Who to contact: [Name], [Phone]

# Greetings

Imperial Letter to the populace here

# March 2017 Imperial Estates Meeting

## Greetings unto the Imperial Estates!

March's Imperial Estates Meeting will be held in New Orleans, Louisiana, on March 25 and 26. Please see below for further meeting and hotel details.

Yours in Service,  
Edelinne d'Orsay and Agnes Rosenberg  
Imperial Chancellors

## General Meeting Information

Location: Country Inn & Suites Hotel Metairie, 2713 N Causeway Blvd, Metairie LA 70002  
Amenities: Complimentary breakfast, free high-speed internet access, business center, complimentary airport shuttle, fitness center, outdoor saltwater pool, free parking.

## Date and Time:

Fri, 24 March:	TBA	BoD Meeting
Sat, 25 March:	8:30 – 9:15	Sign In 9:30 – 6:00 Imperial Estates Meeting
Sun, 26 March:	9:30 – 5:00	Imperial Estates Meeting (as needed)

## Airport:

Louis Armstrong New Orleans International Airport (MSY)

## Shuttle Transportation:

The hotel offers complimentary airport shuttle service between the hours of 7 AM and 11 PM daily. Upon arrival at the New Orleans International Airport, collect your luggage and walk to the Transportation Center across from the baggage claim area. Contact the hotel at 504-835-4141 or 800-874-1280 to request shuttle pickup.

## Reservations:

Individual Call-in: To ensure group rates, individuals should contact the hotel directly at (800) 830-5222 and tell them you are with the Adrian Empire, Inc. group. Please do not wait to the last minute to make your reservation! All reservations shall be made by February 24, 2017.

## Imperial Estates Meeting Cont.

### Room Rates

Room Type	Rate
<u>Courtyard Rooms – Exterior Access – Rooms Surround Outdoor Pool in Enclosed Courtyard Setting</u> (Choice of 2 Double Beds, 2 Queen Beds, Accessible Rooms, 1 King Bed, or 1 Queen Bed)	\$119.00
<u>Deluxe Rooms – Interior Access</u> (Choice of 2 Queen Beds, 1 King Bed – Based on availability and request only)	\$159.00
<u>Studio Suites – Interior Access</u> (Choice of 2 Queen Beds with a Sleeper Sofa or 1 King Bed with a Sleeper Sofa – Based on availability and request only)	\$179.00

These rates are subject to the taxes and hotel assessment fee in place at the time of occupancy; currently this is a 14.75% surcharge.

#### **Early Departure Fee:**

In the event that a guest who has reserved a room with your block checks out prior to the guest's reserved checkout date, an early departure fee equal to one night's room and tax shall be charged to that guest's individual account.

#### **Individual Cancellation Fee:**

Individual room cancellations can be made up to 7 days prior to the arrival of the reservation within the group. Any reservations cancelled after this time, will be charged the amount of one night's room and tax.

**Site Autocrat:** HIM Emperor L'Bete

# November 2016 Imperial Estates

**CALL TO ORDER on November 5, 2016 at 9:34 AM**

**APPROVAL OF MINUTES – **Approved****

## **CROWN BUSINESS**

### **CRB1. Charter Amendments**

Stirling – Reduced to Archduchy

Alhambra – Reduced to Duchy

### **CRB2. Remove Lifetime Membership – **Failed****

### **CRB3. Create 10 Year Membership – **Withdrawn****

### **CRB4. Make-Up Event Time Limit – **Notification****

It is Their Imperial Majesties' determination that a make-up event must take place within one year from the date that it was originally scheduled to take place.

## **CHANCERY BUSINESS**

### **CH2. Election of the Board of Directors Members – **Ratified****

### **CH3. Election of the Board of Directors President**

Christina Cox – **Elected**

### **CH5. Approval of the proposed 2016-2017 Imperial Budget – **Approved****

### **CH6. Review of Associate Memberships**

Increase Annual Dues to \$20 – **Approved**

## **OLD BUSINESS**

### **OB1. Charter Reductions – **Passed****

### **OB2. Steps to Knighthood: Renaissance Fighting – **Failed****

### **OB3. DI & DP Distribution for Collegia & Demonstrations – **Passed****

## **NEW BUSINESS**

### **NB1. Making up Monthly Crown Events – **Discussion****

## **DISCUSSION ITEMS**

### **DI1. New Yearly Schedule – **Discussion****

## **NEXT MEETING OF THE IMPERIAL ESTATES**

March 25 – 26, 2017

Country Inn & Suites Hotel, 2713 N Causeway Blvd, Metairie LA 70002

**ADJOURNMENT on November 6, 2016, at 3:18 PM**

## 2017 Imperial Challenge

### Greetings unto the Empire,

The goal of this tournament is to find the best of the best in each of these three disciplines, Combat, Arts and Archery. We have identified three aspects in each that we feel best address what it takes to be well rounded and useful in Adrian Life. These scenarios will repeat every month and be the same ones you will face at the semifinals and similar to the finals.

There are a few pieces of information we must put forth first, followed by the scenarios, then an FAQ with many of the questions that have been put forth to us.

First,

Only paid members of the Adrian Empire may enter a tournament.

Any member entering must have been a paid member for at least 4 months prior to January first 2017 to enter first round. For the second round a paid member must have joined at least 4 months prior to May 1, 2017.

This is a combined list, any qualified member may participate. (Website is considered a verification point.)

This is an Imperial Tournament, regional variances in rules sets do not apply.

The Imperial Crown shall be the sole arbiter and interpreter of the rule sets involved. No Combatant, Marshall, Crown Marshall, MJW, Auto Crat, or Crown shall supersede our interpretation of Adrian Law as it pertains to this tournament. As always Clear and Present Safety concerns must prevail.

Lastly, We hope That all take the opportunity to try something new. It is very much understood that not all chapters have steel fighters or daggers or even use regular targets. There are at times adversities; it is our hope that within each chapter members pull together to Support each other and those wishing to participate. Crowns if you know members who have spears, perhaps ask them to support the chapter by letting them be used. This is a time of Renown and the Champions will not be just Sir or Dame ..., they will be From your Region representing you Chapter. Please help and support each other!

We look forward to the coming year with great tales and feats,

Emperor L'Bet'e DeAcmd

Empress Gabriele Silverhand

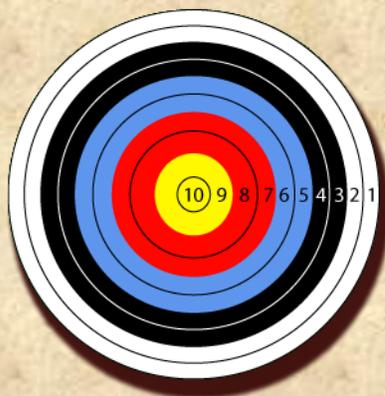
**Good Luck!!!!!!**

# 2017 Imperial Challenge Archery

## Archery Champion

Standard Shoot: 30yds, Standard Target, 10 in center leading out to 1 point, 6 arrows.

Speed Round: 30yds, 30 seconds, Standard Target, 10 in center leading out to 1 point, 6 arrows.



Accuracy round: The goal is to place one arrow in each of the five targets, with sixth arrow being a bonus. You are only allowed to have no more than two arrows in one of the targets. Example: target 1,2,4,5 each has one arrow and target 3 has two. Or two arrows in target 1 and one in target 3, and the rest if the targets empty.



Blue = 4 points, White 5 points (multi-color targets Red = 4 points, Yellow 5 points)

\*\*\*\* (For local events Archery is the only champions tournament where everyone can shoot in “one” of the scenario’s for time consideration. Champion participants must be scored separately and have paid the tournament fee beforehand, no after the fact entries or back paying).

The Highest Combined Score of all three rounds shall be declared the Winner

# 2017 Imperial Challenge

## Rapier Champion

### Round Robin Style Combat



Three Part Rounds: (must win 2 off three parts to advance)

**\*\*ALL blows count as per standard tourney rules.**

Single Sword: must win 2 of 3 rounds.

Sword and Buckler: must win 2 of 3 rounds.

Sword and Dagger: must win 2 of 3 rounds.

(All Weapons and Armor requirements shall follow the Tournament Rule set per manual of Combat.)

The Combatant with the most defeated opponents is declared Champion.

(In the case of a Tie, the Combatants shall repeat a full round to determine a winner.)

# 2017 Imperial Challenge Armored Combat

## Steel Champion Round Robin

Three Part Rounds: (must win 2 off three parts to advance)

**\*\*ALL blows count as per standard tourney rules.**

Longsword Sword: must win 2 of 3 rounds. Must be hand and a half or two handed sword.

Single Hand Sword and Shield (what size limit??): must win 2 of 3 rounds.

Spear: must win 2 of 3 rounds. 7ft max length, Thrusting only

(All Weapons and Armor requirements shall follow the Tournament Rule set per manual of Combat.)

The Combatant with the most defeated opponents is declared Champion.

(In the case of a Tie, the Combatants shall repeat a full round to determine a winner.)



## 2017 Imperial Challenge Arts

### Arts Champion

First Round Begins February 2017 and includes Arts entries from February March and April (round 1) and June, July and August (round 2).

The Chapter Champion for the is determined by the artisan with the highest cumulative score over the round. (Feb+mar+Apr or Jun+Jul+Aug) and will go on to compete in the regional semi Finals

The Regional Semi Final Projects shall consist of the 3 previous projects combined with a 4<sup>th</sup> element/ project to form a 4-component masterwork level project.



# Imperial Challenge FAQ

## FAQ

**1.** Do you need to have a full list like normal?

*No, it can be 1, 2, 10+. If you only have 1 steel fighter, he/she gets the win if he/she puts armor on and pays the fee. The same will apply to all three disciplines – archery, rapier and steel.*

**2.** In some chapters, weather does play a part with regard to schedules, are make ups included? The dates for this tournament challenge are January 2016 - April 2016

*As this is a limited time challenge, there can be NO makeups. If you wish the ranking it will need to be reported each month as we will be posting these. There are two opportunities within the year to try, Jan/April, May –August.*

**3.** Also if one has or gets a life time membership and then wins, is the one that they win transferable? If you already have one, you can give it to anyone in the group.

**4.** Is there just going to be the two war sites that are listed?

*There are 5 official war sites. NW, SW, NE, SE, Canada. (4 sites banner war, 5 sites imperial)*

**5.** What do the local Steward's do with the money collected?

*The money must be sent to the Imperial Steward to be put into the pool to be distributed at the end of the help champions make it to the final tourney in Las Vegas.*

**6.** What will you need as paperwork for these, anything different from a standard tourney?

*Please use a separate sign in sheet, the usual event sign in sheet and mark it Imperial Challenge. There would also be a separate Steward sheet along with this.*

**7.** Will the local Rolls Minister be entering all of these into the Imperial Data Base or the Imperial Rolls Minister?

*Please enter at the local level. Keep in mind that the results will be posted on a monthly basis. Therefore, the event should be entered and submitted immediately upon completion.*

**8.** Do you want these as separate event entries in the database or included in the regular event where they are held?

*Posting it as a separate event entry will make reporting easier as well as keeping track.*

**9.** This is a prize tourney correct? They will not be earning a separate point for it correct?

*Correct. Members will garner a participation point. It will not be a separate point, or second point for the month. The win for this tourney will NOT be counted toward a list win in the chapter.*

**10.** If the member does not participate in the chapter tourney but does participate in the special tourney, do they earn a participation point (EP)?

*Yes.*

## Imperial Challenge FAQ

**11.** Is this challenge offered at each of the levels of the disciplines, or will they be split by ranking?  
*This will be a combined rank challenge. One Archery, One Rapier One Arts and One Steel.*

**12.** For the standard 10 Point Bullseye target did you wish us to use a 60cm or larger 80cm target?  
*60cm.*

**13.** For the speed round, how many seconds for shooting?  
*30 seconds*

**14.** Your Majesty's have set up a Semi-final round at Banner War and another at Imperial Crown War. Will both Semi-Finalists from each region be invited to National Steel for the finals or will they shoot against each other at Imperial Banner War?

*The first 4 months are to find Chapter Champions to compete at Banner War where a Regional Semi Finalist will be determined. The First regional Semifinalist will fight the winner of the second round of 4 month Chapter champion at Imperial Crown War to determine the finalists to go to NST. There will be 3 finalists from each of the 5 War Sites that will go to NST only.*

**15.** Regarding double up tournaments -  
*We are not allowing doubled up tournaments, but if you are able to reschedule before your next event that would be acceptable.*

**16.** In the event that a finalist is unable to attend, will a runner up be allowed to take their place?  
*We will have to deal with that on a case by case basis... and we will do our best to accommodate as possible.*

**17.** What is we can only do two of the three parts due to lack of equipment.  
*The Marshall can assign the remaining parts to a coin and flip to determine which part will be fought for third scenario. (Help each other, make some new equipment or speak to your crowns about purchasing Chattel.)*

**18.** Can the first four month winner at Banner War compete in the next 4 month round?  
*No, they have clinched their spot as a semifinalist*

**19.** Can a contender go to other chapters and compete in their list to advance their rank.  
*No, the entrants are chapter and region specific.*

## Knight Champion Sir Fafnir Hallgrim



My journey to Knight Champion started just over 6 years ago when I joined the group at the advanced age of 38. Never having picked up a sword previously, my friends in the group stuck a shinai in my hand one night and I have been "hooked" on combat ever since. After one year in the game I was able to begin fighting steel, and have never looked back. Facing off against combatants 10-15 years younger than me who already had 10+ of experience and being expected to beat them was a daunting task! But through the tutelage of senior knights, I achieved those needed victories.

My journey has challenged me physically and mentally in ways I never previously thought possible. It has changed me for the better by making me constantly evaluate who I am as a person as well as a combatant compared to the knight I want to be.

I do not feel that taking "K3" is the end of my journey as either a knight or a combatant. I still have MUCH to learn and even more to teach.

Sincerely,

*Sir Fafnir Hallgrim  
of Umbria*



# Feudal Meritocracy

Greetings,

I am sharing this with everyone to better explain Adria to our new members.

Unlike most organizations and especially renaissance groups, in Adria, everyone has a voice in how the organization runs. Unlike a democracy, you earn your level of input.

Everyone in Adria has the right to join estates (shared voice in decision making) and participate in Crown wars and civil wars (to determine our leaders at the highest levels). Most estates and smaller chapters operate on some form of consensus, many hold populace meetings to encourage the membership to express themselves and advise their representatives.

Adria itself is organized as a "feudal meritocracy". You earn voting and administrative positions through both rank and representation. Anyone can step up and ask to serve in a Ministry position (some are appointed and some may be elected), these include the folks who run activities, events, chapters, and the Empire itself, for us. You can't have combat without marshals, arts without judges, archery without range supervision. Crowns and their Ministers administer our chapters and Empire. hold

A great way to enter the rule-making process is to join/form estates. Any 5 or more members may establish a house, 15 a barony, 35 a county, and 50 a march. Each is represented by a ruler or set of co-rulers, any member in good standing over 18 can serve as a Lord or Lady, you must also be a member for 6 months to hold a higher title. The larger estates may include any of the smaller in a feudal "chain". While 15 members could be represented by a single house or barony (with one vote)--they can feudalize instead: a barony of 15 subdivided into 3 houses of 5 with a total of 4 votes and up to 4 sets of co-rulers holding title and sharing votes. We refer to this as "fully feudalizing".

In Adria we can earn personal votes as well (but use only one, usually the most senior). You may already know that we have 3 levels of Knighthood, a 1st level Knight has the privilege to advise the Crown on matters relevant to the discipline of the Knighthood (arts, archery, combat, ministry and how they relate to the chapter's affairs). At 2nd level, the Knight holds a vote in the chapter estates. At 3rd, on the Imperial Estates.

When a Crown steps down, the estates vote on whether the reign (term of office) was a success (the decision is theirs to define and vote their conscience). A successful King/Queen or Emperor(ess) earns a vote, which may be cast at the chapter and Imperial Estates. There are many other nonvoting titles awarded (we have much more on that for another conversation).

In addition to the personal votes, the Chapter itself (larger than a shire) holds a vote, and the two senior minor estates of each chapter that establishes them, and any march each holds a vote on the Imperial Estates.

So, the more active and organized your members are, the greater their voice.

Which results in the principle of one member, up to 2 votes. You may exercise one personal and one estate vote at the same time.

YIS,

*Sir William Baine,  
Count Mortis, Albion-Rayonne*



# Tempering of Cold Rolled Steel

## Tempering of Cold Rolled Steel

We must first begin by stating this is a hot and long process that if done using modern convenience can cause a serious argument between you and your other half. That being said if you are ready for some hot work lets learn how to temper cold rolled steel to a spring steel usable for armor. Let's start with the difference between annealing and tempering. Annealing is the process used to soften metal, tempering is hardening metal to desired strength. Both processes require heat to accomplish, the cooling procedure is the difference.

We are concentrating on the tempering process in the body of this document, so let's discuss heat options for such. Option one; a traditional coal forge with billows which is the best choice and the most period, however not everyone has access to such an item. Option two; would be a large torch setup capable of adjustable heat from a small low, to a large high heat. Any heat source selected to use must be capable of heating the item to be tempered both to a high uniform red glow and a slow uniform temperature of around 500 deg. For a prolonged length of time.

The first step is to set up a work area (preferably outdoors) with a heat source and a quenching tank filled with oil, close to the heat source, this tank must be large enough to dip the entire piece into, submerging completely. A fire extinguisher is recommended to have on hand as oil is known to ignite during the hardening process.

Now we have a work area and a piece to temper, let's get started. First we need to harden the steel, this is accomplished by heating the steel to a uniform red glow then quenching the piece immediately in the oil. Leave the piece in the oil until it cools completely. At this point the steel piece is very hard and brittle, if dropped from a high distance or impacted by a hammer blow it will shatter or crack. The next step is to temper the steel so it is more flexible and able to

handle impact. This is where we slow down and heat the piece slowly to a temperature of around 500 deg. the steel will become a deep blue color at this temperature. Raise the piece off the heat slightly and allow the heat to surround the piece, with a proper temperature heat source this should be reached in about 30 minutes, if it heats faster than this your heat source is too hot and starting the process over with hardening will be necessary.

A good way to have control at this point is to use an oven were the temperature can be set at 500 deg. and maintained for the 30-minute time. The later choice of an oven can be done with most house hold ovens, however this is where the earlier mention of serious arguments with your other half comes into play, as this means your inside and thus so is the not so pleasant smell of the oil quenching. It is also not a period method per say but does make the process much easier to get right when you are starting out. Once the piece has been slowly heated to the temperature and color, it is removed and immediately quenched in the oil, again allowing it to cool completely in the oil. If done correctly at this point you now have a piece that is harder with flexibility. This can be tested by placing the piece in a vice and strike it with a hammer, the steel should give then spring back.

To temper cold rolled steel to spring steel is a process that requires patience and practice, I would recommend starting with some scrap pieces until you feel comfortable with the temperature control and the process, also with scrap you can test your hardening by striking with hammer and see if it shatters, if it does not the steel needs to be hotter (brighter red in color) before quenching.

*By Erik McKiver  
Cathair Na Cailite*



## Greetings

The ships of Medieval Europe were powered by sail or oar, or both. There was a large variety, mostly based on much older conservative designs. Although wider and more frequent communications within Europe meant exposure to a variety of improvements, experimental failures were costly and rarely attempted. Ships in the north were influenced by Viking vessels, while those in the south by classical or Roman vessels.

However, there was technological change. The different traditions used different construction methods; clinker in the north, carvel in the south. By the end of the period, carvel construction would come to dominate the building of large ships. The period would also see a shift from the steering oar or side rudder to the stern rudder and the development from single to multi-masted ships.

Longships were a type of ship invented and used by the Norsemen for trade, commerce, exploration, and warfare during the Viking Age. The longship's design evolved over many centuries, beginning in the Stone Age with the invention of the umiak and continuing up until the 6th century with clinker built ships like Nydam and Kvalsund. The longship appeared in its complete form between the 9th and 13th centuries.

The character and appearance of these ships have been reflected in Scandinavian boat-building traditions until today. The particular skills and methods employed in making longships are still used worldwide, often with modern adaptations. They were all made out of wood, with cloth sails (woven wool) and had numerous details and carvings on the hull.

The longships were characterized as a graceful, long, narrow and light wooden boat, with a shallow-draft hull designed for speed. The ship's shallow draft allowed navigation in waters only one meter deep and permitted random beach landings, while its light weight enabled it to be carried over portages or used bottoms up for shelter in camps.

Longships were also double-ended, the symmetrical bow and stern allowing the ship to reverse direction quickly without a turnaround; this trait proved particularly useful at northern latitudes, where icebergs and sea ice posed hazards to navigation. Longships were fitted with oars along almost the entire length of the boat itself. Later versions had a rectangular sail on a single mast, which was used to replace or augment the effort of the rowers, particularly during long journeys. The average speed of Viking ships varied from ship to ship, but lay in the range of 5–10 knots (9.3–18.5 km/h) and the maximum speed of a longship under favorable conditions was around 15 knots (28 km/h).

Longships were the epitome of naval power in their time and were highly valued possessions. They were often communally owned by coastal farmers and commissioned by kings in times of conflict, in order to quickly assemble a large and powerful naval force. While longships were used by the Norse in warfare, they were mostly used for troop transports, not warships.

In the tenth century, longships would sometimes be tied together in offshore battles to form a steady platform for infantry warfare. During the 9th century peak of the Viking expansion, large fleets set out to attack the degrading Frankish empire by attacking up navigable rivers such as the Seine. Rouen was sacked in 841, the year after the death of Louis the Pious, a son of Charlemagne.

Quentovic, near modern Etables, was attacked in 842 and 600 Danish ships attacked Hamburg in 845. In the same year, 129 ships returned to attack up the Seine. They were called "dragonships" by enemies such as the English because they had a dragon-shaped bow. The Norse had a strong sense of naval architecture, and during the early medieval period they were advanced for their time.

*Tomás "Blackbeard" Downey*  
*Auroch's Fjord*



# International Steel Tournament

Over Columbus Day Weekend, over 250 Adrians from across North America Converged on the Age of Chivalry Renaissance Faire in Las Vegas NV for the 18<sup>th</sup> Annual International Steel Tournament. This Also Concluded the first Annual Imperial Challenge for Steel, Ren and Archery. Hazzahs to all the winners





So Say We in True Love and Fun  
L'Bet'e and Gabriele

