Picture a meadow ringed with bright pavilions, with pennons flying overhead. Noble lords and ladies watch the center of the meadow where knights in armor strive with sword and shield. Minstrels play lutes and harps, singing songs of love or battle. In the shadows of one tent, a King and Queen confer soberly with richly-dressed advisors. A historical romance? No, this is the Society for Creative Anachronism.

Join Today

We welcome you and your family to the Society. Please feel free to reach out to your local group for more information. We look forward to making your entrance to the society and our activities as seamless as possible.

To learn more go to welcome.sca.org

Unlike a Renaissance Faire, the SCA is participatory – no-one is simply a spectator. All participants play a part in creating the atmosphere by reenacting whatever aspects of the Middle Ages and Renaissance interest them the most.

Participants develop a persona for themselves which includes costumes appropriate to the time period. We ask that all participants make an attempt at period costume while attending one of our activities.
**Our Mission**

The Society for Creative Anachronism (SCA) is an international non-profit volunteer educational organization. The SCA is devoted to the research and re-creation of pre-seventeenth century skills, arts, combat, culture, and employing knowledge of history to enrich the lives of participants through events, demonstrations, and other educational presentations and activities.

Starting in 1967 The SCA's "Known World" has grown to 20 kingdoms and over 30,000 participants around the globe.

**Activities**

Our activities are open to everyone. There are activities for participants of all ages and abilities. Along with these activities, there are participants who are more than willing to teach others their particular crafts and skills.

- Armor
- Armored Combat
- Calligraphy & Illumination
- Ceramics & Pottery
- Combat Archery
- Cooking
- Costuming
- Dancing
- Equestrian activities
- Fiber arts (weaving, spinning, etc)
- Fencing
- Gardening & Herbalism
- Heraldry
- Leatherworking
- Medieval games
- Metalworking
- Music (vocal and instrumental)
- Needlework
- Poetry & Literature
- Target Archery
- Thrown Weapons
- Siege Weapons
- Youth (boffer) Combat
- Woodworking