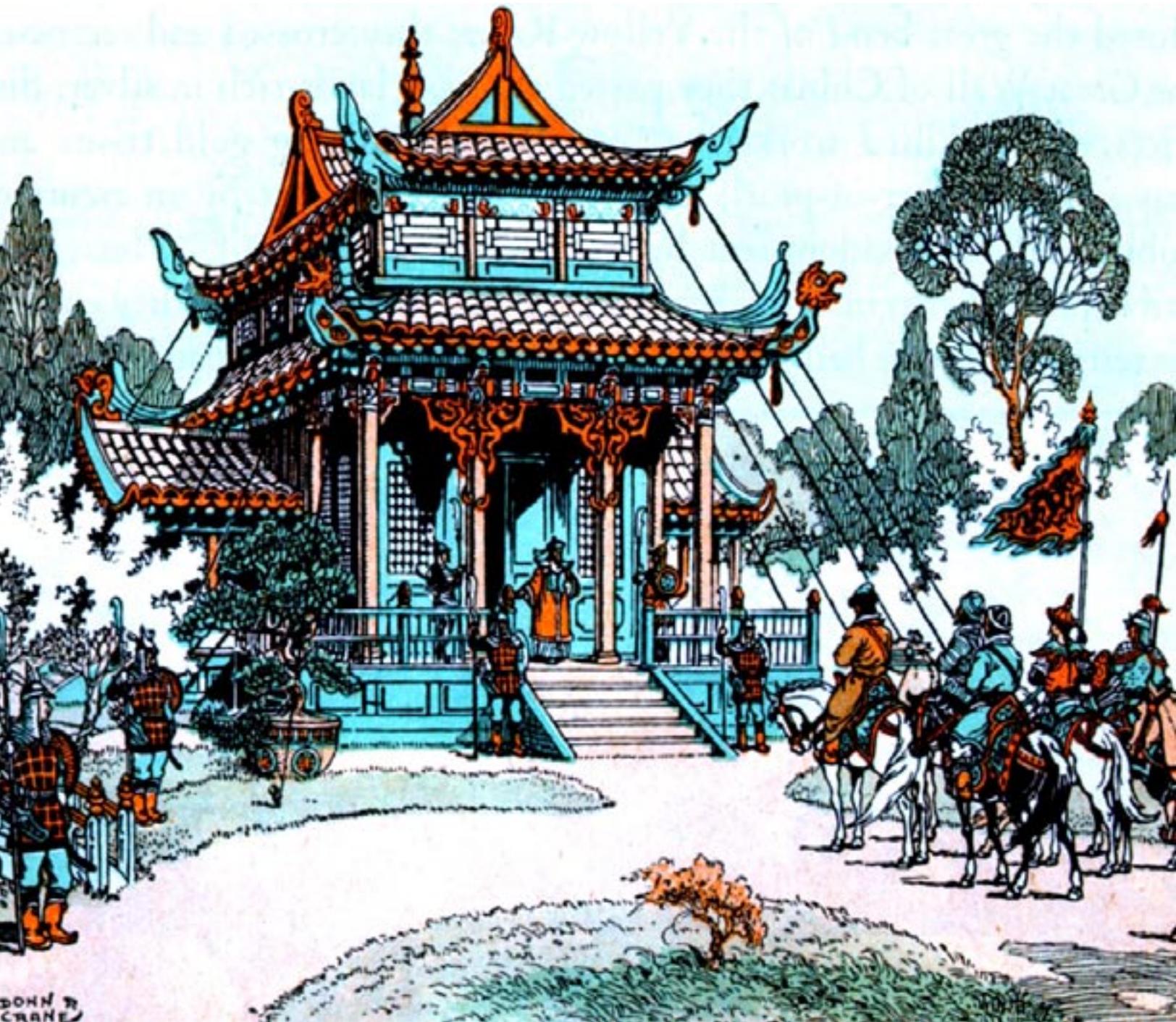


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ਜੇਠਣ ਵ.ਫ਼. ਸ਼ੀਮੀ • ਟ.ਏ. 2008

BARONIAL OFFICERS:

This is the public version of Across the Hills. To get the full version free by email, with the officer information, please contact the Chronicler at carnabyservices@yahoo.com with your email address, and SCA and mundane names.

Official Barony Website:

www.endlesshills.aethelmearc.net

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**Greetings to all in the Endless Hills from
Khalek Khan and Branwyn Khatun of Aethelmearc!**



We ride over steppe and mountain and an over abundance (one might say endless) amount of hills to visit once again to our noble barony, to see the preparations for war, to hear works of renown from bards, and to see who will be our first mighty Champion of the Horse!

It does our hearts glad to once again come and see how you come together to make a great event, to celebrate the joyous life that we all share, and to make this a momentous occasion. Under the Eternal Heaven there are hardships everywhere, but we come to be a part of the jubilation in the Endless Hills.

We understand that the bards will compete, and so will give a theme dear to the hearts of all Mongols and in honor of our new Champion. Let the bards sing or tell stories in honor of the morin, the horse.

We have heard of the preparations for this Melee Madness, and are honored to be among those who will be there to be a part of it. It is good to see such good works.

We will be with you soon, and look forward your company.

Tand ikh bayarlaa!

Khalek Khan

Branwyn Khatun



Photograph by Christine Ghinazzi



FROM THE CHRONICLER & WEBMINISTER

This weekend will see the first ever Kingdom Equestrian Championships at Melee Madness, held in our own Barony! I hope to see all of you there - I know I am proud to be a part of the pageantry and splendor (and have been sewing on pearls as if my life depended on it - although as Jock would say, "that IS your life!") See the full event announcement in this issue and the comprehensive coverage on the website at www.endlesshills.aethelmearc.net.

In honor of this weekend, and Their Majesties' Mongol court, this issue has a special focus on things Mongolian. The Mongolians say "There are as many versions of a story as there are tongues to tell it." I've presented two folk tales in this issue...perhaps our bards would like to tell their own around the fire as the stars come out on Saturday.

I'd love to hear your comments on this newsletter - what features would you like to see regularly, what else you think should be covered, what you like or what you think should be changed...

As always, I welcome submissions from all and any of you.

Yours in Service, Tiercelin



FROM THE SENESCHAL

This is a quick note to the Barony. In the future, I hope to write some insightful (hopefully) articles on the inner workings of the Seneschal office. For today, I believe a Thank You or two is in order. I would like to thank everyone for all their hard work the last few years. In this time, I feel that we have come far as a Barony in putting Endless Hills on the map. A number of our members are serving as Regional or Kingdom officers, in addition to our local officers and marshals. We have hosted a number of successful events, including two Kingdom events, Fall Æcademy and Kingdom 12th Night. Numerous members have received awards or won Kingdom level competitions. There is a lot for which our Barony should be proud.

Let us demonstrate our hospitality and skills once again as we host Æthelmearc's 1st Kingdom Equestrian Championships at Melee Madness this weekend. Make everyone attending feel welcomed. I look forward to seeing everyone there, and don't forget to cheer on our competitors in the Equestrian Championship and the Seven Pearls competition!

Yours In Service,
Tigernach mac Cathail



Barony of the Endless Hills May 4, 2008 Meeting Minutes

Officers Present: Tigernach, Barbary Rose, Tiercelin, Lumanista, Dawn, Deianeira, Euriol

Members Present: Gaeth, Julianna, Gunnar, Hrolf

Important Dates:

- Next Baronial business meeting is June 1 around 2 pm (after cleanup) at the Melee Site. The July meeting will be June 13 at Kat and Gregory's house.

Approval of Minutes:

March meeting minutes approved by Dawn with a second by Hrolf. Passed with majority vote.

Old Business

- As Gunnar was not present yet, purchasing a shower enclosure was tabled until the June 1 meeting.
- Still looking for officer's job descriptions. These will be posted on the group list file section as a reference.
- Tigernach is organizing a gift basket for Melee for their Majesties, all are welcome to contribute – please contact him.
- The motion to purchase loaner gear for the fencers was made as follows:

“To approve the purchase of a T-90 extra strong epee starter kit, plus shipping and handling. Additionally, a dedicated Baronial fund will be created to the maintenance and purchase of loaner fencing equipment, to be supported by fundraising efforts.” The motion passed unanimously on voice vote. Dei will facilitate the purchase of the equipment.

Officer Reports

- Baron – Not present. He gave his oath of fealty at crown, and plans for a tentative curia in September.
- Herald/ Scribe's Guild – The court report from Year's End II was printed in the May ATH.
- Signet Office/Scribe's Guild – The scribes of Endless Hills are needed to produce scroll blanks for upcoming War Practice and Melee Madness, as awards given at these events are sometimes very spontaneous! All sizes, any style, any culture -- Scroll blanks are also good things to give to the reigning Royalty, as they are always in need of these...also scroll cases/folders!
- Equestrian Officer – Not present. There will be horses at Melee.
- Historian – Still working on the Baronial scrapbook. Send her content.
- Exchequer – Not present, current balance in checkbook is 4175.07.
- Inventory Steward – Inventory is done, and copies will be forwarded to the exchequer and seneschal.
- Chronicler – May newsletter out on time. The June issue will be a special Mongolian-themed issue in honor of TRM's visit to us at Melee. The Kingdom A&S Æstel issue is out; she was the guest editor for that issue.
- Knight Marshal – Not present, written report. To date there is no new Monday night practice. Possible sites are still being looked into. Tuesday night in Forty Fort between 7:30 -10:00 pm is still currently. On a week to week basis he will be posting locations for outside practices throughout the barony. Currently May 4th between 2pm & 6pm I will be offering practice at Barony Ulrich's location. A friendly reminder that under the new rules for authorizations two marshals from the same groups can no longer authorize a person in a new form. However they can do renewals. Please look at the back of your authorization cards and check to see if you need to be re-authorized. Armoring will still occur every first & four Thursday at Tufa's house between 7:30 - 10PM. Current projects is a wooden hand cart for Pennsic.

- Minister of Arts & Science – Recent Events & Workshops

4/26/2008 - Year's End Tourney. A&S & Baronial A&S held won by Lady Barbary Rose

Upcoming Events & Workshops

5/11/2008 - Open A&S day at Tiercelin's in Carbondale.

5/31/2008 - Melee Madness - Seven Pearls A&S competition. Baronial A&S Youth champion competition.

- Minister of Lists – Not present, no report.
- Chatelaine – 4 newcomers at YEII. Meetings are the same, although the newcomers in W-B may switch to the downtown Barnes & Noble to help attract college students.
- Chirurgeon – Vacant
- Captain of Archers – Not present, nothing new to report.
- Marshal of Fence –

MIT Report: Marty has been very actively participating as an MIT at Tuesday night practices.

He has been running supervised inspections, and (under supervision) working with fencers and watching the lists. Last week he caught a foil that went bad on the listfield during a bout – called an immediate *hold* and pulled the blade in for inspection. The blade was inspected by all 3 marshals (with Marty observing) and it was unanimous that the blade had to be DQ'd.

Neophyte: 5-7

New Auths: Garrett (single rapier), Gunnar (single rapier)

Injuries: none reported

Equipment issues: 2 foils DQ'd. After a discussion with Lord's Po and Stef regarding our previous request for equipment, we are in agreement that what we are in desperate need of is "larger" sized fencing jackets and of course now, replacement blades and therefore request our previous request be modified to this new information.

Recent fencing Events: Year's End Tournament II (total: 7 fencers which included visiting Regional Fencing Marshal, Lord Fergus and Baron Robert). Tournament Results: New Baronial Rapier Champion, Lady Deianeira. VIVAT to Lord Tufa on a tournament well fought.

Upcoming fencing events: Melee Madness, Barony Wars, 7 Pearls, War Practice, and Pennsic.

Tuesday night practices are going very well. I am putting together "new fencer information books" with the focus being for fencers who are ready to begin work towards their first authorization - information will include the rules of fence as well as other educational materials to assist with their training. After a discussion with Lord Fergus regarding training methods, we will be adding "fencing from a chair" to the training schedule as it provides both fencers a new way of viewing offensive and defensive techniques. A reminder to all fencers attending Melee Madness! Don't forget there will be a Madu competition. Contact myself, Lord Po or Lord Stef for information and don't forget - our use of the Madu is as a 'defensive' weapon – it cannot have blades incorporated into the design.

- Minister of Youth – Not present, no report.
- Youth Combat – Vacant
- Captain of Thrown Weapons – There has been one practice, and regular practices will resume soon.
- Webminister – Website is running smoothly and being updates regularly. Last month we had 196 unique visitors, 161 first time visitors and 35 returning visitors. Stats may not be indicative of actual web hits as the counter is only on the splash page, and the Barony events have their pages directly linked from the Kingdom site.
- Canton – Not present, no report.
- Seneschal – Attended Blackstone Raids. There were over 150 fighters participating in the melee battles. As announced in the Aestel and at Blackstone Raids, we are fighting with Middle Kingdom this year. Kingdom Curia will be held at War Practice. Mistress Phiala O'Ceallaigh is our new Region 3 Deputy Seneschal. She is replacing Lord Anton. The policy changes from Curia at Stormsport are in the May Aestel. We are still under the two-deep rule for youth activities. Fall Coronation 2008 bids are due June 1, 2008. The preferred date is the 3rd weekend in September. Bids may come from any region. The Kingdom Heavy Weapon Championships will be held at Will's Revenge Attended Blackstone Raids. The Seneschal officer description will be posted on the group list, as an example of what the other officers descriptions should look like. The Kingdom is looking for a new Pennsic Gate, Heirs' thrones, Kingdom banners, Pennants, Banner Stands, and Baldrics for the Guard and retaining staff.

New Business

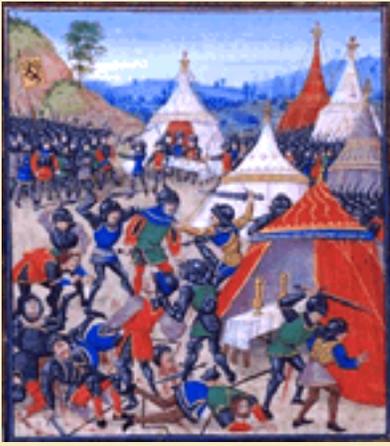
- A bid was presented for Fasching by Euriol. It will now go to the financial committee.

Events

- YE2: There was a preliminary profit of \$87 from the event, which went very well. There were 41 adults, 2 6-12 and 3 infants. There were 7 nms fees collected. All receipts have been turned in.
- Melee Madness: nothing new to report.

The meeting adjourned at 3:35 pm.





MELEE MADNESS



Madness in the form of battle fever has once again descended upon the Barony of Endless Hills! On May 30 - June 1, the Barony invites all to join us as Melee Madness returns.

Fighters: The classic Warlord tourney and five man melee team combat with broken field fighting. Enjoy a day of martial activities in preparation for Pennsic. If enough fighters arrive Friday evening there may be a torchlight tourney. Participants in the Warlord tourney are asked to bring something for submission to the Warlord chest.

Fencers, dare to test your mettle (and metal)? Start off with our morning Bearpit, and after a brief respite for lunch, launch right into the Tavern Brawls. The resurrection of the popular Triskele tournament in late afternoon will segue into the

Torchlight tourney and Elizabethan Footpad brawl through the evening.

Aethelmearc Equestrians! Tack up your mighty steed and prepare for the first ever Aethelmearc Equestrian Championships. Come challenge for the prestige of being the first ever Kingdom Equestrian Champion. All riders are welcome to participate and enjoy the day's competitions. Horses must have a current Coggins, which will be checked before unloading. Box stalls are \$10.00, plus a \$5 refundable deposit. Horse Information forms are available at the gate and can be downloaded from the Horse Info page. The Baronial Champion will be chosen by Baron Ulrich from the Barony riders competing that day.

The Annual Seven Pearls A&S Championship will again be held at Melee Madness. Open A&S and Bardic competitions will also be held for the glory of the arts in Aethelmearc. The theme is open, with documentation for A&S requested.

MERCHANTING is free. However, merchants must pre-register with the deputy autocrat; THL Maria Pienkneplotno (Linda Learn, Linda@classactfabrics.com (570-836-2318)). Merchants need to bring their own dayshades/tents, tables, and chairs.

Youth activities will take place during the day. Dame Aoife Finn will be coordinating them.

The site is the Wyoming County Fairgrounds, Route 6, Meshoppen, PA 18630 (no street address). The site is discretely damp, period containers please. Enclosed flame and portable fire pits are permitted. Banners and pageantry are encouraged! GATE opens Friday at 1:00PM and closes at 4:00PM Sunday. Tent camping is free. CAMPING sites with an electric and water hook-up for RVs are available at \$25.00/weekend. Contact the reservationist to reserve.

A DAYBOARD to satisfy a hungry fighter is included with your site fee. FEAST will be the usual fantastic and abundant Endless Hills gourmet production. Contact the Feast cook, Lord Anton (Eric Bruzgulis, ebruzgulis@yahoo.com), or the Dayboard cook, Mistress Euriol of Lothian (Cassandra Baldassano, euriol@ptd.net) to address dietary concerns. A bake sale will be held Saturday morning.

For the full days schedule go to the Barony website: http://www.endlesshills.aethelmearc.net/index_files/meleemadness.htm

Site Fee: Adults \$8.00, Youth 13-17 \$7.00 Children 5-12 \$4.00, Under 5 free. Family cap on site fees \$30.00

Feast Fee: Adults \$8.00, Youth 13-17 \$6.00, Children 5-12 \$4.00, Under 5 \$1.00 for feast seat, or free if on an adult lap. \$3 NMS applies to adults without proof of membership at gate. Checks should be made out to "SCA, Inc. - Barony of Endless Hills." Reservationist: THL Kateryna ty Isaf, Isaf (thlkateryna@verizon.net) Karen Macek, 1119 Springbrook, Moosic, PA 18507 (570) 451-1386...do not call after 10 PM). Autocrat for the event is Lord Gunnarr of Endless Hills, (papagg350@yahoo.com) Dave Gable, RD 2, Box 501, Dalton, PA 18414 (570)-563-1684).

CONTACTS:

Autocrat:: Lord Gunnarr of Endless Hills, (papagg350@yahoo.com) Dave Gable, RD 2, Box 501, Dalton, PA 18414 (570)-563-1684)

Reservationist/Head Troll: THL Kateryna ty Isaf (thlkateryna@verizon.net)

Karen Macek, 1119 Springbrook, Moosic, PA 18507 (570) 451-1386...do not call after 10 PM)

Deputy Autocrat/ Merchant Coordinator: THL Maria Pienkneplotno (Linda Learn, Linda@classactfabrics.com (570-836-2318))

Heavy Melee contact:: Sir Murdoch Bayne, (Jason Robson), SirMurdoch@aol.com)

Fencing contact: Lord Stefan Legas, (Stephen Legas, stefanlegas57@earthlink.net)

Feast head cook: Lord Anton, (Eric Bruzgulis, ebruzgulis@yahoo.com)

Dayboard head cook: Mistress Euriol of Lothian (Cassandra Baldassano (570) 332-6194; 503 Stone Hedge Place, Mountain Top, PA 18707; euriol@ptd.net or euriol@yahoo.com)

Local hotel available is the Shadowbrook Inn and Golf Resort. It is located in Tunkhannock Pa and is approx 10 miles from the fairgrounds. Phone number: 1-800-955-0295

Directions:

From the South: Take your best route to Interstate 81. At exit 194, Clarks Summit, take Rt 6 west. (*) At Factoryville, watch for signs as Rt 6 splits off to the right. Continue about 27 miles (adhere to the speed limit in Meshoppen!). Approximately 1 ¼ miles west of Meshoppen turn left at SCA sign. Go ½ mile, turn right, up the hill, and follow sign to troll.

From the North: You can follow I-81 to Clarks Summit as from the south or you can shave some miles and time with a pretty road. Get off I-81 at exit 230, Great Bend/Halstead, and follow Rt 11 south to Nicholson. About 4.5 miles past Nicholson turn right and follow route 6 west. Follow from (*) in 'South' directions.

From the East: Find your best way to Rt 6 West. From Clarks Summit, follow the South directions at (*).

From the West: Find your best way to Rt 6 East. About four miles after Laceyville you will see the Wyoming County Fairgrounds on your right. Go past the Fairground's entrance about ¼ mile, turn right at SCA sign. Go ½ mile, turn right, up the hill, and follow sign to troll.

Mongolian Wool Felting

Felt is the oldest form of fabric known to humankind. In Turkey, the remains of felt have been found dating back at least to 6,500 BCE. Highly sophisticated felted artifacts were found preserved in permafrost in a tomb in Siberia and dated to 600 CE.

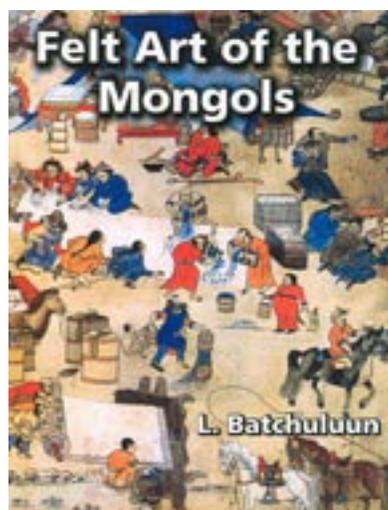
Feltmaking is still practiced by nomadic peoples in Central Asia, where rugs, tents and clothing are regularly made. Some of these are traditional items, such as the classic yurt or ger, while others are designed for the tourist market, such as decorated slippers. In

Mongolia, felt today is made in much the same way as it has been for centuries.

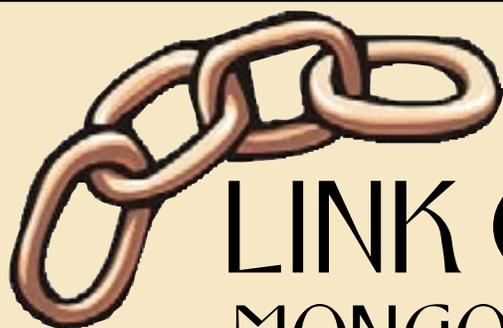
The raw fleece is laid out on an old, already-made sheet of felt, beaten with sticks and smoothed, sprinkled with water, and then rolled up and dragged behind horses or other animals across the plains to produce the heat and friction necessary to create the felt.

This YouTube video is an excellent presentation of Mongolian felt-making, from laying out the fleeces, to dragging the rolls by horseback across the fields to compress the fibers: <http://www.youtube.com/watch?v=gJ0uojUHYdA>.

This website has a good history of felt-making, along with photographs of the modern felt process: http://www.ulaantaij.com/History_Felt.html.



This book can be purchased at: http://www.shopmongolia.com/product_info.php?cPath=59&products_id=28



LINK OF THE MONTH: MONGOL!

<http://www.mongolmovie.com/>

It's finally coming out in the US on June 6! It was up for an Academy Award for Best Foreign Film this year and looks like a great watch. There are evidently several historical inaccuracies, according to Mongolian group lists, but everyone seems to agree that it's worth watching - so sit back, forget that you know the correct Mongolian thumb-draw for arrows because you are in the SCA, and enjoy the flick!

SEND YOUR FAVORITE LINKS TO:
CARNABYSERVICES@YAHOO.COM



Two Mongolian Folk Tales

'Erkhii Mergen' or, 'Why the Marmot Doesn't Have a Thumb'

Once upon a time there were seven suns up in the sky and a terrible drought made the soil reddened and crack. The rivers dried up, the plants and the trees withered, the people suffered from the heat and the animals were dying. All this seemed to be inevitable.

But, in one region, there lived a handsome archer called Erkhii Mergen who shot at what he saw and hit what he shot at. Many people and animals came to him and begged him, 'Please shoot the seven suns in the sky and destroy them.'

The archer Erkhii Mergen was very conceited about his accuracy as an archer and thought himself a brave, strong and proud man. So he took an oath:

If I can't shoot the seven suns with seven arrows, I will cut off my thumbs and no longer be a man. I will no longer drink clear water, eat the dry grass from the last year and continue my life as a marmot living in a dark hole beneath the earth.

From the east, he shot at the seven suns moving high up in the sky, one after another, from the east to the west. After he had shot the sixth sun, he aimed carefully at the seventh, but just then a swallow came flying along and concealed the sun. When the arrow was released from Erkhii Mergen's bow, it didn't hit the sun but the swallow's tail; that's why the swallow has a forked tail. The last sun was afraid of Erkhii Mergen and hurried to hide behind the mountains in the west.

Erkhii Mergen thought, 'The swallow obstructed my view,' so he took his piebald horse and set out to chase the swallow and kill it. His horse swore, 'I will chase the swallow from dusk to dusk. If I haven't caught up with the swallow by then, cut off my forelegs and throw them away. Then I will be no longer a horse but live in an uneven and rough place.'

But, no matter how fast the horse ran, the swallow was always just out of reach and boldly flew around their heads. Finally dusk came upon them and the horse hadn't been able to catch up with the swallow. Erkhii Mergen got very angry and cut off the two forelegs of his piebald horse. Since then, it lives in an uneven and rough place and has become a Mongolian jumping mouse whose front legs are short, too. It is said that the swallow is still mocking riders crying 'catch me if you can!' when, at dusk, she flies in circles around the riders' heads.

The proud Erkhii Mergen stayed true to his own word and cut off his thumbs. He didn't live as man anymore but became a marmot. He didn't drink pure water anymore, ate the dry grass from the previous year and lived in a hole beneath the earth. Since then, it is said, the marmot has only four fingers on each paw and, early each morning, Erkhii Mergen forgets that he has become a marmot whereupon he comes out of his hole and waits for the sun to rise, wanting to shoot this last sun from the sky.

There is a piece of meat in a marmot called 'man's meat' that no human is allowed to eat because the Mongolian people believe that it is Erkhii Mergen's flesh. The only sun remaining in the sky is still afraid of Erkhii Mergen and hides behind the mountains in the west. That's why there is a day and a night.

'The Tale of the Khan and the Badarcin' or, Why You Should be Careful Making Promises

Once upon a time there lived a khan⁴. One day he announced, 'I will leave my throne to the man telling a lie that makes a sitting man stand up and wakes a sleeping man.'

A tailor heard this and came before the khan. 'Dear khan, dear khan! In the heavy rain of the day before last, the edges of heaven got torn and I went and sewed them up again using the tendons of a louse,' he lied. Complacently he thought, 'Now I have surely told a lie that will make a sitting man stand up and wake up a sleeping one.'

But the khan said, 'Bah, you sewed it up badly. After all it rained again yesterday morning.' The tailor left the room silently.

Then an herdsman stepped in front of the khan and told him, 'Dear khan, dear khan! My deceased father owned a whip with which he struck the stars from the sky.'

The khan answered, 'That's nothing. My own deceased father, the former khan, owned a pipe. When he lit it up, the smoke curled around the stars in the sky and tied them all together.' The herdsman didn't know what to say to that and went away in silence.

Just then a badarcin (a traveling lama) came into the room carrying a bucket. The khan asked him, 'Badarcin, what do you want?'

'What, don't you recognise me?' asked the badarcin, 'After all you have borrowed a bucket full of gold from me. I have come to get my gold back.'

The khan then jumped out of his seat and demanded to know, 'And when should I have borrowed that gold from you? You are lying!' The noise woke up the khatan⁵ who had slept nearby. 'You are lying when you claim to have borrowed my gold. Beat him, hit him!' the khan yelled.

The badarcin said, 'If I am lying then leave me your throne, dear khaan.'

The khan thought about that for a moment and then he replied, 'Wait a moment! You are telling the truth. I did borrow the gold from you. I just remembered.'

'Then give me my gold!' demanded the badarcin.

Thus, the badarcin told a lie which made a sitting man stand up and woke up a sleeping man. He gained a bucket of gold and taught the careless khan a lesson.



What is Shagai?

“Shagai” is the Mongol word for anklebone. The Shagai of sheep are most often collected and used for games and such. Shagai of other herd animals are sometimes collected as well but the larger ones are not well suited for games. After you cook and eat the meat off the leg bone, take the Shagai and clean it. It is not uncommon to paint them bright colors.

How do you read it?

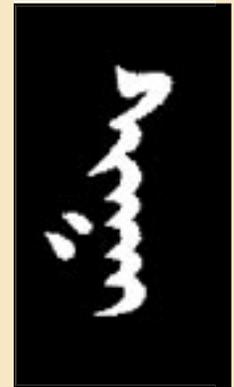
When rolled like dice, Shagai will typically land on one of four sides named:

Horse
Mori

Camel
Temee

Sheep
Khoni

Goat
Yamaa



On a rare occasion, uneven ground will allow a Shagai to land on a fifth side referred to as cow.

Friendship custom

It is customary that a man would carry four Shagai in a pouch with him. When he would make a new friend, they would exchange one Shagai from their pouches to symbolize the bond.

Games

Shagai “Marbles”:

Many games are played by kids of all ages using Shagai. The most common of which involves large collections of Shagai rolled at once playable by two or too many players. 50 Shagai is good. The idea is to get all the Shagai into your possession.

When it is your turn, you first roll all the Shagai in play. You do this by cupping your palms and piling all the Shagai on them (and your forearms too if necessary, so keep your elbows together) and gently tossing them all down. All of them should remain still the way how they fell. Should any Shagai be piled upon another, another player should take a single Shagai from the outer edge and throw it at the pile to break it up. The rule is to shoot one Shagai into another that landed on the same side. If you hit the target, without disturbing any other, one of those two Shagai becomes your “possession”. Pick up either one with your *other* hand and add it to your pile. If you accidentally use the same hand you shot with, you lose your turn and do not collect the Shagai you just hit. You then continue shooting until you miss. If you miss the target, it becomes the next player’s turn to roll and shoot. The turns go clockwise. All terrain features are part of the game, so you can bounce a Shagai off another surface (including your own forearm) to make a difficult shot.

The Shagai game becomes tricky when there are less than 5 left. If all the Shagai pieces land on the same side, all the players try to catch as many Shagai as possible, and then donate the same amount of Shagai pieces to the player who caught the most. The same rule applies to when there are 3 or more Shagai. If you have 4 Shagai landed on 4 different sides it is called “4 difficult” and all the players try to grab this throw as well. When it comes down to 2 pieces, the game becomes a little stretched out. On your turn, you must through the same sides on the pair of Shagai in order to shoot. If you hit the target, collect 2 Shagai from each player and roll the collected Shagai again and resume the same game pace.

When a player is reduced to 0 Shagai and expected to give Shagai to another player, they are out of the game. However, should at any time that a player is expected to give their Shagai to another player, and they have at least one Shagai but less than the amount that should be given, then they (with the fewer Shagai) instead receive that number of Shagai from each player and it becomes their turn. (i.e.- there are two pieces in play and another player just successfully shot, but you have only one Shagai remaining, he gives you one piece and it is now your turn)

Any time there is a tie, such as four Shagai all land on one side and two players each grab two, it is resolved by a Mongol version of Rock, Paper, Scissors known as “*Khuruudakh*”. (To finger) Each player makes a fist with their right hand and they extend one finger each at the same time. It can be any of the five fingers. Thumb beats Index finger, Index beats Middle finger, Middle beats Ring finger, Ring beats Pinky, and Pinky beats Thumb. Any matching or nonadjacent fingers are a tie and done again. This is repeated until one player has won three times. The person who wins the *Khuruudakh* tie breaker now goes, collecting any Shagai from other players as the rules dictate.

When it becomes a player’s turn out of the normal clockwise order, (ie- from grabbing the most Shagai when they all land on the same side) then the turns continue clockwise from that player. Whoever gathered the most Shagai or all the Shagai pieces wins.

Horse Race:

Setup: 4 Shagai to be used as dice, 1 Shagai for each player (minimum 2, no max) and many Shagai for the race track (as long as you want, should be at least 10, can play with 50 to 100 for a long game) The Shagai for the track are all lined up and placed with the horse side up. If the track is very long but you have limited space, have the track turn at right angles every 20 or so pieces so it follows a squared off S pattern. Each player chooses their piece and places it, horse side up, next to the first Shagai of the track, all side by side. It can be on either side of the track.

Turns: Each player, on their turn, rolls the four Shagai “dice” and advances their horse piece one Shagai for each horse rolled. If the player rolls no horses, then they do not move, but if they roll three horses, then they move three spaces. When the player’s horse reaches the last position on the track, it must come back along the other side.

The first player whose piece returns to the first position wins.

from the Silver Horde website, at <http://silverhorde.viahistoria.com>

Honey Spiced Nuts

By Euriol of Lothian

“Some people use the term ‘royal nuts’ for the nuts which everyone else today calls simply ‘walnuts’. – Galen, on the Powers of Foods: Book 2¹

In Anthimus’ *On the Observance of Foods* he discusses various nuts. “Chestnuts are suitable when boiled well or roasted... Hazelnuts are troublesome... Almonds are good... Pistachio nuts are good...”² As can be seen, many types of nuts were known in Europe during the beginning of the Middle Ages.

The Persian walnut (also known as the English walnut) is found in southeast Europe through temperate Asia³. Although bitter, the fruit can be eaten when very young and green. In *Le Mesnagier de Paris* there is a recipe for preserving fresh walnuts in honey⁴.

Nucato

(From *Libro della cucina del secolo XIV*, 14th Century Italian)⁵

Original: Dele mele bullito co le noci, detto nucato. Togli mele bullito e schiumato, con le noci un poco peste e spezie cotte insieme: bagnati la palma de la mano coll’acqu et estendilo: lassa freddare a dà a mangiare. E puoi ponere mandole e avellane in luogo di noci.

Of honey boiled with walnuts, known as nucato. Take honey, boiled and skimmed, with slightly crushed walnuts and spices, boiled together: wet the palm of your hand with water and spread it out; let it cool, and serve. And you can use almonds or filberts in place of walnuts.

Adapted Recipe

| | |
|------------------------|---------------------------|
| 1 lb. honey | 8 oz walnuts |
| 1½ Tsp powdered ginger | 5 oz hazelnuts (filberts) |
| 1½ Tsp ground cinnamon | 5 oz pine nuts |
| | 8 oz almonds |

Coarsely chop nuts and toss with spices. Place honey in pot and heat until honey reaches just above a hard crack stage (Use a candy thermometer) stirring frequently. If you get the faint odor of smoke, remove the honey from the heat. Pour honey over spiced nuts and quickly coat the nuts. Spoon out onto parchment to cool and harden.

Notes:

- I found it easier to add the spice and especially the nuts after the honey reached the hard crack stage, thus avoiding scorching the nuts.
- I thought a combination of nuts would be a tasty variant on this original recipe. The original does indicate that almonds & filberts can be used in place of walnuts, thus attesting to the availability of the nuts.
- The original recipe does not indicate clearly the end consistency of the nucato. After my first few attempts at making this dish, I found the end result to ooze on the plate and be a sticky mess. I personally found this unappealing. I finally succeeded in getting the honey to “crack” when I brought it just above the hard crack stage on a candy thermometer and the faint odor of smoke appeared.
- Because of the temperatures and the nature of honey, this process should be under constant supervision.
- This recipe was served during lunch at Æthelmearc Twelfth Night A.S. XLII held in the Barony of Endless Hills.

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(Endnotes)

¹ (Galen, 2000)

² (Anthimus, 1996)

³ (Davidson, 2002)

⁴ “Premierement vous prendrez .v. cens de nois nouvelles environ la saint Jehan – et gardez que l’escorche ne soit encores trop dure ne trop tender – et les pelez tout entour et puis les perciez en troiz lieux tout outre, ou en croix, et puis les mettez tremper en eue de Saine ou de fontaine et la changier chascun jour. Et les fault tremper de .x. a .xii. jours (et lesquelles deviennent comme noires) et que au macher vous n’y puissiez assavourer aucun amertume, et puis les mettre boullir une onde en eue douce par l’espace de dire une miserelle, ou tant comme vous verrez qu’il appartendra a ce qu’elles ne soient trop dures ne trop moles. Apres wydiez l’eue, et après les mettez esgouter sur ung sac; et puis fondez du iel ung sextier, out ant qu’elles puissent toutes tremper, e qu’il soit coulé et escumé. Et quant il sera reffroidié aussi comme tiede, si y mettez vos nois, e les laissez deux ou troiz jours et puis si les mettez esgouter. Et prenez tant de vostre miel qu’elles puissent tremper dedns, e mettez sur le feu le miel, et le faictes tresbien boullir ung bouillon seulement et l’escumez et ostez de dessus le feu. Et mettez en chascun pertuis de vos nois ung clou de giroffle d’un costé et ung petit de gingembre coupé de l’autre. Et après les mettez en miel quant il sera tiede, et si les tournez deux ou troiz foiz le jour. Et au bout de .iiii. jours si les ostez, et recuisiez miel, et s’il n’en y a assez si en mettez; et le boulez et escumez et boulez, puis mettez vos noiz dedens; et ainsi chascune sepmaine jusques a ung m

First, you shall take 500 new nuts towards St John’s Day, and look that the shell and the kernel be not yet formed, nor the shll too hard or too soft as yet, and pierce them in three places right through or in a cross. Then set them to soak in Seine water or spring water and change it daily; and they must be soaked for ten or twelve days, until they become black and you can taste no bitterness when you bite them; then set them to boil for a while in sweet water, for the space of time wherein you can say a Miserere, or as long as you shall see is needful, that they be neither too hard nor too soft. Afterwards empty away the water, and set them to drain upon a sieve, and then melt a sester of honey, or as much as shall suffice to steep them all therein and let it be liquid and well skimmed; and when it shall have cooled down until it is just warm, put your nuts therein and leave them for two or three days, and then set them to drain. Take as much of your honey as they may soak in, and set the honey on the fire, and bring it well up to the boil once only, and skim it, and take it off the fire; and in each of the holes in your nuts set a clove on the one side and a crumb of ginger on the other, and afterwards put them in the honey as long as it shall be warm. And you shall turn them twice or thrice a day, and at the end of three days take them out; and boil the honey again and if there be not enough add some more and boil and skim and boil it, then put your nuts into it; and so every week for a month. Then leave them in an earthen pot or in a little cask, and turn it once a week. (Power, 2006)

⁵ (Redon, et al., 1998)

The Mongol Horse

Merciless or majestic, we all have our own somewhat incongruous picture of the Mongols. Yet, in every disparate view lies a single staunch presence: The Horse. The Mongols were most feared as a cavalry, be it with bow or sword. They are credited with the earliest stirrups, an advantage as precious as steel over bronze. And none of it would be the same with out their quick, sure-footed, half-wild mounts.

The relationship between the Mongols and their horses is fairly unique one. Horses are at once revered, and nothing more than expendable livestock. A horse is a source of meat, milk, and leather, much as cattle are elsewhere, save that it be a horse that had been ridden into battle, for such a horse was deemed a hero and could not be killed for any human need. The practice of eating such a valuable animal we would not consider, but it seems to have worked much as wolves preying upon the weakest in the wild would, to strengthen the genetic material of those who were left. Along with the harsh environment, this combined to make Mongolian horses some of the most sought after in medieval China, and eventually even in eastern Europe.

These beasts were not (and still are not) named – until they earn it. This was a practice common In Europe only 150 years ago, particularly among the larger stables. However, I believe the horse’s decline as a working animal and rise as a creature for leisure has accounted for our great fondness of fancy names. Mongolia today is not so far changed from even ten centuries past, and the place of their horses and other livestock remains equally similar.

How does a horse ‘earn’ a name? The same way a Native American youth would, or a knight his unique moniker. By proving its worth, by excelling in some manner. A horse that has won a Nadaam race is worthy of a name, as is one who has ridden to war.

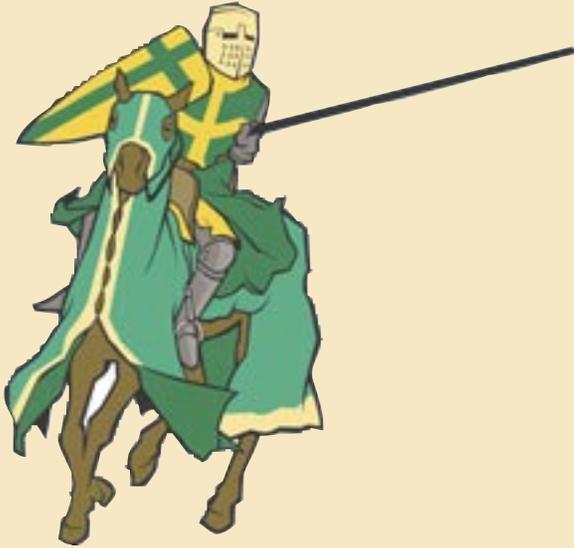
Still, a horse is a horse, and certain themes will always exist where human and horse meet. There is always some color or marking that is deemed best of all, and with the Mongols it was ‘Chagaan’ (white). Not only was a horse with more white prized (not just pure white or grey, but also paints, as Erkhii Mergen’s horse was said to have been), but in the time of Chinggis there was always a single white stallion, left to live on his own, seen as a living piece of heaven. When one got old, a yearling or two year old would replace it.

Chinggis Khan put forth laws on every subject imaginable, and horses were no exception. “The man in whose possession a stolen horse is found must return it to its owner and add nine horses of the same kind: if he is unable to pay this fine, his children must be taken instead of the horses, and if he have no children, he himself shall be slaughtered like a sheep.”

from the Silver Horde website, at <http://silverhorde.viahistoria.com>



ACROSS THE HILLS
PHOEBE WALLER-SHARP
15 NORTH CHURCH STREET
CARBONDALE, PA 18407



REGULARLY SCHEDULED BARONIAL ACTIVITIES:

First Friday of the Month:

Woodworker's Guild - contact Lady Dawn

Tuesdays:

Fencing and Heavy Practice at Forty Fort Borough Building
8 to 10pm

Wednesdays:

Newcomer's Meet & Greet : 7:00

Borders in Dickson City (Week 2-ea. month)

DOWNTOWN Barnes & Noble in W-B (Week 4-ea. month)

Thursdays:

Armorer's Guild Meeting at Lord Tufa's home

First & last Thursday of the month