



# THE SHIRE OF TIR BRISTE



**The Middle Georgia Chapter of the  
Society for Creative Anachronism**

Fall Edition November 22, 2016- Chronicler Rayne Evynwod

## How to Play

# Knucklebones

Sir Geoffrey - Cock and Feather Gaming Tavern Owner

What do you need to play Knucklebones?

Knucklebones is a simple game where you roll 4 or 5 knucklebones, to win wagers. We do not bet real money, we bet what we refer to as swag. Swag consists of foreign coins, bits of cast items (old cast site tokens work well) bits and baubles. (I will be giving away some starter swag bags at upcoming events!) If you have your own set of Knuckle bones, bring them along. If not, then ask around, someone will likely have a set. They are about to become fairly common in Meridies!!!

A game starts with one player calling a game. There are many variations of the game, based upon the creativeness of the caller (see some examples below). After the game is called, the wager is set. One two or three coins is normal. Once the wagers are all paid, it is time to roll the bones. The caller starts, and then the bones are passed to the left until all players who wagered have had their chance to roll. Those who were successful re-wager and then the bones go around again, until only one player remains. That player wins the pot, and gets control of the bones and is the caller for the next game.

Here are some possible examples:

- 1) Most 3s in three (or two, or four) rolls. The first player takes the knuckle bones, and rolls them three times, and totals up the number of 3's and then passes the knuckle bones to the player to his left. In case of a tie, all tied players ante again, then roll again under the same rule.
- 2) Most even numbers in four rolls (or two, or three, or one roll)
- 3) Eliminated if you have no 2's. Continue around the table eliminating players that do not roll a two, until only one player is remaining.
- 4) Eliminated if you do not have three or four of a kind. Continue around the table eliminating players that do not roll three or four of a kind, until only one player is remaining.
- 5) Make up your own similar rule when you are the caller.

Continued on next page

## HOW TO READ KNUCKLEBONES:



This is a ONE. Notice that there is one hump facing upward.



This is a three. The knucklebone is on its side with a large indentation showing on the top.



This is a two. Notice that there are two sets of humps facing upward.



This is a four. Again the Knucklebone is laying on its side, but there is no indentation showing. There may even be small points sticking up from the Knuckle bone.

I hope this introduction to the rules of Knucklebones will stir your interest enough to get you to join into a game at your next event!

# Increasing the Population of Fir Briste

Elsbeth Fereday

I've been in the SCA for about 5 years now. Just recently I found a wonderful new use for the skills I've learned over the years. It's an ice breaker of sorts. It is of course the Halloween season. Costumes must be fabricated. Some mundane friends of mine have sorted out that I can sew and have done some full outfits before. When we were talking about an upcoming Halloween party, and what we were all wearing came up. One of my friends, Jaylynn, couldn't sort out what to wear. So we decided she'd make hers this year; Wonder Woman was the decision.



Seeing my SCA wardrobe and skills that I acquired through the years opened up the opportunity for me to talk with her about the SCA. We were of course are spending plenty of time together working through all the steps of the pattern. We have discussed arts and sciences, wars, fighting, and many other aspects of SCA life. These conversations have opened into other times and have broadened to include other friends. Several have all decided to join us when schedules permit!!! I anticipate several more sewing days in my future, but this time with a medieval theme!!! Needless to say, the skills learned and gained through sweat and blood can have a use outside of making each of us look good at court. They can be used to bring others into the society that has helped so many of us find incredible friends and become more of a well-rounded person than we could have ever become on our own.

## RUM Challenge 2017

Greetings to all Shire members! Our RUM Challenge got off to a great start in September with the class "SCA Protocol and Precedence", and an embroidery class on an "Introduction to Blackwork". In October we had a class in "Feast Appreciation" at the Gathering of Spoons event. That was a "two-fer". We got to eat food and take a class at the same time! Don't forget to look at your Online Transcript on the RUM page and let me know what classes need to be added (go to [Royalu.meridies.org/online-transcripts/](http://Royalu.meridies.org/online-transcripts/)).

I want to take a moment to review the Protocol and Precedence class information as it's a pretty cool subject. I know there was a lot of information given out in a short time, so I'm going to give you the links so you can look it up anytime you have questions.

There are two types of awards in the Kingdom of Meridies: Armigerous and Non-Amerigerous. Armigerous awards include an Award, Grant or Patent of Arms. Non-Armigerous awards carry no

arms or precedence. Pretty simple, right? But there are a whole bunch of awards. If you've been to a Court, I'm sure you've heard many awards handed out and wondered "what is that for?" If you ever want to know what an award is for, there is a great link which will explain all:

[www.sca.org/awards/merid.html](http://www.sca.org/awards/merid.html)

You'll see some are awarded when the current members vote for a new person and present their selection to the King for award (polling order). Some are awarded by the King. And Barony's have their own awards. But anyone in the SCA can recommend someone for an award. Its quite simple. All you do is click on the link that says "Online Award Recommendation" on the Home Page of the Meridies website (kingdom.meridies.org). It doesn't have to be fancy or say a lot. Just say "this person did a really great job by...." But it is really important for all members, new and old, to be involved in the award process.

One of the most important awards is a Patent of Arms. They are awarded to Knights (fighting), Pelicans (service), and Laurel (arts) and they are entitle to wear a white belt in honor of their status. People who have a Patent of Arms can also take on members in a formal relationship to help them develop their skills. Knights have Squires (red belt), Pelicans have Proteges (yellow belt), and Laurels have Apprentices (green belt).

Now what about all those "pointy hats." Don't be intimidated, it is pretty simple. The King/Queen are their Majesties. Their heirs are the Prince/Princess and called their Highnesses. Someone who has won Crown twice will be a Duke/Duchess and pretty much everyone else is their Excellency. You'll know if it is our King/Queen or Prince/Princess because they are always surrounded by people. So you usually can't go wrong using "Excellency".

Coming up next in the RUM Challenge, we will be presenting "Silhouette of Fashion" and some other costuming classes. If you have any questions, or want to request a specific class, just let me know.

Yours in Service,  
Eachna ni Clonmakate  
Shire Provost

## Contacts / Submissions

- Seneschal, Marshal: Sir Timothy  
[mythet54@yahoo.com](mailto:mythet54@yahoo.com)
- A&S: Lady Amina  
[aminahofellora@yahoo.com](mailto:aminahofellora@yahoo.com)
- Webminister, Herald, Chronicler: Lady  
Rayne [kyahcooley@gmail.com](mailto:kyahcooley@gmail.com)
- Chatelaine: Baroness Ysmay  
[s.burris12@yahoo.com](mailto:s.burris12@yahoo.com)
- Reeve: Eisa [Melbird13@hotmail.com](mailto:Melbird13@hotmail.com)

## Awards

Tir Briste members received these awards since August:

- Ysmay of Branston - Court Barony at Meridian Grand Tourney
- Rayne Evynwod – AoA at Fall Coronation (Adhemar and Elina's final court)

This is the November 22, 2016 issue of the Tir Briste Newsletter, a publication of the Shire of Tir Briste of the Society for Creative Anachronism, Inc. (SCA, Inc.). The Tir Briste Newsletter is available from the Shire of Tir Briste website ([www.tirbriste.org](http://www.tirbriste.org)) or from Kyah Cooley (KyahCooley@gmail.com). It is not a corporate publication of SCA, Inc., and does not delineate SCA, Inc. policies.

Copyright © 2016 Society for Creative Anachronism, Inc.

For information on reprinting photographs, articles, or artwork from this publication, please contact the Chronicler, who will assist you in contacting the original creator of the piece. Please respect the legal rights of our contributors.