

Activities to do in the SCA

The main thing to remember about the SCA is that it is a participatory organization rather than a spectator sport. If you wait around to be entertained, you're going to be disappointed. The concept is to find one or more areas of interest and take part in them. Hopefully you will discover many areas that you want to participate in.

Amongst the activities available, there are the martial aspects which include armoured combat, thrown weapons and archery. You can become involved any of these or all of them, no matter your gender. Some resources on these topics can be found at:

Archery

<http://www2.kumc.edu/itc/staff/rknight/Archery.htm>

Weapons

<http://www2.kumc.edu/itc/staff/rknight/Weapons.htm>

Armoured Combat

<http://ic.net/~blues/wfstart.htm>

<http://www.bellatrix.org/school/default.htm>

<http://calontir.sca.org/marshal/marshal.html>

Armour

<http://www2.kumc.edu/itc/staff/rknight/blackmaille.htm>

<http://www2.kumc.edu/itc/staff/rknight/Armour.htm>

In addition to the martial activities, there are the arts, crafts and sciences of the medieval and renaissance periods that are practiced in the SCA. These areas of interest are known collectively as A&S (Arts & Sciences) and cover a wide scope of study. Just to list a few of these would include Bardic Arts (including Story-Telling), Blacksmithing, Bookbinding, Brewing & Vintning, Bright-Metalwork, Calligraphy & Illumination, Candlemaking, Chainmail, Clothes-making (including accessories), Cooking, Drawing & Painting, Embroidery, Fiber Arts, Fishing, Games & Toys, Glasswork (including Bead-making, Stained Glass and Lamp-work), Herbalism, Jesting & Foolery, Jewelrywork, Knitting, Lace-making, Leathercraft, Metal-smithing (including Armour-making, Blacksmithing and Weapon-making), Merchenting, Needlework, Papermaking, Performance Arts (including Dance, Music, Singing and Theatre), Pottery, Research, Soapmaking, Spinning & Dyeing, Tent & Pavilion-making, Weaving, Woodworking and of course a wide variety of Youth and Children's Activities. Many SCA events will have several classes on various A&S subjects and a few events are exclusively classes. So you can learn about a topic or teach others what you know. For some resources on these activities, check out:

Arts, Crafts & Sciences

<http://www2.kumc.edu/itc/staff/rknight/interests.htm>

<http://moas.atlantia.sca.org/wsnlinks/index.php>

Kingdom of Calontir Arts & Sciences

<http://www.artsci.calontir-rush.org/>

There are also the activities that involve animals - Equestrian and Coursing. These involve a range of sports that involve horses and dogs respectively. While the opportunities for events with space for these activities are few, it is great fun to be a part of. For information:

SCA & Calontir Equestrian Information

<http://www2.kumc.edu/itc/staff/rknight/Horse.htm>

<http://www.counterchanged.com/calontirequine.html>

SCA Coursing Information

http://ansteoracoursing.tripod.com/sca_coursing.htm

<http://moas.atlantia.sca.org/wsnlinks/index.php?action=displaycat&catid=34>

Beyond the aforementioned activities there is the area of service. Many folks find great satisfaction in taking part in the SCA by helping with the working of the Society. This can range from assisting with overseeing/running one or more activity at an event, to becoming involved in Heraldry; from serving as retinue to being a group Officer. If you want to help, all you need to do is volunteer.

Officers – These are the individuals who oversee various aspects of a group's needs (either at a local level or a kingdom level). While it is usually not a good idea to take on the role of an officer when you first join, becoming a deputy to an officer to learn the “in & outs” of the SCA and help prepare yourself to take on an office later, is a great idea. Many offices have several deputies and just because you become a deputy does not mean you have to take on the office at a later time. You can just help the officer with the responsibilities of that position

Heraldry – The folks who become involved in this area are known as heralds. This is one area where in the capacity of being a herald, you can be either the officer of a group, a deputy for a group officer or a free-lance assistant to folks. You can also get involved in just one aspect of heraldry or any number of them. This includes: designing heraldic device, researching names, camp-crying, field/tournament announcing and court presentation.

Retinue – These people form a support system for the landed nobility (Barons & Baronesses) and/or the Royalty. This can range from being a cup-bearer (seeing that your Noble/Royal always has beverage to refresh themselves with) to being a Lord or Lady-in-Waiting (attending your Noble/Royal, run errands for them, help prepare and serve meals for them, offer them company, help keep schedules, rescue them from less-than-pleasant situations and generally make yourself available to them for anything they might have need of), or possibly being Chamberlain (aka Court Steward/ Major-domo) which is the person who schedules when other retinue will be on call for the Nobles/Royals.

Heraldry

<http://www2.kumc.edu/itc/staff/rknight/Duties.htm>

<http://www2.kumc.edu/itc/staff/rknight/Vocal.htm>

<http://www2.kumc.edu/itc/staff/rknight/heraldry.htm>

<http://www.s-gabriel.org/names/>

Retinue

<http://www.currentmiddleages.org/tents/retinue.html>

Officer

<http://www2.kumc.edu/itc/staff/rknight/stuff.htm>