

Letters —

About Last Issue

Just got my SS – Wonderful issue – love the Glastonbury Chair, just can't make out some of the lettering on the chair arms. White oak is a royal pain to carve. I've been working on a green man mask of it for over a year...

Sharrah of Starwood

Secret Village in Progress

You are putting out a wonderful newsletter and filling a niche in the Society. I have felt that furniture was always lacking. People show up to camping events with lawn chairs or white plastic ones. The only "medieval" looking ones we've had until lately were director's chairs. Your ideas and magazine are sweeping through our principality (Artemesia, Kingdom of Atenveldt). Thank You! I also wanted to inform you of a man in the Barony to the north of us, the Barony of 1,000 Eyes (mundanely – Idaho Falls & Pocatello, Idaho. His name is William and he is a squire (that's all I know). He has bought some land and is in the process of building a medieval village. I think 3 buildings are finished. Anyway, I don't know if he's heard of *Sacred Spaces* or not, but I'd like to hear about his building project.

Diane Perry

Lady Melangell ferch Rhys ap Owain

• Thanks for the encouragement and kindness. I would really like to hear more about this project – as I suspect would other Guild members. If anybody knows this person, or lives in the area, please write me an article about the village in progress – and take your camera.

Some Words of Wisdom

I really like *Sacred Spaces*, but there was a reason to hesitate in re-upping. There is so much in each issue that does not pertain to my situation – lots of interest, but not much talent. My wife does not play in the SCA, and as a result, permanent structures are not in my future.

As Lord Thorvald Olafson Swordmaker wrote in the Winter 1994 issue, our BIG event is Estrella. It is

really only a long weekend (4-5 days instead of the 10-12 of Pennsic), so major projects aren't completely practical (but then, neither is getting into armor and getting hit with sticks.)

For me, the smaller projects – tents, chairs, boxes – that sort of thing are more in line with my mobility as well as my ability with hammer, saw and sewing machine. I'd like to see at least one article in each issue that has something for the little guy like me, you know, minimum funds, no storage and no arc welder. With success on some of the smaller projects, larger projects may then seem like a reality.

One specific thing I'd like to see is plans for a cart or wagon to transport things on site, like armor and gear from car to pavilion. A simple peddler's cart or something like that, that would break down into easily transportable pieces.

Thank you for a wonderfully interesting newsletter, keep up the good work, but remember we who are not going to be building our own castles.

Keith A. Merriam

Aberhardt Wendaam

• This is very constructive feedback. I think you raise a valid concern, one that I'll try to follow through on in each issue. It IS important to include projects of a smaller, less overwhelming nature – so that people like yourself can become part of our hoped-for architectural revolution. I guess a good motto for the Guild would be, "Dream big, but while we dream, keep on building small." If the availability of smaller projects can inspire people like yourself to even greater feats, then that alone is good enough reason to include them in the newsletter.

The next step, of course, is convincing Guild members to share their secrets with the rest of us. I KNOW some of you out there have plans for boxes, chairs, wall hangings, lighting implements – even a peddler's cart.

Here's a fellow Guild member making a plea. It's time for others among you to start sharing more information by means of the newsletter. We have a great opportunity to improve the quality of our spaces, but it must be a shared effort. Don't be shy. And don't be cowed by the size and complexity of other projects. We have plenty of room for small, useful accessories that add ambience to the medieval setting.

I can't do this alone – my experiences are limited. I need your skills and accounts of your works to keep the Guild and SS worthwhile.