

Newsletter of
The Duchy of Pegasus Valley
November 1997

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Artwork by Sir Andcar

Upcoming Amtgard Calendar

- Oct 31 -Nov. 2, 1997.....Borderlands All-Saint's Eve Feast/campout in Waco, TX
November 1, 1997.....Crystalline Confederacy War Tourneys
November 1, 1997.....Dragon's Keep Coronation
November 1, 1997.....Shadowvale Crown Quals
November 8, 1997.....Crystalline Confederacy Cultural Tourneys
November 8, 1997.....Emerald Hills Crown Quals at Midnight Sun
November 9, 1997.....Emerald Hills Crown Quals at Tier Glynne
November 14-16, 1997.....Darkwater West Madrigal Dinners/Court/Quest in Portales
November 15, 1997.....Pegasus Valley Crown Qualifications
November 15, 1997.....Shadowvale Coronation
November 15, 1997.....Darkwater East Feast, tourneys & quest
November 16, 1997.....Amtgard Demo at Horrorcon VI in Austin, TX (2:00 p.m.)
November 21-23, 1997.....Crystalline Confederacy Coronation & Kingdom Quest VIII
November 21-22, 1997.....Wetlands Coronation at Lake Ratcliff in Texas
November 22, 1997.....Pegasus Valley Elections
December 5-7, 1997.....Emerald Hills Coronation
December 6, 1997.....Pegasus Valley Coronation
February 14-15, 1997.....Tentative Spring War Date



Upcoming Cultural Events of Interest

- November 13, 1997** Patrick Street Irish Concert. KiMo Theatre 7:30 p.m. (\$13-15)
November 22, 1997 The Vienna Boys Choir: Popejoy Hall 8 p.m. 277-4569
December 5-6, 1997 "Messiah" Popejoy Hall 7 p.m. 851-5050
December 6, 1997 Musica Antigua "A Gothic Christmas" 6 and 8:15 p.m. Santa Fe 842-9613
December 19, 20, "Camelot" 8 p.m. All Performances at Popejoy Hall 851-5050
21, 2 p.m.
26, 27, 8 p.m.
28, 2 p.m.
December 19, 1997 Musica Antigua "A Gothic Christmas" 7:30 p.m. Rio Rancho 842-9613
December 20, 1997 Musica Antigua "A Gothic Christmas" 7:30 p.m. Albuquerque 842-9613

Greetings unto the populace (spelled it right this time "smile").

On behalf of your absent Duke and myself, we would like to once again thank everyone that has put in so much time and effort into the Haunted House! There have been a couple of people, Lila and Baronetess Ulva, that have put in over 60 hours of volunteer work and earned '97 Frightmare T-shirts. There are several more: Sirrah Elspeth, Sir Crosser, Squire Teliel, Page Cat, Lynx, Page Cutter, Eckwine and Lennalf who by the time this comes out have probably already gotten their T-shirts. I would also like to take this opportunity to thank Sir Andacar. Although he has not been able to devote as many hours to the Haunted House, he did set up the entire sound system for the House.

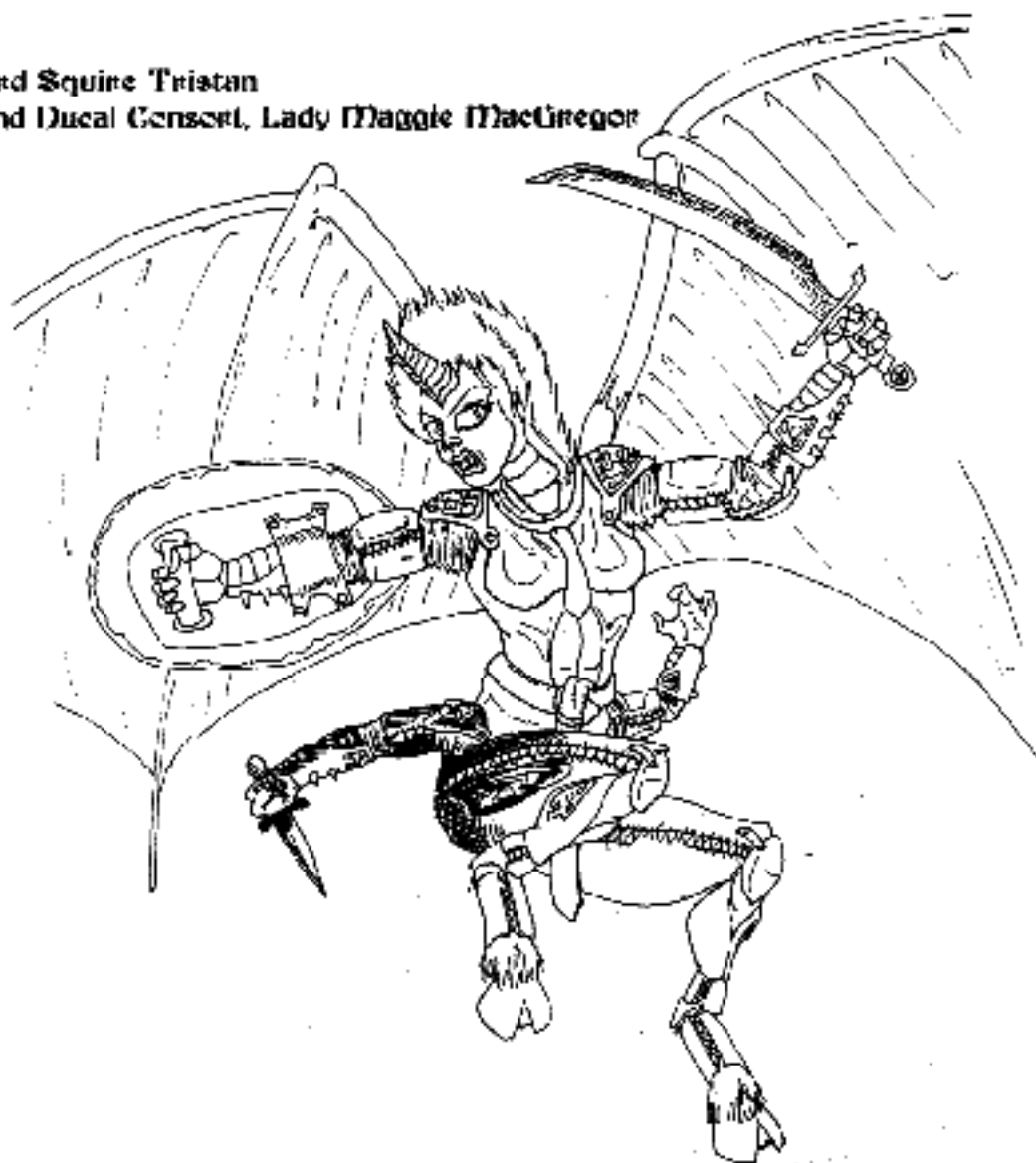
We want to wish the best of luck to all of you that have entries in the upcoming Crown Quils and to those of you that have decided to try and take on the "Burden of the Crown". (For those of you who are not aware, that is the title of a song Tristan likes to sing.)

Now that the weather is beginning to get colder, we are sure that we will be seeing less of some of you out at the park on Sat. Remember, you may be out of sight but, not out of mind. We will be looking forward to seeing you again from time to time.

In service,

Duke Lord Squire Tristan

Jind Ducal Consort, Lady Maggie MacGregor



Artwork by Sir Andacar

Prime Minister's report:

With Crown quails, elections & Coronation early this reign, many of you are dues paid until the week after elections. While this still allows you to vote in this particular election, I urge you to pay your dues: don't let them expire on you. Shortly after Coronation, PV elects their new BOD members and the Liason to other lands for the next year. Let your vote be counted by making sure you are dues paid before then.

Second, the bank deposits are all in from Harvest War now. The event made us over \$850.00 in profits. With the site paid for prior to the event, our bank account shows a balance of about \$1677.00 (before the Haunted House). Cash deposited (not showing on statement yet) is \$120.00 in cash donations, dues, soda profits and the cash donated in Nightmare's hat. Expect the Haunted House report to be in the next newsletter since at this time, it is still running and all reported receipts are not in. I cannot give an accurate count of what was spent and donated until then. The announcement on the contest winners is expected to be shortly before Thanksgiving so cross your fingers.

Due to some recent complaints over money, The Duke, The Prime Minister and both BOD members who are on the Bank account met (BTW: that is a quarum of BOD members) and unanimously decided that from here on out, there will be NO more reimbursement checks to any single person. This includes the upcoming feast. Any checks which need to be written must be cleared with the appropriate officers and the check will be made out to the business requested, which the purchase will be made from. In recent events (both feasts & Harvest War) individuals have purchased supplies with their own money from various businesses and then been reimbursed with one Amtgard Check once the receipts are turned in. This is causing some concern and the decision was made to terminate that courtesy. Receipts will still be required.

Last, I want to thank everyone who has been so generous in contributing to our newsletters. Previous PM's have had problems getting folks to submit stuff, particularly artwork. So far, I have not experienced that problem--Thanks to you!! Plans are to show off the best of Crown Quails in the Coronation issue.

Baroness Sirrah ElSpeth Sharrisselva
Prime Minister



NOBLE NOTIONS:

WELL, IN THIS EDITION OF NOBLE NOTIONS I WASN'T SURE WHAT TO DISCUSS. I'M UNUSED TO HAVING A NEWSLETTER OUT AT THE BEGINNING OF EVERY MONTH AS WE HAVE BEGUN HAVING. I'M REALLY NOT SURE THAT WE HAVE ENOUGH MATERIAL AS A GROUP TO WARRANT NEWSLETTERS SO FREQUENTLY, BUT I DON'T SUPPOSE IT'S A BAD THING. AS FOR NEWS THIS MONTH, THERE ARE A COUPLE OF THINGS THAT I WANTED TO HAVE MENTIONED. FIRST, I'M SURE THAT THE AMTGARD FRIGHTMARE '97 ROOM COULD USE SOME MORE VOLUNTEERS, SO IF YOU HAVE SOME FREE TIME AND WOULD LIKE TO SCARE SOME PEOPLE OR JUST HELP OUT, I'M SURE THEY'D LOVE TO HAVE YOU. IF YOU WOULD LIKE TO HELP, PLEASE TALK TO IIA ABOUT IT.

THE NEXT THING THAT I'D LIKE TO TALK ABOUT IS THE PV MONEY ISSUE. FOR THOSE OF YOU AT THE PART TWO WEEKS AGO WHO ATTENDED THE ALL THING, DUKE TRISTAN ANNOUNCED THAT WE HAVE SPENT MORE MONEY ON THE FRIGHTMARE ROOM THAN WAS ALLOWED WITHOUT A POPULOUS VOTE. I APPRECIATE THE MONARCHY'S DESIRE TO PREVENT RUMORS AND AVOID ANY APPEARANCE OF A COVER-UP BY BRINGING IT OUT INTO THE OPEN LIKE THAT. THE PROBLEM IS, THE MONEY SHOULD NEVER HAVE BEEN SPENT WITHOUT A VOTE. THE PRIME MINISTER IS ALLOWED TO SPEND SOME OF THE MONEY IN THE TREASURY WITHOUT PERMISSION FROM THE POPULOUS, BUT ONLY 10%. SIRRAH ELSPETH SPENT, BY RECENT FIGURING, ALMOST 3 TIMES THAT AMOUNT. DON'T GET ME WRONG, I DON'T MIND THE MONEY HAVING BEEN SPENT ON FRIGHTMARE, IT'S A GREAT CHARITY FOR CARRIE TINGLEY CHILDREN'S HOSPITAL. THE PROBLEM THAT I HAVE IS THAT THE PRIME MINISTER BLATANTLY OVERSTEPS HER BOUNDARIES BY SPENDING SO MUCH MONEY WITHOUT CONSULTING ANYONE, MUCH LESS HAVING A VOTE. I PERSONALLY HEARD ELSPETH SAY THAT SHE KNEW IT WAS BREAKING THE RULES AND THAT SHE WASN'T SORRY THAT SHE DID IT, AND THAT SHE'D DO IT AGAIN. I THINK THAT KIND OF ATTITUDE IS COMPLETELY OUT OF LINE FOR ONE OF OUR OFFICERS TO HAVE. WE PUT OUR TRUST INTO THE PRIME MINISTER WHEN WE ELECTED HER AND I THINK SHE BETRAYED IT. ALL SHE HAD TO DO WAS ASK IF IT WAS AN ACCEPTABLE EXPENDITURE PRIOR TO SPENDING THE MONEY. I, AS A NOBLE AND AS A MEMBER OF THIS GROUP, WOULD HAVE VOTED 'YES.'

OK, HERE'S THE LAST THING. THERE ARE TOO MANY TEMPERS BEING BROUGHT OUT ONTO THE FIELD. ALMOST EVERY SATURDAY LATELY, SOMEONE HAS LOST THEIR TEMPER AND BEEN A DISRUPTION. SEVERAL PEOPLE HAVE THROWN EQUIPMENT IN ANGER AND THE REEVE EVEN SAW FIT TO EJECT SOMEONE FROM A BATTLEGAMES. I HAVE HAD TEMPER PROBLEMS IN THE PAST ALSO, BUT I DEALT WITH IT AND IT DOESN'T HAPPEN MUCH ANYMORE. IN SHORT, PEOPLE, THIS IS A GAME. IT IS MEANT TO BE FUN. PLAY THE GAME, HAVE FUN. ENOUGH SAID.

BARONET EXEDOR WAYFEL

BLOOD ROSES

FOREVER BLIND NO LONGER I WEEP,
MY HEART LIES SHATTERED AT MY FEET.
IN MY EYE, A TEAR OF BLOOD; IN MY HAND A ROSE.
IN MY MIND, A SHATTERED DREAM--MY HEART DEVOID OF HOPE.
YET IN HER EYES I SEE THAT LIGHT, THE SAME LIGHT AS BEFORE.
THE SWEET TASTE IN MY MOUTH TURNS TO ASH--SHE DOESN'T LOVE ME ANYMORE.
I SEE HER IN BLACK--MY JAW HIT THE FLOOR.
MY LUSTS BURN TO A CINDER--SHE DOESN'T WANT ME ANYMORE.
I WANT TO SEE HER HAPPY, BUT DARK WISDOM COMES FROM PAIN.
I WANT TO SEE HER WITH ME, BUT THAT WISH LIES IN VAIN.
PERHAPS I AM NOT THE BETTER MAN, PERHAPS I AM JUST A PAWN.
MAYBE YOU NEVER DID LOVE ME--NOW ALL MY HOPES ARE GONE.
THE FIRE RAGING IN MY BLOOD NOW GROWS DEATH AND GOLD.
THE ROSE IN MY HAND, NOW WITHERED, SEEMS WORSE AND OLD.



--PAGE DARTWOLF OF PEGASUS VALLEY

HOW LONG MUST I KEEP THIS JOYOUS FAÇADE WITH THE MOON IN MY EYES?
WHEN EVERYTIME THE MASQUE FALLS AWAY, ANOTHER PART OF ME DIES.



Pegasus Valley Coronation Feast

December 6, 1997

6:00 p.m.

Alameda Community Center

(1 block north of Alameda on 4th street--there will be signs!!)
9800 4th NW, Albuquerque, NM

Cost: \$6.00 each; children under 12 are free.

Menu:

A very tasty Chicken and pasta dish
Cheddar Chowder
Salad & Rolls
Seasonal Vegetables (hey the restaurants do it!)
Dessert

To all Scouts;

Not much to say. I haven't seen many scouts on the field lately and therefore haven't noticed any problems that I need address. As always, feel free to come to me with suggestions, comments, problems or questions.

From the forest to the fight,
Master Exedor Wayfel

Greetings Bards:

Sorry about missing that last theoretical meeting of our guild, let's try it again this week, hmmm?

Lady Isoud 'it's a long story' MacArdry



Good gentles of Pegasus Valley:

I would like to congratulate Lila for being the first to volunteer her help for Coronation feast and let you all know that that she is the only one who has volunteered so far. There's still time to volunteer, but only Lila gets the special prize (which will be awarded to her at Coronation) for volunteering early.

I look forward to the mounds of offers to help that will no doubt be pouring in over the next couple weeks.

Yours in service,

Lady Isoud MacArdry



From the Guildmaster of Knights:

In this newsletter, I would like to address Knighthood as it was viewed as a unifying brotherhood. It was so historically and so it is within Amtgard. My source of period info is The Book of The Medieval Knight by Stephen Turnbull, in case you're interested in where I'm coming from. My sources of Amtgard info are some of the Knights of Amtgard whom I've had the pleasure of speaking with during the past 14 months.

Turnbull suggests knights believed they were just as much a social elite as a military one. He sites examples where knights were mourned not for their deaths, but for the circumstances of being killed at the hands of non-knights or non-nobility.

"Another important characteristic of knighthood was its international outlook. The knights of rival countries were united by a caste solidarity that went far beyond seeking out from one another a suitable opponent for combat." Turnbull says.

Knights from foreign (even warring) lands were given safe passage to attend tourneys. Captured knights were allowed to participate as well. "Worthy Knights, whatever their origin, were genuinely honoured and admired for their own sake, irrespective of their allegiance."

This unification was one of the reasons knights from differing countries banded together during the crusades. This code of honoring the social as well as the warrior aspects of brethren is also displayed among the Japanese 'knights', The Samurai. They all had two things common to one another: their religion and Knighthood. These common things bound them together beyond any other loyalties.

So, how is this translated over in Amtgard? The two things Amtgard Knights have in common are Amtgard and Knighthood. They are often considered, for lack of a better word, Amtgard's elite. I believe this is because it takes years of hard work and dedication to what Amtgard is all about to become a Knight. They are the ones who have shown the staying power to be there for the long term. They have experienced Amtgard over time. Just ask them, but not unless you're prepared to hear a story or two.

This 'brotherhood-like' unification is the glue which holds Amtgard together. With monarchy changes every six months, it's difficult for long term projects to be accomplished, particularly if the incoming monarchy doesn't continue with the outgoing monarchy's projects. This is where the Knights of Amtgard are so valuable. They can assist with these, usually with a good idea of how their particular chapter/Kingdom wants things done.

They are the ones who will remain steady throughout any officer changes. It is the smart monarch who considers their advice when it come to Amtgard Tradition. Often when a Knight is for or against something, it's because they know how the rest of Amtgard will react; perhaps they remember something similar in the past. It's not that they want to be 'in control', but rather they care enough to speak up. They want to save others from

mistakes that have been made before. They want what's best for Amtgard.

The white belts of Amtgard are not simply some award. They are bestowed upon with the responsibility to serve Amtgard as a whole. They are called upon to see beyond their local group; to know and understand the whole picture of how the Amtgard universe works. They are the caretakers of this Dream we all talk about. It's a huge responsibility which sometimes can be unpopular.

If you've ever watched Amtgard's Knights in action, you'd notice that they most always at some point during the evening/event acknowledge one another. Whether or not they like one another is put aside in favor of social amenities and keeping the Dream alive. They frequently keep contacts across kingdom borders and they will stand as one should Amtgard as a whole ever be threatened.

Speaking as a relatively new Knight, it's a bit unnerving to find out that your every word is considered to be political; that your every action must be justified or be misconstrued. It becomes more difficult to separate your persona and your real personality in the eyes of others. Amtgard has extremely high expectations of its Knights; individual Amtgarders impose their own expectations atop as well. There are times when we cannot possibly fulfill them all at the same time. We are, after all, human. Most of us will choose Amtgard over local or personal aims.

I know there are exceptions to every rule. But this is what I've discovered about Knights after becoming one. PV is blessed in that she has three Knights; more than most Duchy's; more than Dragonspine had when she was a Duchy. This is not just a sign of personal accomplishment on our part, but that of Pegasus Valley as well. Be proud of us; be proud of yourselves. Together we are Pegasus Valley; together we are Amtgard.

Baroness ElSpeth Sharrisseiva
Knight of the Serpent



Guildmaster of Holy Warriors:

I want you all to know that when I went to Dragon's Rage, I met a number of our Holy Warriors. It's exciting to meet them in person; makes a person realize that yes, the class is alive and well—that we are not the only ones of our kind. Be proud, we are a unique group of individuals who are heavy on the role play and deeply involved in the battlefield applications of religion. While, yes, this kind of devotion and honor can be successfully roleplayed with other classes—they are few and far between and more difficult for others to react to 'in persona'. We are famous for our fanaticism!!!!

I've received a couple of compliments on the Holy Warrior Web page in the last several weeks. I'd love to include more photos and persona histories. Please give them to me. If you don't have a photo, we can arrange for one.

And in conclusion, one of our brothers, Tellep ap Tlefl is busy constructing guild favors. These are specific to the Holy Warrior and will contain a 'pocket' in which to store your obligatory copy of the class rules. We will distribute them as soon as he is done. Our humble THANKS! Tellep.

Sirrah ElSpath

Guildmistress of Holy Warriors

Disciple of Tamerik (The Vengeance Guy!)

www.swcp.com~crosser/holy.htm The Holy Warrior Web site.

Vote for Lady Isoud or lose the wrath of the Circle of Hate!!!

Iris will yell at you, Valdemar will talk smack about you, the blonkets will move directly in the path of your ballgame causing incredibly long holds....and then, Iris will yell at you some more!

Just kidding there, folks. I'd really like to be Duchess, and I'd appreciate your vote, but the fact is whether I'm elected or not I will try my best to make this duchy a better place. I would like to see more fighting on the weekends, more events during the reign (revels, etc.), less overall grumpiness...I'd like to see PV be the most fun/exciting place on the Amtgard map, and I think (with the help of the all girl harmonica band) we can do it!

The point is, a vote for Isoud is a vote for Isoud. No more, no less. I think all three of us candidate types are qualified, motivated, fun individuals who will do a great job (in fact, it seems this duchy gets better every reign) but I want to be the one who gets to sit in the big chair and pick the guard and stuff like that.

Oh, and while you're out at the park these last couple weekends before elections, keep an eye out for my stealth campaign staff (okay, they're not so stealthy) but if you see someone in a bright pink "VOTE FOR ISOUD" tabard, be sure and show a sign of your support.

Also, if you'd like to 'make' said "VOTE FOR ISOUD" tabard, please feel free, I certainly won't stop you.

Yours in service,

Lady Isoud Mar Ardy

November's featured persona:

Julian ap Owen Glendower, alias Teliel ap Tiefi, Welsh Bard, second in line to the Welsh throne, Bushi No Guri member, Squire to Baroness Sirrah ElSpeth, Morili castle forge master.

Mundane name: Robert J. Gower

Favorite weapons: Florentine long swords, true Florentine, double dagger.

Classes: 1st level Holy Warrior; 1st level Monk; 3rd level (new) Bard, 6th level Scout.

Symbols: Two white-oak leaves above a blue chevron over a single blue-oak leaf on a white background, or a white gryphon, or a gold dragon on a black background.

The History of Julian:

Born in the highlands near the Tiefi Valley in Wales (which flows the Wye river), he is the second son of the king and queen of Wales but raised by his maternal grandparents, William and Mary Tiefi. He is nicknamed Teliel, which is Welsh for 'miner'.

He exiled himself from the Isle of Britain after discovering that the sheriff of the Harlech district in Wales unceremoniously executed his grandparents, his first love and her family.

Seeking revenge for the deaths of his loved ones, Teliel (using magical wands of explosion) blew up the coal mine where he worked and the sheriff's bedroom which contained his ornate brass bed. Afterward, Teliel was heard to say, "It was a pity the sheriff was not in it at the time."

At age 18, Teliel traveled the world looking for the legendary Royal Blue Oak. She has the power to grant, upon anyone worthy, a suit of armor made from her own leaves. The armor is said to be invulnerable to flame and non-enchanted blades of all types. For twenty years, Teliel sought the fabled Oak but to no avail. His searching brought him finally to the New World, aboard a steamer. He set foot once again on dry land at the port city of Dragonspine; he continued moving north to the Valley of the Flying Horse. He is now the herald of the Duchy of Pegasus Valley.

Learning new cultures, fighting styles and weaponry, Teliel became a member of the Bushi No Guri because of the honor displayed by its members. He strives to perfect the blades of the orient and does quite well in fashioning the curved blades: katana, wakazashi and tanto.

Teliel enjoys music, literature, poetry, religion and art. Teliel is an excellent garber, specializing in constructing cloaks. He has been known to flip a mean burger at events. His religious beliefs are the simplistic ways of the ancient Druids; he is a disciple of the Circle of Light, which seeks a balance in all things good.

Squire Teliel's outlook for the future is to restore the honor of and marry the lovely Page Cassandrah. He is now on a quest to do that very thing.

WE HAVE A CELEBRITY AMONG US.

On Tuesday, October 14, 1997 our very own Sir Andacar appeared in the Albuquerque Journal. A NM Senator visited the Knight's mundane workplace and the two were photographed. The article included a quote from our Paladin. Way to Go Sir Andacar!!!!

SHARRISSELVA IN BUSINESS

Many of you already know that Sirrah ElSpeth has opened her garb talents by becoming Pegasus Valley's first Amtgard Merchant. The Knight is presently PV's only Master Garber, though there are two PV garbers she predicts may someday obtain that masterhood too. The home-based business includes ready-made garb, garb accessories and custom orders.

Anyone in need of garb, contact Sirrah ElSpeth at 299-7449. She plans to have a web site for Sharrisselva up by Christmas.

ALL THE RAGE AT DRAGON'S RAGE

The Barony of Dragon's Keep hosted its second annual Dragon's Rage at Grassy Pond in Georgia. The Barony is a subsidiary land of Pegasus Valley.

Attendance at the event was about 95, double that of Dragon's Rage I. Everyone who attended has a wonderful time.

Pegasus Valley's own Baron Squire Comar, Page Lila, and Baroness Sirrah ElSpeth attended. All three say they enjoyed themselves.

The event included a 2-part quest. The first part was a romp through the swampishly treed terrain in search of quest items. The second part involved all out war on the battlefield between the monsters and the questors. The winner was determined by which side had the most kills.

The monsters won by a tenth of a point.

The War between Dragon's Keep and Silverwater was a good one. The hour and a half war ended in a truce with Dragon's Keep's army having been reduced to a handful.

The feast was delicious featuring roast chicken, roast and Ham. Omar of Mystic Glade gave the toast.

The highlights of court were Saldinius being awarded the title of Baronet. Sir Roger Shrubstaff took Kitirat as his squire; Baroness Sirrah Elspeth took Goldcrest as her squire. The affair ended with an Amtgard wedding which was beautiful.

Outside, Silverwater held their court amidst luminarias. Their monarchy was escorted in by rows of torch bearers and a drummer. The effect was spectacular. The evening ended with a combo bardic/party. Squire Snicker reports that the true bards prevailed by outsinging the partiers.

All the merchants say they did well for the event's size and most plan to be back next year [as do most of the folks in attendance]. For info on Dragon's Rage III contact the Autocrat, Squire Goldcrest. (ghaedi@hotmail.com)

DRAGONSPINE'S CORONATION:

Our Kingdom, Dragonspine, held their coronation feast and court on October 18. Attendance was light but the food was reported to have been excellent.

The new King, Sir Ironpaw was installed, as were Seiric as the new Regent and Sir Quicksilver as Champion. Their guardsmen sported new guards tabbards which are black with the white chaos symbol on the torso. Some speculation on the

fate of the kingdom under an anti-paladin's rule has everyone from nobles to peasantry alike buzzing in anticipation.

Other awards of note: Jftu was granted the title of Marquis. Aiden, Bo and Chiz were awarded the titles of Lord. Squire Phoclon was awarded Grand Duke and Warlord. There were no beltings at this particular court.

The Saracens have been declared the best dressed of the event. Lyvyndyr is to be congratulated on a wonderful feast.

OLYMPIAD REPORTS:

Preliminary reports of Olympiad held on October 25, 1997 and hosted by our own Kingdom, Dragonspine, say participants were not deterred by the bitter cold.

Sir Andacar reports that the quality of entries were good and that he enjoyed the weekend, despite the weather. Unfortunately, it did cause some difficulties for the feast and Burning Land's Coronation. Many participants fled to their cars to eat their feast food and court was rumoured to have been held in the restroom buildings. (You can't say Amtgarder's aren't inventive.) All in all, the event seems to have been a success. Congratulations DS! Competition results have not yet been disclosed.

FRIGHTMARE '97 HAUNTED HOUSE

The Haunted House sponsored by the Carrie Tingley Hospital has been going well. House Administrators say that although attendance is down, slightly, the amount of

donations taken in has increased over last year. They believe this to be because there are fewer buy one/get one free admissions available to the public. They expect to earn over \$70,000 for the hospital with this Haunted House.

The theme for this year's house is Aliens, Roswell Lives!. It includes various space ship areas, alien exam rooms, (Pegasus Valley's own) Toxic Waste dump, a mad dentist, a graveyard, morgue and other 'scary' rooms to run screaming through.

The room sponsored by Amtgard is one of several rooms eligible for contest prizes. In addition to (hopefully) earning some of that coveted prize money, the Haunted House room also fulfills Pegasus Valley's obligations for community service (as required in our non-profit by-laws).

PV volunteers have reported that, yes, volunteering takes up a lot of their free time for the six weeks of operation but that it is well worth the effort. They say it is a lot of fun. Carrie Tingley offers workers dinner and chances to win door prizes for each night they work. If you haven't put in any time, mark your calendar for next year.

A special thanks to everyone who has put in hours of work for this charity. Whether you constructed rooms, help with clean up and take down this next week, brought food for the Sunday dinner, repaired costumes & sets or simply scared the socks off patrons, **YOU ARE APPRECIATED!!!!!!**

Note: Contest winners will be announced in mid November.

With Crown Quails Coming Up, Here's an idea for Bardics:

(Amtgard is some of) My Favourite Things

Music by Rodgers and Hammerstein

Lyrics by Snicker Furfoot, Esq. *(Thanks Snicker!!!!)*

<starts slow, whispery - preferably with weapons and spellballs available to point at.>

Foam padded weapons, spellballs with streamers,
Lovers and poets and fighters and dreamers,
Campfire bards and the songs that they sing,
These are a few of my favourite things.

Weekend events full of feasting and fighting,
Shopping with merchants, and watching a knighting,
Wardancer tournaments held in a ring,
These are a few of my favourite things.

When mundane life overwhelms me,
When I'm feeling sad,
I simply remember my favourite things,
And then I don't feel sooo bad.

Halflings and harpers in blue bardic sashes,
Dodging away from barbarian smashes,
Druids and Wizards and spells that they fling,
These are a few of my favourite things.

Dragons and wcrewolves and genies with wishes,
Giants and zombies and orcs who are viscious,
Little white bunnies with long nasty fangs*
These are a few of my favourite things.

When mundane life overwhelms me,
When I'm feeling sad,
I simply remember my favourite things,
And then I don't feel sooo bad.

Snicker Furfoot, Esq.
October 14, 1997

*Make "fangy" motions with your fingers, and give that weird look for greatest humour emphasis

Crown Qualifications for the Duchy of Pegasus Valley

Purpose: To determine eligibility for the positions of Duke, Ducal consort, and champion. It is also an excellent opportunity for participants to demonstrate their fighting and artistic talents and possibly win awards for them.

Declarations: All participants wishing to run for any of the above offices must announce their intentions by **November 15th, 1997**. The Champion will be selected based on meeting the eligibility requirements and winning the champion tournament. All candidates must declare in writing to the crown qualification coordinator, Tristan Macgregor. Candidates may declare for duke or consort but not both. Candidates for duke or consort may also declare for champion and wait until after the vote to decide on which office they will take.

Minimum Requirements:

Duke: enter 5 separate Arts & sciences events and achieve a minimum average score of 3.0
Enter 5 war events
Pass the reeve's test with a 75% or better

Consort: enter 7 separate arts & sciences events and achieve a minimum average score of 3.0
enter 3 war events
pass the reeves test with a 75% or better

Champion: enter 3 separate arts & sciences events and achieve a minimum average score of 3.0
enter 7 war events
Pass the reeves test with a 75% or better

Note: A person may waive fighting in war events for valid medical reasons and opt to assist reeve for the same number of war events instead. This holds true for duke and consort but not for champion.

Schedule of events for crown qualifications:

November 8 - all literature must be submitted by this date. I will need 5 copies of all submissions. Last chance to sign up for war events. The sign will be available every weekend unto this. Declarations are also due this weekend.

November 15 - sign in for all arts and sciences events will begin at 10:30 and close at 12 00 when judging will begin. Late entries will not be allowed. War events will begin at 11:30. Events will run back to back so plan on staying around. You will be given 5 minutes to show after your name is called. A no show will result in a forfeit for that match. Bardic events will begin after the last war event is fought.

November 22 - election for the offices of duke and consort. Champion tournament after the election. Also the election of all guild master positions.

December 6 - Coronation feast (details to follow).

note: Every effort will be made to follow this schedule rigorously. Please note however that life does not always allow rigid schedules. I will do my utmost to inform everyone in advance if there are any changes. Please be patient and understanding and direct any questions to:

*Tristan MacGregor (Jeff Solmon) at 332-4772
(I work nights so leave a message and I will get back to you)*

Rules for arts and sciences events

1. There will be a minimum of 5 judges
2. No judge will have declared intent on running for office or entered the events they are judging.
3. All entries must be the sole work of the entrant.
4. No item may be entered in more than one event.
5. Up to 3 items may be entered by one person in any one event. Only the highest scored entry will be counted toward eligibility requirements.
6. No entry may have been entered in a previous pegasus valley crown qualification.
7. Entries will be judged on a point scale of 1 to 5 with 5 being the highest.
8. Entries will be judged on individual merit rather than on a comparison basis.
9. Judges will judge entries independent of other judges using their own scoring sheet.
10. Each entry will be given a number for confidentiality.
11. The crown qualification coordinator will tally and average the scores to determine the winners.
12. The highest scores of the number of events required by candidates will then be averaged to determine eligibility requirements.
13. All entries must be at the designated area by 12:00. No late entries will be accepted.
14. Entrants will choose the category in which their entry will be judged, but judges can deduct points for inappropriate categories.
15. Orders and awards may be given at the crowns discretion and need have no bearing on judges scores.
16. To qualify for a hydra a person must meet all the requirements of running for duke or consort (though declaration for office is not necessary).
17. Any of these rules can be rescinded, changed, or ignored on a case by case basis at the discretion of the Duke.
18. The strategic gaming categories will be scored as follows: if eliminated in the first round you will receive a 2.0, the first place winner will receive a 4.0, second a 3.5 all other will get a 3.0.

Cooking:

Food: any item intended for eating

drink: any beverage item

Garb:

garb: all types of clothing

garb accessories: anything that is not garb itself but is intended to enhance other garb
(jewelry, Pouches, etc.)

Literature:

factual: research papers, etc.

Fictional: persona stories, etc.

Poetry: haiku, limerick, etc.

rose:

anything not fitting into another category

strategic gaming:

chess

darts

warhammer (pending at least 8 entrants)

Note: all entries in all categories should be tasteful and appropriate to a medieval/fantasy genre.

War events will be:

Single short sword

short sword and shield

flail and shield

short sword and dagger

red weapon

open weapon

single dagger

archery

2 man teams

Please direct any additional comments, questions or concerns to the crown qualification coordinator, Duke Tristan Mac Gregor at (505) 332-4772 or email at tristan@nmia.com or by snail mail at:

Jeff Solmon

3809 Chelwood Dr NE

Albuquerque, NM 87111

Rules for war events

1. Events will begin at 11:30 sharp.
2. Each fight will have at least one reeve and they will be reeves qualified.
3. A sign-up sheet will be at the park every Saturday until November 8th. All individuals wishing to participate in the various events must be signed up by this date. No exceptions even for those outside the Duchy!
4. The lists for each tournament event will be posted at 10:30 on the day of the event.
5. Tournaments will be run right one after another so do not go anywhere (no lunch break is planned so bring it with you).
6. The order of tournaments will be posted with the lists and this order will be used to determine orders of the warrior.
7. The name of the participants will be called 3 times. At the end of the 3rd call to arms, the individual must have presented themselves to the reeve as ready to go or they will forfeit the match. Not hearing the reeves call is no excuse.
8. Events will be single elimination.
9. Ties will be refought to determine a clear winner.
10. For the archery event, you will use an Amtgard legal bow and arrows. Each contestant will be allowed 3 shots at a tire. Three (3) points will be awarded for hitting the tire, five (5) points for shooting through the tire. Nine (9) points are required to advance to the next distance. The distance shall start at 20 feet and be increased 10 feet at each level until only one contestant remains.
11. Events may be added or changed at the discretion of the Duke.
12. Winning war events will not earn you any arts and sciences qualifications nor will the reverse be true.

Arts and sciences events will be:

- Art:
- flat art: paintings, drawings, etc.
 - 3-d art: sculpture, pottery, etc.
- Bardic:
- Original work: must be your own unique work
 - performance art: performance of another's work
- Construction:
- Armor: Must be worth at least 1 point by the rules
 - battlefield construction: anything intended for use on the battlefield which does not fit other categories. (spell bags, wizards staffs, etc.)
 - Heraldic display: banners, surcoats, etc.
 - non-battlefield construction: an item not intended for battlefield use. (metal weapons, bows over 35#'s etc.)
 - shields: must be Amtgard legal
 - weapon: must be Amtgard legal. this includes arrows and spell balls.