
THE SOCIETY FOR CREATIVE ANACHRONISM

Welcome to the Middle Ages, relived as they should have been: with all the chivalry, courts, costumes, cookery, and crafts. The Society for Creative Anachronism uses "learning by doing" to recreate the best parts of the Renaissance and Middle Ages.

Some members are thrilled by battle with sword and shield. Others enjoy crafts and skills from long-gone times. Some may enjoy a feast presided over by our King and Queen, who call forth deserving gentles to receive awards and honors.



Members may depict any real-world historic period or culture between 600-1600 CE. Tudor England, Italian Renaissance and Vikings are the most popular. All other cultures are welcome.

FOR MORE INFORMATION

For more information about the Shire of Isenfir, please visit our web site at isenfir.atlantia.sca.org. For event and membership information, use the newcomer's page on our web site, or you may contact our Castellain by email at isenfirwelcome@gmail.com.



Isenfir is a group within the Kingdom of Atlantia, which governs North Carolina, South Carolina, Maryland and Virginia. More on Atlantia's many activities is at www.atlantia.sca.org. Information about the Society for Creative Anachronism is available at www.sca.org.

THE SHIRE OF ISENFIR

ISENFIR.ATLANTIA.SCA.ORG



A LOCAL CHAPTER IN

THE SOCIETY
FOR
CREATIVE
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MARTIAL ACTIVITIES

The Shire of Isenfir hosts weekly fencing practice using rapiers. This is sword fighting in the "Three Musketeers" style, with safety modifications. We offer instruction to newcomers and have loaner blades, masks and jackets available.



The Shire also offers monthly target archery practice on our private range near Crozet. We use only traditional bows with wooden arrows, and shoot at targets set between 10 and 40 yards. Adults, and youngsters with parental supervision, are always welcome. Top-quality loaner bows, arrows and safety equipment in various sizes are available to fit everyone.

Isenfir's martial sports are supervised by trained safety officers. There is never any charge to participate and no experience is needed for these activities. Our practices are held in modern clothing.

Other martial sports offered through nearby sister groups may include armored combat, combat with live steel, combat archery, siege weapons, thrown weapons at targets and equestrian activities.

ARTS AND SCIENCES



In the Shire of Isenfir we practice and teach these arts and skills, plus many more:

- Arrow Making and Fletching
- Calligraphy and Illumination
- Chain Mail
- Cookery
- Costuming
- Dance and Music
- Heraldry
- Leatherworking
- Period Games
- Storytelling
- Table-top Siege Engines
- Viking Wire work

RENAISSANCE AND ENGLISH COUNTRY DANCING

The Shire of Isenfir is renowned for its award-winning Renaissance and English country dancing. Our expert dance masters not only teach locally, but frequently share their knowledge at events in other Society for Creative Anachronism kingdoms.

All our dances are based on period literature. Dances are done in lines or circles with steps "called" by a dance master. Practices may feature live music with lutes, violins and other instruments. We welcome new musicians.

Newcomers are always welcome at dance practices. No experience is necessary. Most dance practices are done in modern clothing.

