

SCA NEWCOMER GLOSSARY

Help with definitions from (<http://www.goldenstag.net/MiscSCA/glossary.htm>)

GENERAL TERMS

A&S - Arts and Sciences - various medieval forms of art, music, cooking, brewing, crafting, heraldry, research, etc.

AoA - Award of Arms - an award given by the King or Queen to a newcomer who has shown interest in participating in the SCA; gives them the right to “bear arms,” or formally use a device they have registered with the heralds in order to identify themselves.

Vigil - a day of contemplation for anyone undergoing an elevation ceremony; the individual is sequestered and people come to give advice and congratulations; often involves food and is considered a social gathering for the person being elevated.

Period - the time period the SCA uses for the basis of its historical reenactment, defined as pre-17th Century European culture, with emphasis on the middle ages and Renaissance; also covers any country that had contact with Europe during that time.

Scadian/SCAdian - someone who considers themselves a part of the SCA.

Scadian Time - a comedic way of saying things don't always run on time.

Knowne World - the modern world, according to the SCA; might refer specifically only to the 20 Kingdoms, not the entire world.

Mundane - anything relating to the “real world” while participating in the SCA; mundane clothes are everyday clothes, a mundane name is a non-SCA name, etc.

Persona - the character a SCAdian chooses to adopt during SCA events in either a detailed or superficial manner.

Elevation - a ceremony during Court where one is raised to the level of a Peer; regalia is often presented and different people speak for the person being elevated to show the King and Queen why they should be known as a Peer.

Device/arms - the heraldic emblem that identifies a person or entity; all devices must be researched by and registered with the College of Heralds.

Badge - an emblem used to mark your belongings or household; usually simpler than a device, and does not have to contain parts of the device. Should be registered through the College of Heralds to be recognized as official.

Shiny hat/pointy hat/tin hat - a slang term for anyone who wears a crown or coronet, such as a King or Queen, Baron or Baroness, etc.

Vivat (singular) / Vivant (plural) - a cheer used to celebrate something, usually heard for awards in Court or outcomes on the list field or battlefield.

Crown - both the literal coronet worn by the King and Queen, as well as a term used to refer to the King and Queen together; ex: the Crown will be attending the event in New Jersey.

“Oyez!” (pronounced oy-YEY) - a phrase yelled to get the attention of the populace, usually to make an announcement.

Populace - the collective group of SCAdians that make up a local group or Kingdom.

Bardic / bardic arts - Performance arts - music, song, theater, etc. A person who performs in this manner is called a Bard.

PEOPLE

Sovereign/Consort, or King/Queen - chosen by tournament, those who lead their Kingdom in the SCA. They are addressed as Your Majesty.

Heir to the Sovereign/Heir to the Consort, or Crown Prince/Princess - the winner of the Crown Tournament and their consort; these two will become Sovereign and Consort at a Coronation event. They are addressed as Your Highness.

Earl/Count/Countess - those who have reigned as King and Queen once, granted after they step down.

Duke/Duchess - those who have reigned as King and Queen twice or more are automatically given this title.

Landed Baron/Baroness - those voted by the Barony to lead their group in the SCA, ceremonially granted the “rights” to the Barony by the King and Queen at an Investiture.

Court Baron/Baroness - an award given by a Sovereign to recognize a person who has given hard work and dedication to their Kingdom during a particular reign.

Retainer - a volunteer who stays with the King or Queen, or Baron or Baroness, who helps them in any way - usually by carrying things for them, making sure they’re staying hydrated, and generally ensuring the day goes smoothly for them.

Peer - those who hold the highest ranks of their respective interests.

Pelican - a Peer whose focus lies in service. Often called “Mistress” or “Master”. If a Pelican formally takes a student, that student is called a protege.

Laurel - a Peer whose focus lies in the arts and sciences, usually by mastering one specific skill or art and the ability to teach it to others. Often called “Mistress” or “Master”. If a Laurel formally takes a student, that student is called an apprentice.

Knight - a Peer who has mastered heavy combat. Commonly referred to as “Sir”. If a Knight takes an official student, that student is called a squire.

Master of Defense - a Peer who has mastered fencing/rapier combat. Often referred to as “Master” or “Mistress” of Defense (or, informally, “MoD,” pronounced "mod"). If a MoD takes a student, they are often known as a provost.

Herald - Court Heralds make announcements and read scrolls during court, acting as a master of ceremonies; a Field Herald makes announcements outside of court; Submissions or Research Heralds are responsible for name, device, and armory consultation.

OFFICERS

Officer - someone who volunteered to hold one of the business-side jobs in the organization, such as taking notes at meetings, taking charge of the groups finances, etc.

Chatelaine - an officer in charge of welcoming and helping newcomers; also in charge of loaning garb and gear when needed.

Seneschal - an officer in charge of administration for the group; the legal representative of the SCA for their area.

Chronicler - an officer in charge of a group's newsletter.

Webminister - an officer in charge of a group's website, email, etc.

Exchequer - an officer in charge of a group's finances.

MOAS - Minister of Arts and Sciences - an officer who fosters the arts and sciences in a group in any way they can; usually by promoting displays or competitions.

Knight Marshal - an officer in charge of fight practices, making sure people are authorized to fight and overseeing practices.

Chamberlain - an officer in charge of maintaining the regalia of a group, such as kitchen gear, tablecloths, heraldic banners, etc.

Constable - an officer (in some Kingdoms, not in the East) in charge of various aspects of a group depending on the Kingdom; some take charge of waivers, lost and found, making sure gates are manned, etc.

BoD - Board of Directors - nominated members of the SCA who deal with the mundane aspects of running the organization.

EVENTS

Crown tourney - a heavy combat tournament held twice a year (in the East Kingdom) to determine the new King and Queen.

Camping event - any SCA event that allows for overnight camping onsite.

Dayboard - a lunch provided during an event, usually served buffet style.

Feast - a formal dinner, often served in courses at large tables, sometimes accompanied by entertainment.

High table - a feast table where Royalty or Landed Nobility sit with other royals, nobility and/or other invited guests.

Autocrat (traditional term) / event steward (preferred term) - the individual in charge of a certain event; this person is responsible for every aspect of an event from beginning to end.

Feastocrat - the individual in charge of planning and executing the feast at an event.

Court - a formal gathering, usually at events, where announcements are made, awards are given, and presentations made to various members of the populace or other royals.

Pre-Reg(istration) - the process of registering for an event, done ahead of time by sending a check or PayPal payment; pre-registering often comes with a discount, and/or a guaranteed spot at a feast table.

Gate/troll - a table or tent at the entry to an event where you pay your entrance (site) fee, sign waivers, get a schedule of events for the day, etc.

Site token/medallion - a small charm or ribbon given at the front gate to show you have paid your site fee and are attending a certain SCA event.

Porta-castle/privy - porta-potties on site at an event.

Dry/damp/wet site - indicates whether alcohol is allowed at a site. Dry: no alcohol allowed and there may be issues if any is present. Damp: alcohol can be enjoyed in discrete containers. Wet: alcohol is allowed more or less without restriction.

Post-revel - an after-party, usually unofficial and held at someone's house.

Feast gear - tableware you bring to a feast or meal; this includes everything you'd need to eat a meal - silverware, plate, bowl, cup, etc; SCA events do not provide these items regularly, but a Chatelaine might bring loaner feast gear if they have it

Pennsic - The largest inter-Kingdom event in the SCA, drawing ten to thirteen thousand people for two weeks. Includes numerous huge field battles, over two thousand hours of classes, lots of merchants, courts for different kingdoms, and lots of time for socializing with friends all over the Knowne World

OBJECTS

Garb - period clothing SCAdians wear at an event.

Gold key - loaner garb or materials kept by a local group for the use of newcomers; can also include loaner feast gear, shoes, belts, etc.

Iron key - loaner armor or fighting equipment; not held by every group.

Largesse - gifts given by Royalty or Landed Nobility (Barons and Baronesses), often donated to the Kingdom/Barony by the populace and usually consists of handmade items.

Regalia - all the “fancy stuff” that goes along with an office; Pelicans can wear a medallion with a Pelican on it, Knights can wear a certain type of chain around their neck and a white belt.

COMBAT

Martial Event - any event where combat takes place.

Heavy Fighting - armored combat - fighters who authorize to fight in armor using a variety of weapons (such as a polearm, sword, shield, spear, etc); fighters must have specific armor and weapons that meet SCA requirements.

Combat Archery - fighters who wear the same armor as the heavy fighters but use crossbows and long bows to shoot rubber headed arrows at combatants. Combat archery is not allowed at many events because of the danger the arrows pose to spectators, but is often allowed during bigger field battles.

Siege - fighters who wear the same armor as the heavy fighters but control siege weapons on the battlefield, such as ballistas and trebuchets. Siege is even more restricted than combat archery as to when it is allowed due to the power and distance of the ammunition.

Marshal - an officer in charge of any of the fighting activities, specially trained to oversee combat .

List / list field - the area on which fighting or fencing takes place; usually refers to one or more smaller areas for one-on-one fights, as opposed to a battlefield, where melees take place.

“HOLD!” - a phrase yelled to fighters indicating everyone in the area needs to STOP MOVING as something dangerous might occur; for example, a marshal may yell “HOLD” if combatants are getting too close to the ropes surrounding the fighting space.

“Lay On!” - a phrase yelled to fighters indicating everyone can start fighting; often used after a Hold is called, but also can indicate the beginning of a bout