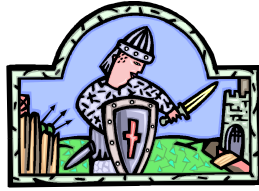


# Midrealm Newcomer's Quest

*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-17<sup>th</sup> 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.**