



A BRIEF INTRODUCTION TO THE SCA

Welcome to the Society for Creative Anachronism; also known as the Society or the SCA. Prepare to step into a world of chivalry, art, and camaraderie – a world shared by over 100,000 others who seek the

same dream you do. Armored knights are locked in combat on the list field, artisans under brightly-colored pavilions are painting illuminated manuscripts, and friends nearby put the finishing touches on their newest gowns, all with Renaissance music playing softly in the background.



What is the SCA? The SCA was incorporated in 1968 as a 501(c)3, not-for-profit educational organization. It is part of the "living history" movement, which means that SCA members have a "hands-on" approach to history, engaging in activities

that help them to explore the culture, arts, and sciences of ages past. The SCA period encompasses pre-17th century Western Europe, with an emphasis on the Middle Ages and Renaissance.



The SCA divides its Known World into geographic regions called Kingdoms. The Known World currently includes the United States, Canada, Europe, Australia, and parts of Asia and Africa. There are 18 Kingdoms, each with its own King and Queen chosen on the field of armored combat. Within each of the Kingdoms are local chapters known as cantons, shires, baronies, provinces, or principalities depending on their size and location. Texas and Oklahoma comprise the Kingdom of Ansteorra.



The most visible focus of many SCA events is our martial activities. Many SCA members recreate the armored chivalric combat of the High Middle Ages, wearing replica metal or leather armor, carrying shields and using rattan weapons that have the balance and handling properties but not the lethal effect of the originals. There are also those who strive to recreate Renaissance fencing techniques using various styles of rapiers and fencing equipment.



SCA fighting is not staged or choreographed. All fights are "live"; the outcome of a list or battle is never pre-determined. Combatants of all types follow a system of rules and extensive training that permit a realistic and energetic sport while maintaining a sterling safety record. Fighters are on their honor to call their blows, meaning they must admit whether the blow received would have wounded or incapacitated them had it been a "real" weapon.

Some meet to test their skills with the bow, either by shooting directly against armored combatants with padded arrows or by shooting at targets on an archery field.



Others practice against targets with thrown weapons, including knives, axes, and spears. In addition, the thunder of hooves may announce the successful completion of an equestrian obstacle course or tilting at rings. Simulated rocks and missile weapons may fly through the air in tests of siege weaponry.

Less immediately obvious to new members are all the other period activities people do in the SCA. The range of arts and sciences, everyday skills, and technical knowledge is enormous. Period activities range from bardic performances (poems, songs, music, or stories) to arts and sciences (cooking, glass work, armor making, dancing, needle work, herbalism, calligraphy, brewing, and vintning, among many others).

