



ALESSANDRA

AMTGARD SUPPLEMENT #20: ADDING "COLOR"

Ideas for adding "color" to your Amtgard events:

- * Coronation Feasts- by Aredhel Kemenvai
- * The Amtgard Village- by Sionnach O' Seregon
- * The Pavillion- by Gwynne of Tarnlea
- * Covering Lawn Chairs- by Sylaina of the Green Wood
- * Dressing a Tent for a Period Event- by Gwynne of Tarnlea
- * Period Encampments- by Tholden von Bazilius
and Morna Nightstarr

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photo by Gwynne:



What makes a coronation a coronation and not just another feast? The answer to this question is "color." Putting aside such drudgeries as cooking and other preparatory necessities, we can take a look at such things as table arrangement, lighting, decorations (such as banners), music and most important of all the actual coordination of scheduled events. These are the things that will take your hum-drum park pavilion and change it into a royal feasting hall.

The first thing that will have to be drawn up into an outline is what exactly will be happening at your event. This is your program or schedule of events. Coronations just don't happen, they are carefully planned and revised. Of course, the Monarch will be the most important person in this planning stage (unless it is Landolf, in which case too many details will confuse him), and will need to sort through a number of ideas about when to enter, when to eat, when to have court, and when and how to crown the new Monarch. A very basic outline to follow is:

1. Crown Address to the Populace - The old Monarch welcomes the populace and gives them a feel for what is about to happen (i.e. the feast and then the coronation). The Crown Address is a brief way of orienting the audience and letting them know that the event has begun.

2. The Feast - Generally it is a good idea not to bore your audience before dinner. This can be accomplished by saving your awards ceremony and coronation until after people have filled themselves up with food and are then a little more complacent and torpid.

3. Crown Processional - The old Monarch makes his/her entry followed or preceded by the Royal Guard. An interesting variation is to have the Royal Guard form a corridor through which the Monarch and Consort will pass. This of course can be spiced up by the Guard forming an arch over their heads with sabers or banners. (really chic)

4. Awards Ceremony - It is a good idea not to bore your audience after dinner, so try to keep this part of the coronation short and sweet. Do any knightings, or titling and major awards but by no means keep the people waiting for hours as you go through everybody, individually naming their awards. The Monarch should present individual awards in person after court is over. This is a nice gesture and you can take the time to express your appreciation for their service to the club.

5. Dismissal of the Old Court - This is the time that the Monarch takes to thank his hand-chosen officers and the Royal Guard for their service. Calling them before the populace gives them some recognition and makes them feel important. Here again the dismissal can be handled in a number of ways. One way is simply to dismiss all of them at once and

let them scatter to the wind. Another way is to thank each individual, dismissing them one at a time, or you can have an outgoing processional led by the Royal Guard.

6. Incoming Court Processional - This is the incoming procession of the new Monarch and Consort accompanied by their Royal Guard. It can be handled similarly to the Royal Processional see # 3 above.

7. The Coronation - This is an area in which you can be most creative. To the populace, this is the moment when power in the club is changing hands, the end of one era and the beginning of a new era full of opportunities. A small speech to this effect can create quite an aura of mystique and increasing expectation. The actual crowning of the new Monarch should be accompanied by a speech of what is expected of the new Monarch and some vows taken by him/her accepting these responsibilities. The speech and vows can become a tradition repeated from Crown to Crown or can be changed with each new one. Now comes the time that the new Monarch must take up the Crown and perform before the club in a way that will lead credence to him/her, and affirm that it has not made a mistake in his/her election. Proper homage must be paid to the leaving Monarch and his/her new title should be the first order of business of the new Crown. Remember pomp and the aura of mystique are what you are trying to achieve.

8. New Monarch's First Court - This is the New Monarch's big chance to make it or blow it. He/She should provide a suitably regal air without coming off as arrogant. As stated before, the first order of business of the new Monarch is to pay proper homage to the old Monarch, as well as expressing the club's sincere appreciation of the old court. The next order of business is the expression of the new Monarch's hopes and basic plans for the coming reign. This is sort of a contractual agreement between the new Monarch and the populace. The next tedious task is the awarding of the new Guild-Master positions for both the fighting guilds and the service guilds.

9. New Business before the Court - Now that the tedium is over a little bit of fun is next in the form of business before the New Monarch. This is the time that "God" knows what happens. Often there are pledges of loyalty, gifts from visiting royalty or perhaps even declarations of war between Kingdoms. Play it up big, the opportunity for fun and creativity is knocking. Keep in mind that this is a one shot affair. If you want to do something awe inspiring or exciting, now is the time to do it, the eyes of the Kingdom are upon you.

10. Closing Court - Well it's almost over, and hopefully everything will have gone smoothly. This is the time that you must disengage the Kingdom from formality and help it along into blissful revelry. Tie up any loose ends, restate the basic intentions of the new Crown to serve the people, thank everybody involved for making the club a success, and remind the people that new things are afoot and opportunity is calling. Get the Herald to call an end to the Court, and go party.

Now that the basic plans are laid, you can truly look at the things that will make the coronation "colorful." The next area of critical planning and coordination is the music for the Coronation. In this area you will need a "sound engineer" with access to a cassette-recorder which can tape directly from a record, and from another tape player. Furthermore, this person must have direct access to the Coronation "schedule of events."

The sound engineer and the Monarch will have to spend a lot of time deciding on the music (fit for a royal occasion) and how long each selection can be for each segment of the Coronation. It is a very good idea for the sound engineer to make up his/her own schedule of events and break it down into time segments. The best possible situation is to go through several practice runs of the Coronation to get a more accurate time frame for each segment.

Another helpful hint is to make two copies of the Coronation music and to have two cassette recorders. The #1 copy is used to play on the master sound system. The #2 copy is used on the number two recorder with headphones. If the music on the master system is running over-time and is in danger of continuing into the next segment of the Coronation (a very real possibility), the #2 tape is already fast forwarded to the music for the next segment, and is ready to go as you fade out the music of the previous segment on the master system.

There is also the possibility that the music is not long enough for the segment. In a case like this the #2 copy is rewound to the beginning of the segment, and as the #1 copy is faded out on the master system, the #2 copy is placed in the master system and played as a loop. The #1 copy is then fast forwarded to the next segment and is ready to go back in after the #2 copy is faded out. If you think this is all terribly complicated, you're right. All that you have to do though, is set up the system, and go through a couple of practice runs. You'll get the idea.

Now that the major planning and coordinating aspects are over you can begin with the landscaping of your Coronation. This is indeed a fun and creative segment of Coronation development. You will need to be present at the hall for this segment and should have the basic materials you will need for the night of the Coronation, or at least a very good idea of what you will have to work with. When arranging the "landscape" for your feast you

will want to consider three major areas of importance: 1) The Crown table. 2) The Court area. 3) The audience.

The Crown table should be the magnet which draws the attention in your hall. For this reason it is a good idea to place the Crown table at one end of the room, placing it on a raised dais if possible. The dais is not a hard item to construct, and can be as simple as two pallets placed side by side with a carpet thrown over the top. You will be surprised at how much more impressive the Crown table will look when mounted on a dais.

The next area you will want to stake out is the Court area. The Court area is basically a large empty space in front of the Crown table used for the crown to conduct Court business. For example, this will be the area where the processional will stop, where the awards will be given out and accepted, and where any entertainment for the Court, such as dancing will be held. A nice touch you can add to this area is a large Persian rug, or if need be a large facsimile of a Persian rug.

Finally, where does the audience go, and how are they arranged? What you must immediately take into consideration is where you will place your visiting dignitaries. A good rule of thumb is to place them to the right and left of the head table facing the same direction as the head table. For visiting royalty it is preferable to place them at the head table, affording them the honor of their station. The tables to the left and right of the Court area should face each other, not the Crown table. This focuses their attention on the Court area where the bulk of the action will be taking place. At the lower end of the Court area tables should face the Crown and have a central aisle for which the processional can pass.

Decoration is another area in which you can have a lot of fun and produce great effects. Once again the Crown table is the magnet of the hall, and you want this area to draw as much attention as possible. For this reason you will want to place a large tapestry

(or if you have a club banner with the royal seal on it) on the wall immediately behind the head table. Try to cover as much space as you can on this wall, making sure that the tapes are visible when the Monarch is seated. Other items you might want to place around or behind the Crown table are large plans, coats of arms, pillars, or any other item which will lend majesty to their Majesties. Use your imagination. You can really come up with some great ideas if you just think and experiment.

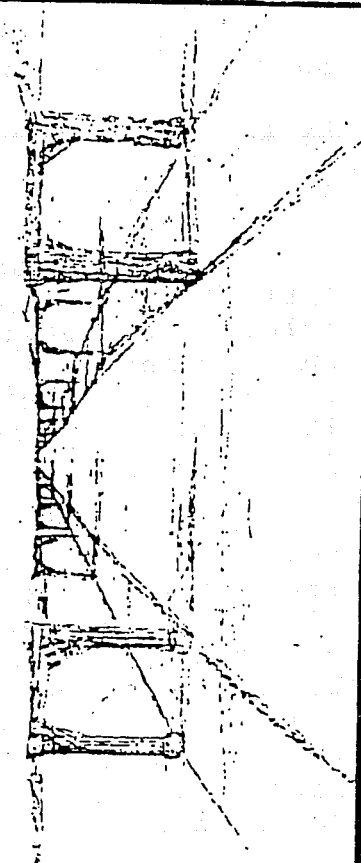
For the rest of the hall you can decorate the walls with personal banners (encourage the populace to bring their own), weapons, and tapestries. Suits of armor can really lend the medieval atmosphere you are trying to achieve, and plans can lend a royal air all of their own. Once again, think and experiment.

Lighting is the final area of discussion, and it also is an area in which you can really be creative and add a beautiful aura of grandeur to your Coronation. Candelabras are a must for the Crown table, and you will want to position them both on and around the table making sure not to obscure the Monarch or his/her view of the hall. Usually the rule of thumb is the more, the better. Be sure to encourage the populace to bring their own lighting.

If you are going to video tape any segment of the Coronation, set up the video camera and experiment with the lighting. Some video cameras now tape well in candle light, but in my experience this is not the case. You will probably need to use obnoxious electrical lighting to get really good video, but you can disguise the lighting by various methods such as lamp shades or placing the lights behind objects such as planters or suits of armor. Try to get away with as little electrical lighting as possible, and don't let this form of lighting ruin your Coronation. The Coronation is medieval and an event for the whole club to enjoy, so balance this fact with your desires for posterity. Maybe you will decide it's not worth recording the feast if you can't adequately disguise your lighting.

I hope this article will be of some use for your Coronation. The main point that I would like to get across is to start the planning segment of your feast well in advance. A month is not long enough. Get together some people who have the time, energy, and materials that you will need and discuss, plan, and revise your Coronation until it is organized the way you want it. The music segment is one of the rougher ones to master, and will take a lot of planning and consideration as well as rehearsal to get it right, but you will find it is well worth the trouble. The rest of the color is pretty easy and lots of fun. The point that I would like to get across here is to think about all the possibilities and be creative. Listen to every idea you can, experiment with them, and then decide what you want to use.

Amigard is a fantastic outlet to discover skills you never knew you had, and to use them in a constructive, creative way. You will be very satisfied when all your hard work pays off by having a great Coronation; and even if the populace doesn't know how much work and effort was put into it, at least you do. Give yourself a standing ovation, and long live Amigard!



RULES PROPOSAL FOR THE AMTGARD VILLAGE

by the humble Baron Squire Sionnach ó Seregon

THE CONCEPT:

The idea for a neutral village arose from the Allthing held on April 22, 1989. Master Thariand, Adept of the Blue Star, wanted clear rules to be set for the Magic Shop, where battlegame combatants might buy enchantments from a neutral Wizard. The idea developed into the concept of an entire town, with casinos, magic shops, hospitals, etc. The town was voted into existence, and its rules are now subject to playtesting.

The Village presented here represents a small town of no more than one or two thousand people. However, its history is a rich one, for it was built by a powerful sorcerer long ago, who surrounded it with indestructible walls and protected its inhabitant with an ancient enchantment that absolutely forbids violent combat within its boundaries. So appealing a place is it, that the dead spirits of slain combatants wander its streets and taverns, awaiting their return to the world of the living (in other words, it also serves as Nirvana). Perhaps it will be hospitable enough for weary warriors to continue returning from this day forth.

THE RULES

1. The Village will be marked with a rope boundary. This boundary represents an impenetrable stone wall. The Village may only be entered and exited through the gate(s); this includes moving by Flight, but not Teleportation. (Note: To keep combatants from continually fleeing into the Village to escape death, the Sheriff (see below) may set conditions which force a person to stand at the gate for a short period of time before he may enter.)
2. Due to a very powerful enchantment, no combat of any kind is allowed within the Village. There will be people in the Village who neither want to fight nor want combat to occur around them.
3. Dead combatants may come into the Village to wait out their stay as though it were Nirvana. However, dead combatants are not allowed to discuss important information concerning the current battlegame (a Talk to Dead or similar spell is required for such a transaction).
4. Non-offensive magic and class abilities are allowed within the Village (see list). (Note: Neutral parties are subject to magic and abilities; however, a person playing Color may elect not to participate in the game.) Magical areas (i.e., Antimagic, etc.) cannot cross the Village walls, nor can any magical effects occur through the walls unless specifically stated.
5. Neutral parties (people not affiliated with a team) are allowed within the Village. These include Color, Wizards at the Magic

Shop, Healers-for-hire, etc. Neutral parties may not, however, enter the battlegame without permission from the reeves (i.e., mercenaries must be approved). (Note: Anyone within the Village who has not declared a specific class will be considered to be Color.)

6. Neutral spellcasters are still within the battlegame, and therefore figure into the normal restrictions on the number of spellcasters. All neutral parties are considered to constitute a separate "side."

7. The reeve in charge of the Village is known as the Sheriff. He has all the powers of a normal reeve. In addition, he has the following added authority:

-- He may expel a person from the Village whom he judges to be unsafe or detrimental to the smooth operation of the Village or the battlegame.

-- He may set conditions upon anyone wishing to enter the gate of the Village (e.g., answering a question, telling a story, paying a pence, etc.) or assign a guard to do so.

8. Game items may not be brought into the Village, except in special scenarios. Bases may not be set within the Village.

9. Neutral parties have full lives. They are allowed a period of rest, which is identical to a normal death, if they wish to gain the abilities of successive lives. Until otherwise voted upon, only Neutral parties have this option. Color personae have one life, but they cannot be killed.

OPTIONAL RULES AND SUGGESTIONS:

(A) Allow a person to set up an armory. He will have the ability to mend or sell weapons, etc., as though the combatant had returned to base to retrieve a new one. Since this requires no real talent, money earned in this manner should be given back to the Exchequer (minus a small commission, perhaps).

(B) Establish a Sheriff's Hold with a jail, in which undesirables may be placed for a certain count (like a penalty box).

(C) Establish two, rival Villages, each with its own affiliated team. However, bases may not be placed within a Village, and a neutral Nirvana should be created.

(D) Set up a scenario in which clues for victory are hidden within the Village. This will add intrigue to the battlegame. Perhaps limit the number of active, living combatants who may enter the Village at one time.

(E) Allow poison within the Village. However, it must be of the ingested (i.e., non-melee) kind. An Assassin may poison food or drink as though he were poisoning a weapon. The Assassin would not be required to mark the item with a white cloth, although the cup, plate, etc. should be marked in some way (as per the game of "Killer"). The

Sheriff should be made aware of the poisoning before the Assassin circulates it.

(F) Allow Wizards to set up Circles of Protection in and around the Village and attack one another with verbal spells (i.e., through walls). (Preferably, they should keep their voices down as compared to usual, battlefield volume levels.)

(G) Allow Shove spells to be cast by Neutral Wizards, to expel undesirables from an establishment.

(H) Set up a special scenario in which the Village may be attacked. There must be plenty of advanced warning for anyone within the Village not wishing to participate to leave, valuable, fragile or dangerous objects to be removed, etc. Ample space should be given inside the gate, so that combat need not endanger tents, pavilions, etc. A purse may be placed within the Village: if the defending mercenaries/guard successfully drive away the invaders, then the purse is distributed as pay; if the attackers are victorious, then the purse is captured as plunder. Raping and pillaging should not be allowed without special permission from the reeves.

SPELLS AND ABILITIES ALLOWED WITHIN THE VILLAGE

(Note: All immunities are retained within the Village. In the case of combat abilities, special weapons, etc. may be prepared inside the Village, but cannot be used there; this includes Touch of Death, Vibrating Palm, etc. Normal time restrictions apply in all cases. Enchantments, Charms, etc. cast outside of the Village are retained within its walls.)

Anti-Paladins: Touch of Death, Poison Weapon, Reanimate ☉.

Archers: Stun Arrow, Flame Arrow, Armor Piercing Arrow, Penetration Arrow.

Assassins: Poison Weapon, Touch of Death, Antidote to Poison.

Barbarians: Heal Self, Fight After Death (the Barbarian must immediately leave the Village to do so, and the 10 second count begins at death, not upon his exit from the gate; please do not run anyone over on the way out).

Bards: (1st level) Presence.

(2nd level) None.

(4th level) Emotion Control (Immunity to Charm, Immunity to Subdual, Immunity to Emotional Attacks, Confidence).

(5th level) Mimic.

(6th level) Druid Magic restrictions apply.

(1st level) Cancel *, Cure Poison, Heal, Shillelagh.

(2nd level) Barkskin, Cure Disease, Thornwall \$,

Magical Arrow, Mend.

(3rd level) Ambidextrous, Plant Door, Protection From Disease, Protection From Flame.

(4th level) Commune, Silence, Stoneskin.

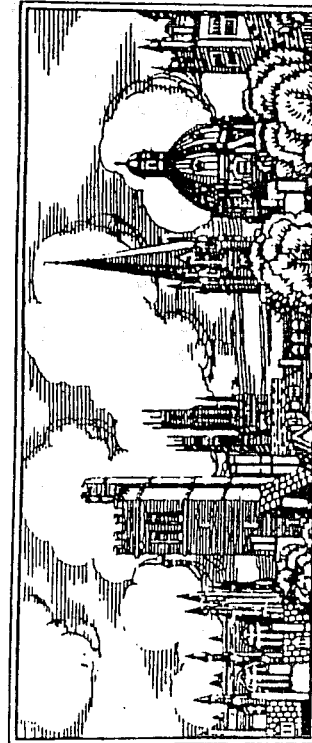
Druids:

(5th level) Flameblade, Passplant *, Stone to Flesh.
 (6th level) ~~Reincarnate~~ ~~Reincarnate~~,
 (1st level) Cure Poison, Heal, Mend, Talk to Dead §.
 (2nd level) Bless, Cure Disease, Heal Extend.
 (3rd level) Protect, Resurrect §.
 (5th level) Protection From Death, Summon*Dead*.
 (6th level) Circle of Protection (Note: All Village
 restrictions still apply to a Healer within a Circle of
 Protection), Dispel Magic, Teleport*.
 Heal Self, Transfer Life, Vibrating Palm, Turn Undead,
 Sanctuary, Protection From Death.
 Extend Immunities, Heal, Resurrect §, Extend
 Immunities: Radius.
 First Aid, Stun Arrow, Fire Arrow, Interrogate, Cure
 Poison, Tracking, Carry Two Enchantments, Druid Magic
 Subject to Druid restrictions.
 Bladesharp/Bludgeon, Harden Shield, Repair.
 (1st level) Bladesharp, Bludgeon, Cancel*, Enchant
 Shield, Honor Duel, Stun Weapon, Talk to the Dead §.
 (2nd level) Harden, Liplock, Circle of Protection
 (Note: All Village restrictions still apply to a Wizard
 within a Circle of Protection), Force Wall §, Mend,
 Messenger*, Protection From Flame.
 (3rd level) Antimagic §, Dispel Magic, Protection From
 Projectiles, Protection, Touch of Death.
 (4th level) Enchant Weapon, Protection From Magic,
 Reanimate §, Teleport*.
 (5th level) Advancement, Lend, Vivify, Warskill.
 (6th level) Defend, Expertise, Lich §, Stack.

§ Must have the approval of the Sheriff.

§ Targets must have either died within the Village or have been Summoned.

* May have effects through the walls of the Village.



SPELLS AND ABILITIES NOT ALLOWED WITHIN THE VILLAGE (Except in special cases)

Anti-Paladins: Steal Life.
 Archers: None.
 Assassins: Traps.
 Barbarians: Berserk (berserk barbarians have no wish to be in the Village; they want to kill, kill, kill!).
 (1st level) Visit, Charm.
 (2nd level) Truth, Legend.
 (4th level) Lore, Emotion Control (Berserk).
 (5th level) None.
 (6th level) Druid Magic restrictions apply.
 (1st level) Entangle, Heat Weapon, Warp Wood.
 (2nd level) Paralyzation.
 (3rd level) Confusion, Extension.
 (4th level) Call Lightning, Flamewall, Shatter.
 (5th level) Flesh to Stone.
 (6th level) Feeblemind, Finger of Death, Fire Trap.
 (1st level) Lost, Mute.
 (2nd level) Banish, Curse Weapon, Entangle, Sleep.
 (3rd level) Mass Sleep, Stun, Wounding, Yield.
 (5th level) Extension.
 (6th level) None.
 Monks: None.
 Paladins: None.
 Scouts: Entangle Trap.
 Warriors: None.
 Wizards: (1st level) Magic Bolt, Shove, Heat Weapon, Iceball.
 (2nd level) Hold Person, Lightning Bolt, Wounding.
 (3rd level) Extension, Fireball, Mutual Destruction, Wind, Yield.
 (4th level) Petrify, Sever Spirit, Curse, Doomsday, Pyrotechnics.
 (5th level) Flight, Sphere of Annihilation.
 (6th level) Killing Grounds, Transform.

CLARIFICATIONS OF AND REASONING BEHIND THE RESTRICTIONS

The spells and abilities were selected to prevent combat within the walls of the Village. For the most part, only attack spells are prohibited, including Charm and similar magic. There are a few opportunities for magical combat to occur (with the allowance of Dispel Magic, etc.); such magical interactions should be conducted discreetly and courteously. Bolt spells cannot be charged up inside the Village, to discourage an excessive amount of combat at the gate. Resurrect, Reanimate and Reincarnate are allowed, but the targets must have either died within the Village or have been Summoned (this is to prevent confusion between dead combatants within Nirvana and corpses which can be legally affected).

THE PAVILION

While the title may sound like the lead-in to a cheap gothic thriller this is really an honest to gods (diety of your choice) treatise on pavilion construction.

You have all seen and probably envied pavilions seen at the larger S.C.A. events. I have admired the Viking tents, ogled the amazing pavilions, and gasped in unbelieving wonder at some of the large portable castles. I have also noticed the big drawback in all of the above. They just aren't all that portable for us "throw a couple of tunics in a bag and take off to Estrella" types.

My subconscious came up with THE DINING FLY (\$14.95 at Commercial Sales). Now, that is portability! Of course it is also incredibly ugly (medievally speaking) and has a lamentable propensity for coming adrift in winds of 5mph or less.

The problem seemed to be a marriage between a big, expensive hunk you have to haul around in a trailer and a cheap little floozie you can take as carry-on luggage when flying Southwest.

IMPASS.....

Deciding this marriage was not made in any body's heaven I took the easy way out and turned the whole mess over to my subconscious. (Picture a large, dim warehouse crammed with dusty 5 drawer file cabinets and an 85 year old arthritic file clerk with a previous history of vagrancy and self abuse.) Well, despite all odds the old boy came shuffling up to the front office - aka frontal lobes - about three months ago, threw a dogeared file on my desk, hawked and spat on my fake Persian rug and shuffled back out scratching at his crotch.

Here's what the filthy (but inspired) old degenerate came up with:

- A. Portability = dining fly
- B. Very ugly = dining fly
- C. Fragile = dining fly
- D. Pretty = SCA type pavilion
- E. Cumberston = SCA type pavilion
- F. Sturdy = SCA type pavilion

The way I saw it I could combine B, E, and F and get an ugly, cumberston, but sturdy dining fly. So who cares? Or, I could put AC and DC together and get something my mother neglected to tell me about. Seized with sudden inspiration I thought to combine A, D, and C and get a portable, pretty and fragile pavilion.

OOPS.....

Clearly subconscious wasn't performing at even 75% efficiency. So I fired off new directive to the file room, to wit: "require solution to fragility problem soonest". Signed, Frontal Lobes. Never did get an answer. Figure the Filthy Old Degenerate posing as file clerk was holed up in the porno section with a bottle of Sneaky Pete.

The answer finally came from a close friend who was clearly sick and tired of hearing me caw about dining flies. Says friend (who also happens to be Guildmaster of Engineers), "the only thing wrong with dining flies is the poor engineering job on the center support". (Gee, I always thought it was the wind that made the whole bloody mess take off like a big blue vampire in heat!) Folks, the man had a willing, captive audience. Fluttering eyelashes, unbuttoning 3rd button on shirt, and leaning forward I said breathlessly, "tell me more big boy". (Ah, the things I do for the club!)

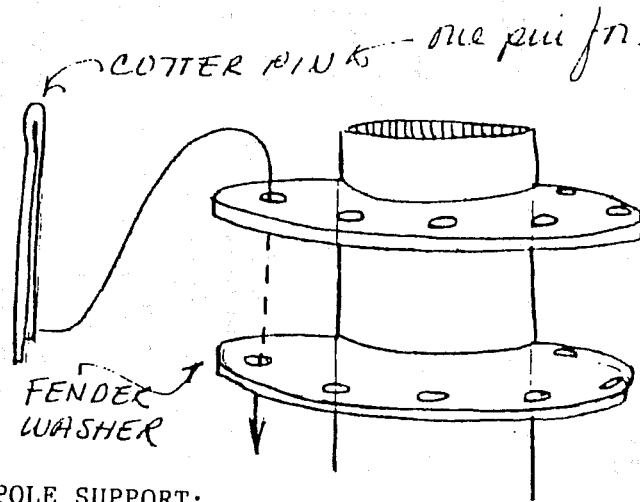
The following 8 hour span of my pursuit of knowledge for the sake of Amigard are censored (aka, none of your damned business buddy!) But the fruits of my - blush - labors I now share with you.

For an 8 X 8 X 7 foot high pavilion you will need:

1. Approximately 20 yards of 60" light weight material.
NOTE: This pavilion has only 3 sides. If you want a fourth adjust material to 24 yards and find three friends to play bridge.
2. Four 6' aluminum poles - the break-down kind that come with that \$14.95 dining fly you bought and only got to use once before it beat its canopy to shreds last Estrella.
3. A center pole: NOTE: Secret of success. You need a sturdy (STURDY) 1 1/4 to 1 1/2 inch (outside diameter) galvanized iron pipe in threaded sections to equal 8 to 8 1/2 feet. The height of the pavilion will end up as 7 feet.
4. One cinder block brick or suitable substitute.
5. Small amount of scrap wood for facing ugly brick.
6. Various hardware to include 2 large fender washers, a couple of 2" cotter pins, and some large grommets.
7. Some 1" to 2" nylon webbing - about 5 feet.
8. One 8' plus aluminum pole won't hurt for front brace.
9. Some big grommets (or have put in at Commercial Sales).
10. Tent stakes which you probably already have.

CENTER POLE:

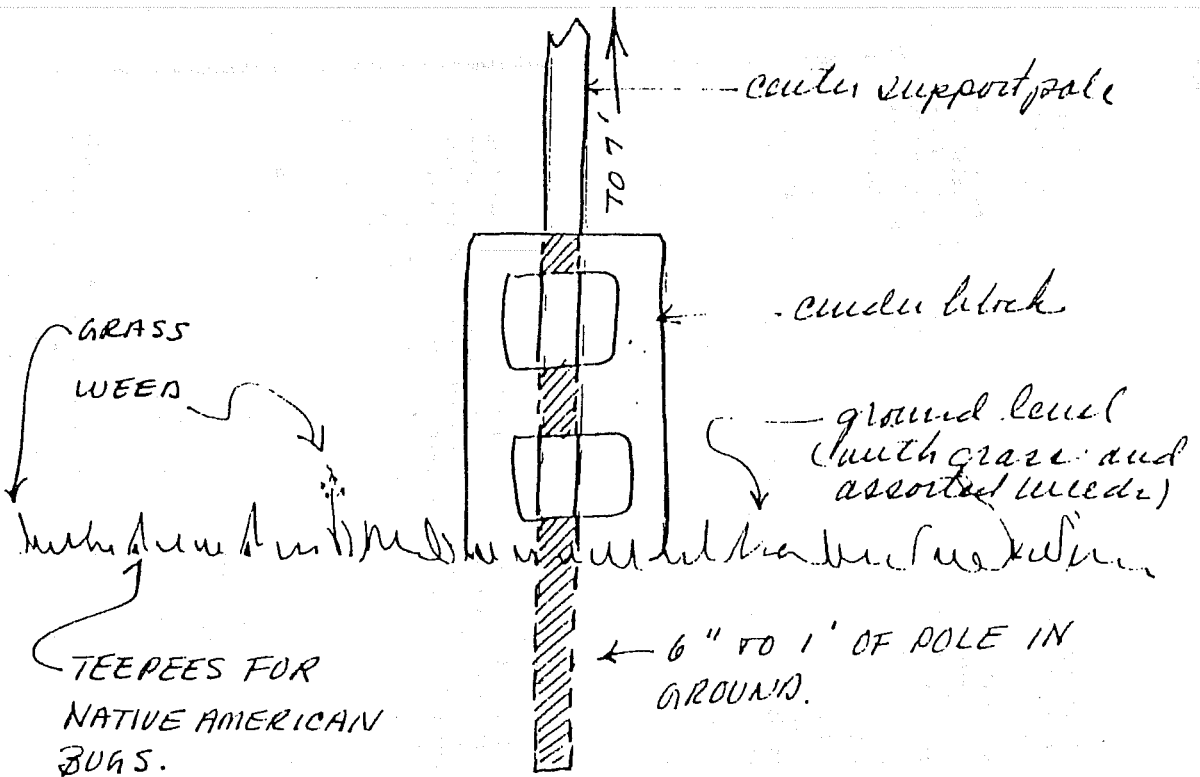
You need to prevent the top of your pavilion from being lifted off the center pole by wind gusts so using a drill, your large fender washers, and the cotter pins create the following:



one set of holes + one cotter pin for each loop of webbing in canopy top.
 Note: diameter of center hole in fender washer to fit diameter of center support pole.

CENTER POLE SUPPORT:

Now create a support for the center pole using that cinder block as per the illustration below. (NOTE: Sterling # can and will give helpful information on drilling holes in the cinder block.)



teepees for native american bugs.

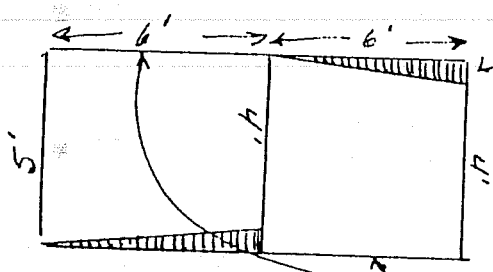
PAVILION CANOPY AND SIDE PANELS:

Now, if you have your 20 yards of material proceed to cut it out as follows: (NOTE: I opted for a bi-color in the unlovely, tasteless, but traditional Claw Legion colors of yellow and green and used 12 yards of 60" yellow broadcloth and 8 yards of 60" in the green.)

NOTE:

I have marked dimensions on the illustration but have not marked seam allowances so be sure and add them. Personally, since this structure does have to withstand some 70 plus pounds of stress, I have allowed for a full inch for these seams just to be on the safe side. All seams flat felled of course.

REMARKS ON CUTTING TOP CANOPY OF PAVILION: You may have figured out that since there is a one foot difference between the top-most portion of the pavilion and the 6' sides of the pavilion that you cannot simply lay out an eight foot square, section it like a pie, cut and sew. If you do this you will end up with a perfectly flat square that when "introduced" via your sewing machine to the sides of the pavilion will produce a result similar to that size 16 lady wearing a pair of size 12 stretch pants. Pay close attention to the dimensions and cutting instructions on the pavilion top. Make sure you allow for the seam allowance on all sides of your triangles.

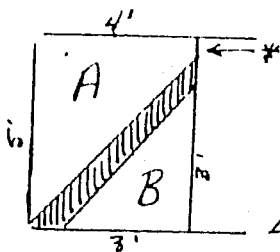


EXCESS-CUT OFF

This cut times 3 will equal the side panels for the pavilion. I cut two of the yellow and one of the green. Reinforce the bottom two corners on each panel and add a grommet.

CENTER SEAM LINE

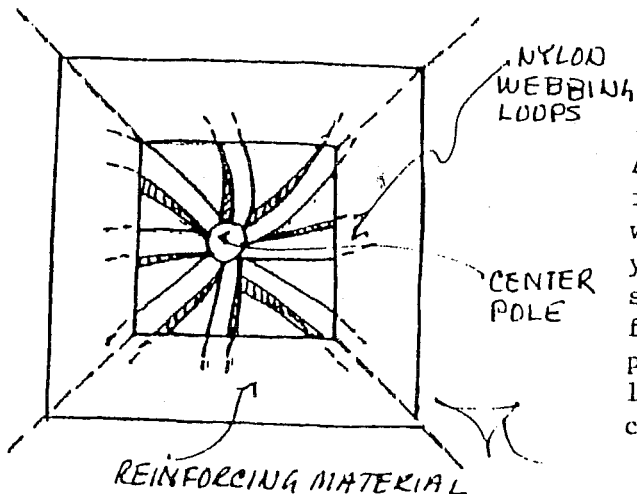
This cut times 4 will equal your pavilion's top. You do not have to use this specific layout on your material of course - it was most economical for the material I was using.



EXCESS

CUT FOR CENTER OPENING IN TOP

* THIS MEASUREMENT 1'3"



Add loops of that nylon webbing to create the means by which to fasten the top of your pavilion to the center support pole. Measure carefully and reinforce as much as possible with material scraps left over from your major cuts.

PAVILION TOP AS SEEN BY BIRD.

ALTERNATE METHODS AND NOTES:

1. Since I wanted to give my pavilion a bit of flair without going to large amounts of extra work I elected to omit the corner seams. This enabled me to utilize the 2' difference in width between the top horizontal and bottom horizontal dimensions to peg the bottom edge away from a perfect vertical. This has an added benefit, and a big one, of making the pavilion "self-guying".... an important stability factor.
2. The Engineering Guild has developed two alternate suspension methods for the tent attachment to the center pole. One of these may or may not be used in the finished product but that particular one does have the advantage of allowing you to actually "raise" your pavilion a-la a circus big top thus eliminating the four person one pavilion set up (a real circus but not much fun).
3. "Ah, Ha," you say, "Can I change the dimensions given if I want a smaller pavilion or a larger pavilion"? Say I, "feel free" BUT.....be forewarned that while making a smaller pavilion is relatively easy there is definitely an upper limit to making a larger one. Remember the 70 pounds of stress statement somewhere back near the beginning of this article? Break out your calculator and figure pounds of stress and required support before you decide to build a 20 X 20 X 10 footer. The required size of your center support pole will be appalling both in cost and in weight.
4. Please note that the beauty of this do-it-yourself project is that you can substitute like crazy. For instance:
 - A. No cinderblock? How about one of those small wood telephone cable spools? With a little adaption you can have not only a support but also a table. NOTE: Center pole must be a very snug fit or you've negated the support feature.
 - B. Are you balked by the \$1.98 per yard price of broadcloth? You know I've seen 60" satin for \$.89 to \$1.49 a yard. Satin for a pavillion? WHY NOT?
 - C. Price still too high for your money pouch? How about making a company pavilion? The approximate \$50.00 cost divided by a five person company is only \$10.00 per person.

In summation folks you have just reaped the benefits via this article of hours of argument (in the pure Greek sense of the word of course), a severe case of pavement foot from tracking down the most likely materials (go directly to La Barata, do not pass go, and do not spend \$200.00), hours of laboring over a hot drawing board, and garber's knee from measuring, measuring, and remeasuring the ###!!!# material. Of course you also missed the experience of seducing the talents of the Engineering Guildmaster but that's going to be in another article for next Crown Qualifications titled How I served my apprenticeship under the Guildmaster. (Distributed exclusively through Eros Bookstores.)

Clothing Comments

By Lady Sylaina of the Green Wood

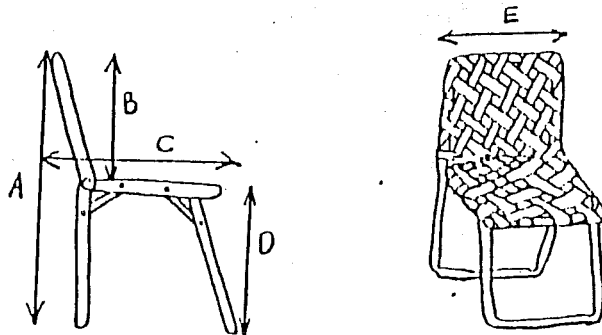
COVER THOSE LAWN CHAIRS

Well, ok, so this article isn't about a piece of clothing; but I think it would be great if we could start covering all those lawn chairs (something we desperately need to keep us out of those nasty fire ants that inhabit the park) and ice chests (something else we desperately need to keep us alive out there). Here are some quick ideas on how to hide some of the things that may distract from the atmosphere of you encampment.

DIRECTOR AND LAWN CHAIR COVERS

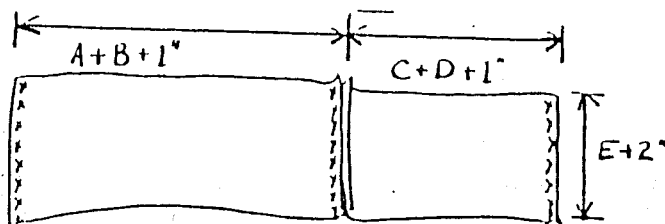
You will need: Fabric - a good sturdy fabric would be best: denim, canvas, sportswear, etc.
1 back piece, use measurements: $A + B + 1"$ by $E + 2"$
1 seat/front piece, use measurements: $C + D + 1"$
2 side pieces, use measurements: $C + 1"$ by $D + 1"$
Heavy Duty thread
Fringe or other decoration as desired

- 1) Wash fabric to allow for shrinkage. If desired, apply a protective stain resistant spray, such as Scotch Guard.
- 2) Measure the chair you wish to cover, as shown below. Draw pieces onto backside of fabric with chalk or fadeaway fabric marker.

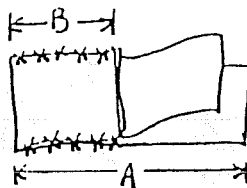
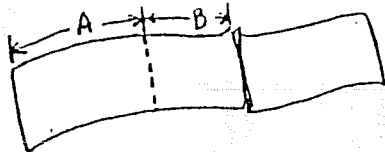


3) If desired some of the decorating can be done before the cover is sewn together. Suggestions: a painted or applied design or heraldic emblem on the back, some pockets sewn on to keep those small things handy. You may want to wait on any hem decoration until the cover is sewn together so the hem will match at the sides.

4) With right sides together, sew back and seat/front piece together. Now you should have one long piece. Hem the short sides of this piece with a handkerchief hem (fold over $1/4"$ twice and sew down; see last month's "Comments" for diagrams). Turn the edge under $1/4"$ and press. Turn under another $1/4"$ and sew.

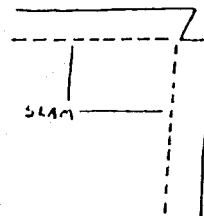
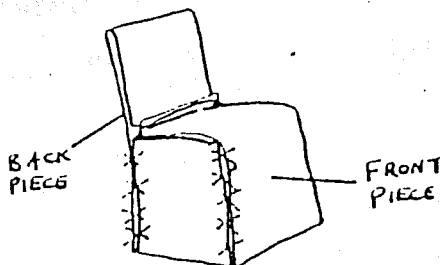
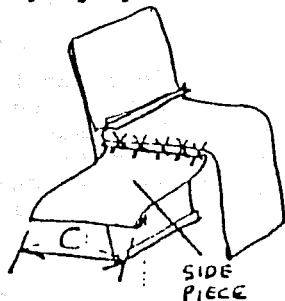


5) Mark "A" measurement on the underside of long piece. This is the top of your chair. Fold along that mark (the right sides should be together), and sew edges together.

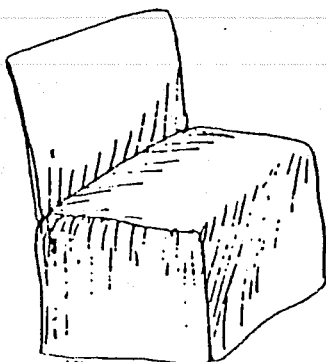


6) Finish the bottom of the side pieces ("C" measurement) with a hankerchief hem.

7) This step may be a little tricky, so just take your time. With right sides together, pin the unhemmed top of the side pieces (one at a time) to the seat, and sew. Then pin the two sides of the side pieces to the back piece and the front piece and sew those seams. Reinforce your stitches at the corners. The chair cover should now be shaping up.



8) Clip the corners to the thread, so that no loose edges will stick out. (This is to make it easier to turn right side out.) Now turn your seat cover right side out.



9) If desired, decorate the hem with a ruffle, some fringe, a wide contrasting border of another fabric, etc.

NOTE: This pattern is designed for chairs without arm rests. Modifications will need to be made if your chair has them. Maybe this will be the subject of a future "Comments".

ICE CHEST COVER

Well, I'm probably running out of room and I know I'm running out of time, so the ice chest cover will have to wait until another time. In the meantime it looks really nice just to throw a long rectangle of cloth over your ice chest. Look at the bargain and upholstery tables of Hancock Fabrics (by the way, upholstery remnants and pieces make great decorative ground covers), or at flea markets, thrift stores, and garage sales for old bedspreads. Cut the fabric to size and hem the edges. Simple enough, and it adds color and atmosphere.

That's it for now. Have fun!

DRESSING A TENT FOR A "PERIOD" EVENT.

Unless you want to go to the considerable time and trouble to actually make a medieval tent the best route to take is to disguise your mundane tent. There are several ways this can be done, to wit:

1. You cover the entire tent with a very large cloth and either pretend it is a very large piece of cloth covering some indeterminate object or, if you have the panache to carry it off, declare that the large, black structure you are standing in front of is a bedouin's tent and "has anyone seen my camel?" Actually, this approach to tent hiding is not necessarily a bad one provided you can find a big hunk of black material and a camel saddle. (We're assuming a bedouin persona.)

Taking this idea one step further you could semi-tailor the big hunk of cloth to your tent, leave a person sized opening, sew a canopy right above the opening, prop it up with a couple of poles, guy the poles and have a reasonable looking dwelling place. NOTE: It is wise to tie down the bottom edge of this big hunk of stuff to your tent stakes so that the first good wind doesn't carry the entire thing two miles down wind.

I've never created this particular tent disguise but logic dictates the following approach:

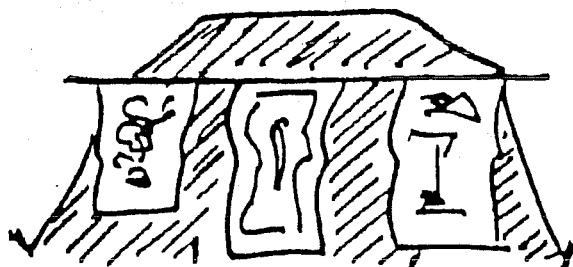
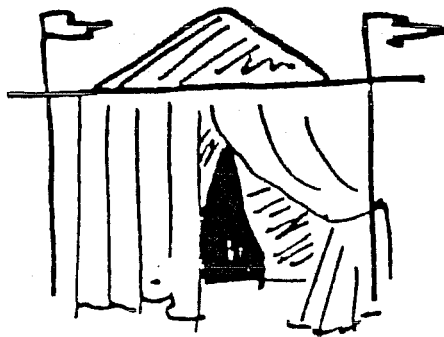
- A. For an exterior or interior support tent (excluding dome tents):

Measure tent and supports (if exterior support), break out your high school geometry and make a copy of the tent only a couple of inches larger all the way around. Use a light weight material and add a square of fabric for a front awning.

Does this sound like a lot of work? You bet your donkey fellah! But it is an approach you can use if you want.

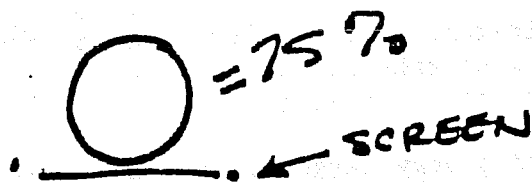
Personally, I'm of the "drape it with banners, put a screen in front of it" school of thought. I also practice saying, "mundane tent? What mundane tent?"

My personal tent is a large exterior support Winnebago (qué mundane with a vengeance!). When I get through draping and hiding it tends to look somewhat like the illustrations below:

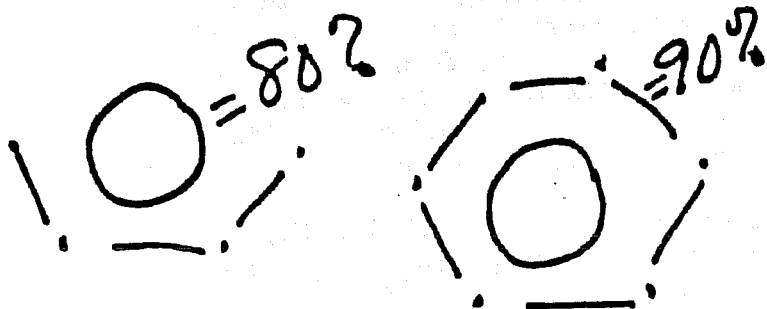


Not perfect but not bad. The easiest, simplest approach to hiding

any tent is to throw a screen in front of it. This works equally well for the ubiquitous dome tent. You can do one dome plus one screen and take 75% of the curse of mundanity off your tent. See top view below.

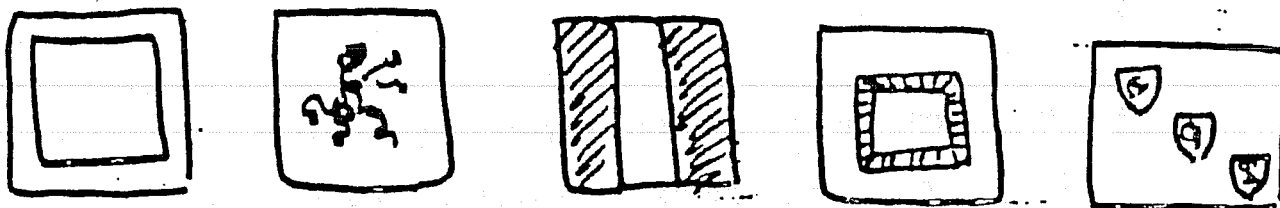


You can work your way up to the ninety percentile level by adding more screens.



Ninety percent is as good as you're going to get without constructing an actual medieval tent.

Do decorate your screen curtains (always make them in pairs for ease of ingress and egress to your tent). If you have the time you can do any of the following.



Don't forget, you can rob mom's material stash and sew 2 or 3 strips of same weight but different color material together to make your curtains. Or,.... liberate old and solid color sheets (white or yellowed used-to-be-white are fine) and decorate at will.

Sew a tunnel in the top of your curtain the width of your curtain pole X 2.

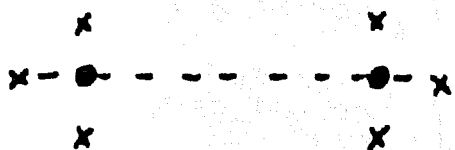
The three plus poles you'll need to support this stuff can be any one of several materials:

1. Industrial PVC
2. Bamboo
3. $\frac{1}{2}$ rebar
4. $\frac{3}{4}$ to 1" dowling
5. Reasonably straight branches lopped of your non-bearing mulberry tree. (Probably the best material of all - authentic and free!)

Remember, if your poles are to be 6' above ground level you will need at least 7 to 7 $\frac{1}{2}$ ' poles so you can hammer part way into the turf. If you want banners flying bravely from the top end make your poles 8 to 9' in length and be prepared to guy them very securely. We're talking lots of nylon rope, good, stout stakes, and white guy flags.

Illustration of basic screen and guy placement pattern below:

TOP VIEW

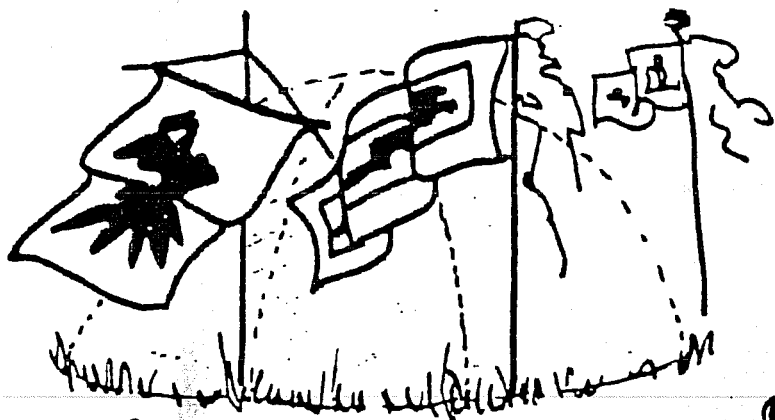


● = SUPPORT POLES
(VERTICAL)

X = GUY STAKES

- - - - = CURTAIN
SUPPORT POLE

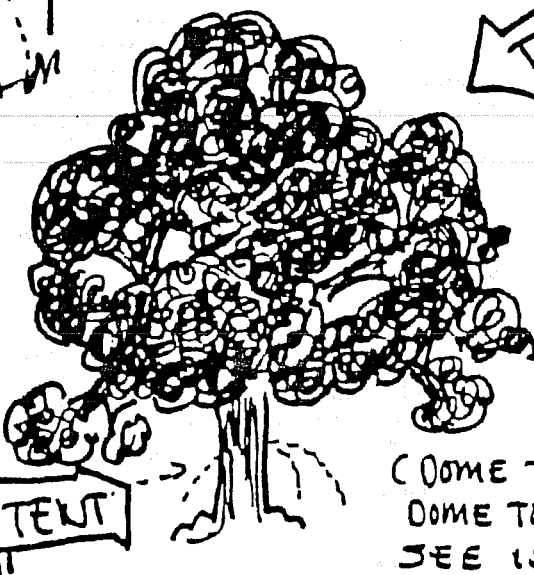
Can't do any of the above. Not all is lost. Erect banners in front of or all around the tent.



See, tent takes second place. The banners are seen first. This is disguise by misdirection, a time honored and very subtle approach.

Or, you find a good tree:

SOLITARY DOME



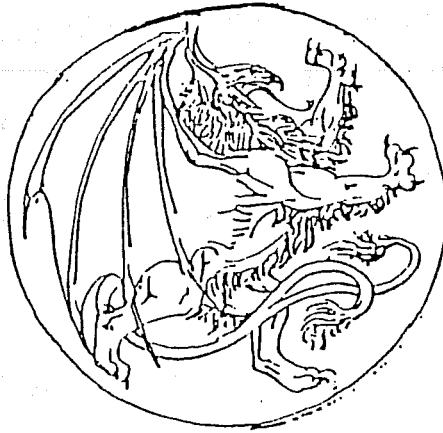
DOME +
TREE

(DOME TENT? WHAT
DOME TENT? ALL I
SEE IS THE TREE)

No banners? No tree? Still not all lost. You can:

1. Hide behind a larger tent. Ah, Ha. The traffic cop/billboard approach.
2. Borrow your sister's India bedspread (large, cheap and light weight) and drape the damned thing completely over your dome tent. Please fasten it down somehow!
3. Bring a 2-man, \$9.95 pup tent. Steal your sister's bedspread again and have very small but very intimate parties (party of 2 of course).
4. Don't bring a tent! Sleep in the back of your Datsun pickup and make arrangements with a friend to use his tent to host visitors.
5. You're stoney broke, have a 3 man dome tent, no wherewithall for any of the above and just barely enough for trip, site fee, food and ten bucks emergency funds and are afraid you won't "fit in". Solution: Come anyway. We'll sympathize - most of us have done "stoney broke" before and, after all, you care enough to show up and that makes you welcome.

Summa



About a week ago Morna and I were walking through the Wine Cellar looking for a good vintage to drink during the Qualifications Court, when Morna turned to me and asked, "How much of your 'junk' are you going to haul out to the coronation site?"

"Not more than one Land Dragon can carry," I responded. "Why?"

"I was just wondering how you were going to set up the encampment," responded Morna, taking down a bottle of Old Thundering Birds.

"That's a real good question." A grimaced look appeared on my face at the sight of the label.

"Well, you really should put some thought into it, since coronation is but a few weeks passing away." She turned and started to walk away.

"You're right, and there is an event in the qualification for place encampment also." Moving quickly I caught up to her. "Were not going to drink that at court, are we?"

"Don't be silly." She answered in a smile. "I'm going to use this to kill some ants that have moved in by the front gate."

Pavillion Tips

Here are some ideas on how to set up your encampment to make it more attractively medieval (or more attractive whatever time period you may be after.)

1. Even if you start out with a 20th Century pavillion or tent, you can paint stripes or your heraldic symbols on it to make it more in period. This could be a shield device or for pirates, a Jolly Roger.
2. If you are so inclined, a tent or pavillion can be hand made to resemble a more period one. However, this is rather time and money consuming, but if you have the means I do recommend it.
3. Make a border to sew around the outside of the tent or pavillion and the porch or make a porch for the structure.

4. Use you banners, either as standards or hung from your pavillion.
5. Put ribbons, streamers, pennants on tent poles and center poles.
6. Display your armour and possibly (even though ANTIQARD weapons do look somewhat out of place) weapons. Real weapons can also be displayed if proper safety precautions are used.
7. A well hidden Bard-in-the-Box playing period music adds to the ambience and can help to achieved the mood of the period.
8. Place a blanket over 20th Century equipment or place in the tent or at least out of sight.
9. Cover chairs with cloth or furs so that it doesn't look like you're sitting pool side in your beach chair.
10. Construct a simple wooden chest to fit over any ice chests. This way it can also double as a bench or table.
11. Tie pillows to camp stools, converting them to field seats which are nice for battlegame watching.
12. Make candle lanterns rather than using flashlights.
13. Drink from goblets or tankards.
14. Bring proper dining equipment. A simple wooden bowl is a good all-purpose vessel. Table cloths and candle settings also add a nice touch.
15. Park you Land Dragon far away from and out of site of the battlefield.

Try some of these happy camper tips at your next encampment to liven it up and give it the feel of really being in that time of old.

Have fun and keep from getting ant bit!

Lord Tholden Von Bazilius, Champion of Barad-Duin.

Horna Nighthstar known as Ants' Bane

Lord Tholden Von Bazilius

Horna Nighthstar



