

Crossroads in Time Event Policies and Guidelines (Final Version 4 April 2007)

by John McFarlin (With much help from Tasha McGann, Gwen Nowrick, Jon Barber, Jon Jordan, Kel Rekuta, Scott Atkins, Karen Larsdatter, Michael Bernay, Kass McGann, and all the other people who have answered the umpteen polls and requests for information I have posted in relation to this event and re-enactment in general). It's a product of what I feel are the aspirations of those most dedicated to high fidelity portrayals.

Premise:

Crossroads in Time: 1300-1500 is a gathering of individuals and groups for the purpose of enjoying pastimes, exchanging information, conducting mercantile activity, and executing portrayals of persons, practice, and things extant in the mainstream from the era from 1300AD to 1500AD in Europe spanning the era from just before the Anglo-French Hundred Years' War to just after the English Wars of the Roses.

Participation in this event is predicated on the requirement to pursue and execute of a coherent high fidelity portrayal of a typical person living at a certain time and place in Europe, wearing clothes, footgear, and displaying and using possessions appropriate to that time and place.

The event itself is meant to replicate an impromptu **crossroads** waystop, where gentlepersons traveling between manor houses, soldiers marching to or from ports of departure, civilians en route to places of work or pilgrimage, minstrels and entertainers seeking to make a quick coin or two from the wayfarer, clerics traveling to and from debates and places of duty, and merchants enterprising on the business opportunities presented by this traffic all gather together for a moment before continuing on their way.

Kit Requirements:

General: These requirements apply to items visible to participants outside of enclosed tent structures in or visible from the medieval camp. In all cases the primary emphasis on kit is visual fidelity and evocation of a medieval model of design and appearance, to be followed by material and structural faithfulness to extant medieval artifacts and representations in iconography (illustrations, effigies, and other artwork made during the era portrayed). Direct replications of items portrayed in medieval art or surviving museum pieces is encouraged, as is combination of feasible design elements from the same era. Admixture of design elements from different eras and cultures or places in a single portrayal is discouraged.

Clothing: Clothing shall be fashioned of natural fibers and materials known to have been extant in Medieval Europe from 1300AD to 1500AD, including linen, hemp, wool, fustian (a linen-cotton blend), silk, leather, and fur (natural or synthetic adhering to natural coloration), and blends made from these materials (for example silk-fustian velvet). Some use of cotton is permitted but should not predominate. Clothing shall faithfully adhere to patterns, fashions, and modes of wear that were worn during the era of the person portrayed. Blue hospital scrubs shall not be worn by anyone at the event.

Footwear: Footwear shall adhere faithfully to the appearance and construction style of medieval footwear with allowances for safety and comfort (ie: gel insoles, orthopedic supports, or Vibram™ soles and materials applied to soles for added traction). Shoes or footwear shall be without added or elevated heels, except for wooden pattens, which are add-on soles.

Belts: Belts shall be made in such a way as to use a buckle with post, or if it is a style without post, it shall in any case be a replica of a medieval article, and adhere to thicknesses and sizes and lengths shown to be the fashion in the era portrayed. Belt mounts and tips shall adhere to design practices and elements seen in the era from 1300AD to 1500AD. Belts utilizing hardware rings of steel, chrome, or brass as a buckle are expressly forbidden.

Furniture and Accessories: Tables, chests, boxes, stools, benches, chairs, and all other accessories, objects, or items to be displayed or used outside of a tent are to be made of

natural materials and adhere faithfully to medieval models and design. Articles made in a collapsible or modular manner to facilitate breakdown and transport shall be constructed so that the article does not present a modern appearance.

Tentage and Structures: Structures shall be constructed of cloth canvas of cotton, linen, or hemp in shapes and sizes depicted in art and iconography from the period from 1300AD to 1500AD--rounds, squares, rectangles, round end marquees, wall tents, A-shaped (not "Viking A"), "double bell wedge," or "French bell wedge." Decorations, colors, and paint shall be in accordance with medieval design motifs seen on depictions of tents and textile art of the era portrayed. Ropes shall be of natural materials (sisal, manila, hemp, or other natural rope fiber). Tensioning devices ("dogbones") shall be of natural materials. Stakes shall be of steel, iron, or wood and not present a modern appearance or be driven completely into the ground so they are not visible. Interior support options are at the discretion of the user, either central pole(s) with or without perimeter poles, "spoke and wheel," or "hoop" design. Guy ropes can attach to the roof of tents by the "crows foot" design or at a single point of attachment, either passed through holes or looped over pins protruding through the roof from perimeter poles.

Armor: Armor shall be constructed of steel (mild, spring, wrought iron or stainless), leather, and natural-fiber fabric and worn by persons engaged in portrayals of military persons. Armor shall be worn as a coherent and complete head to toe expression of military dress in a specific era without admixture of armor components of different eras. Armor modifications, artifices, or elements that do not adhere to medieval models or design principles known from examples of surviving armor are not acceptable. Mail may be of butted, welded, or riveted construction for this event, though butted mail is discouraged (and heavy!).

Weapons: Weapons shall be constructed in such a fashion as to replicate the appearance of medieval weaponry incorporating design elements appropriate to the era of the weapon. Weapons worn or displayed shall be consistent with the social status and role of the portrayal and the era of the portrayal.

Weapon Simulators: Weapon simulators shall be as described below in the Frequently Asked Questions Section, under "What sorts of weapon simulators are suitable for use in chivalric combats at **Crossroads** in Time?"

Coherent Portrayals:

General: A Portrayal is a representation of a person who was, or a representation of someone who may have feasibly lived in the era depicted. It comprises clothing, implements, and other impedimenta logically belonging to the portrayed person. Medieval society is roughly hewn into the three estates--or classes--and civilian and military roles within the estates, with guidelines on minimum kit and additional elements that can be added to portray better equipped or more wealthy examples of the portrayal are provided as a starting point and a frame of reference for possible kit development.

The portrayals listed below are guidelines for those unfamiliar with the general clothing styles and social roles available in the era from 1300AD to 1500AD in Europe. It cannot hope to be conclusive or complete, and the medievalist is encouraged to conduct research and inquiry that will reveal many gaps and additional information not included in this summary.

Some help for persons who would like to understand medieval design elements and fashions is provided in the Frequently Asked Questions Section, under "How can I better understand what that means?"

The Estates:

"Those Who Ploughed."

The Third Estate was made up of those who work. At the beginning of the era from 1300AD to 1500AD this class was considerably less wealthy than near the end, when the need for

laborers, soldiers and specialists and the movement of wealth precipitated by the dual catastrophes of plague and war in the mid to late 14th century improved the lot of those who survived. The Third Estate is non-noble, comprising approximately ninety percent of the population in medieval Europe.

Civilian: Any of a broad range of semi-professional or professional persons engaged in occupations from shepherd to teamster to herbalist, either in their professional capacity or as private persons. Emphasis is on "soft kit," (ie: clothing), tools and accessories used in the execution of the trade proper to the portrayal. Persons engaged in civilian professional portrayals should endeavor to obtain and become skilled at the tools that the portrayed person would have used.

Male, Rustic. Persons of this type would be laborers or craftsmen of the ruder occupations, or perhaps those whose occupations would be the most dirty and labor intensive.

1300-1350 1 set of braies, 1 pair of chausses, Long supertunic or Bocksten-style tunic, coif (weathered-looking), rope belt, leather shoes, whittle tang knife, thong garters, horn or wooden spoon, wooden bowl, wood or crockery cup.

1350-1400: As above, with hood and optional shorter supertunic.

1400-1450: As 1350-1400, tunic very likely to be knee-length or shorter

1450-1500: As 1400-1450, with tunic knee length or shorter.

Male, Professional. Persons of this type would be skilled persons of some professional value, perhaps scribes, or carpenters, or doctors of law, or herbalists, or other professional men of some kind--perhaps entertainers. Also included in this category would be persons engaged in mercantile activity.

1300-1350: 1 set of braies, 1 pair of chausses, long supertunic, white coif or hood (preferred), leather belt with buckle, leather shoes, knife (whittle or scale tang), garters with buckles, pewter or iron spoon, crockery bowl, crockery or pewter cup.

1350-1400: 1 set of braies, 1 pair of chausses or split hosen, Cote-hardie style tunic or Herjolfnes-style gown, white coif (for serjants at law) or hood (preferred), leather belt with buckle, leather shoes, knife (whittle or scale tang), garters with buckles, pewter or iron spoon, crockery bowl, crockery or pewter cup.

1400-1450: 1 set of braies, 1 pair of chausses or split hosen (split hosen more likely), with full hosen (with codpeice) from about 1435 onward. Doublet or cotte, chaperon(?), leather belt with buckle, leather shoes, knife (whittle or scale tang), garters with buckles, pewter or iron spoon, crockery or pewter cup. Acorn-style hat later in this range.

1450-1500:

Female, Rustic. Persons of this type would be engaged in basic kinds of labor, perhaps kitchen help, washer-women, firewood fetchers, seamstresses, or even "camp followers."

1300-1350:

1350-1400: Kirtle or cotte, chemise, 1 pair knee hosen, thong garters, leather shoes, whittle tang knife, rope belt, apron, head wrap, horn or wooden spoon, wooden bowl, wood or crockery cup.

1400-1450:

1450-1500:

Female, Professional. Persons of this kind might be ladies-in waiting to the lady of a member of the third estate, or a skilled professional of some kind. Also included in this category would be persons engaged in mercantile activity, wives of merchants, or perhaps modestly well-to do widows.

1300-1350:

1350-1400: Kirtle or cotte, chemise, 1 pair knee hosen, 1 pair knee stockings, leather shoes, garters with buckles, leather belt with buckle, cloth purse, knife (whittle or scale tang), wimple or veil set, pewter or iron spoon, crockery bowl, crockery or pewter cup.

1400-1450:

1450-1500:

Military: Soldiers of the third estate were men who owed obligations for military service either because of the value of their possessions and income, or because they entered into contractual agreements with Captains of companies, or because they were arrayed into a military bands by a Commissioner of Array or other agent of the government through conscription. Such portrayals have an increased emphasis on "hard kits" (armor) and the implements of war--weapons. Ranging from barely equipped levies and retainers of petty lords or gangs of freebooters to well off Captains of companies, military or paramilitary persons were a frequent fact of life in the era from 1300AD to 1500AD.

Archer or Arbalester: A military professional employed in the use of a bow or crossbow. Emphasis is on kit specific to iconographic and written evidence of equipment utilized by military persons employed as archers or arbalesters. All portrayals of archers or arbalesters will be male, regardless of the gender of the person executing the portrayal.

An additional possibility is a handgonner; from about 1350 forward portable firearms were used on the battlefield, first as crude hand cannons almost as dangerous to the user as the target, but increasingly refined by the time of the Wars of the Roses and the Burgundian conflicts on the continent. It is uncertain at this time whether a permit for black powder activities will be able to be secured, or if one is necessary.

1300-1350: Leather shoes, 1 pair chausses, 1 set braies, mid-length thigh tunic or Bocksten-style tunic, coif, leather belt with buckle, thong garters, kidney-shaped pouch, baselard, or ballock dagger, bowstave or arbalest with string, arrow or bolt bag, six accurately made arrows or bolts, horn or wooden spoon, wooden bowl, wood or crockery cup. Kit may include armor to include padded jakk, hauberk or haubergeon, and steel cap.

1350-1400: Leather shoes, 1 pair chausses, 1 set braies, Bocksten-style tunic, coif, leather belt with buckle, thong garters, kidney-shaped pouch, baselard, rondel, or ballock dagger, bowstave or arbalest with string, arrow or bolt bag, six accurately made arrows or bolts, horn or wooden spoon, wooden bowl, wood or crockery cup. Kit may include armor, to include padded jakk and steel cap (most common), to full plate harness and bascinet (least common). Kit must include bowstave (of yew, elm, or ash) or crossbow (of proper design and appearance), plus ammunition, wear of military weapons other than a falchion, broadsword, or dagger (ballock most common) discouraged.

1400-1450:

1450-1500:

Additional kit might include: More arrows or bolts, up to a "sheaf" of 24, falchion or archer's sword, archer's buckler, steel cap, padded "jakk," mail haubergeon, cloth scrip, leather or pottery water flask, linen sack for stuffing with straw (for bedding), a canvas lean-to tarp, etc.

Armor could include up to full harness appropriate to the era.

Man at Arms: A military professional employed in the same capacity as a fully armored esquire or knight, but paid half as much as an esquire. Such portrayals involve increased emphasis on kit specific to iconographic and written evidence of equipment utilized by military persons employed as men at arms. Kit must include transitional plate or full plate harness and bascinet, with allowance for less complete forms (for example frontal greaves only) and munitions-grade articles. Portrayal must include some of the full range of military weapons in use during the era from 1300AD to 1500AD to include the sword, the sword of war, the dagger (rondel most common), the mace, the poll axe, and the bec de corbin.

1300-1350: Leather shoes, 1 pair chausses, 1 pair braies, 1 Bocksten-style tunic, hood, leather belt with buckle, garters with buckle, arming cote, mail leg harness with steel knee protection or steel leg harness with front-only greave, mail hauberk or haubergeon, coat of plates, steel arm harness, steel cap with coif, sword, spear, rondel dagger, kidney-shaped or bag pouch, pewter or iron spoon, crockery bowl, crockery or pewter cup. A shield of the "heater" style is commonly incorporated, ranging in size from foot to hip (largest typical) to hip to knee (smallest typical)

1350-1400: Same as above, but with increasing reliance on case-fit or fully enclosed greaves. Breastplates replace the Coat of Plates, and bascinets with hounskull visors become the primary head protection, followed by occasional resort to "war kettles," helmets with brims. The use of textile coverings and padded garments over the torso becomes common fashion. Shields may have disappeared during this time--they cease being displayed on effigies with much frequency and many illustrations of this era depict bodies of men at arms with spears sans shields.

1400-1450: Same as 1350-1400, but armor begins to change format from the transitional type seen from 1350-1400 after the battle of Agincourt in 1415, with the adoption of the tonlet skirt and great bascinet. Germanic armors begin to incorporate the "karstenbrust" style breastplate. Armors from all of Europe begin incorporating plate hip defenses, first the highly pronounced tonlet skirts, then faulds later. Germanic armors simultaneously incorporate new features while retaining elements considered archaic in armors of western Europe, such as leather limb defenses. By 1450 body armor assumes the most complete form, with full pauldrons, armets, fully encased limb defenses, and breastplates with faulds and tassets underlaid by arming clothes with mail voiders providing flexible protection in gaps unable to be covered by plate protection. The poll axe enters common use as does the bec de corbin.

1450-1500: Gothic armor reaches its full flower by the end of this era. Armets become standard fashion, with some throwbacks to sallets, exotically shaped war kettles--some with bevors--and even great bascinets in evidence.

Additional kit might include: Pouch with knucklebones and coin replicas, cloth scrip, leather or pottery water flask, linen sack for stuffing with straw (for bedding), a canvas lean-to tarp, additional sets of clothing, etc.

"Those who Fought."

The Second Estate was made up of those who fought, or so the saying goes, but it was the nobility. A case could be made that they did a fair amount of loafing, hunting, carousing, and leeching off the sweat of the toiling of others. However, the historical record shows that they were also intensely involved in matters of public administration and governmental inquests, trials, and the dispensing of what passed for justice. Due to patterns of subinfeudation and socioeconomic turmoil resulting from fiscal problems related to war, the gentry class expanded significantly as larger holdings were divided. Generally speaking, it is impractical for all but the most experienced and dedicated to portray persons of this class, however due to the attraction of portraying noble persons among medievalists, guidelines for portraying poorer gentry-class persons, the so-called esquire or ecuyer, is provided.

The second estate comprised--perhaps at most--five percent of the population of medieval Europe during from 1300AD to 1500AD--less in the west, more in the east.

Civilian: A member of the nobility in everyday finery, generally in traveling clothes.

Esquire: A man of the gentry, typically the holder of a small estate or independent income and a man of some local repute and means, either upwardly mobile, stable in their estate, or barely holding onto their status. Emphasis is on soft kit depicted in various iconographic sources to include paintings, illustrations, and depictions of effigies, with additional emphasis on extra-personal kit that would have been brought along for use by a retinue. The portrayal may include military weapons. The portrayal should include evidence of conspicuous consumption, to include high grade material in clothing and jewelry of gold, silver, and other precious metals, and precious and semi-precious stones.

Minimum kit would include: Complete head-to-toe soft kit with multiple spares, tent (at least 10'x 10' or 10' round), various pieces of furniture, pewter and/or fancy crockery dining set, pewter, silver, or iron eating utensils, bedding, lanterns. Evidence of some sort of conspicuous consumption is considered necessary, whether it be a single gilt peice of plate, a book, or some other bauble.

1300-1350: Cotte, knee length of lower as a general rule, chausses, belt, pouch, hat.

1350-1400: "Charles du Blois" style cotte, pointing doublet, split hosen, "cotte-hardie" style cotte, chausses, 1/2" to 3/4" belt, plaque belt, houppelande cotte with pendant sleeves, cotte with bag sleeves, chaperon very late in this era, hood worn "sideways", trim in fur, pointed turnshoes, stylish pouch with ballock dagger. Some quite long robe-like garments, as variations. Some cotties with high upraised collars.

1400-1450: Short doublet,

1450-1500: Very short cut cotte with pleats, fur trim and holes cut in sleeves, acorn hat, chaperon, pointed shoes. Split hosen with tied on cover for the men's bits.

Additional kit might include: Tents and gear for retinue, jewelry, gaming equipment, replica coins, additional items of clothing and equipment for use by retinue.

Lady: A woman of the gentry, either the wife of an esquire, or a lady of independent means. Emphasis is on soft kit depicted in various iconographic sources to include paintings, illustrations, and depictions of effigies, with additional emphasis on extra-personal kit which would have been brought along for use by a retinue. Portrayal will include no armor, and no military weapons. Portrayal may include heraldic identification common to ladies of the gentry, if desired. Portrayal should include evidence of conspicuous consumption (gold, precious metals, precious and semi-precious stones).

Minimum kit would include: Complete head-to-toe soft kit appropriate to the portrayed era with multiple spares, tent (at least 10'x 10' or 10' round), various pieces of furniture, pewter and/or crockery dining set, pewter or iron eating utensils, bedding, lanterns. Evidence of some sort of conspicuous consumption is considered necessary, whether it be a single gilt peice of plate, a book, or some other bauble.

Additional kit might include: Tents for retinue, jewelry, gaming equipment, replica coins, additional items of clothing and equipment for use by retinue.

1300-1350:

1350-1400:

1400-1450:

1450-1500:

Military:

Esquire: The lowest rank of "men of cote armour." Employed in the same manner as knights, but paid half as much. Emphasis is on kit specific to iconographic and written evidence of equipment used by military persons employed as esquires, with additional emphasis on extra-personal kit that is likely to have been brought along to support a retinue. Kit must include transitional plate or full plate and mail armor, with at least some items of quality and increased decoration. Portrayal must include some of the full range of military weapons in use during the era from 1300AD to 1500AD to include any from the following: the sword, the sword of war, the dagger (rondel most common), the mace, the poll axe, and the bec de corbin. Portrayals may also include the incorporation of heraldic identification common to men of the esquire class during the era portrayed. Portrayal should include evidence of conspicuous consumption (gold, silver, engraved brass, precious and semi-precious stones). All portrayals of military esquires will be male, regardless of the gender of the person executing the portrayal.

Minimum kit would include: Complete head-to-toe soft kit with multiple spares, complete transitional or full plate and mail harness with gauntlets and visor, various weapons, tent (at least 10' x 10' or 10' round), various pieces of furniture, pewter and or crockery dining set, pewter or iron eating utensils, bedding, lanterns. Evidence of some sort of conspicuous consumption is considered necessary, whether it be a single gilt peice of plate, a book, or some other bauble.

Additional kit might include: Tents for retinue, jewelry, gaming equipment, replica coins, additional items of clothing and equipment for use by retinue. Horses are virtually guaranteed to have been present in such a setting as **Crossroads** in Time replicates, though due to issues of transport and care their absence is understandable.

1300-1350:

1350-1400:

1400-1450:

1450-1500:

"Those Who Prayed."

The First Estate was the clergy--those who prayed. Ranging from humble parish priests and lay members of local churches to members of religious orders to warrior priests and wealthy second sons of nobles occupying influential Abbotships and Bishoprics, the religious sentiment of the middle ages held them to be a class of their own. The portrayal of a member of the first estate would be of a person of professional or lay religious occupation, male or female. Emphasis is on soft kit specific to the various clerical orders extant from 1300AD to 1500AD. Kit will be determined by selection of clerical rank, position, and order.

Civilian: "Civilian" portrayals of clerics would be parish priests, deacons, acolytes, monks of various orders, mendicants, and other clerical persons in their traveling clothes or vestments.

Military: "Military" portrayals of members of the first estate would be of members of religious military orders, such as the Knights of Saint John, the Teutonic Order, or the Knights Templar.

Prohibitions:

General: These prohibitions are put into place to preserve an immersive pre-modern aesthetic for all participants and also to minimize ecological impact and provide a safe and sanitary environment. These prohibitions are not inclusive and are designed to provide guidelines and

clarification in cases where prohibited acts might be unclear. In no case is an act or practice that disturbs the enjoyment of other participants or the medieval aesthetic of the event to be construed to be permitted, even if not expressly prohibited here. Man has been far too inventive in terms of ways to be impolite for them all to be enumerated here. Prohibitions marked with an asterisk are permitted within personal tent structures, out of sight of the general public.

1. Use of tobacco products is prohibited in the medieval camp.*
2. Wear of modern glasses by those persons not legally blind is prohibited in the medieval camp.*
3. Use and/or outside wear of cellular telephones or electronic communications devices is prohibited in the medieval camp.*
4. Disposal of human or other waste outside of those facilities provided is prohibited.
5. Parking of vehicles or erection of modern tent structures within sight of the medieval camp is prohibited.
6. Use of modern light giving or generating devices that project light outside of any tent is prohibited in the medieval camp.
7. Use of modern devices such as a radio, CD player, MP3 player, or other mechanical or electronic device that produces sound audible outside of a tent is prohibited in the medieval camp.
8. Cutting of existing live vegetation for firewood or other purpose is prohibited. Also prohibited is the use of explosive or artillery means of rendering existing vegetation into combustible fuel for fires.
9. Set-up or breakdown of camps is not permitted outside the hours of 8:00am to 5:00pm.

Frequently Asked Questions:

General: The below narratives address a variety of questions that have arisen in discussing this event. Questions which you have that are not addressed below, please forward to jwmcfarlin@yahoo.com .

What is this thing all about anyway?

Crossroads in Time: 1300-1500 is about "applied medievalism" and immersion in the medieval aesthetic.

This event was conceived during the Age of Chivalry Renaissance Faire in 2005, when the members of the newly-formed living history group Compaignye du Chalis realized that their efforts did not have a suitable outlet or venue. It was decided to consider alternatives to the events that the group had attended in the past.

Shortly after, it was concluded that no suitable venue or event existed in the Western United States for medieval living history, or that existing venues were too distant from Las Vegas, Nevada, the group's base. Because of this, it was decided that it would be necessary to host an event.

Understanding that there were very few groups in the Western United States with an avowed goal to pursue high fidelity presentation of 14th century civilian and military persons, objects, and activities, the Compaignye du Chalis decided that an event designed to provide a focus for the efforts of groups and individuals interested in pursuing high fidelity portrayals would be enjoyable and could have the effect of encouraging isolated medievalists in their pursuit of

living history.

Because of these goals and intents, one could best describe **Crossroads** in Time as a living history seminar and retreat. It is a professional or vocational event that combines self and group education with recreation.

Can you explain to me what the term "Living History" means?

Living history refers to a method of education or recreation that involves immersion in historical context. In its purest form, it involves persons interpreting historical practices, roles, and culture in a highly developed and authentic setting, such as the Plimouth Plantation site or Hancock Shaker Village in Western Massachusetts.

The goal of living history is to increase understanding of a place, practice, culture, or time (in this case the late middle ages) by surrounding the participants in sensory inputs replicating appropriate elements of time, place, practice, and culture. It is also considered important to mitigate or remove distracting elements or objects not appropriate to the time, place, practice, or culture being experienced.

In the United States, several groups are pursuing living history in the era from 1300 to 1500. These links can provide some useful information about living history and applied medievalism in general:

<http://www.labelle.org/>

<http://www.redshield-1391.org/>

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

<http://www.mron.org>

<http://www.camlann.org>

You use the terms "high fidelity," "coherent" and "medieval models" a lot. What does that mean?

"Consistency" and "Coherency" refer to the appropriateness of items to be used alongside one another because of their use in the same era in history. The overall goal is that a portrayal shall be recognizable as representative of a particular era. As an example, a man at arms kit with mail for leg protection (used in the early 14th century) and an armet (used in the later 15th century) for a helmet is not consistent or coherent. However, if a steel cap and coif, or a bascinet were used, then the items would present a coherent portrayal.

The term "medieval models" refers to the use of medieval design elements in an article. Again, the overall goal is that the item should be instantly recognizable as a replica of a medieval object represented either in a surviving artifact or in a painting, drawing, statue, or other artistic representation. As an example, a wooden bench made in the style shown in a painting from the year 1386 without visible modern hardware adheres to the medieval model. A wooden bench made in the art deco style with visible screws does not.

"High fidelity" refers to the successful application of intent to copy a medieval object. A coat cut to the right length and shape, made of materials extant in the era from 1300AD to 1500AD and appropriate to the portrayal, with buttons replicating finds from the river Thames is an example of high fidelity. The same coat made with synthetic materials of a color not found in the medieval palette, but plastic buttons of medieval design is not an example of high fidelity.

I understand what you mean, which is that if it is to be displayed at Crossroads in Time, it must look medieval, and to the best of our ability, be constructed out of materials which would have been used. How can I better understand what that

means?

There are a number of organizations dedicated to executing faithful portrayals of medieval life and activities. Their work is a very present help in providing examples which can inform you. Some websites (certainly not an inclusive list) which can help are:

1302: http://www.liebaart.org/photo_e.htm

1308: <http://www.kongshirden1308.no/hoved/foreningen.htm>

1330: <http://www.ig-mim.de/indexfrm.php?lid=0>

1351: <http://www.portagiovia.net/>

1370: <http://www.deventerburgerscap.nl/>

1370-1400 generally: <http://www.mron.org>

1382: http://www.labelle.org/C_GALLERY.2.html

1391: <http://www.redshield-1391.org/>

1394: <http://www.lanser.dk/>

1396: http://www.middelaldercentret.dk/us_home.htm

14th and 15th Centuries in General: <http://www.archer-medieval.com/>

1429: <http://www.les-gascoings-de-compaignes.com/>

1452: <http://www.klauwaerts.be/>

1467: <http://www.compagnonsdarmes.com/>

1476: <http://www.anno1476.de/index2.html>

1465 to 1485: <http://www.olofsgillet.org/>

1485: <http://www.1485.org/>

Late 15th Century: <http://www.et-tu.com/soper-lane/>

In addition, a growing selection of medieval illustrated manuscripts are accessible via the internet. These can provide useful information about fashions and articles proper for a portrayal, though some of the visual information provided can be difficult to interpret:

Link Pages:

Zeroland List of Online Manuscripts and Manuscript Collections:
<http://www.zeroland.co.nz/manuscripts.html>

Web Gallery of Art Index of Miniatures: <http://www.wga.hu/frames-e.html?html/zgothic/miniatur/index.html>

Works by Date and Location:

1300-1330, Germany: Codex Manesse (<http://digi.ub.uni-heidelberg.de/cpg848>)

1320-1340, English: Luttrell Psalter (<http://www.bl.uk/onlinegallery/ttp/ttpbooks.html>)

General 14-15th Century: <http://expositions.bnf.fr/gastro/>

The British Library Catalogue of Images (<http://www.imagesonline.bl.uk/britishlibrary/controller/home>)

Museum collections are a very great help for research. Being able to actually see an object that has survived from the middle ages aids immeasurably in comprehending the medieval aesthetic. Unfortunately, the plain fact is that museum trips--especially to Europe where most of the holdings are--frequently are a once in a lifetime thing, restricted to rare vacations faraway from home. Thankfully, more and more museums are posting online collections of photographs, a great aid for those who are unable to physically visit the collections.

http://www.insecula.com/salle/theme_40010_M0001.html

Need other Online Works and collections. Please send suggestions and links to jwmcfarlin@yahoo.com.

What about Heraldry? Can I bring banners or decorations featuring my SCA College of Herald's Approved Arms to this event?

Heraldry should adhere to medieval practice, imitating extant examples of heraldry and personal identification in the era of the portrayal as closely as possible. As far as heraldry goes, there is no requirement to adhere to the SCA armorial, or the armorial or heraldic rules or contrivances of any other medievalist group. In some cases, it might be a good idea to lay aside arms passed by the colleges of arms of medieval recreation organizations either because they do not adhere closely to medieval design principle or because they were chosen or designed specifically in order to be approved by those deliberative bodies. This is not to say that I recommend anyone should be offensive and deliberately bear the recognized arms of another person. Persons choosing to portray historical persons may bear the arms of those persons. In general, the heraldic customs espoused by the English and French schools of thought in the 14th century should guide heraldic displays--that is to say the books written by Upton (de Studio Militari), Bonet (Arbre des Batailles) Bartolo de Sassaferrato (Tractatus de Insignis et Armis), and the like.

Some preliminary information on medieval practice can be found here:

Arbre des Batailles: <http://www.heraldica.org/topics/bonet.htm>

Tractatus de Insignis et Armis: <http://www.heraldica.org/topics/bartolo.htm>

Some examples of Western European Heraldry can be seen here:

<http://perso.numericable.fr/~briantimms/index.shtml#search>

For the vast majority of people in the Middle Ages, heraldry was not as common as a business card. Generally speaking, it was the province of the gentry, and some presumptuous wealthy freemen. Much more typical than assuming arms under one's own name, was the wearing of the national livery, for example the cross of Saint George for English troops, or the livery of the lord or Captain of a retinue.

Where and when will this event be held?

Crossroads in Time will be held from 12:00 noon on the 9th of June through the 22nd of June 2007.

The event will be held in Sydney Valley, Utah. This is a high altitude site. Bring your woolens. The site is located approximately 30 minutes east of Cedar City, Utah on highway 143. The event site can be seen at Yahoo! Maps here: <http://tinyurl.com/ybzffo>

I would like to attend this event, but it is too distant to drive. What options do I have if I want to participate?

The event may be held within some proximity to a major air travel hub. The best course of action in such a case is to make lodging arrangements at the site with another group or individual who has a tent (either replica or modern), or to make lodging arrangements off site at a hotel and then travel daily to the event via rented conveyance.

Participants may find it useful to combine efforts to execute transport of themselves and their gear to the site.

This event is too long for me to attend the whole thing. How will you address day-visits and people who want to participate for only part of the event? What about family members who want to visit for an hour?

It is not required that participants remain at the site for the entire time; for example a person or group could arrive on the fourth day of the event and leave on the seventh day, if they wish.

Persons who wish to attend the event, for however long, must pay the full site fee. This is fair to those who are attending the entire event, and makes for simple accounting. Persons desiring to attend some days, and then return after departing, will be allowed to do so by presenting their site pass. Site passes are not transferrable.

Even the family of the administrators of the event will, if they come to visit, wear medieval fashions and adhere to the guidelines as written.

I don't have a replica tent. How do I participate?

There will be a place set aside for the erection and use of modern camping equipment. This site will be out of visual contact of the medieval camp and event proper, but it will be within walking distance. This permits participants to camp as they wish, using the equipment they have, while strolling to the event site proper for the day's activities.

There are also hotel accommodations within thirty minutes of the site, should you wish to avail yourself of them.

I don't have replica clothes or kit. How do I obtain them? How do I know what is appropriate to my portrayal?

Many people, even those who have been involved for a long time in re-enactment or applied medievalism, lack a kit appropriate for use in high fidelity re-enactment, so don't feel alone or discouraged. There is still time to consider your desired portrayal and obtain suitable kit to execute that portrayal.

There are a number of sellers of living history or re-enactment goods appropriate for use at this event. Inquiries on various internet bulletin boards such as the Armour Archive (www.armorarchive.org), Sword Forum International (<http://www.swordforum.com/>), MyArmoury (www.myarmoury.com) and others will yield a wealth of information. In addition, there is an increasingly large and accessible list of vendors of medieval clothing and wares helpful to the person who wants to purchase solid medieval replica goods.

It's important for me to point out that these vendors are posted based on reputation, and that listing here does not constitute a guarantee or warranty of satisfaction, only that to the best of my knowledge, these vendors provide quality goods and service. Due diligence on your part is wise, as not all offerings by all vendors are appropriate for all portrayals: use with care.

Archery:

Pacific Yew: <http://www.selfbow.com/self.html>
Traditional Archer Supply: <http://www.traditional-archery-supply.com/traditional-archery-products.html>

Armor:

Age of Armour: <http://www.ageofarmour.com/index.html>
Anshelm Arms: <http://www.ansheltarms.com/> (semi-retired)
James River Armoury: <http://www.jamesriverarmoury.com/>
Medieval Reproductions: <http://www.medievalrepro.com/>
Patrick Thaden: <http://www.thadenarmory.com/>
Per Lillelund Jensen: <http://www.olofsgillet.org/per/>
House of the Wolf (cuir bouilli): <http://www.houseofthewolf.com/>

Arms, Weapon Simulators, and Wasters:

Arms and Armor: <http://www.armor.com>
Albion Swords: <http://albion-swords.com>
Handgonnes.com: <http://www.handgonnes.com/>
Heimrick Armeor: <http://heimrick.netfirms.com/indexanglo.htm>
Mandrake Armour (Axe Head Weapon Simulators):
http://www.mandrakearmory.com/Merch...egory_Code=MsWp
New Stirling Arms: <http://www.newstirlingarms.com/about.html>
Purpleheart Armoury: <http://www.woodenswords.com/index.htm>
Revival (Poll Axe Simulator): <http://www.revival.us/index.asp?Pag...&ProdID=227>
Swordcrafts: www.swordcrafts.com
Therion Arms: <http://www.therionarms.com>

Cast Goods:

Gaukler Medieval Wares: <http://www.medievalwares.com/metalwork.htm>
Talbot's Fine Accessories: <http://talbotsfineaccessories.com/jewel.html>
Fettered Cock Pewters: <http://www.fetteredcockpewters.com/>

Clothing:

The Gilded Boar: <http://www.gildedboar.com/>
Black Swan Designs: <http://www.historicenterprises.com/>
Revival Clothing: <http://www.revivalclothing.com>

Forged Work:

Ildsmeden fra Dragsholm: <http://www.ildsmeden.dk/>

General Goods:

Handelsgillet: <http://www.handelsgillet.se/index.htm>
Historic Enterprises: <http://www.historicenterprises.com/>
Kingskeep: www.kingskeep.com
Matuls: <http://www.matuls.pl/english/index.html>
Medieval Design: <http://www.medievaldesign.com/indexengl.html>
Tod's Stuff: <http://www.todsstuff.co.uk/html/main.php>

Glassware:

Bohemian Glassworks: <http://bohemian-glassworks.com/gallery/history.html>
Forest Glass: <http://www.forest-glass.co.uk/index.htm>
The Northerner: <http://www.northerner.com/html/historical.html>

Jewelry:

Blackwood Jewelry: <http://www.blackwoodjewellery.com/>
Gaukler Medieval Wares: <http://www.medievalwares.com/metalwork.htm>
Talbot's Fine Accessories: <http://talbotsfineaccessories.com/jewel.html>
Carl Lemke Jewelry: <http://www.signetring.com>

Leather, Shoes and Footgear:

Armlann: <http://www.armlann.com/shoesandpattens.htm>
Dru Schuhmacher: <http://mywebpages.comcast.net/meisterdru/index.htm>
Tritonworks Custom Scabbards: <http://www.tritonworks.com/>

Materials:

Traditional Materials: <http://www.traditionalmaterials.co.uk/>
B. Black and Sons Woolens: <http://www.bblackandsons.com/>
Fabrics Store (Linen): <http://www.fabrics-store.com/>
Gwand und Tand Silk Velvet: <http://www.gewand-und-tand.de/samt.php?warenkorb=->
Hemptraders (Hemp Fabric): <http://www.hemptraders.com/index.shtml>

Pewter and Metal Goods (Tableware):

Billy and Charlie's: <http://www.billyandcharlie.com/>
Gibson Pewter: <http://www.gibsonpewter.com/Products/cups.html>
Hampshire Pewter: <http://www.hampshirepewter.com/products/cups/56>
Jay Burton Pewter: <http://www.jayburton.com/pewter.htm>
Steve Millingham: <http://www.pewterreplicas.com/>
Talbot's Fine Accessories: <http://talbotsfineaccessories.com/>
Village Pewter: <http://www.villagepewter.com/>

Rope:

Hemptraders: <http://www.hemptraders.com/index.shtml>

Shields:

Atzinger Shieldworks: <http://www.atzingershieldworks.com>

Tentage:

Panther Primitives: <http://www.pantherprimitives.com/medieval.html>
Past Tents: <http://www.past-tents.demon.co.uk/>
Tentsmiths: <http://www.tentsmiths.com>

If you are a vendor of quality faithful reproductions of medieval accessories, weapons, and clothing, and are not listed here but would like to be, please contact me at jwmcfarlin@yahoo.com. There are also lots of links that I know about, that I haven't listed, because they're not coming to mind and my list of links is halfway around the world.

How about pets or working animals? Can I bring them?

Pets and working animals are permitted and even encouraged if they are breeds or types exemplary to the late middle ages, for example greyhounds or birds of prey, provided that they meet all health requirements of the locality that the event is held in, and that they are controlled according to the laws of the state and county that the event is held in. These documents and procedures will be reviewed upon arrival. For the purposes of this event, pets are defined as pleasure animals, such as a domesticated dog, which is not specially trained to perform a specific function. A working animal shall be construed to mean an animal which

performs a function or duty due to training, such as a hunting bird, or a herding dog, a horse, or a guide animal.

Leashes and accessories for pets and working animals will be held to the same requirements as human kit, as regards visual faithfulness to medieval design aesthetic.

Pets and working animals present both the opportunity for joy and the opportunity for trouble. The owners or handlers of animals will be liable for their behavior, and an unruly or bothersome animal and its owner will be ejected from the site without refund or recourse. If you are unfamiliar with the personality of your animal in field conditions, are concerned with the health of your animal due to ticks or other hazards found in the out of doors, or if your animal does not get along well in busy, unfamiliar settings or in the presence of unfamiliar people and horses, or makes calls or barks uncontrollably, it is recommended that you enlist a friend who can look after your animal at home or obtain suitable kennel or boarding arrangements.

What about Horse and Dog Tack, and accessories for animals? Do they have to adhere to medieval design principles and materials?

Regarding horse tack, it would not be in the spirit of the event to not permit some compromises in this regard, especially given that those who bring horses are by that very act making a great stride toward accuracy and faithful portrayal. Specially made tack faithfully adhering to medieval design principles and replicating medieval articles is optimal. English saddles are a reasonable compromise. Western saddles are tolerable, given that there needs to be encouragement of having horses available and present, but it should be understood that they represent a sub-par execution due to their unfaithfulness to medieval design.

Tack must be of leather, metal or natural fabric, not in garish colors or design.

Regarding leashes for dogs, it should adhere as closely to medieval design principles and materials used in the late middle ages as possible. Illustrations and examples of late medieval dog leashes are here:

<http://www.adopt-a-greyhound.org/gallery/2froissart1-l.jpg>

<http://www.adopt-a-greyhound.org/gallery/2froissart2-l.jpg>

<http://www.adopt-a-greyhound.org/gallery/2froissart5-l.jpg>

<http://www.adopt-a-greyhound.org/gallery/2phoebus4-l.jpg>

<http://www.adopt-a-greyhound.org/gallery/2phoebus2-l.jpg>

I normally portray a role which would be mounted, such as a knight or mounted archer. To pursue a portrayal of such a role must I bring or rent a horse?

Horses are not a requirement for any portrayal, though we have to understand that the portrayal is weaker without one. Portrayals of the medieval gentry or nobility are crippled by a lack of horses, and it seems foolish to presume to portray a knight, even if one otherwise had the extreme panoply which makes the portrayal credible, without a horse. The very French word for knight, *chevalier*, means horseman. It comes down to a line drawing game. Some practitioners of living history wouldn't dream of attempting a portrayal or even participate in an event without horses. Some are capable of doing a gentleman portrayal but lack the horse. For this event horses are optional, because the transportation of animals is a personal affair that the distance required to travel, or the expense, might make onerous.

How are you addressing sanitation, water, and hygiene?

Because of the nature of the event, and because those arranging for the event are doing so

not out of a desire for profit but because they desire to enjoy the event, only basic services are provided sufficient to provide for rustic but adequate hygiene.

Portable chemical latrines in sufficient quantity to service the participants, located in a place convenient for their use without negatively impacting the aesthetic of the event will be available. Dumpsters for the disposal of trash will be available, as will sturdy garbage bags. A limited amount of potable water will be provided by means of delivery of five-gallon jugs from a bulk water distributor, which can then be taken inside tents for dispensing as needed.

Each participating group and individual is responsible for movement of their trash to the dumpster, transport of water from the water point, and bringing means to secure their own personal hygiene such as a camp shower (to be used inside a tent if used in the medieval tableaux).

Owners of pets or working animals are responsible for managing the waste of their animals so that it does not become either a health hazard or a nuisance to other participants.

The event will be held in a location close enough to a town or city that participants may choose to take a trip into town and have a shower or bath at their expense, or to satisfy other needs of hygiene or comfort which are difficult to address at a primitive site.

What about firewood?

It is important to note that because the event is being held in July, in a National Forest, in a historically arid region of the United States, that it is almost certain that fire restrictions will prohibit campfires. That said, if a miracle happens:

The Compaignye du Chalis normally makes arrangements with a local provider of firewood, to deliver a sufficient quantity of fuel for its use. Similar arrangements can be made by groups if desired. Site scouting indicates that a considerable amount of gleanable firewood is available for use. Given the situation in recent years regarding wildfires, you'd be doing a favor for everyone by reducing the available fuel. The rule is "Dead and Down," meaning if it's not alive and it's lying on the ground (not standing), have at.

For those who would like to make arrangements for delivery of firewood from a provider, a recent scouting trip resulted in these points of contact, which you may use at your discretion:

WoodnAll, 1-435-592-3202

Ad Placed in 21 December Pioneer Shopper (Southern Utah), \$135 per cord 1-435-590-4560

Will there be combat or fighting? What about archery or other martial activities?

The emphasis of the event is not on combat, at least no more than it is on any other aspect of medieval life. Persons bringing authentic or replica archery equipment will have an area provided for its use. Western Martial Arts instruction is welcome. There are no "tacticals" or group martial re-enactment or sport planned for this event by the organizers, but privately arranged feats of arms or discussion of this for future gatherings is welcome. Any chivalric competitions entered into will be organized by those participating in such competitions and must adhere to the stylistic guidelines and prohibitions outlined in this document. Imitation of known historical deeds of arms is suggested.

In all cases, the requirement for all kit to adhere faithfully to medieval models of design and material composition as given in Kit Requirements, above, applies to participants in martial sporting.

Individuals interested in engaging in free-play chivalric combats may do so, provided the guidelines for combat as stated below are followed:

A. Formal Combats (Deeds of Arms) must be done between two or more men at arms of the gentry class or up; "Men of Cote." What is this? Two well armored men at arms with personal heraldry depicting at least the esquire class, wielding weapons modified or designed to be safe considering the armor worn, in an unchoreographed combat overseen by at least a referee (a "King of Arms"), constitutes a Deed of Arms.

B. Deeds of Arms were at least semi-formal affairs with some kind of pre-arrangement, even if it is so little as to say "I think you look at me too directly, meet me upon the field in an hour to satisfy honor." With a smile, of course, in this case, because it is merely a pretense.

C. Deeds of Arms at this event must be sufficiently advertised so as to allow review and risk assessment by all parties, and to gather a gallery to observe it.

D. Deeds of Arms must be conducted in a place which is suitable for safety and which allows the event to be witnessed.

E. Participants must wear full harness to Deeds of Arms. The armor must be actual armor. There isn't much need to go further, especially among those who understand living history or high fidelity re-enactment. I could define material specifications all day long and someone would find a backdoor--as I will here demonstrate by attempting to provide a road that those who get it will follow to its logical conclusion:

i. All harness worn must provide full body, head, and limb coverage to include shins and hands appropriate to the era of harness depicted and replicate or approximate a harness depicted in iconography (brasses, illustrations, effigies, statuary, or other art). Persons bringing out of the ordinary harness should bring a printed copy of the iconography justifying it for the education of all present. Especial attention shall be paid to joint, neck, throat, head, and spine protection. As regards hand protection for harnesses at the very earliest era of this event (appx 1300AD to 1320 AD), it shall be construed that hand protection of a slightly later era may be used during free-play combat.

ii. Steel plate (stainless, mild, wrought iron, or spring), steel mail (stainless, mild, wrought iron, or spring--butted, welded or riveted are acceptable), splinted leather defenses, textile armors (cotton, fustian, linen, hemp, or silk), brass, bronze, soft or hardened leather are acceptable materials.

iii. The addition of modern or ahistorical protective gear beneath layers of accurately depicted foundation garments or completely hidden by harness is optional at the wearer's discretion (for example a body bracelet for protection of the kidneys and lower vertebrae, or a sport cup to protect the genitals).

iv. The absence of complete harness hidden by textile shells is not permitted; simulation of complete harness achieved by use of a textile shell or covering garment is not permitted. Use of purely ahistorical torso armor or modern protective equipment covered by textile shells is not permitted.

v. Modifications of medieval harness made to suit the safety conventions of medieval combat organizations is unauthorized: no helmet bargrills, no basket hilts on swords, no bar grilled or solid construction baskets on shields.

vi. Armor construction techniques which are standard modern practice are acceptable: welded helmet construction, welded cop and poleyn construction, machine riveted mail, machine sewing, are acceptable.

vii. No aluminum, plastic, or titanium shields. No plastic, rubber, or other modern shield edging. Shields constructed of plywood are acceptable provided the nature of the material is concealed by leather, cloth, or paint.

viii. Footwear of modern appearance is prohibited. Welt soles are permissible, provided the

footwear presents the approximation of medieval footwear existing from 1300AD to 1500AD-- Revival Clothing's offerings are an example of this kind of footwear. Modern footwear disguised to look like medieval footwear--specifically, modern cleats, boots or athletic shoes covered with leather or fabric sheaths to conceal their nature are prohibited.

F. Blow calling and calibration are unnecessary. Combatants either yield or are stopped from further combat by the "King of Arms."

G. Acted out wounds is prohibited as it is generally considered by medievalists to be ahistorical practice.

H. Falling down will be either due to actual distress or accident, not to simulate "death" or "stunning."

I. Steel weapons will be rebated steel weapons with edges of at least 1mm, and a tip not smaller than a U.S. nickel in size, clean and without burrs, made by a manufacturer acceptable to both combatants. Men at arms desiring to do combat with rebated steel weapons are responsible for determining the acceptability of their desired weapon in coordination with their opponent.

J. Wooden weapons will be either wood or rattan bastons made in the fashion suggested by King Rene, covered with thin unhardened leather, to simulate either a mace or a sword. The length of such bastons shall not exceed thirty-six inches in total in any case. They may also be wooden wasters, such as those manufactured and sold by Purpleheart and TherionArms, or some other manufacturer to simulate a medieval weapon used from 1300AD to 1500AD, covered with thin, unhardened leather.

K. Poll axes or Poll hammers may be simulated using products available from Chivalry Bookshelf or Purpleheart Armoury.

L. Combatants shall before each contest agree upon what target areas, force or speed levels, and so forth shall be permitted, in accordance with their experience and the customs that they are familiar with, and not deviate from those permissions given.

What sorts of weapon simulators are suitable for use in chivalric combats at Crossroads in Time?

Discussion on a variety of forums dedicated to applied medievalism and chivalric sport reveals that a wide variety of weapon simulators, from molded rubber axe heads, to rebated steel weapons, are suitable to greater or lesser degree for use in free play martial sport. A sampling of some options are as follows:

Swords.

1. Wooden or rattan wasters, covered with thin felt and/or thin, supple leather. Example: A purpleheart armoury waster, so covered (<http://www.woodenswords.com/WMA/>). Or, a New Stirling Armories waster (<http://www.newstirlingarms.com/about.html>).
2. Aluminum rebated stage combat or WMA practice weapons. (www.swordcrafts.com , <http://varmouries.com/vweapons.html>)
3. Steel rebated stage combat or WMA practice weapons (http://www.therionarms.com/reenact/...s_western.shtml , <http://heimrick.netfirms.com/> , etc.)

Daggers.

1. Purpleheart rondel or cutting daggers. (<http://www.woodenswords.com/WMA/>)
2. Revival rubber rondel dagger (<http://www.revival.us/index.asp?Pag...ID=231&HS=1>)
3. Heimrick Armeor blunt steel rondels (<http://heimrick.netfirms.com/page6.htm>)
4. Valentine Armouries Rondel (<http://varmouries.com/weapons/pics/rondel1.jpg>)

Poll Axe/Hammer.

1. Purpleheart poll hammer. (<http://www.woodenswords.com/WMA/>)
2. Tallhoffer 1467 poll axe simulators--WMA style. (<http://www.revival.us/index.asp?Pag...&ProdID=227>)

Batons.

1. Rattan batons, made in the style depicted in King Rene's Book of the Tournament, covered with leather and ornately decorated.
2. Wood (1" ash?), covered in a layer of thin felt and a layer of thin leather, then decorated.

Axes.

1. Purpleheart halberd heads mounted on short hafts. (<http://www.woodenswords.com/WMA/>)
2. Mandrake Molded Rubber Axe Head (http://www.mandrakearmory.com/Merch...egory_Code=MsWp)

These options constitute only a part of what is available for use. Other options are available and may be discussed by either bringing them to the event, or by emailing jwmcfarlin@yahoo.com .

This all sounds dangerous. Is this safe?

Not completely.

Participation in an event of this nature involves a fair amount of field craft, possibilities of encounters with animal and insect pests, bad weather, driving long distances, people unfamiliar with each other, wearing weapons, participating in WMA instruction and free-play combats, and employing siege engines some distance from a town. All participants will sign a waiver explaining that they understand the risks involved and hold the permit holders non-lia- ble for any injuries caused by participation.

Because of the possibility of inclement weather, provisions will be made to provide temporary emergency shelter and warmth in the case of freak weather changes. These provided emergency provisions are not to be interpreted as a guarantee of health, welfare or safety, but only as an amelioration of conditions for those requiring such.

It is intended that all participants take stock of their outdoor camping skills and clothing, and prepare accordingly so that self-reliance can be a ward against conditions. **Crossroads** in Time represents the possibility of a challenging outdoor experience.

Above you prohibit the wear of modern eyewear for persons not legally blind. This seems unreasonable.

Legal blindness is defined as inability to achieve at least 20/200 vision in the even one eye when glasses or contact lenses are worn. It could also occur in persons whose visual field is limited to 10% or less. It is profound inability to perceive the world visually. For those rare individuals whose vision could be brought to a level where they could be functional through the use of specialized modern optical correction lenses, we are willing to bend our near absolute commitment to the medieval aesthetic.

For other persons, who are dedicated to pursuing a faithful portrayal of a medieval person, options are available for making or purchasing replica spectacles appropriate to this event. Regarding spectacles, there is sufficient evidence of optical correction using lenses from the late 13th century onwards. There is no reason to believe that your portrayal could not have acquired a pair of these, provided your portrayal is of someone of sufficient means and

cosmopolitan sophistication to have found them. The known model we have is the Trig Lane frame made in bone, but it seems clear that other models and designs in wood, metal, or bone would have been made, and examples in paintings bear this out. This is part of the interpretive nature of living history also, the interpretation of art and design principles to fill in blanks (while at the same time acknowledging lapses in knowledge!).

Here are some links discussing spectacles. In the late middle ages. In general, they indicate that spectacles were available for use from the late 13th century onward.

<http://scholar.chem.nyu.edu/tekpages/spectacles.html>

<http://www.newyorkcarver.com/inventions.htm>

<http://www.atlantia.sca.org/pipermail/atlantia/2001-May/001183.html>

<http://www.ee.umd.edu/~taylor/optics2.htm>

In addition, Dr. Linda Marie Zaerr, an English professor and holder of a Master's Degree of Medieval Studies at Boise State University, presented a paper on material for medieval spectacle lenses, which she might be willing to share with you if you ask nicely. The link to her Curriculum Vitae and contact information is here:

<http://english.boisestate.edu/lzaerr/cv.htm>

Now...in all of this I think you can see that you could apply efforts toward achieving a pair of spectacles adhering to medieval design models, and you see that they are of course proper for wear for a wide variety of portrayals--probably less common in the early 14th century, but more common toward the later 15th century. If the glass made for the lenses were to be a little off-clear, so that they filter the sunlight a little, who's going to say anything? Specifically, the glass of England tended to be green due to the high iron content in the native sand. Whether or not they would be suitable for wear for all purposes, I cannot say--probably not--but I don't have answers for everything.

This sounds excellent! But I'll be under eighteen at the time of the event. Can I participate?

If one or both of your legal guardians attend and participate, yes. If not, use this year to develop your kit, and we'll be glad to see you next time!

What is this going to cost?

The event fee, to be collected at the site upon arrival and check-in, will be as follows:

Adults (or Children) 18 and over: \$125
Minors 13 up to but not including 18: \$75
Minors 5 up to but not including 13: \$50
Minors under the age of 5: No Charge.

A "family cap" will be in effect of \$350. A family will be construed to mean persons living together as a familial unit outside the purposes of re-enactment. I reserve the sole right to determine what constitutes a family for purposes of applying the "family cap" for admission.

What does that get me?

That gets you permission to attend the event, it secures a site for two weeks, it secures basic life support (water, trash, and latrines), and it secures entertainment for four days of the event from the medieval trio Istanpitta. We are also working to secure the company of Owain Phyfe for three days.

I have also decided that each attendee will receive a stake of 14th century replica coin with which they may engage in gambling or they may use them as they wish, either keeping them, or using them as a sort of currency during the event. The exact amount given will be determined by the attendee's portrayal—more for men and ladies of means, less for humble yeomen—but an amount which would be considered appropriate for the portrayal to have on hand.

I'm all by myself in this. I'd like to participate with the Compaignye du Chalis during the event. Is this possible?

For those who wish to "hire on" with the Compaignye during the event, I offer the possibility of an indenture, which is to say a short-term relationship with the Compaignye. For those who are fully equipped with gear sufficient for an independent encampment, and wish to attend **Crossroads** in Time, it makes little sense, but for a single person, it especially a man at arms or common portrayal, or someone new to this sort of experience, it might benefit. Interested parties should visit the Compaignye du Chalis website at www.mron.org and send an email to officers@mron.org.

I would like to pre-register to show my support and commit to the event. How can I do this?

Thank you very kindly. Financing of the event is being borne entirely by myself, so it's greatly appreciated. Pre-registration can be accomplished through PayPal to jwmcfarlin@adelphia.net. Specify the attendees by age group, and their names. For those pre-registering before March 15, 2007 a 10% discount will apply--ie: \$112.50 for adults 18 and over, \$67.50 for minors 13 through 17, and \$45 for minors 5 through 12.

I would like to make arrangements to send some or all of my kit by ground carrier. How can I go about this?

There is a UPS Store in Cedar City, Utah which may be able to take shipments and hold them for you. Their telephone number is 435 867-1987.

Do you have a list of service providers close to the site which can enable my group's logistics?

A recent scouting trip to the site revealed these business points of contact which may be able to meet your needs. I don't have experience working with any of these providers, so I can't offer an endorsement unfortunately:

Propane: Amerigas 2685 W. 400 North Cedar City, Utah 435-586-6731, Steve's Tesoro 195 S. Main Cedar City, Utah 435-586-8164

Horse Supplies, Tack, and General Equipment: Sundown Stables 5989 N. Minersville HWY 586 Cedar City, Utah 435 586-2740, IFA Country Stores 650 N. 300 West Cedar City, Utah 435-586-2205

Horseshoers/Farriers: Jerry Von Kaenel 435-477-9143, A&J Horseshoeing (Aaron McCormick, AFA Member) 435-680-5692 or 435-619-3952

There is a Wal-Mart in Cedar City, an Albertson's and a Smith's (compare to your normal supermarket chain where you're from) for general grocery needs.