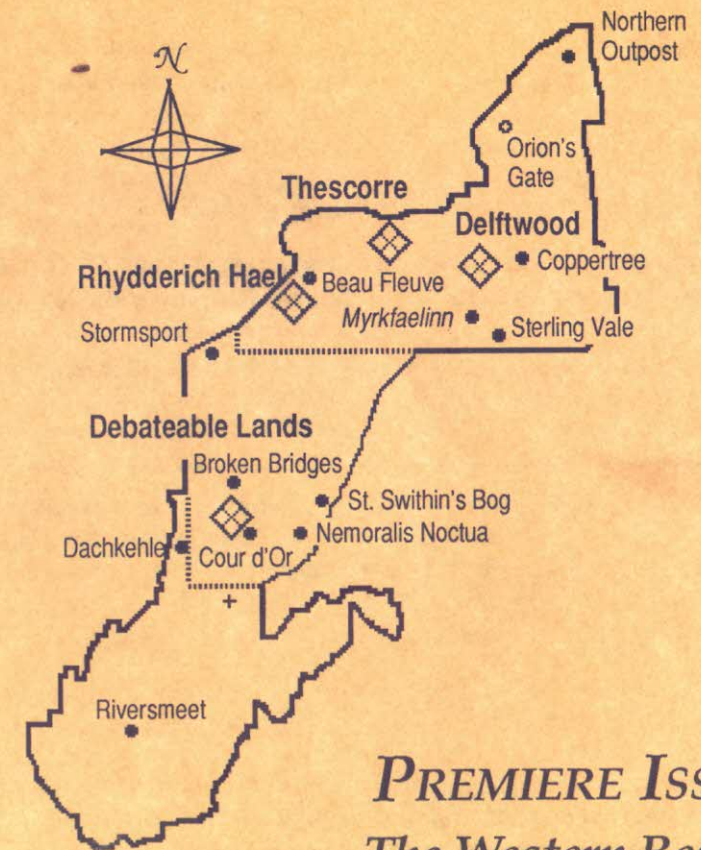


## The Western Region of the East Kingdom



**PREMIERE ISSUE!**  
*The Western Region:  
Ready for Principality?*

# **WESTERN REGIONAL OFFICERS**

**SENESCHAL:**  
 Lord Andreas Hak

**SYCAMORE HERALD:**  
*Vacant*

**MARSHAL:**  
 Lord Bear the Wallsbane

**EXCHEQUER:**  
 Lady Mebh

**ARTS & SCIENCES:**

**CHRONICLER:**  
 Lady Ellisif Flakkingskvinne

**LIST OFFICE:**  
 Mistress Cassadoria Fincalla

**ÆSTEL ÆEDITOR:**  
 Master Bertram of Bearington

*Please Note: All PII (Legal Names, Addresses, and Phone Numbers have been removed from this page.*

This is ÆSTEL, published by and for members and friends of the Western Region of the East Kingdom of the Society for Creative Anachronism, Inc. ÆSTEL is available from the Æditor at the address above. It is *not* a publication of the SCA and does *not* in any way, shape, or form presume to delineate SCA policies.

Subscriptions are \$3.00 per year, and include 12 issues. Please make checks payable to SCA, Inc. – Western Region and mail them to the Æditor at the address above. Any gentles wishing to submit copy for ÆSTEL are warmly encouraged to do so. Due to limitations in our production process most submissions will be retyped. If you can provide your input in MacWrite or Microsoft Word for the Mac format on a 3.5" diskette it will save us time and retyping. Copyright for all material in ÆSTEL is retained by contributors. ⬆

# **REGIONAL CALENDAR**

## OCTOBER

- |    |                                 |                |
|----|---------------------------------|----------------|
| 31 | Samhain in the Frontier .....   | Riversmeet     |
|    | November ÆSTEL                  | Charleston, WV |
| 31 | Halloween Revel and Quest ..... | Dachkehle      |
|    | No Details...                   | Wheeling, WV   |

## NOVEMBER

- |    |                                 |                 |
|----|---------------------------------|-----------------|
| 14 | Harvest Festival II.....        | Debatable Lands |
|    | November ÆSTEL                  | Pittsburgh, PA  |
| 14 | 100 Years War Anniversary ..... | Myrkfaelinn     |
|    | November Pikestaff              | Ithaca, NY      |

## DECEMBER

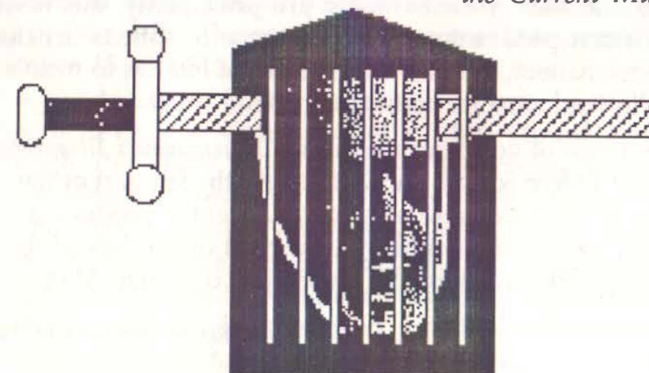
- |    |                              |                 |
|----|------------------------------|-----------------|
| 5  | East Kingdom University..... | Debatable Lands |
|    | November ÆSTEL               | Pittsburgh, PA  |
| 12 | Yule Event.....              | Thescore        |
|    | November Pikestaff           | Rochester, NY   |

## JANUARY

- |    |                                     |                 |
|----|-------------------------------------|-----------------|
| 9  | Western Regional Twelfth Night..... | Rhydderich Hael |
|    | December ÆSTEL                      | Buffalo, NY     |
| 16 | Holly Day Inn.....                  | Debatable Lands |
|    | December ÆSTEL                      | Pittsburgh, PA  |

## Max Headshots:

*Twenty minutes into the Current Middle Ages!*



*"L - L - L - Light, my L - L - L - Lord!"*



## ✻ ÆEDITORIALY SPEAKING ✻

Andreas Hak, Western Region Seneschal, has asked me to start up a newsletter for the Western Region. I have chosen to name it ÆSTEL, which is an Anglo-Saxon word meaning book-mark or pointer. It is derived from the Latin word *hastula* – “little spear,” or alternately “little Pikestaff.” Pronounced *AS-tell*, I believe that ÆSTEL is a very appropriate name for a newsletter designed to help point the way for the Western Region as it grows and develops.

As your Æditor (sorry, I couldn't resist) my plan is to publish ÆSTEL on a regular monthly schedule with the deadline being the first day of the previous month. I hope to mail the issues by mid-month so that people should have them in their hands by the end of the third week. Subscriptions are \$3.00/year (1st Class) and should be sent the address on the back cover. Make checks payable to SCA, Inc., Western Region.

ÆSTEL is produced with a state-of-the-art desktop publishing system. An Apple LaserWriter Plus is used to print all the pages directly, which is cheaper, but limits the kinds of material that can be printed since hand-drawn artwork must be digitized on a special scanner.

Therefore, ÆSTEL will not follow the standard SCA newsletter model of calligraphed headings, typewritten body copy, and hand paste-up. Instead, I plan to treat ÆSTEL as a mediæval book or broadside and will be using period typographic techniques as much as possible to set up and design each issue.

You will notice a lot of articles about principalities in this and future issues because, frankly, the question of a Western Region principality is one of the most interesting things going on in the area. ÆSTEL can serve a vital role as a forum for principality debate and as a medium for educating people about what's involved in a principality. However, though your Æditor is unabashedly pro-principality, this newsletter is not a one-track publication. ÆSTEL actively solicits articles on the arts, sciences, history, and any other topics of interest to members of the Society. Anti-principality commentaries are welcome.

In closing, those of you who remember *Tournaments Illuminated* when my lady and I were editors know that with the support of the people of the Known World we were able to consistently produce a beautiful, high quality publication. With the support of the folk of the Western Region for ÆSTEL I am sure that record will continue. Many thanks!♣

— Master Bertram of Bearington

## ✻ COMING EVENTS ✻

### Samhain in the Frontier, Riversmeet

October 31

The Shire of Riversmeet celebrates Samhain with a rattan tourney, archery contests, and a quest for glory and honor. Merchants are welcome. The camping event extends over October 30 to November 1. Price of \$15 includes three meals, site fee and all the dancing suitable for a Celtic new year (they promise a caber toss, too). Send checks payable to SCA, Inc. to the autocrat, Trevis MacBrighoe, 1583A Kilby Street, Charleston, WV 25311 (304) 344-0024. Directions: Take your best route to I-64. Exit at Milton and go west on Route 60, then look for signs.

### Harvest Festival II, BMDL

November 14

The Barony-March of the Debatable Lands invites you to join in a Harvest Festival. The day will feature dancing led by several members of the BMDL dance group, including medieval, English country and international dancing. The event starts at noon and there will be some teaching, some live music and some entertainment. The feast will be buffet style throughout the day with a two-course dinner. The cost is \$8 until November 11 and \$10 thereafter. Send checks payable to SCA, Inc. to the autocrat, Lady Ellisif Flakkingskvinne, c/o Monica Cellio, 5615 Hobart St., Pittsburgh, PA 15217 (412) 421-0451. Directions: Take your best route to Route 376. Exit at Swissvale and follow SCA signs to the Knights of Columbus Hall.

### East Kingdom University, BMDL

December 5

The East Kingdom University will hold approximately 15 classes in the BMDL, starting about noon and ending at 5 pm. Classes are listed in Pikestaff. The cost of the event and feast is \$8 through November 15 and \$10 after on board, \$3 off board always. Send checks payable to SCA, Inc. to the co-autocrat, Lady Ts'veea bas Tseppora Levy, c/o Gail Lefkowitz, 2488 Mount Royal Road, Pittsburgh, PA 15217 (412) 521-6754. Directions to the class site (Carnegie Mellon University): Take your best route to Route 376. From the West, follow Forbes Ave. ## past the Cathedral of Learning, over a bridge and just past CMU to Margaret Morrison St., turn right, follow the SCA signs to parking. From the East, take the Bates St. exit to a T intersection, turn left on Bouquet and then right onto Forbes and follow from the ## above.





# PRINCIPALITY MEETING REPORT



## Introduction

On the Sunday following Morghun and Rowan's Coronation more than twenty-five interested individuals from eight different groups met at the home of Mistress Arianna of Wynthrope in the Barony of the Rhydderich Hael to discuss the feasibility of turning the Western Region into a principality. Moderated by Lord Andreas Hak, Western Regional Seneschal, the meeting commenced at 10:30 am with Hak's charge that the mission of those assembled was "To marshal people of differing opinions into coherent action."

## Problems and Population Pressure

Discussions were surprisingly focused as people shared their reasons for supporting a new principality. Poor communications, lack of recognition for the region's fighters at Pennsic, problems with awards and recommendations, seldom seeing the Crown, and difficulties in dealing with the Kingdom bureaucracy were all mentioned, but these were thought of as symptoms of the overriding problem: Old systems are breaking down because the kingdom has simply grown too large. Forming a principality from the Western Region was thought to be a major step toward reducing the population problem.

## Major Misconceptions

It was also clear from the early discussion that many members of the Western Region seriously misunderstand just what principalities are and how they work. It was stated that some people believed that if we became a principality our fighters couldn't fight in the East Kingdom's Crown Tourney. This demonstrated a pressing need to educate the populace about the *why's* and *wherefore's* of principalities.

## Goal: Eventual Kingdom Status?

A number of those present expressed strong patriotic sentiments about the Western Region and indicated that we might do well to think not in terms of staying a principality forever, but rather in terms of moving on to becoming a kingdom of our own at some point.

## A Smaller Pond

Midway through the meeting a contingent of SCA members from West Virginia arrived. Andreas asked them how they felt about the idea of a principality and they responded very positively. "As it is," they said, "We're small frogs in a very large pond. In a principality, our group will still be on the edge, but it will be a smaller pond."

## Anti-Principality Concerns

Don Roderic of Basing from the Barony of Thescorre was the lone attendee against the idea and the moderator asked him to enumerate his problems with the concept so key negative issues could be identified and addressed. Roderic graciously complied and said that he or others he had spoken with believe forming a principality from the Western Region could lead to:

- Increased Paperwork and Bureaucracy
- More Hassle from the rest of the Kingdom
- Problems with Boundaries
- More Tin Hats to fight over
- Problems with Pennsic if we become a kingdom

## Pro-Principality Responses

Pro-principality members present responded to Don Roderic's concerns and provided the facts and opinions summarized below:

- It is a fundamental law of the universe that Paperwork and Bureaucracy tend to increase. However, by establishing a principality the bureaucracy is closer to the people and officers are more likely to focus their efforts downward to their citizens rather than upward to their superiors.
- Hassle from the rest of the Kingdom should be minimal since most people are feeling the same population pressures we are. Some of our strongest supporters in the move to go principality are people who want to lead a similar effort in the Northern Region. We have the full support of the Kingdom Seneschal and the BoD, who are suffering from the size problem even more than we are.
- There are established procedures for dealing with principality boundary issues. We are at least the fifteenth branch to consider going principality so none of this is all that new. Basically, groups on the edges of territories can petition to be either included or excluded. After receiving the petition the Steward polls the affected membership and based on the responses she determines whether the request is allowed or disallowed.
- There's no arguing with the statement that there will be more tin hats to fight over, but at least they would be *our* tin hats. Princes, like Kings, only rule for six months.
- Have faith – there will always be a Pennsic War. If some day the Western Region becomes a Kingdom then the Oriental Empire of the East, Atlantia, and WesRegia could take on the Mediterranean Alliance of the Middle, Calontir, and Eldamere (Ontario). Just think of us as Alsace-Lorraine.



### Education – Documentation – Feedback

It was explicitly stated that the role of the people at the meeting was not to *make* the Western Region a principality, but rather to educate citizens in the region about principalities, to document just how *our* proposed principality would function, and to actively solicit feedback on the issue from Society members in the region. When these elements are complete the next step is to formally poll the membership of the region to see how the populace stand on the question. Creation of a new principality can take place only after favorable results from a membership polling.

### Action Committee

An Action Committee was named to help get the principality process started. Committee membership is not yet closed and currently includes:

SCA Name	Group, Office	Committee Role
Andreas Hak	Hael, WReg. Sen.	Chairman
Morghun Sheridan	Coppertree, HRM	Kingdom Feedback
Zahava Tchauchik	Hael	SCA Laws Research
Marian Greenleaf	BMDL, Sen.	Names Research
Arianna of Wynthrope	Hael	Heraldic Research
Bertram of Bearington	BMDL, EK-Hist.	Education & Newsletter
Gwendolyn of Basing	Thescorre, Sen.	Group Feedback
Bear the Wallsbane	Storm, WReg.Mar.	Group Feedback
Magnus de Cnoic an Iora	BMDL, Exch.	Group Feedback
Kristin Ailbe Ainmchaid	Morgantown, WV	Group Feedback
Rhiannon the Curious	Coppertree	Group Feedback

### Committee Meeting Schedule

The next Western Region Principality Action Committee meeting will be held in BMDL on Saturday morning, December 5th, at 10:00 am, two hours before classes start for the University of the East Kingdom. The location will be a classroom at the day site for the University.

The meeting after that will be held in the Rhydderich Hael at or on the day after Western Regional 12th Night, now scheduled for January 9th. Times and places for further meetings remain to be set.

### Newsletter

The newsletter you hold in your hand was started to serve as a newsletter for the Western Region. It will print the Regional Calendar, articles, and information of interest to the people of the Western Region, especially with regard to the question of principality.↑

Latin  
Greek  
French  
German

## SELECTING GOOD PRINCIPALITY NAMES

Norse  
Anglo-  
Saxon  
Gaelic

I have been exploring the subject of principality names for some time. Based on my researches and paralleling my essay on designing good devices, I hereby present for your review four key principles that I believe are extremely valuable to apply when naming a principality. Good principality names should exhibit the four cardinal virtues of Simplicity, Sound, Significance, and Submitability.

Simplicity in both pronouciation and spelling should be sought. Have mercy on the heralds who must shout the name all the time. Stick to four syllables or less. A good name should be spelled like it sounds and vice versa. One bad example is the frequent confusion of the Kingdom of Caid, which is not said *Cade*, but rather *Ky-EED*.

Sound is also important. A certain rhythm to the syllables is needed to give the name enough dignity to stand for a principality. A good name should be pleasing to the ear. *Calontir*, for example, has both beauty and dignity. We must also guard against uncomplimentary nicknames. *Moraine*, like the state park near Pennsic, sounds good at first, but *Moraine* and *moron* may be too close for comfort.

A good name must be particularly Significant to the people of that territory. They should feel that it stands for some characteristic they *all* share. A very apt kingdom name is *Meridies*, which means "south."

Submitability is a major concern. The name has to be well chosen to be accepted by the College of Arms. In particular, we must avoid conflict with the names of SCA or mundane territories. *Westmarch* sounds attractive, until you realize that there is a prominent West Kingdom group named "Westermarch" as well as a major region in that realm called "The Marches." In light of the fact that Pennsic is fought in our area a number of people have suggested *Belgium*, but I'm afraid that Laurel would not be amused. (Well maybe amused, but not merciful...)

Some of the names suggested to date include *Bellatria* (war land), *Montauria* (golden mountain land), and *Transmontane* (the land across the mountains). My personal favorite, *Inland*, is also the most straightforward. Like Iceland, the adjective form is *Inlandic*, not Inlandish or Inlandian. *Inland* may be plain, but it certainly fits our geographic location and borrows powerful associations from similar names like Iceland, Ireland, and Vinland.

ÆSTEL will be including a regular names section and welcomes your name ideas.↑  
— Master Bertram of Bearington



# PRINCIPALITY RELATED EXCERPTS FROM THE CORPORA & BY LAWS - 1984

## ARTICLE V. BRANCHES

### A. Definition, Requirements and Responsibilities

2. *Principalities.* A Principality is a branch within a Kingdom which has the right to elect a reigning Prince and Princess by combat. A branch or geographically contiguous group of branches within a Kingdom which together meet the requirements listed below may petition the Board of Directors for advancement to Principality status.

#### a. Requirements:

- i. At least 100 Sustaining, Contributing or Patron members.
- ii. A full and well-developed staff of officers.
- iii. A record of activity in all the Society fields of activity on the part of the petitioning branch(es).
- iv. Sufficient fighters of such caliber as to provide adequate competition for the Coronet.
- v. Sufficient members of the Orders conferring Patents to advise the Crown and the Coronet upon the admission of candidates to these Orders.
- vi. Support of a majority of the members of the Society within the proposed Principality for the advancement in status.

#### b. Responsibilities:

- i. The Principality officers are responsible to their Kingdom superiors as well as to the Coronet and the Crown.
- ii. The Principality officers shall report regularly to their Kingdom superiors upon the Principality's development and activities and those of its component branches.
- iii. The Principality is directly responsible for the administration of any subordinate branch not part of a subsidiary Province or Barony.
- iv. The Principality must also meet and continue to meet the requirements and responsibilities for smaller branches listed below. (*Requirements for smaller branches follow.*)

## ARTICLE III. THE BOARD OF DIRECTORS

- L. The Board of Directors explicitly reserves unto itself the right to set and revise all geographical boundaries between branches of the Society for Creative Anachronism, Incorporated. (See Policy Decision #8)

## APPENDIX -D: GOVERNING AND POLICY DECISIONS

### 8. Boundaries and Changes to Boundaries (July, 1978)

1. The boundaries of a Kingdom or Principality must enclose a single, contiguous area except in the case of overseas possessions: "enclaves" in an area owing allegiance to another group are to be avoided.
2. Boundaries need not follow USA state lines as long as the area comprising a Kingdom or Principality may be accurately and uniquely identified by its Postal Zip Codes.
3. Boundaries between Kingdoms and/or Principalities may be adjusted by Petition to the Board of Directors by the Crowns, Coronets, or resident members of the area affected by the petitioned adjustment.
4. Any such boundary adjustment must conform to rules 8.1 and 8.2 above; must be acceptable to the Crowns and (if applicable) Coronets involved; and must not be substantively opposed by members resident in the areas whose ownership would be changed by the adjustment.
5. Upon receipt of such a petition, the Board of Directors shall request the Steward's Office to carry out such correspondence and polling as are necessary to ascertain if the above requirements are met, and to recommend to the Board the approval or disapproval of the Petition.
6. Upon the approval by the Board of such an adjustment, the Steward shall notify the Office of the Registry of the boundary and Zip Code changes.





## DESIGNING GOOD PRINCIPALITY ARMS



Based on my twelve years of heraldic experience and a review of the devices currently used by such entities in the SCA, I have set forth four key principles that I believe are extremely valuable to consider when designing devices for new principalities. In my opinion, such devices should be Simple, Stylish, Singular, and Submittable.

First and foremost, a principality device should be Simple. They are usually displayed frequently, so it shouldn't be hard to make them into banners or turn them into badges. Complex charges like Drachenwald's three trees and a dragon, fimbriation like the gold around the East's green laurel wreath, and complicated fields like An Tir's checky Or and argent should be avoided if possible. The device should be simple enough to be easily recognizable across the lake at Pennsic.

Second, the arms should be Stylish. They should exemplify the highest heraldic standards (pardon the pun) and should possess all the dignity the emblem of a ruler deserves. Principality arms should not be canted, crowded, unbalanced, or look like landscapes.

Third, the arms should be Singular. We should be aware of the arms of the other major SCA divisions and should strive for something that is uniquely ours. Blue, gold, and white are by far the most frequently used colors used in kingdom or principality arms and should be avoided. Red, black, green and gold, or green and white suggest themselves as good options for the background of our device.

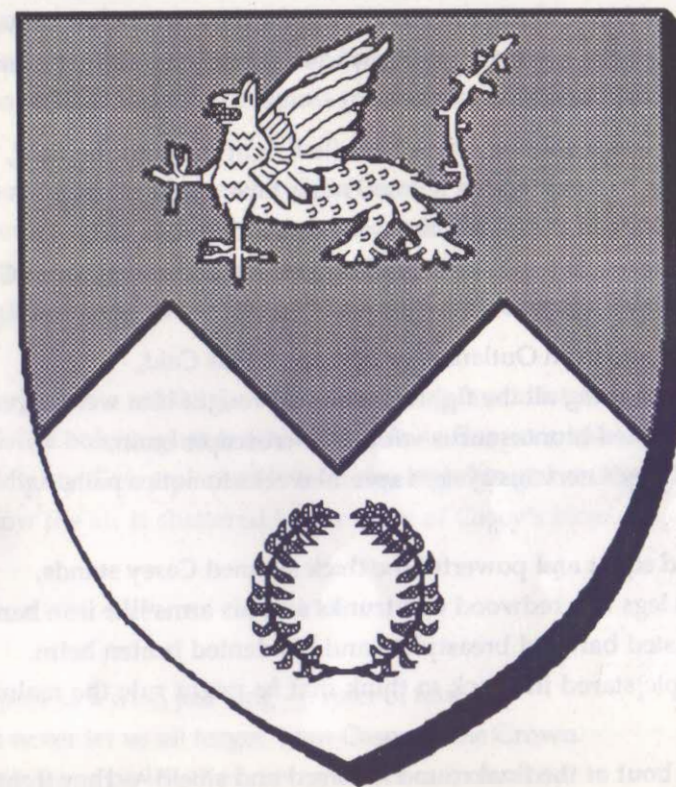
If we do a good job on the first three principles Submittability should take care of itself. A simple, stylish, and singular device will in all probability be acceptable to the College of Arms. However, it is vital that we do not grow overly attached to any particular design until Laurel has voiced her approval, since revisions might well be needed. Principality devices do not have crowns, but in case we ever decide to become a kingdom some day we should save a spot for adding one. Just like every other SCA branch device, there must be a laurel wreath.

One of my ideas for principality arms, using a green and gold color scheme, is displayed on the facing page. I would like to propose that the Griffin be considered as a leading candidate for our totemic symbol, since it is one of the few remaining "good ones" not currently used by a group at or near the principality or kingdom level.

ÆSTEL will be including a regular heraldry section and welcomes your heraldic contributions.↑

— Master Bertram of Bearington

## One Idea for Principality Arms



*Per fess dancetty Vert and Or  
a griffin passant and a laurel wreath  
counter-changed.*



# ✧ CASEY AT THE CROWN ✧

by Bertram of Bearington

At the Eastern Crown the spectators were in an ugly mood,  
The bouts were rather boring – nothing brutal, dumb, or crude,  
No one paid that much attention as the tourney lists played down,  
So it was all the more surprising who had reached the final round.

Sir Percy was a shining star – he sailed right through the field,  
Not a shot had grazed his helmet, not a tape smear marred his shield,  
But the victor in the loser's list was quite a different sort,  
Mighty Casey, called "The Rhino," was three wins away from Court.

Casey'd come from Outlands, or perhaps it was Caid,  
And on one thing all the fighters who had fought him were agreed,  
Like the fabled brontosaurus with its microscopic brain,  
It took Casey's nervous system several weeks to notice pain.

Short and squat and powerful the thick skinned Casey stands,  
With his legs like redwood tree trunks and his arms like iron bands,  
In his rusted battered breastplate and his dented beaten helm,  
The people stared in shock to think that *he* might rule the realm!

The first bout of the final round is sword and shield — they fight,  
And in less than thirty seconds Casey's killed the shining knight.  
A stunned and stony silence falls upon the gathered crowd  
For the thought of Casey as their king could never be allowed.

The second bout is Percy's choice – "Try florentine," he calls,  
And it takes six solid cup shots until Casey finally falls.  
The collective crowd assembled just lets out a thankful sigh,  
While stormclouds gathered overhead and darkness filled the sky.

The third bout's fought with great sword - when conflict does commence  
Sir Percy tries katana moves while Casey tries to fence,  
Once Casey's blade flies from his hand, twice more, then combat stops.  
A loss, by technicality, since Casey'd had three drops.

The fourth fight's back to sword and shield where Casey has few peers,  
Sir Percy goes down quickly - helm shots ringing in his ears.  
The spectators are dumbstruck for *King Casey's* spectre looms,  
While overhead in jet black clouds the thunder rolls and booms.

The final form is polearm which is Casey's favorite style,  
And Percy wasn't bad, but hadn't used it in a while,  
All watch in expectation as the herald shouts "Oyez!"  
The fighters tense in readiness, "Lay on!" the marshalls say.

Sir Percy tried a subtle shot that proved a grave mistake,  
For it left a hole unguarded half as wide as Cooper's Lake,  
Now Mighty Casey plants his feet, sky high his glaive does go,  
And now the air is shattered by the force of Casey's blow.

• • • • •

Percy proved a wise, just king – a ruler of renown,  
But he never let us all forget 'bout Casey at the Crown.  
He often stops beside the grave when near it on a trip,  
And hears old Casey's ghostly voice reciting "Light! Glance! Tip!"

Oh! somewhere in these Laurel lands the sun is shining bright;  
Swords are swinging somewhere, and blows are truly light.  
We never had *King Casey*, 'cause his fighting got *too* hot;  
So if *you* get hit by lightning – you had better take the shot!





## PRINCIPALITY QUESTIONS AND ANSWERS



Many people have been talking about the idea of Principalities, especially the possibility of the Western Region becoming one in the not too distant future. But for many residents of the Eastrealm who joined after the Principality of Atlantia became its own kingdom, the form and practice of a principality is unclear. The East's only current principality, Drachenwald, is too far away to help most of us see a principality in operation.

Principalities may be defined both formally and informally. The SCA's Corpora formally requires a principality to have a contiguous geographical area, the support of a majority of the paid SCA members living there, at least 100 sustaining members, a capable slate of officers, a record of strong SCA activity, a heraldically acceptable name and device, enough fighters to ensure competition for the Coronet tourney, and enough peers to recommend new members for their orders. (See elsewhere in this issue for the exact wording of the applicable sections of Corpora.)

Informally, a prospective principality should have its own distinct identity, well over 100 members (so the BoD doesn't have to worry about the group falling short any time soon), and at least three large active groups (on the principle that a three-legged stool is more stable). The Western Region, and indeed all three Eastrealm Regions, more than qualify to become principalities on all counts. The only real constraint affecting us is that no one knows if the majority of members in any given region support the idea of a principality.

### What IS a Principality?

A principality is very much like a kingdom, on a smaller scale. Instead of a King and Queen it has a Prince and Princess, referred to as Their *Serene Highnesses* (to distinguish them from Their *Royal Highnesses*, the Crown Prince and Princess). Instead of a Crown Tourney a Coronet List is fought — usually the month following Crown so that top Principality fighters can try for the Crown before the Coronet, though this is a matter of principality custom, not a fixed law. The victors in the Coronet List become Heir and Heiress, and receive the Coronets at an Investiture held at a later date. Again, the exact timing varies from place to place.

### How do Princes and Princesses work?

The Prince and Princess function much like a "junior" King and Queen within their territory, with a few exceptions. They *cannot* give out any Kingdom or SCA-wide awards, unless authorized to do so by the Sovereigns. In practice the principality rulers serve the dual role of pointing out people worth recognizing to the monarchs and serving as the monarch's representatives to hand out awards when the Crown can't get somewhere easily. However, they can and do hand out as-yet-undetermined Principality-level awards that have been set up to reward outstanding individuals within the principality. The Prince and Princess are loyal vassals of the Crown and are pledged to its support as well as being the ceremonial heads of their territory. The Prince leads his troops into battle at the War, for example. When they step down the Prince and Princess receive the rank of Viscount and Viscountess, respectively, and may be given Patents of Arms to elevate them to the Peerage (if they do not already have them).

### How will a principality effect ME?

If you're not very active or can't travel it will give you more access to the ceremony of the SCA, since odds are the Prince and Princess will be able to visit your group much more often than the King and Queen. If you're a talented artist or artisan it will help you be encouraged and rewarded for your efforts more appropriately, since the kingdom is currently so large many highly deserving people get lost in the shuffle. If you want to serve it gives you another level where you can make a contribution and learn skills that might later help you fill a kingdom level office. If you are a fighter it gives you something more to strive for. Few fighters can aspire to win Crown Tourney, but Coronet Lists are often more open.

### How will principalities help the Kingdom and the SCA?

Kings and Queens earn their titles — if not for the effort to win the Crown, then certainly for the effort required to rule and rule well. We are a huge kingdom in both population and area. The King and Queen need help to handle lands this great, and Principality rulers can serve as the Crown's ceremonial representatives. Which would mean more — an Award of Arms brought back for you from an away event by your Baron, or the Prince bestowing an AoA in the King's name at your own local feast in front of your friends? Principalities help bring some of the best of the Society — its pagentry — back to local groups that might otherwise seldom see Royalty. This not only makes the SCA more enjoyable, it also encourages distant areas to grow and builds closer relations among groups in the Principality.



**What if I don't want to stop being a citizen of the East Kingdom?**

A principality formed within the East is still a part of the Eastrealm. You no more lose your status as an Eastern subject when you live in a principality than you lose your US citizenship when you live in New York, Pennsylvania or West Virginia. Rather, your SCA life is enriched by having more opportunity for activities that mean something in the context of the SCA's feudal structure.

**What if nearby groups bordering the region want to join us?**

Neighboring groups may petition to be included in the principality *after* it is formed. Check the section labelled "Appendix D" in the excerpt from Corpora printed in the middle of this issue. Of course, if a nearby group is really gung ho about being part of the Western Region whether or not it becomes a principality, they can always write to the Kingdom Seneschale, Countess Aidan, and ask to be placed in another region for administrative purposes. She may not make the change, but what have you got to lose?

**Does a Principality mean kissing a chance at a Peerage goodbye?**

Some people believe that if you live in a principality you can forget about receiving any kingdom or Society-level awards. This is so far from the facts that the very opposite is true. Principalities tend to focus kingdom attention. Princes, Princesses, and Principality Officers are easy to notice and their efforts are hard to overlook. Fighters who win coronet lists become stronger candidates for knighthood. Peers living in Principalities tend to form voting blocks and mutually support the cases of individuals from their area because they are most familiar with the candidate's achievements. In past practice the number of awards tends to go *up* in Principalities, not down.

**How can my opinions on the matter best be heard?**

The easiest way is to write a letter or an article for ÆSTEL. That way your thoughts will reach the broadest audience in the region. ÆSTEL welcomes your comments and questions on the topic.↑

### **Special Note:**

*There is a reasonable chance that the people of the Western Region will be polled on the question of whether or not they wish to become a principality some time near the end of A.S. XXII. Please remember, only official members of the SCA will be polled. If you need to renew, the Registry must receive your membership fee before the end of January for your name to be included on an April polling list.*

## THE WESTERN REGION

Shire of Northern Outpost (Potsdam, NY) .....	Phelan MacDermott
Incipient Shire of Orion's Gate (Jefferson Co., NY) .....	Cartholo
Shire of Coppertree (Rome & Utica, NY) .....	Eleanor of Waldren
Shire of Sterling Vale (Binghamton, NY) .....	Jayne McGidle
Barony of Delftwood (Syracuse, NY) .....	Owen of Harfleur
Dominion of Myrkfaelinn (Ithaca, NY) .....	Merrie Branwen MacLean
Barony of Thescorre (Rochester, NY) .....	Gwendolyn of Basing
Barony of the Rhydderich Hael (Niagara Frontier, NY) .....	Cori Ghora
Canton of Beau Fleuve (Buffalo, NY) .....	Thorgrim Ulfson
Incipient Shire of Stormsport (Erie, PA) .....	Alexander Caithnes of Wyk
Barony-Marche of the Debatable Lands (SW PA) .....	Marian Greenleaf
College of Cour d'Or (Carnegie Mellon Univ.) .....	Seabhaic na Scaill
Balliwick of Broken Bridges (N Pgh. Suburbs).....	Eromene Aspasia
Shire of Nemoralis Noctua (Greensburg, PA) .....	Morgan of Caer Graeme
Shire of St. Swithin's Bog (Johnstown, PA) .....	Gwenydd of Ynys Mon
Shire of Dachkehle (Wheeling, WV) .....	Eoghan Fhionne MacPhee
Shire of Riversmeet (Kanawha, Putnam Co., WV) .....	Stephen Red Cloak

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*Please send any corrections to the Kingdom and Regional Seneschals.*

*Please Note: All PII (Legal Names, Addresses, and Phone Numbers have been removed from this page.*