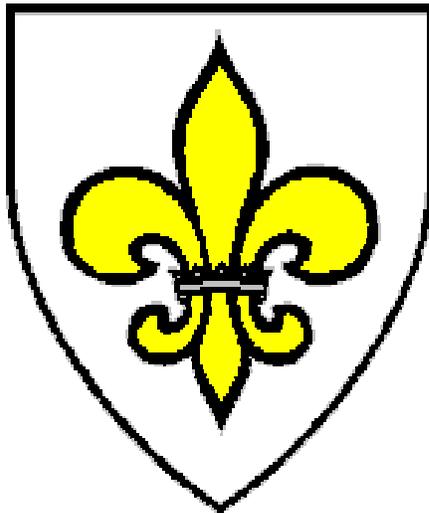


The Adrian Empire, Inc.

NEW MEMBER'S GUIDE



JULY 2002

© 2002 The Adrian Empire Inc., all rights reserved.
Anyone is welcome to point out any error or omission that they may find.
Imperial Hospitaler hospitaler@adrianempire.org
Empress empress@adrianempire.org
Emperor emperor@adrianempire.org

WELCOME TO ADRIA

It is certainly our pleasure in providing this New Member's Guide to you. We hope it answers many of your questions, and raises just as many new ones. Most of all, We hope it inspires your participation in Adria. If you have any comments you have about anything in this guide, or what is not, that you think other new members would be interested in, please contact the Crown. You're just now at a very exciting time. Everything is new, different, and fascinating. That's what The Adrian Empire is all about. Even those of us who have been in Adria for years are constantly finding new information, ideas, articles, items, and (especially) people that add to everyone's enjoyment and enrichment.

-----ADRIA IS LEARNING-----

As a new member, you have an opportunity to learn and develop new skills and to experience a different way of life. In recreating the Medieval and Renaissance periods, you can appreciate the fine arts such as painting, costuming, music, dance, theatre, and feasting. You can wield a blade and experience fierce hand-to-hand combat. And, more than anything, you'll meet wonderful like-minded folk who all bring something special to the Empire. We hope you make as many good friends in Adria as We have!

-----ADRIA IS SHARING-----

Often, work needs to be done by everyone in order to enjoy the fruits of our labor. This can be helping someone get into armor, setting up a demonstration for the public, designing and building a scale model of a siege engine, or simply cleaning up after an event. Our members enjoy sharing their special talents and skills with the rest of the Empire, and the public at large. We hope you will make use of the resources we offer and that you will make a positive contribution of your own that will add to the enjoyment of others. You'll want to participate in many events and appreciate the benefits everyone gains from the results. The best way to get to know others in the Empire is by volunteering. A great way to meet people is to help out. Offer to help take down and set up, offer to assist with sign-ins or other administrative activities

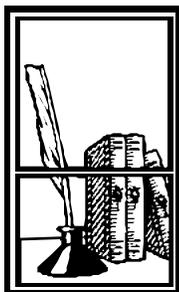
-----THIS MANUAL-----

Like most manuals, is a "living" document. This means that the document is in nearly constant revision and change to keep up with the most current information possible. This is not the "end-all" manual on how things are done. It is merely a guide to help new members get quick information on getting started in Adria and for older members as a reference for finding information in other manuals. As such, the information presented here should be used to get the creative juices flowing. It also points to further detail in the full manuals on particular subjects. References to approved manuals and other resources are given where available.

-----QUESTIONS-----

If you have trouble finding something, have questions (hopefully lots!), or just want to share a good story, please feel free to contact your Hospitaler and let them know. This New Member's Guide has been put together to serve you as you begin to explore the richness of this new world you've stumbled upon!

-----PUBLICATIONS-----



The Imperial newsletter, the Adrian Herald, contains:

- Contact information
- Schedules of tournaments, meetings, and other events
- News from each region
- Articles about combat, archery, and the arts and sciences

You are encouraged to submit articles that you think would be of general interest: fiction, books, recipes, humor, poetry, artwork, recordings, local stores, mail-order companies, renaissance fairs.

Your area may have a local newsletter as well and would also like to see your articles.

THE MODERN MIDDLE AGES

A love of Medieval combat, arts, and politics has brought us all together to ensure that the Age of Chivalry lives on. We're pleased to welcome you to the Empire of Adria. We hope this short introduction will provide you with enough information to know what questions to ask and the best person to ask them of.

-----TIME FRAME AND SETTING-----

The Adrian Empire is a nonprofit educational organization dedicated to the study and recreation of Western European culture between the years 1066 and 1603. Our members work to recreate the arts and skills of this era.

We have also begun to include other cultures that interacted with the Western Europeans during our time frame. This exciting development means there is now even more rich history, culture, and tradition to explore!

-----THE NAME "ADRIA"-----

The name "Adria" comes from the annals of Medieval History. During the Medieval time period an attempt was made to form a new Kingdom that would go by the name Adria. Due to stormy seas and a lost treaty, it came to be known as The Kingdom That Never Was.

-----WHERE IS ADRIA?-----

Adria has a number of chartered subdivisions, with hundreds of members throughout the United States.

-----BACKGROUND-----

The Adrian Empire officially began in March of 1987 when the Founding Viscounts decided to start a new Medieval game in which the players could fight with steel weapons. The group has evolved through a number of incarnations to its present existence as a non-profit educational organization.

-----CORE VALUES-----

From the bylaws: Shared commitment to a common purpose, values, and operating principles strengthens the Organization and the relations we share within and through it and makes even our loftiest goals achievable. Therefore, we enthusiastically adopt, and will live by, the following:

Statement of Purpose

We endeavor to enlighten our communities by providing a mechanism to explore the lifestyles and societies of the period of history commonly referred to as The Age of Chivalry.

Core Values

- Integrity
- Fairness
- Loyalty
- Respect

Operating Principles

- Always serve the best interests of our communities
- Measure actions by what is in the best interests of the Organization
- Communicate openly, honestly, and directly
- Be visionary: Encourage innovation and learn from our mistakes
- Be positive: Seek solutions, and be open to the views of others
- Support each other in balancing work, family, and community
- Support and reward excellence, teamwork, productivity, and growth
- Be accountable and honor commitments



DIVISIONS OF THE EMPIRE

Adria is divided into chartered subdivisions, each with geographic borders. You are a member of the chartered subdivision where you physically live for the majority of the year. Within those chartered subdivisions, there are also "estates". These are free-association groups of people that band together by choice. They are the political units that help to decide how Adria should be played.

----- CHARTERED SUBDIVISIONS -----

Each subdivision (kingdom, duchy, or shire) of the Adrian Empire is independent, but we are all part of the Adrian Empire and subject to Imperial Law. You may find significant differences in customs, interests, laws, and pursuits in the different subdivisions. This gives each subdivision its unique personality. These chartered subdivisions have borders, but what they are called depends on the number of members they have. The larger the subdivision is, the more freedom they have to make laws, etc.

<u>Subdivision</u>	<u>Minimum Size</u>	<u>Crown</u>
Shire	1 member	Viceroy
Duchy	20 members	Duke/Duchess
Archduchy	50 members	Archduke/Archduchess
Kingdom	100 members	King/Queen
Empire	Everyone!	Emperor/Empress

Cantons are another type of chartered subdivision. They are formed by the local ruling nobles, usually in areas too far for them to govern conveniently. The ruling noble does this for administrative reasons, and assigns deputy ministers to help the region run smoothly.

----- ESTATES -----

As a new member of the Empire, you are considered to be an independent member of your chartered subdivision. This will change if you decide to join an Estate. Each political subdivision has different philosophies, politics, and approaches to playing in Adria. Talk to members of different groups before making any decisions about joining. You are, of course, free to form your own Estate as long as the requirements are met.

<u>Estate</u>	<u>Minimum Size</u>	<u>Estate Head</u>
House	5 members	Lord/Lady
Barony	15 members	Baron/Baroness
County	35 members	Count/Countess
March	50 members	Marquis/Marquessa

Some of these estates are considered minor estates, and have a voice only on a local level. Some of the larger estates are considered to be major estates, and have a voice on the Imperial Estates. The Crowns of the local region seat the estates. Being a member of an Estate allows you the opportunity to participate in the voting process and to be a part of shaping the game. We are a feudal society, and your needs will be more efficiently attended to if you have a liege lord or lady (someone who heads a larger political body) to go to for help.

Of course, being a member of an estate is only one way to have a voice on the estates, and to have some say in how Adria is run. In time, you can also become a knight, or a Crown (or even a retired Crown). These are called unlanded estates, and they also have a voice on the estates.

More information:

Voting process and the estates: Bylaws

Terms of address and regalia: Estates Writ #18

RANK

As a paying member of Adria, you are rewarded for much of what you do. These are in the form of points. As these accumulate, you can become eligible for knighthood. There are 4 areas of knighthood: arts, archery, combat, and ministry. In each area, there are 3 levels on the way to knighthood & 3 levels after you become a knight.

-----KNIGHTS-----

Each chartered subdivision holds a monthly Crown event (or a canton event), that include tournaments in combat and the arts. Archery tournaments are held separately because there are often special arrangements for the archery range. Landed nobility and ministers achieve points for knighthood by completing their duties.

In Archery: Yeoman Archer, Bowman, Marksman, Knight Archer, Knight Forester, Knight Warden

In Arts and Sciences: Apprentice, Journeyman, Master, Knight Robe, Knight Master, Knight Doctor

In Combat: Yeoman, Guardsman, Sergeant, Knight Bachelor, Knight Banneret, Knight Champion

In Ministry: Clarke, Rector, Chamberlain, Knight Minister, Knight Civil, Knight Premiere

As always, if you have any questions, talk to the Hospitaler, or the appropriate Minister. If you don't know who that is, ask anyone!

More information:

Paths to knighthood, and requirements: Bylaws

Rules for competing: Arts manual, combat manual, archery manual

Keeping track of your points: Paths to knighthood forms

-----SQUIRES AND LADIES-IN-WAITING-----

Once you have decided which area, or areas, you are interested in, you may want to consider becoming a squire to a someone with a knighthood in that area. Any knight may take a squire, but squiring to a knight artisan makes perfect sense if your primary interest is in the arts.

Ask questions and become familiar with the game before considering any formal allegiances.

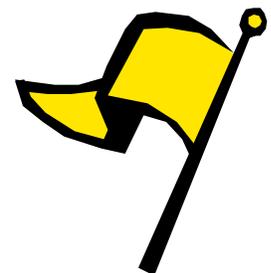
Becoming a squire is a great honor, as well as a great responsibility. It is never taken lightly. Unless the person you are considering squiring to is a good friend, you owe it to yourself (and your potential liege) to consider this carefully. There is no disrespect in telling someone that you are not yet ready for squirehood. It is also never an insult to ask, but be prepared for a possible "no". Many knights and squires have their hands full and can't take on the additional responsibility.

HERALDRY

In Adria, we love the spectacle of a medieval tournament. Bright colors, banners, pavilions – all those wonderful accents! You can tell by looking at the banners and shields who is in attendance, whether they are a knight, or a subdivision.

We encourage you to design your arms, so they can be displayed as soon as you have the right. In the meantime, you are welcome to fly banners, pennants and gonfalons – just use plain colors.

Fair warning: Heraldry is a whole different way of looking at the world, with its own language and rules. But there are plenty of people who love and study heraldry. And they love to talk about it, so feel free to ask for help in designing your arms.



TYPES OF EVENTS

There are many types of events that happen all the time in Adria. You will need to sign waivers, sign up for activities and competitions, and a site fee may be required. Here are a few of the types of events, and what to expect.

-----TOURNAMENTS-----

Each month in your area, there will be at least three tournaments (often held at the same event): Archery, Combat and Arts. In the combat tourney, you will have the chance to test your skill in shinai, renaissance (schlager), cut-and-thrust, and armored combat. In the arts tourney, you can display your handicraft and have your skills rated and critiqued. In the archery tourney, you will test your skills with a bow, and compete against others for marksmanship. By participating in these tourneys, you'll be sharing your skills with others and learning from them as well. You'll also be progressing on your path to knighthood. By winning these tourneys, you'll be earning the respect of your peers and accomplishing some of the major requirements of knighthood. For safety reasons, you may not be able to enter a combat or archery tournament until you display an ability to be safe. The combat marshals or archery range masters can help you. (Talk to them before the event if possible, so they have plenty of time to help you.)

-----DEMONSTRATIONS-----

Often, we demonstrate our fighting and artistic talents to the public. These demonstrations are a way of teaching others about the Middle Ages and recruiting new members. These demos can happen at libraries, schools, scout jamborees, and parks. Participating in demos is a great way to show off your skills and let others know about the Adrian Empire. Upcoming demos are announced at court or at other events, and in local newspapers.

-----FIGHTER PRACTICES-----

Most areas have a weekly meeting where members can practice their fighting skills. This is also a great place to find out about approaching events and discuss costuming, arts, and so on. Other informal gatherings are fairly common, too. Ask around, or host such a gathering yourself. It is a great way to get to know people.

-----COURT-----

Court is an opening or closing ceremony held by those in charge of an event. Courteous behavior and respect are important during Court. Court can be a lot of fun, with all sorts of announcements, performances, awards, and entertainment. Sit near the front so you'll be able to see and hear everything that goes on. Watch how others act. After Court, ask someone to explain anything that you didn't understand. If you must speak while court is in session, keep your voice low so as to not disrupt the rest of the court. If you are called before the Court, please remove all weapons. Make a reverential bow and kneel when you approach. If you need to address the populace (the audience), ask the ruling Crown politely for permission. Once permission is given, step to the side. (You don't want to stand in front of the Crown!) Face the populace, speak clearly and loudly enough to be heard by all. Finally, when you are dismissed from Court, turn back to the Crown, bow again, walk backwards a few steps, then turn around and return to your seat. Often, if announcements are to be made in Court, the information is given to the Herald before the opening of the Court. This allows for things to run a bit smoother as the time can be better managed. The formality, or informality, of a court can vary by region, custom, or event. Not all courts are rigidly formal with lots of pomp and circumstance. Sometimes Court is very informal and funny. Be prepared for the unexpected and remember to be courteous, even during an informal court.

-----COLLEGIA-----

Collegia (classes) are a way for Adrians to share what they know. They are usually about half an hour, and can be on any topic from the Middle Ages and the Renaissance. These classes are advertised in advance, and everyone is welcome to attend. And if you've got something to teach, you're welcome to do that, too!

More information:

Events: Newsletters

Tournament rules: Arts manual, combat manual, archery manual

YOUR FIRST EVENT

The more you participate, the more you'll enjoy Adria. There's always more to learn and more events to learn it in. Don't worry if you can't be at every event. We'll be here when you can attend!

-----MEETINGS AND EVENTS-----

A meeting is where members of Adria carry on the regular business of the local group. This could be a fighter practice with other activities going on, a demonstration, an arts collegium, or an Estates meeting. Customs vary as to whether garb is worn at local meetings, but usually it makes the meeting more fun to come in garb.

An event is a gathering publicized in the Adrian Herald (local newsletter, or opening/closing court) and has been sanctioned by the local crown. This would include the monthly events and archery tournaments. Medieval or renaissance garb is worn at events.

-----INTRODUCE YOURSELF-----

When you go to your first meeting or event, go up to someone and introduce yourself. Explain that you are new and ask to be introduced to the Hospitaler. This is the person who can give you the most help when you're just beginning to learn about the Empire. You'll be given an informal tour of the area and introduced to people who are working on projects. Everyone is glad to talk about what they are doing. If you see a skill or craft that interests you, ask the Hospitaler to introduce you to someone who is willing to teach it.

Working on a project, playing a game, or learning a craft is a great way to meet others at an event. You might find out that other meetings are held where those who practice that craft gather to share information and help each other. Adria is intended for participants more than for spectators, although spectators are always welcome.

-----FEELING LIKE PART OF THE GROUP-----

Ask your Hospitaler to help you learn what you need to know. Volunteer to help at any event. It's always appreciated and you can make new friends while enjoying the event.

-----WHAT TO BRING-----

For outdoor events, bring a blanket to sit on. A chair or stool is good, too. Bring water or other beverage, especially if you will be in combat or on warm days. Bring a hat or other sunshade on hot, sunny days (especially if you are fair-skinned). Wear garb appropriate for the event, season, and location. For overnights, bring a sleeping bag and overnight gear.

-----FEASTS-----

Sometimes a feast will be served at an event. If you wish to eat earlier, bring along your own food. Otherwise, make sure you've made a reservation, if required. Bring feast gear (utensils, plate, bowl, napkin, and drinking container). Try to avoid modern-looking containers or cover them so that they do not overly detract from the setting. Beverages are usually served, but many people bring their own.

-----ATMOSPHERE-----

We try to do everything we can to create a medieval setting. We want to feel as though we have stepped back in time. If you have modern items (like lawn chairs and ice chests), try to cover them so they look more medieval. Smoking is not permitted in event areas, but may take place outside of visual boundaries (cigarettes didn't exist in the middle ages). Soda cans are also not permitted in the event areas, but it may be drunk in period type drinking vessels. (Think wood, pewter, glass.) At evening events (and overnights), use candle lanterns instead of flashlights. Bring your drum, or guitar, and leave your boom box at home. Try to avoid modern slang and discussing modern activities and objects. If you need to talk to someone about these sorts of topics, take them aside so as not to disturb other people. If you would like to pepper your speech with Elizabethan phrases, by all means do so!

----- ETIQUETTE -----

Courtesy and honorable behavior is at the core of the Empire. It is always best to be too polite! Show respect by addressing others with their proper title, as that title was earned through skill, excellence, or long service. When the King or Queen are present, make a graceful bow or curtsy as you pass them or as they pass you. Be sure not to block the view of the King or Queen. If you don't know a person's title, a respectful inquiry is never refused. Of course, you can always use "Milord" or "Milady" until you know exactly what to say.

----- CROWNS, CORONETS, CIRCLETS -----



In Adria, there is no difference between a crown and a coronet, except for the person wearing it. That doesn't help the new person recognize others, but it is more historically accurate. How fancy your headgear was depended on how much money you had.

The easiest thing to remember is that a crown (or coronet) has points on it. A circlet is a plain band of metal. If someone is wearing either one, they have some sort of title.

----- RECOGNIZING & ADDRESSING NOBILITY -----

Medieval societies were highly structured with a hierarchy of ranks: Kings, Dukes, Barons, Knights. Adria has a similar system. While Adria does not regulate chains and other jewelry, there are a few ways to tell if someone should be addressed a particular way. Look at their head. Are they wearing a crown or a circlet? Look at their waist. Is their belt blue? Red? Green? Yellow? Watch how other people react. Are they bowing? Take your cue from other people. Use this table to help learn to identify and address people properly.

Title	Regalia	Addressed as ...
Emperor/Empress	Crown,	<i>Your Imperial Majesty</i>
King/Queen	Crown	<i>Your Royal Majesty</i>
Archduke/Archduchess, Duke/Duchess	Crown	<i>Your Royal Grace</i>
Prince/Princess	Coronet	<i>Your Highness</i>
Count/Countess Royal	Coronet	<i>Your Grace</i>
Marquess/Marchioness, Founding Viscount/Viscountess, Count/Countess, Viscount/Viscountess, Baron/Baroness, Baron/Baroness of the Court	Coronet	<i>Your Excellency</i>
Viceroy/Vicereine	Circlet	<i>Your Excellency</i>
Lord/Lady	Circlet	<i>Your Lordship/Ladyship</i>
3rd-level knights (Champion, Master, Premier, Warden)	Gold spurs, Blue belt, Flies a standard	<i>Sir or Dame</i>
2nd-level knights (Bannerette, Doctor, Civil, Forester)	Silver spurs, Blue belt, Flies a standard	<i>Sir or Dame</i>
1st-level knight (Bachelor, Robe, Minister, Archer)	Silver spurs, Blue belt,	<i>Sir or Dame</i>
Lord/Lady of the Court	Circlet	<i>Lord or Lady</i>
Lord/Lady Protector		<i>Your Grace</i>
Squire	Red belt	<i>Squire</i>
Man-at-Arms	Green belt	<i>Master</i>
Lady-in-Waiting	Personal favor	<i>Mistress</i>
Page	Yellow belt	<i>Page</i>

COMBAT

We are one of only a few live steel-fighting groups, giving you a feel of fighting that's as close as you're likely to get! Come out and see the different fighting styles so you'll know which ones you like. To participate in combat, you need to have appropriate equipment beyond the weaponry. There are four types of combat: shinai, schlager, cut-and-thrust, and armored.

----- SHINAI -----

This is the basic training style, and the basis for the other types of combat. It will get you used to having the weight of a weapon in your hands. It consists of a bamboo sword (shinai) and minimal armor.

----- RENAISSANCE -----

Renaissance refers to schlager fighting. You can earn a 1st-level combat knighthood by winning Renaissance tournaments. Light armor is required.

----- CUT-AND-THRUST, AND ARMORED -----

More extensive armor and weapons are required for these heavy steel types of combat. These are the classic "suits of steel" and heavy swords tournaments.

----- BASIC ARMOR -----

For shinai and renaissance, you need elbow pads, cup, leather gloves, kneepads, gorget (neck protection), and mask. For cut-and-thrust, and armored, you'll need chain or plate armor and helm.

More information:

Talk to the Minister of Joust and War or the Crown Marshal

Armor and weapon standards: Combat Manual

Rules of combat: Combat Manual, Marshal's Manual

MINISTRY

Adria recognizes that medieval Europe could not have functioned without its ministers. There is a path to knighthood in the ministry. If you take on jobs, you will receive points, which can accumulate toward knighthood, the same as combat, archery, or the arts and sciences.

The ministries can be either one-time services at an event (marshalling the list field, manning the sign-in table, etc.), or it can be a recurring job (steward, chronicler, hospitaler, etc.). Either way, you can earn one point per month.

Instigating a demonstration and making it happen is another way to earn ministry points. There's lots of way to earn these types of points, so ask around!



More information:

Type of jobs: Bylaws

Local ministries: Talk to the local Crown or Hospitaler

ARCHERY

Recently, Adria has expanded to include archery, both target archery and combat archery. Neither style of archery includes the use of modern accessories on the bows (no compound bows, or modern sights, etc.). Target archers have monthly tournaments with set distances for the targets. Combat archery uses modified arrows (quite accurate, but not painful) to bring an element of realism to the battles.

More information:

Rules for tournaments, wars: Archery manual

How to make combat arrows: Arrow Construction Manual

ARTS AND SCIENCES

Many of the joys in Adria are found in the study and appreciation of the arts and Sciences. Throughout the Empire, many talented artisans and scholars share their products with the other Imperial subjects. At tourneys, you'll see illuminated manuscripts, weaving, cooking, music, dancing, song, poetry, costuming, armor-smithing, painting, woodworking, jewelry making, astronomy, political science, mathematics, history, physics, medicine, and other recreations of period artistic endeavors and scientific research. Talk to the artisans and feel free to try your hand at some of these fascinating pursuits. Knighthood in the arts and sciences is greatly honored and is not easily attained. In some places, classes in many different art forms are held. The way to reach knighthood in the arts and sciences is by completing projects. Once a project is done, it is submitted to a panel of judges who will rate it on its complexity and craftsmanship. Since Adria is a place to learn about the Middle Ages, it will also be rated on its authenticity (how much like the medieval is it?). The judges will provide hints, compliments and suggestions to the artisans.

More information: Arts and Sciences Manual, Judging Guidelines

DEVELOPING A PERSONA

Many members of Adria create a persona (a personal history) they would have had if they had lived "back then". It is one way that makes it easier to "disappear" into the Middle Ages, and helps create a special atmosphere at events.

-----NAME-----

Find a name that evokes the sort of image you are looking for. Many members can help you find a period name. There are also a number of online, Internet, resources for doing research on period names. The SCA Rialto archives has a great resource known as the Medieval Naming Guides at <http://www.panix.com/~mittle/names/index.html>

-----ORIGIN-----

Your choices are open to any culture that would have been known to Western Europe from 1066 to 1603, which is most cultures other than most Native American tribes, Hawaiian, Australian, or Central African. There are fringe cultures that were known to Western Europe, but didn't really interact with them. When a stray traveler visited Europe, they took great care to blend in. Consider this carefully if you are thinking of some of these fringe cultures (such as Far-Eastern).

-----HISTORY-----

What dietary, clothing, religious, or social differences does your persona have? How does your persona interact with others? Think about mood, disposition, interest, appearance, and dress. (A grim, grumpy, or offensive persona will put people off and limit your acceptance.) What did you experience before coming to Adria? Consider family size, background, childhood events, military service, travels, apprenticeships, and education. Were you a shepherd, innkeeper, merchant, blacksmith? Something else? Why do you participate in arts, combat, archery, or ministry? Did you have a family, friends, an employer or employees? Were you a member of a guild? What were your career, or educational goals? What was your path in life (i.e., knight, king/queen, etc.)? What is your own path to knighthood?

COSTUMING 101: BASIC GARB

When you attend events, you should be in medieval clothing. Your costume doesn't have to be elaborate, but should be an attempt to be as medieval as possible. Many subdivisions have loaner costume available. Contact the local Hospitaller or the Crowns to find out if there is something available.

----- SOME BASICS -----

It is normally easier to start out with some early-period costume because there are few seams and the tunics can easily be patterned off of modern garments without having to buy a pattern. In period, the most typical fabrics used were of solid colored wool or linen. While you aren't required to use those fabrics, ideally your fabric should attempt to replicate those fabrics. The following guidelines should help get you started.

Tunics were usually a pullover with a round neckline (which could have a small slit if need to get the head through). It was often slit at the front or sides to the top of the thigh (not to the waist) and closed by a button or brooch (never laced).

Women: Typically medieval women wore long tunic dresses, and often a white veil.

Men: Typically medieval men wore a thigh-length (or longer) tunic over hose. Using women's cotton leggings or sweat pants with the elastic sewn out and sewn tighter to the leg are good starter "hose".

Everyone: Simple black or brown slippers, shoes or boots are fine to start (please avoid tennis shoes). Belts, pouches and hoods are optional accessories for both genders.

----- SOME SOURCES -----

Wool and linen are available on-line at <http://www.fabrics-store.com/> Walmart's, JoAnn's, and other fabric stores usually have discount fabrics. Check the \$1.00/yard stores, too.

Some modern patterns can be altered to be more authentic. These include McCall's 8827 and Simplicity 7761. The tunics can be lengthened for women. Period patterns produces a good one called: Tunics 650-1310 A.D. No. 16. Other historic costume patterns are available for at <http://www.sewingcentral.com> Cynthia Virtue provides good instructions on making a tunic at this website: http://www.virtue.to/articles/tunic_worksheet.html

Here are two links which have information on basic costume: http://www.virtue.to/articles/in_depth_garb.html
<http://www.reconstructinghistory.com/beginners/>

Here are some photos of a group that do a specific period of re-enactment:
http://home.tiscalinet.be/liebaart/photo_e.htm

These are links with information and pictures of extant costume: <http://www.virtue.to/articles/extant.html>
<http://www.personal.utulsa.edu/~marc-carlson/cloth/bockhome.html>

----- RESTRICTIONS -----

Only titled nobility wear metal circlets or crowns. Only knights wear blue belts, spurs & display personal arms (heraldry). Only Squires wear red belts. Only Men-at-arms and Ladies-in-waiting wear green belts. Only Pages were yellow belts.

----- FANTASY -----

As much fun as it is to dress up in fairy wings or Errol Flynn pirate coats, this type of clothing isn't for Adria. There's lots of choices that is every bit as much fun as fantasy costumes. Explore your options!

More information:

Clothing restrictions: Estates Writ #18

Guidance and examples: Internet search engines, using the keywords "medieval" "costume" or "clothing"

CONTACTS

Adria has many ways for you to get your questions answered, and to get to know more about Adria. You are welcome to talk to anyone!

----- HOSPITALER -----

Every region has a Hospitaller whose job it is to answer your questions. They will have a list of the local ministers. They should also have copies of the manuals and guides. Most importantly, if they don't know the answer to your questions, they can point you to someone who does!

----- TOO BUSY TO TALK -----

If someone is busy at the moment, they may guide you to someone else who can help you. This isn't meant to be disrespectful, just that they are very busy at the moment. Many of the ministers are on tight schedules at events, and often have their hands full. If several people are talking, and someone raises a hand when you approach, it is a good sign that they are in a meeting and would like you wait for a moment before interrupting.

Sometimes, a Crown will request "proper respect." This, too, isn't meant to be insulting. Remember that we are recreating a medieval atmosphere; approaching a Crown with a hearty slap on the back would have gotten you thrown in prison – or worse!

----- THE INTERNET -----

If you have a computer, and internet access, it will make it easier to find information and answers. If you don't have this type of access, don't fret, just pick up a phone or talk to people at the events.

The Adrian Empire has an Imperial website: <http://www.adrianempire.org/>. This website has much of the information you will be looking for (manuals, Frequently Asked Questions, etc.). These are provided in PDF format.

Links are provided to the various regions, and the ministers (both regional and Imperial).

There are a number of e-lists that are very active. Some are regional e-lists, and some are geared toward various interests. Some are restricted to ministers only, but most are open to all. The Imperial Webmaster, or your local Hospitaller can provide you with a listing of these e-lists (most are through Yahoo Groups, and 95% contain the keyword "Adria".)

----- NEWSLETTERS -----

Adria publishes a monthly newsletter, called the *Adrian Herald*. The *Herald* contains many official announcements, as well as news and photographs from all over the Empire.

If you have chosen a full membership, you will be mailed a copy. If you have chosen a discounted e-membership, then you may go to the Imperial website and download the newsletter.

Many of the regions also publish regular newsletters. Some regions have the newsletter online, and some have them printed out. Check with the local Hospitaller for more information.

More information: Publications Section at the beginning of this Guide