

The Society for Creative Anachronism, or SCA dates back to May 1, 1966, when a few friends hosted an outdoor party in Berkeley, California. This event, now known as the First Tournament, was quite successful. So when the participants wanted to hold a second event in a public park, and needed a group name to put on the application, the name “The Society for Creative Anachronism” was chosen.

As people were introduced to the society by friends and at science fiction conventions, the SCA expanded across the United States. Now, over fifty years later, the SCA is an international group with approximately 25,000 paid members and is incorporated as a 501(c)3 nonprofit educational organization.

Information for this booklet has been sourced from SCA.org, Queen Carol’s Guide, The Known World Handbook, and westkingdom.org.



**The West Kingdom** is the founding Kingdom of the SCA and consists of Northern and Central California, Northern Nevada, Alaska, Japan, South Korea, Thailand, and Guam. It is divided into three principalities and a single larger geographic locale.

**The Principality of Cynagua** is the area of the Northern Central Valley & Sierras of California & Northwest Nevada.

**The Principality of the Mists** is the area of the Greater San Francisco & Monterey Bay area of California.

**The Principality of Oertha** is the area of the state of Alaska.

**The Marches** consist of portions of Northern & Central California, Japan, Guam, Korea, & Thailand.

## Welcome!

The first time you attend a tournament or revel sponsored by the Society for Creative Anachronism, you may feel that you have wandered into a strange new world where customs and activities are overwhelming and confusing. People in bright costumes rush hither and yon on unknown errands; tents and pavilions go up and fall down in disorderly heaps. Important-looking personages stride about giving unintelligible orders, and the newcomer stands astonished in the midst of this, not knowing where to go, what to do, or whom to ask for information. It is our hope that this booklet will give you the basic knowledge that will help you to more thoroughly understand and enjoy your time in the Society.



## EXPECTATIONS OF PARTICIPANTS

**Courtesy and chivalry are the SCA's hallmark.** The active practice of courtesy and chivalry is what sets the Society apart from any other organization. Each person in the Society is considered a gentleperson unless their actions prove otherwise. Courtesy involves simple politeness, common sense and the Golden Rule: treat others as you wish to be treated.

**Courtesy is expected for everyone at all times.** Rudeness is discouraged, and anyone whose conduct is grossly offensive will be asked to leave. However, don't worry if you don't know all the mannerisms, titles, traditions, etc. – that comes with time and practice. Most participants can remember when they were first learning, and are quite willing to help newcomers pick up the manners and mores of the Current Middle Ages.

**An attempt at medieval dress is requested.** The Society is for participating, not watching. Medieval garb helps everyone get into the spirit of things! Clothing is often available for loan at the Pavilion of Gold Key, which flies a green banner with a vertical gold key.

**It is discourteous to talk during court or while the herald is speaking.** The herald is the King's voice, and ignoring them is like ignoring the King. During court keep side conversations to a minimum. If you do need to carry on a conversation, kindly move away from court to avoid disrupting those around you.

**Always ask permission before entering a pavilion or handling someone's equipment.** A pavilion is a noble's home away from their castle; please don't enter or touch unless invited to. Weapons, both real and tournament, are considered intensely personal, and should never be touched without the owner's permission. However, the owner will often grant permission, and will usually talk your ear off to boot.

**A favor is a symbol given by a consort to their fighter.** A favor represents a mutually agreed upon intent, and is seen as a symbol of friendship and/or love. The recipient and the giver of a favor each hold the responsibility to behave courteously and chivalrously, as their actions reflect on the honor of each other. The consort has inspired their champion to greater glory by virtue of grace, beauty, and adoration, and as such, will bestow a favor to their fighter.

**What is Period?** Period refers to our reference of time in history as practiced in the SCA. Generally speaking the SCA adheres to the time prior to 1600.



## **OYEZ OYEZ, DRAW NIGH FOR COURT**

A good time to identify the current Royalty is during court. Court is a time of high pageantry. The populace bring their chairs and gather at the royal pavilion to hear the words of the Royalty. It is a time for the Royals to thank those who have put together the event, give out awards and prizes for any competitions held and recognize individuals for their hard work. The herald, officers, and event stewards will read any pertinent information or announcements. When the herald says “Hip, hip,” or “Three cheers”, participants are encouraged to respond with a joyful “Huzzah!”

If you are called into court, don't panic! No one is called into court for something negative. Stand up and wave to show you have heard and make your way to the back of the central aisle. If you have a partner or friend and they are available, take them with you. If not, there will likely be someone at the end of the aisle to escort you. Take their arm and walk calmly towards the Royals. When you reach the last row of seats, bow or curtsy. Release your escort, they can wait here for you. If you are able, kneel on the pillows before the Royals, if not, ask permission to stand. Take their hands, if offered, and listen to the nice things they have to say. Once they have released you, stand up, back away (if safe) to the first row of chairs and your escort. Bow, take your escort's arm and walk back to the end of the aisle.

Invocation is a special kind of court that is held before the beginning of a tournament. The fighters line up with their consorts before the Royals (peers on the Sovereign's side, non-peers on the Consort's side.) The herald calls each peer level fighter forward, they present their consort to the Royalty and say a few words. Afterwards, the non-peer fighters are called forward to present their consorts to the Royalty. Once they have done that, they challenge one of the fighters on the peer's side for their first fight of the tournament.

## RECOGNIZING ROYALTY

**Medieval society was highly structured with a system of ranks:** kings, dukes, barons and lords — and as such, the SCA reflects a similar system of hierarchy. It is often difficult to tell what title might be held by those you are speaking with, so when in doubt, be courteous and polite, and address the person as “my lord,” “my lady” or “good gentle.” These terms are widely used and acceptable to persons of all ranks.

In many cases, people who wear crowns or coronets are, or were, royalty. They won the right to wear a fancy circlet on their heads. It can be difficult to tell someone's rank, for a person of lesser rank might choose to wear a fancier circlet than someone of a higher rank. If in doubt, address the person as "Your Excellency."

The space in front of the throne is the Royal Presence, whether or not the King and Queen or Prince and Princess are there at the moment. Anyone who comes within it is expected to bow or curtsy. (In practice, this extends about twenty feet in front of the thrones). Please don't block the view of Royalty. When the Royalty is off the throne, everyone who crosses Their path is expected to bow.

**Royalty of the West:** There is always a Sovereign (the fighter who won) and a Consort (the fighter's inspiration). When the Consort is male identifying, they are called King Consort (or Prince Consort in principality reigns).





**The King and Queen of the West:** Those who won a Crown tournament, have stepped up and been crowned. As the rulers of the entire Kingdom, they can make or change laws. They are addressed as "Your Majesty." Identifiable by their crowns with oak leaves and roses.



**The Crown Prince and Princess of the West** are heirs to the kingdom, chosen by combat in the Crown Tournament. They are addressed as "Your Royal Highnesses." They hold these titles until their coronation as King and Queen.



**The Prince and Princess of the Mists** are the rulers over the Principality of the Mists. Identifiable by their pointed coronets with a saw blade motif at the bottom. They are addressed as "Your Highnesses." Their heirs are the Lord and Lady of the Mists and are addressed as "Your Excellencies."



**The Prince and Princess of Cynagua** are the rulers of the Principality of Cynagua. Identifiable by their coronets decorated with Swans. They are addressed as "Your Highnesses." Their Heirs are the Lord and Lady of the Swan and are addressed as "Your Excellencies."



**The Prince and Princess of Oertha** are the rulers of the Principality of Oertha. Identifiable by their coronets with wolves and stars on them. They should be addressed as "Your Highnesses." Their Heirs are the Lord and Lady of Borealis and should be addressed as "Your Excellencies."



There are additional forms of address that can be earned by participants within the SCA:

**Duke and Duchess:** Persons who have reigned as King or Queen two or more times. They are addressed as “Your Grace” and can wear a coronet that has strawberry leaves on it.

**Count and Countess:** Persons who have reigned as King or Queen once. They are addressed as “Your Excellency” and can wear an embattled coronet (edged by a line of square notches.) Those who have reigned as Consort become a Lady of the Rose.

**Viscount and Viscountess:** Persons who have reigned as Prince or Princess. They are addressed as “Your Excellency” and can wear a coronet of their choosing.

**Baron and Baroness:** Some local areas have a Baron and Baroness. The King and Queen can also elevate someone to the rank of Court Baron or Baroness. Barons and Baronesses are addressed as “Your Excellency.” Local Barons and Baronesses wear the coronets of their barony. Court Barons and Baronesses can wear a coronet adorned with pearls.

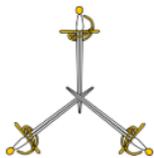
## PEERAGES OF THE SCA

The peerages are the highest-level awards granted in the SCA, and our peers are some of the most respected members of our community. These orders recognize mastery in a particular field — armored combat, rapier, arts and sciences, or service. There’s a lot of discussion about what it is exactly that makes someone worthy to be a peer, and here are some common themes: they should be courteous and respectful to others, committed to sharing their knowledge and skills, play a significant role in our community, and generally be the sort of person we like to look up to.



**Knights and the Masters of Arms:** Members of the Order of Chivalry are recognized for their great skill at arms in armored combat. Knights are entitled to wear a white belt, spurs, and an unadorned chain as a symbol of their fealty. Knights are addressed as "Sir" or "Dame."

Masters of Arms are equal in rank to knights. They may choose not to swear fealty and wear a white baldric. They are addressed as "Master" or "Mistress." Students of Knights and Masters of Arms are called squires and often wear a red belt.



**Masters and Mistresses of Defense** Members of the Order of Defense are recognized for their great skill at rapier and/or cut-and-thrust combat. They are addressed as "Master" or "Mistress," and are entitled to wear a white livery collar and to bear the badge: Three rapiers in

fall inverted tips crossed. Their students are called cadets and often wear a red collar.



**Masters and Mistresses of the Laurel** Members of the Order of the Laurel are those who have been recognized for their great skill in the Arts or Sciences. Their insignia is a laurel wreath, usually colored green on a gold background. They are addressed as "Master" or "Mistress." Their students are called apprentices and sometimes wear a green belt.



**Masters and Mistresses of the Pelican** Members of the Order of the Pelican are those recognized for great service to their kingdom or to the Society as a whole, usually for many years and without thought of reward. They are addressed as "Master" or "Mistress." Their insignia is a "pelican in her piety," which is a pelican

piercing her breast to feed her young with her own blood. Their students are called protégés and sometimes wear a yellow belt.

## COMBAT ACTIVITIES



**Armed combat is usually a major part of SCA events and courtesy on the field is expected.** During combat, chivalrous behavior is demonstrated by a fighter ceasing combat if an opponent has dropped his weapon, thus allowing him to re-arm.



**Fighters or marshals are the only ones allowed on the field during combat.** This is for your own safety. For the same reason, keep a weather eye on the fighting whenever you're near the edge of the eric (the enclosure around the field). You never know when the fighters may drift toward the side of the field (they have little peripheral vision inside their helmets) and you may have to scramble out of the way. (The marshals are there to ensure that this doesn't happen, but they can't be everywhere at once). Parents are responsible for keeping their children off the fighting field.



**Shouting advice to fighters on the field is extremely discourteous.** Each combatant is on their honor to call blows as they feel them. Please exercise restraint in your verbal judgment. There are no formal judges on the field. The Marshals are there solely for the safety of participants.



**Armored Combat** (or heavy fighting) in the SCA resembles medieval foot tournaments. Combatants can face each other in single combat in tournaments or can take part in large melee battles with dozens or even hundreds of combatants on each side.



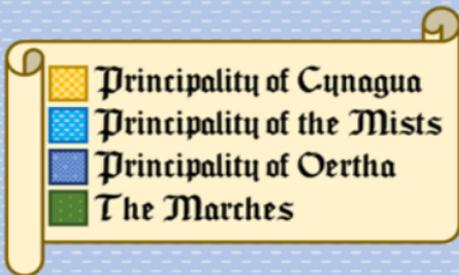
**SCA combatants wear real armor** and use swords and other weapons made of rattan wrapped with tape. Similar to bamboo, but with a solid core, rattan is springy enough to absorb some of the force of the blow without snapping, and light enough to approximate the weight of a steel sword. Building armor is more complex – a complete suit has many parts, which can be made from hammered steel, rivets, leather, padded fabric, even rigid plastic.

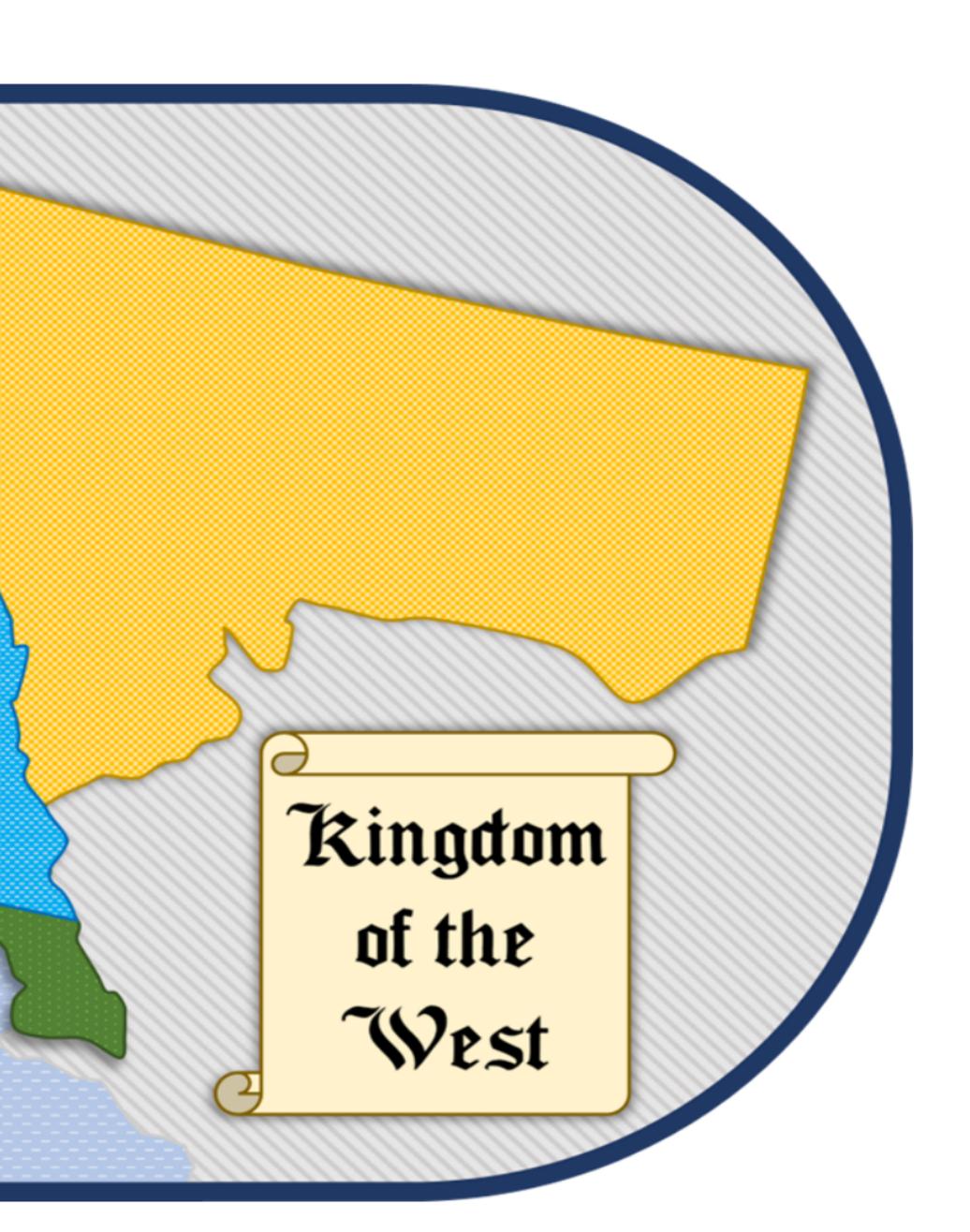
**Rapier Combat** is our attempt to recreate the style of unarmored combat that took place from the medieval period to 1600 A.D. Participants engage in this sport for fun and fitness! Many also study the extant manuals and theories of combat from that time period, in order to more accurately recreate the style of pre-17th century sword fighting.

This type of sword fighting has evolved into the modern sport of fencing, but unlike the modern sport, our participants use a wide variety of weapons – some considerably heavier than modern fencing swords – and they have freedom of movement in any direction. Combatants take part in one-on-one bouts as well as participating in melees that can have up to hundreds of fighters per side.

**Every fighter on the field is on their honor** to accept a blow they judge sufficient to “wound” or “kill”. If “wounded” they may lose the use of their arm or drop to their knees to simulate the loss of a leg. When defeated, they either fall down or take a knee to signify they have been “killed.”





A stylized map of the Kingdom of the West is shown within a circular frame with a dark blue border. The map features a large yellow region with a fine dotted pattern, a green region with a dotted pattern, and a blue region with a dotted pattern. A scroll with a gold border and rolled-up ends is positioned over the map. The text on the scroll is written in a black, gothic-style font.

**Kingdom  
of the  
West**

## ARTS & SCIENCES

**Arts & Sciences** are the crafts, skills, and technologies practiced in the time period that our studies cover. Participants learn and practice these skills, and then share them with others. You will see the results in use and on display at our events – the costumes (garb) we wear, the armor used in combat, the illuminated scrolls presented in court, and the recipes used for a feast, just to name a few.

**The fine arts** and more are also well represented in the SCA. Many Society members take up painting and drawing as their chosen pursuit and produce beautiful works of art portraying medieval life. Member's study-stained glass and glassblowing, sculpture, wirework, and more, as they recreate every aspect of the Middle Ages.

**Bards and musicians** of the SCA perform a wide variety of music from the Middle Ages, from sprightly Renaissance dancing tunes to beautiful, medieval choral works and everything in between. Our performers also write and perform a great deal of original music composed in the spirit of the Middle Ages, ranging from marching anthems for their kingdoms, to bardic ballads about beloved figures.

**Dance** is one of the most popular pastimes in the Society. We are fortunate to have documents from the Middle Ages that not only give us the music for popular songs of the day but also steps to dance to them! The dances that we recreate have a wide variety of styles and levels of difficulty, ranging from simple circle dances to rhythmic dances from the Middle East to complex Italian dances.

**The scribal arts** are a common facet of Society life since awards and honors given to recognize service and skill are often accompanied by handcrafted scrolls which document and celebrate the honor.



## SERVICE

**Our Society is built on the ideals of chivalry and courtesy but runs by the concept of service.** Without officers, cooks, marshals, teachers, tent-raisers, hall-decorators, and so forth, no one would get to enjoy any of the activities we have come to know and love.

**As you begin to participate in the Society,** you will quickly come to discover that the everyday, ongoing activities of the Society take planning, coordination, and execution by the members of its groups. Whether it be local fighter practices, business meetings, arts and sciences workshops, or any other gathering; someone usually must organize it, plan it, run it, and clean up after it. By serving in your local group or your kingdom, you help the Society to function daily.

**One of the most important parts of our organization are its events.** Most local groups host anywhere from one to three events each year, so there may be a hundred or more opportunities to attend and serve at an event in your area. For as many opportunities are there to serve in your local group, there are many more positions that need to be filled at any given event. A few common areas of service include: Set up, tear down, cooking, server at meals, and water bearing.

**Service in the Society is a means to an end.** Without someone running the tournament, there is no tournament. Without someone registering names, nobody gets a unique name. Without someone cooking the feast, nobody gets to eat. By volunteering at local events, you make it so that others can fight, feast, and have a good time. Then, when it is your turn, you'll hopefully find those others in their own kitchen or marshaling their own field so that you can play, too.



## PREPARING FOR AN EVENT



As with any new hobby, no one expects you to have or know everything. You are getting started; everything will improve the longer you participate. If you need to borrow items, especially garb, from the Chatelaine, contact them in advance. They can assist you either beforehand or at the event.

**Finding an event:** West Kingdom events are listed on the kingdom's website, the West Kingdom newsletter *The Page*, and across various social media platforms. This event information will include event location, cost, activities, accommodations, and site rules. They may also offer online registration for the event, a digital schedule, and directions to the event site. Some events will offer dietary alternatives to the feast meal or an ingredient list made available for those with restrictions.

**Garb:** Basic garb can be as simple as a large tunic style shirt, plain pants (preferably not jeans), and comfortable shoes. Other items to consider are a blanket to wear as a cloak to stay warm, and a large wide-brimmed hat or cowl. Gold Key clothing on loan is available through the Chatelaines.

Modern prosthetics and glasses are allowed. We would prefer you to enjoy yourself comfortably instead of trying to fit into a period aesthetic. If you have accessibility issues, direct them to the event steward or one of their deputies.

Here are some ideas for other items you might want to bring to an event to make your day more enjoyable:

**For indoor events:** Feast gear: a cup, bowl, plate, utensils, and napkin will suffice, pen and paper for any classes you may wish to take, blankets or throws to cover modern items such as coolers and chairs, a small trash bag to carry off any trash or dirty dishes.

**For outdoor events:** A chair or blanket to sit upon, extra water (most events have water sources available, but it is recommended you at least provide your own cup), possibly a sunshade. If it is a modern looking pop-up pavilion you may be asked to hide it to maintain ambience.

**For camping events:** Modern tents are allowed at our camping events, but we sometimes ask those with modern tents to camp in specific areas. Always let the event or camp steward know what type of tent you are bringing. Unless specified we allow individuals to cook in their camps. Please follow all standard camping safety rules.

**Children:** Children must be accompanied by an authorized guardian. If you will be bringing a minor to the event who is not your own child, there are specific paperwork requirements. You should check with your local seneschal about what is required in your area.

**Pets:** While all sites allow service animals some sites will allow pets on site (if kept on-leash.) It is your responsibility to ensure the animal is current on all shots and vaccinations. If an incident occurs with the animal, you may be asked to leave the site.



## THINGS TO DO AT EVENTS

There are many activities you can view and participate in at an event. While at an event, it is encouraged to hide modern items as much as possible. Turn off or take cell phone conversations away from the main crowd, if possible.

**Registration and Gate:** Sign in at Gate when you arrive. Many events allow pre-registration which is especially useful when registering for a feast. If you are not a paid member you will need to sign a waiver before being allowed to participate. You will usually receive a "Site Token", which is a small bauble or trinket.

**Classes:** Classes are often offered at events. These will cover many different topics. Some classes are limited seating; others may have a class fee to cover materials and handouts. Many of the classes are hands-on. Many events will have a schedule of classes taking place.

**Vigils and Circles:** When someone is to be elevated to one of the peerage orders they will sometimes host a vigil. This is a time for friends to come together and give wishes to the candidate. Refreshments may be offered at these activities. Private meetings and circles occur at some events. These meetings are usually isolated from the main event. Do not approach meetings in progress. If you need to speak to someone urgently, a message can be given to them.

**Feast:** Many events offer a feast. This is a very large fancy meal served in a series of courses. Some are served at the table and some are buffet-style. Between courses, you may have other activities such as bardic performances, court business, dancing, etc. A series of toasts will usually occur with the feast.

## OFFICERS



Arts and Sciences Minister - the officer in charge of tracking and reporting arts and science activities within the local group.



Chancellor Minor – officer in charge of children’s activities.



Chatelaine – an officer who helps new members learn about the SCA.



Constable – this office has varied responsibilities which include making sure that the entry gate is manned, ensuring that SCA and modern laws are followed, and taking care of “Lost and Found”.



Exchequer – the officer serving as treasurer for a group or kingdom.



Herald – officer who helps participants come up with SCA names and armory; or, the official who makes announcements on the field, or is the Master of Ceremonies for court.



Marshal – a specially trained person who oversees martial activities for safety purposes



Seneschal – the officer serving as “president” of a local group or kingdom. Acts as the group administrator and legal representative of the SCA.

## SCA-ISMS AND TERMS

Autocrat/Event Steward– the person in charge of an event.

Bardic Circle – an informal gathering for singing and storytelling. A bard is a person who sings, tells stories, recites poetry, etc.

Blue Card – an SCA membership card printed on blue cardstock, indicating that the card holder has a signed waiver on file at the SCA offices.

Court – a gathering where the King and Queen of a kingdom make announcements and present awards. Rulers of principalities hold Principality courts, and landed Barons and Baronesses hold Baronial courts.

Feast – an elaborate meal, usually served in the evening, sometimes accompanied by entertainment.

Feast Gear – a place setting for a feast: at least a plate, bowl, goblet, spoon, and knife. You can also include a napkin, fork, tablecloth, etc. Assume you will need to bring basic feast gear for any feast unless the announcement says they will be provided.

Garb – clothing approximating that worn pre-17th century. Required at all events except some local meetings and activities. Some groups have garb available for newcomers (see “Gold Key”).

Gate – the place to check in or buy admission to an event.

Gold Key – a collection of garb and gear that newcomers can borrow. Contact the group’s Chatelaine.

HOLD! – a cry meaning “Stop whatever you are doing and freeze in place until you see where the hazard is!” Normally used during combat, but it has been extended to cover all forms of activity.

## PERSONAS

**Personas are the identities participants take on in the SCA.** They help make our events feel more medieval. Some people dedicate a lot of time into developing a period identity while others simply choose a name. It is completely up to you. The only stipulation is that you may not claim to be an actual person who lived, and you may not claim any rank or title which you did not earn in the SCA

**Each person chooses a name that is unique to them.** Many people when first starting will not have a specific name so they will refer to themselves as the real name of a local group (i.e., John of Bordermarch) until they find a name that suits their persona or personal tastes.

**Your persona is who you are in the Society.** You can choose to be from any period, and any culture, as long as it was before the 17th century. Everyone in the SCA is considered to be at least of the Gentry class, which means that at least your family had land, money, or a title of some sort. When portraying a persona, please be respectful of the culture you are portraying.

**To select a persona for yourself, choose a country and a time.** Research what life would have been like for a person living in that place and time. Decide if you are a warrior, or a craftsman, a member of a nobleman's house, or any other character who "could have lived" in that time and place.

**You are not required to register a name, but it is encouraged.** Your group's local herald can help you choose and research a historically accurate name appropriate to your persona. The registration process does take some time. Once registered, your name will be uniquely yours. Any awards you may earn or heraldry you may register will be linked to your registered name.

## HERALDRY BASICS

Heraldry, in period, was a method of identification that allowed the illiterate peasants that made up a large proportion of medieval armies to identify who they were fighting for. In the middle ages it developed into a structured art form with a series of rules or criteria that had to be adhered to.

To create an SCA device is relatively easy once you understand the basic rules of period heraldry. Each device is registered to one individual, group or household so no two are alike.

There are five colors: Red (Gules), Green (Vert), Blue (Azure), Purple (Purpure) and Black (Sable). There are also two metals: Gold /yellow (Or) and Silver/white (Argent). There are also several patterns of colors and metals called furs, and treatments. The most basic of heraldry rules, states that you may not place a color on a color or a metal on a metal.

The background color of your shield is called the field and that is a good place to start. It may be either a metal or a color or fur. The field can be broken up in several ways: Per fess (horizontally), Per pale (vertically), Per bend (diagonally) or Per chevron, among others.

A charge is an object, animal or shape. Orientation of charges must also be taken into account. There may be one or multiples of any one charge. The variations are almost limitless so with a little practice you can design a device that is both pleasing to the eye and clearly recognizable.



## ALL PURPOSE TUNIC

This diagram gives a simple and reasonably authentic pattern for a variety of garb.

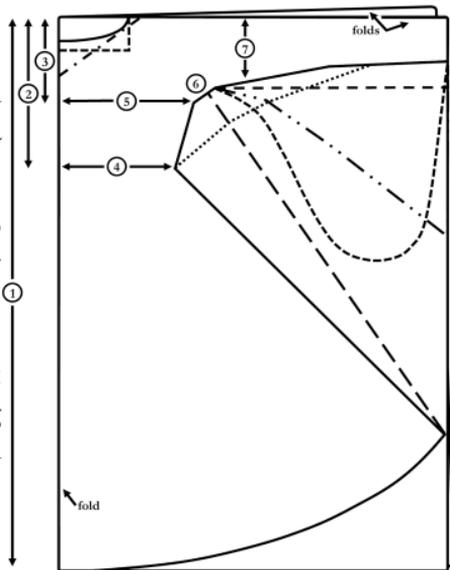
Use 60" wide fabric (or sew two smaller widths together.) Consider a washable fabric in linen, cotton, or a blend. Fold the fabric in quarters, with one set of folds at the top and one fold running down the middle of what will become the front.

Take these measurements:

1. Neck to floor, or where you plan to stop (plus 2" for hem) For men, the length can be anywhere from hip to ankle, depending on the period.
2. Neck to waist
3. Neck to widest part of chest
4.  $\frac{1}{4}$  waist plus 1" ease or more (plus  $\frac{1}{2}$ " for seams)
5.  $\frac{1}{4}$  chest plus 1" ease or (plus  $\frac{1}{2}$ " for seams)
6. 2" for an armpit gusset
7. As wide as a comfortable shirt sleeve (plus  $\frac{1}{2}$ " for seams)

The dotted lines suggest neck and sleeve lines. Pick whichever seems closest to the period you are trying for. Cut out the tunic. When cutting out the neck opening, it is best to cut too small at first and enlarge the opening little by little until it is the size you want.

With the right sides together, sew up the side seams. Hem the neck, sleeves, and bottom. Put on any trim that you want. Wear it over pants and boots, or over the same tunic with narrower sleeves.



## WEST KINGDOM BRANCH GROUPS

The Kingdom of the West is made up of three main principalities and a single larger geographic locale. These Principalities are the main geographic areas and hold several Baronies, Shires, Cantons, and Colleges within their borders. Check the larger geographic location first, then look for the smaller group link for local information.

### **Principality of Cynagua**

The geographic area of Northern Central Valley & Sierras of California & Northwest Nevada.

Website: [cynagua.westkingdom.org](http://cynagua.westkingdom.org)

Events: [westkingdom.org/calendar/cynagua](http://westkingdom.org/calendar/cynagua)



### **Principality of the Mists**

The geographic area of the Greater San Francisco & Monterey Bay areas in California.

Website: [mists.westkingdom.org](http://mists.westkingdom.org)

Events: [westkingdom.org/calendar/mists](http://westkingdom.org/calendar/mists)



### **Principality of Oertha**

The geographic area of the state of Alaska.

Website: [oertha.westkingdom.org](http://oertha.westkingdom.org)

Events: [westkingdom.org/calendar/oertha](http://westkingdom.org/calendar/oertha)



### **The Marches**

Portions of Northern California & Central California, Japan, Guam, Korea, & Thailand.

Website: [westkingdom.org](http://westkingdom.org)

Events: [westkingdom.org/calendar](http://westkingdom.org/calendar)