



This Page for Chatelaine Use Only

Midrealm Newcomer's Quest Instructions for Chatelaines

This quest was designed with the hope that it would serve as an engaging way to introduce newcomers to what the SCA has to offer. The intention is to encourage newcomers to try a variety of activities within the Society, to enable chatelaines to quickly be able to answer a variety of the questions that they may have, to hopefully give newcomers a "hook" and to easily and rapidly enable them to get to know the wide scope of existing members within our local groups.

Newcomers work on this quest with their local chatelaine to try and learn about a variety of activities: garb, heraldry, martial activities, dancing, Court, etc. Upon completion of 8 out of the 11 tasks, participants will be granted a pilgrim's badge. Chatelaines can also decide to give out colored beads for each specific task. In the end, your newcomers will have learned a lot, made new friends, and have a variety of "bling" to start their collection! The Kingdom Chatelaine office will assist in supplying these tokens (pilgrim badge), but local groups are always welcome to add to these items.

❖ GETTING STARTED

Start by printing out a copy of the Midrealm Newcomer's Quest for each person who wishes to participate. A copy of the Quest is on Page 2 and 3 of this document. There is also a separate link to just the Quest pages at http://www.midrealm.org/chatelaine/chatelaine_resources.php

❖ COMPLETE A TASK - GET A BEAD

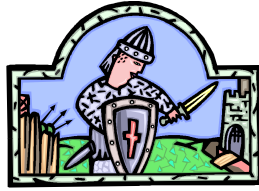
Explain to interested newcomers that they should check in with you as they complete each task. As they complete a task, give them a bead. Each task should have a different colored bead. (This step is optional if you are unable to provide beads, then you can instruct them to check in with you after they have completed 8 tasks). The Kingdom Chatelaine does have some beads to help groups get started. Email chatelaine@midrealm.org and ask if any are still available.

❖ COMPLETED QUEST

When a participant has checked in with you and has completed 8 of 10 tasks, please email the Kingdom Chatelaine at chatelaine@midrealm.org to advise the participant's name and mailing address. A Pilgrim's Token for the Quest will be sent out to them.

Midrealm Newcomer's Quest

By Baroness Giovanna Adimari



The idea of this quest is to allow you to try a variety of activities within the Society for Creative Anachronism to help you get familiar with us. You may find out you are interested in one or two of the things listed below, or everything! This Quest will also help you get to know members of your local group, as well as when certain events and activities are being hosted.

When you have completed at least 8 out of 11 items in this Quest, please return it to your local Chatelaine, or Newcomer's Officer, for your badge!

❖ **SCA History**

Take some time to learn about the history of the Society for Creative Anachronism. A great place to start is:

<http://www.sca.org/officers/chatelain/sca-intro.html>, but there are also a variety of other online resources. Plus, members of your local group can help!

❖ **Personas and Heraldry in the SCA**

Talk to your local Herald and members of your local group regarding SCA personas and heraldic devices. See if you can do a little research regarding some possible names that you can use during your participation with the Society.

❖ **Courtly Graces**

There are a variety of activities within the Society for Creative Anachronism to try. Some of the follow activities allow you to showcase "well-rounded" skills, but they are also a lot of fun! Talk to your local group to see when opportunities for these arise!

- Do one period dance
- Learn basic forms of address
- Learn titles and ranks in the SCA
- Play one period game (backgammon, chess, etc.)
- Attend at least one Baronial or Kingdom Court

❖ **Learn about SCA events and how you can help!**

Events comprise one of the most important and exciting activities within the SCA. They are an accumulation of everything produced, discussed and created during the weeks. There is usually one every weekend within a fifty mile radius. But they take people-power to happen! See if any are happening in your local group and volunteer to help, if even for an hour or two.

❖ **Learn about Society Officers**

Most organizations are comprised of leaders who help run most of the administrative work – and the SCA is no different. Research the various roles of the officers within your local group so you can find out more about what they do and why they have gotten involved in these capacities.

❖ **Martial Prowess**

There are a variety of martial activities within the Society, including armored combat, fencing, thrown weapons, archery (both target and combat), siege weapons, youth combat and equestrian. Get to know at least one of these activities and learn the basic rules and equipment.

❖ **Sewing Garb**

One of the only requirements for participants at SCA events is coming dressed in “an attempt” of pre-17th century clothing. Even if you are not experienced with a sewing machine, see if you can learn from other members of your local group how to sew at least a simple t-tunic. But also start observing other participants at events to see what types of “garb” they are wearing. Feel free to ask them where they bought it, or if they made it. You will quickly get a lot of ideas of future garb to wear, as well as some possible ideas of either merchants that sell SCA clothing, or places to find good prices on fabric and patterns.

Mark off each of the Quest items as you complete them!

History	Persona	Dance	Address	Ranks	Game	Court	Events	Officers	Combat	Garb

Return to your Chatelaine when completed.