

A.S. LIII

Flammeus Alles

Summer 2018



Drawing by THL Lynne Fairchild



Summer Newsletter for the Barony of Fenix

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Submissions for the next quarterly issue are due by September 15, 2018. Please send officer letters, educational or entertaining articles, artwork, calendar updates, etc. Please include a signed release form with your submission. Thanks!



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Baronial Officers Page



Baron and Baroness

Baron Ulf von Greiffenburg and Baroness Sárnat ingen Chormeicc
FenixBaron@gmail.com FenixBaroness@gmail.com



Seneschal

Angus Drummond
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Exchequer

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Chatelaine

Coleta Rose
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Marshal of Fence

Deor Leodegar
Deor.Leodegar@gmail.com



Thrown Weapons Marshal

Officer Needed



Chronicler

Lynne Fairchild
lynnaea_fairchild@yahoo.com

Equestrian Marshal

Rose de la Cumbe
Rosedelacumbe@gmail.com



Heraldic Pursuivant

Frigga Vilhjalmrsdottir
RachelR.Blackburn@gmail.com



Signet

Officer Needed



Captain of Archers

Melissa di Constantino
melissadiconstantino@yahoo.com



Minister of Arts & Sciences

Melissa di Constantino
melissadiconstantino@yahoo.com



Knight's Marshal

Onund Ullrson
jfausz@gmail.com



Web Minister

Thorfinn Bearbrother
fenixwebminister@gmail.com

Baronial Calendar

Rapier Practice: every Monday from 7:00-10:00pm*

Populace Gathering & Fight Practice: every Tuesday from 7:00-10:00pm*

Baronial Court & Potential Tournament: 1st Tuesday of each month at 8:00pm*

Business Meeting: 2nd Tuesday of each month at 7:30pm*

** Held at Evendale Cultural Arts Center, 10500 Reading Rd, Cincinnati, OH 45241*

Upcoming Events

July 6-8 – Push for Pennsic (Hamilton, OH)

July 27-August 12 – Pennsic (Slippery Rock, PA)

August 31-Sept 2 – Pounce XVII (Vanlue, OH)

Sept 2 – Barony of Fenix's Baronial Championships (Union, KY)

Sept 8-10 – Harvest Days (Pleasant Hill, OH)

Sept 29 – Fall Coronation

October 5-7 – Hammer and Annville Part 7 (Annville, KY)

October 13 – Red Dragon (Marysville, OH)

October 20 – Fall Crown Tourney

From the Herald

Have a question about the different types of heraldry to display on your Coat of Arms?
Check this out:

<https://www.q-files.com/images/pages/galleries/1034/heraldry-2a-with-labels.jpg>

Letter from the Chronicler

The quarterly report has been submitted. Thank you to everyone who sent in submissions for this quarter's newsletter!

Please keep the submissions coming! Officer letters, artwork, anything of interest, pictures, etc. would be fantastic!

In Service,
THL Lynne Fairchild
(aka Lynnaea)



Letter from the Minister of A&S

I am looking for deputies/replacements for Archery and A&S. My term is past due for archery and A&S is coming up in November. We're moving soon. So, if anyone is interested, please contact me.

Letter from the Exchequer

Greetings,

The Barony is doing rather well, financially.

The May Day in Fenix event had 90 paid attendees, 83 adults and 7 children, and 6 comped as Royalty Staff. We received, all told including lunch tavern, \$1,101.00. After expenses, which totaled \$467.30, plus sending in the \$30 Non-Member surcharge for 6 non-member admissions, we made a profit of \$573.70

The bank balance at the end of April was 5,069.05, and once the May Day profit is figured in, it should be \$5,642.75, minus a \$5 monthly fee.

Current Officer Positions Seeking Replacements:

- Seneschal
- Chatelaine
- Heavy Weapons Marshal
- Herald
- Archery Marshal
- Minister of Arts and Sciences

Currently Vacant Officer Positions:

- Signet
- Thrown Weapons Marshal



Atlanbaj initial set-up Photo by THL Elspeth Clerk

Atlanbaj: A Game from Turkey

This game is also known as Turkish Draughts. This may be played on an ashtapada board by two players, however the castle squares have no significance. Each player has 16 pieces. Mentioned in E. Falkener's book *Games Ancient and Oriental* from 1892, this game is still played today.

The pieces begin as shown above. Each piece moves forward or sideways one space and capture the same way by making a short leap over an adjacent opponent piece to the square on the opposite side. Captures are not mandatory. Multiple jumps are permitted and the maximum number has to be taken. If a jump is not taken when possible, and the opponent calls it BEFORE moving a piece, the opponent may remove the piece that could have jumped. Captured pieces are removed when jumped and cannot be jumped again on the same turn. When a piece reaches the final rank, it is promoted to a king (by placing a captured piece on top, or if needed using a different piece altogether) and now moves any number of unobstructed squares in any orthogonal direction (like a chess Rook). Kings capture by a long leap – moving any number of unobstructed squares before the opponent piece it leaps, always landing on the following space. The king also has to take the maximum number of pieces per turn as possible meaning a king has to be careful when making captures and not find itself in a bad place on the board.

The player who captures all or immobilizes all the opponent pieces wins the game. If each side has only one piece remaining and only one of them is a king, the game is won for the owner of the king. If both players only have one piece left and both are kings, the game is a draw.

References:

R.C. Bell, Board and Table Games from Many Civilizations, Revised Edition, Dover Publications, 1979.

https://en.wikipedia.org/wiki/Turkish_draughts, retrieved July 3, 2017

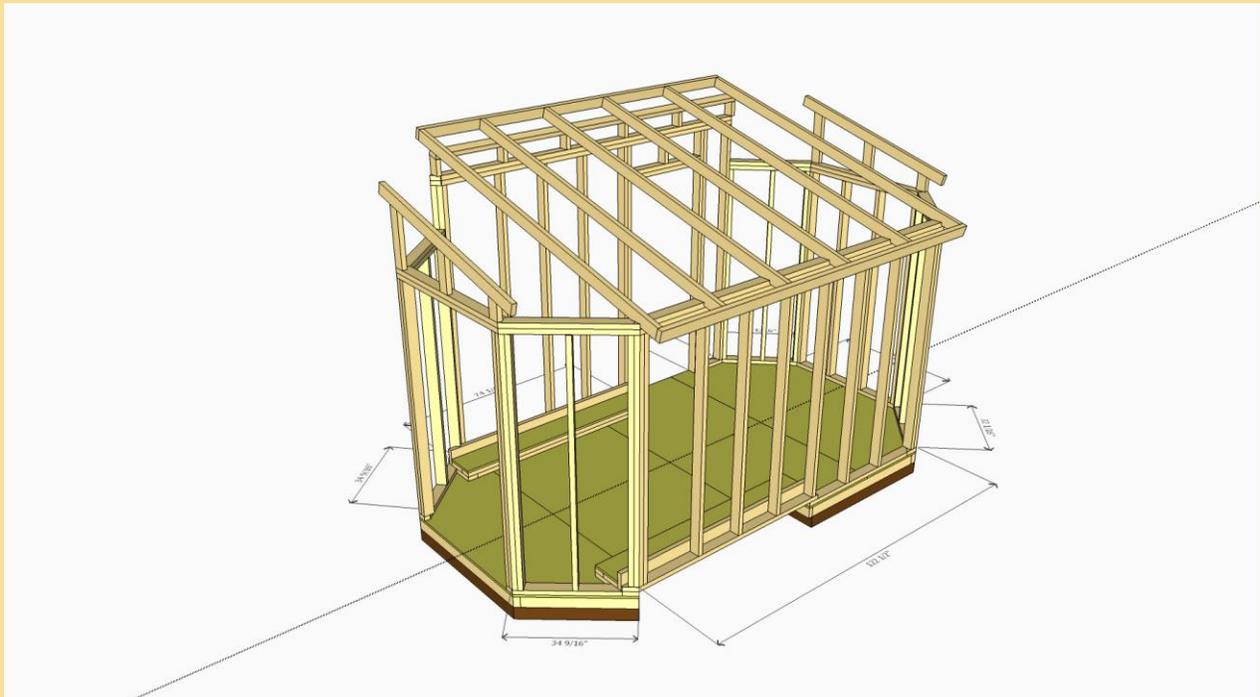
Games of Medieval Arab Lands, paper found at filer.case.edu/jrr10/arabic_games_report.doc

By: Jess Rudolph, retrieved in 2015, no longer available online.

Progress on the Pennsic Trailer

This trailer will be replacing the Fenix trailer currently at Pennsic. Once at Pennsic, it will remain at Pennsic.

Below is the design for the Pennsic trailer:



Work has been completed on the bottom frame:



Now comes the time for building the walls. Any assistance would be greatly appreciated! As things look now, the trailer will be worked on: June 23-24th, June 30th, and finishing up on July 14-15th.

Pennsic is coming up fast and we can use all the help we can get! Don't know how to use tools? Still feel free to come! Gophers are helpful, as well as providing fun conversation for the tool users.

Thank you to everyone who has helped thus far with this project!