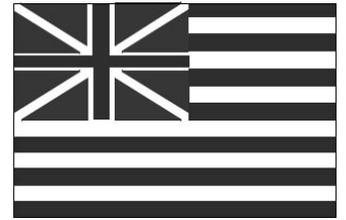




THE RAPPAHANNOCK GAZETTE



Newsletter of the Rappahannock Colonial Heritage Society, Inc.

Volume 9 Number 6

www.rchsinc.org

August 2006

CALENDAR OF EVENTS BALLS, FAIRES AND SUCH 2006

- August 19-20 Godspeed Event, Aquia Landing
- September 9 Historic Dumfries 18th Century Tavern Night
16 Fall Tea, 1:00-3:00
30 Welsh Festival, 10:00-4:00
- October 14 Monroe Ball, (practice 1:00-3:00)
21 Scotchtown Tea
28 Cemetery Tour, 11:00, 12:45, 2:30
29 Cemetery Tour, 12:00, 1:45, 3:30
- November 30 Wreath Making
- December 1 Wreath Making
2 Wreath Sales
10 Scotchtown Holiday Open House (?)
31 First Night (tentative)

Remember: Due to liability concerns of the corporation, *your membership must be current* in order to participate in any events the group is asked to do.

AUGUST DANCE PRACTICE DATES

*in the Family Room of St. George's
unless otherwise noted*

- August 11 - English Country (Open)
August 18 - English Country (Demo)
August 25 - English Country (Open)



OTHER AREA EVENTS

- August 12; Jane Austen Ball, Gatsby's Tavern, Alexandria
September 22; "Tavern Night at Eileen's" (see Dec. 16)
October 21; Yorktown Ball (1781) Williamsburg, 7:00-11:00 p.m.
November 4; Jefferson Ball, Richmond, Virginia
December 16; "Tavern Night at Eileen's" (Period attire required.
Contact Lyn at lyn.padgett@usmc.mil with questions.)

The Virginia Gazette (Purdie & Dixon) November 26, 1772 pg 2 col 1

JUST ARRIVED

The Cuninghame, Buchanan, in two and thirty Days from Glasgow, is just arrived, and gone up Rappahannock. No letters or papers have been received by her, otherwise we should not have failed giving our Readers some of the freshest Advices from Britain, which have lately been very backward, owing to the Scarcity of Arrivals either here or at the Northward.

RCHS editor's note: Mr. Cunninghame and Mr. Buchanan ran stores throughout Virginia and Maryland. Locally we had a store in Fredericksburg and Falmouth, which is where this ship would have been headed.

2006 RCHS OFFICERS

- President: Sandra Piercey
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- Vice-President: Catherine Bell
scot.forlife@verizon.net
- Treasurer: Dennis Buchanan
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- Secretary: Cheri Bland
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The purpose of the Rappahannock Colonial Heritage Society is to bring regular together persons interested in preserving and perpetuating the heritage and culture of the colonial era in and around the Rappahannock River Valley of Virginia; to conduct historical research of persons, places and events relating to the Rappahannock River Valley in Colonial times, and to organize activities related to the Colonial era in an effort to educate the public about the ways of life of our forbears in this area.

MEDIA COMMITTEE NOTES

VISIT THE RCHS WEBSITE www.rchsinc.org to see photos of RCHS events and events calendar. Submit photos to mistress@chateauwhite.com. Web-mistress, Jenny-Rose White

PUBLICIZING RCHS EVENTS: Event Coordinators are responsible for publicizing the event of which they are in charge. The Media Team is happy to publicize your event, if you provide your event details 90 days prior to the event to the Media Team. Questions? Contact Tina at Purrs4me2x@yahoo.com.

RCHS BUSINESS CARDS: Would you like your own RCHS business cards to hand out at events? E-mail Tina at Purrs4me2x@yahoo.com for more information!

The Virginia Gazette

July 4, 1771 pg 3 col 1

Saddler/Harnessmaker

FREDERICKSBURG, June 25, 1771. THOMAS HOLMES, Saddler and Harness Maker, hereby informs the Publick that he has opened Shop opposite to the Long Ordinary, where he intends carrying on his Business in all its Branches; and as he has just imported a large Assortment of Materials in his Way, those Gentlemen who please to favour him with their Custom may depend upon having their Work done in the neatest and best Manner, and on very reasonable Terms.

RCHS editor's note: Mr. Holmes was a harnessmaker and saddler in town for many years. His shop was located on Caroline Street.

JULY 4th CELEBRATION

AT SPOTSYLVANIA COURTHOUSE

RCHS was invited to attend the 2nd Annual 4th of July Celebration (held on the 2nd) at Spotsylvania Courthouse. We set up in the shade on the Old Courthouse lawn and had quite the turnout of RCHS members. Some of the younger members, in their scurrying about, became overheated and had to sit a spell to recover. Mr. Madison dropped by in the afternoon and spent some time with us, prior to his reading at 6:30 pm. Many of the members went over to show support for Mr. Madison during his reading. We did not get to dance as much as we would have like to. This was due to the fact that there was an entertainment stage in front of the Old Courthouse not far from us. So, we had to compete with the larger sound system. However, in spite of that, a good time was had by all.

THE RULES OF CIVILITY

#21 -Reproach none for the infirmities of nature, nor delight to put them that have infirmities in mind thereof.

#22 - Show not yourself glad at the misfortune of another, though he were your enemy.

Burlington (New Jersey)

June 1, 1776

RAN away from the subscriber, on Wednesday last, the 29th ult. an Irish servant woman, named SARAH CLARK, about twenty-five years of age, and of a very dark complexion. Had on, when she went away, a dark calico gown, check apron, a black calamanco skirt, a blue and white check handkerchief, and a black silk bonnet. Whoever takes up the said servant, and secures her so that her master gets her again, shall have TWENTY SHILLINGS reward, and reasonable charges.

WILLIAM SMITH

VOCABULARY LESSON

From The Vulgar Tongue, Buckish Slang and Pickpocket Eloquence

TO AMUSE. to fling dust or snuff in the eyes of the person intended to be robbed; also to invent some plausible tale, to delude shopkeepers and others thereby to put them off their guard. *Cant*

AMUSERS. rogues who carried snuff or dust in their pockets, which they threw into the eyes of any person they intended to rob; and running away, their accomplices (pretending to assist and pity the half-blinded person) took that opportunity of plundering him.

ANABAPTIST. A pickpocket caught in the fact, and punished with the discipline of the pump or horse-pond.

ANCHOR. Bring your a-e to an anchor, i.e. sit down. To let go an anchor to the windward of the law; to keep within the letter of the law. Sea wit

EVENTS COMMITTEE MEETINGS

7:00 p.m. in St. George's Elsie Lewis Room

August 9

September 27

October 25

November 15

Katie Williams, Events Committee Chairperson

NEWSLETTER GUIDELINES

1. Our time period and location is 18th century Virginia with our area of concentration being Fredericksburg and the Rappahannock River Valley. The Rappahannock River Valley covers from the ford of the Rappahannock and Rapidan Rivers down to the Chesapeake Bay. Our particular interests lie in the areas of Fredericksburg, Spotsylvania, Stafford, King George, and Caroline counties.

2. Any member may, and is encouraged to, submit articles for publication by the 15th of the month prior. Committee chairpersons are especially encouraged to write reports of past and upcoming activities. The newsletter is distributed to and read by people with varying degrees of expertise. Articles should be accurate in detail, sources given (for factual information) and opinions of the writer must be clearly identified as such. This newsletter will be posted online, so be very careful about listing your sources and getting permission for reprints. Send articles to HRHDiana@juno.com.

Questions? Please contact a member of the Media Committee, Tina Buchanan, Elaine Sturgeon, Jenny-Rose White or Diana Farrar.

WHIST

by Trip Wiggins

Background: When I started this occasional column some years ago, I meant this to be one of the first games I described, but it sort of got buried someplace. We'll try again. Whist (also known as Whisk in "our day") has been around since at least the mid 17th century as Cotton's *The Compleat Gamester* says the game was so well known he need not include the rules in his book. In fact he stated that *Ruff and Honours* and *Whist* "are games so commonly known in England in all parts thereof, that every child almost of eight years old hath a competent knowledge in that recreation." It has changed much over the intervening three centuries, but we'll concentrate on the 18th century rules. Whist is the grandfather of Bridge [Ruff & Honors the great-grandfather], but, luckily for us, with far fewer rules to remember. It was normally a fun game rather than high-stakes gambling. In Virginia, Whist appears in many diaries including George Washington, Robert Wormeley Carter, John Mercer, and John Harrower. By the way, our old friend Samuel Johnson's Dictionary has this to say about Whist: A game at cards, requiring close attention and silence.

Col. William Byrd of Westover in the late 1730s received a letter from an English friend who wrote, "You must understand that a Certain game upon the Cards call'd Whisk (much in vogue these last three or four years) has engaged the Men of all ages to keep company with Women more than ever any thing did before; 'tis apparent there are much stronger charms belonging to Cards, than any of the female sex can boast of, for till Whisk came in fashion a reasonable Man would have thought his character forfeited for ever had it been known that he spent six evenings in a week in the company of Women"

Number of Players: 4

Equipment: Standard 52-card deck

The Play: Draw for partners (the 2 highest cards partner, the remaining two likewise). In case of a tie, those two will draw again for their respective positions. (Ace is LOW for the initial draw only.) Example: 9 - 5 - 5 - 3. 9 is team 1, 3 on team 2. The 5's redraw and the highest will go with team 1, the other to team 2. Low card is dealer. Partners sit across from each other, opponents to their left and right. (Sometimes players chose their own teams.)

Dealer shuffles, player to right cuts. Dealer deals all cards from left one card at a time. Last card is laid down face up to indicate Trump, then returns to the dealer's hand after first card is played.

"Elder" hand (to left of dealer) leads. Play moves from clockwise, with each player following suit if possible. If a player has none of the led suit, he may play a trump or

some other suit. Once all players have laid down a card, the Trick is complete, and the highest card (Ace HIGH) in the suit led wins the Trick unless a Trump is played, in which case, it beats all cards of the led suit. If more than one player plays a Trump, the highest Trump wins the Trick. If Trump is lead, all players MUST play a Trump if they have one. Winner of the trick leads the next trick. **Play continues until all cards have been played.**

Revoke: If a player has the suit led in his hand, but plays another suit, he loses three points (3 Tricks) which are given to his opponents. (Must be challenged by opponent.) In some variations, the Revoke is not mentioned at all, so it is used if the players desire before the game starts.

Scoring: The game is comprised of a Rubber of three hands (aka "games") each. A complete game came be more than one Rubber, as determined by the players beforehand.

1. When a team has taken six Tricks they are said to have "made book." Any Trick over 6 counts as one point. (E.g., 7 tricks equals 1 pt, 8 equals 2, etc.)

2. If a team holds in its Tricks the Ace, King, Queen and Jack of Trump at the end of the hand, they have scored "Honors" and are awarded an additional 4 points. If three of the four cards, 3 points. If less, no additional points. In some variations, Honor points are NOT given. Again, this variation will be decided upon by the players before the game starts.

3. A team that wins a hand wins 5 points.

Example: Team 1 has won 9 tricks; team 2 won 4 tricks. Team 2 got the Ace, King, Queen and Jack of Trump.

Their scores:

Team 1: 3 points; Team 2: 4 points; thus Team 2 is the winner of the hand and receives 5 points. If honors are not scored, then Team one would have won the round 3 points to 0, and thus be awarded the 5 points.

4. A Rubber is won by the first team to win two of the three hands or 10 points. In some variations, the winning team is that team that first scores 5 points from scoring per rule 1 only (above).

Pick your style, and have fun!

Sources:

Nelson, Walter. *The Merry Gamester*
Morehead, Albert. *Hoyle's Rules of Games*
Cotton, Charles. *The Compleat Gamester*
Carson, Jane. *Colonial Virginians at Play*
various Whist web sites

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Rappahannock Colonial Heritage Society, Inc.

Meets 1st Tuesday, 7:30pm at Faulkner Hall, St. George's Church, 905 Princess Anne St., Fredericksburg, Virginia. Please join us!

Upcoming Meeting Dates:

August 1
September 5
October 3

English Country Dance Lessons (Colonial Dancing): Please join us in St. George's Church, 905 Princess Anne St., Fredericksburg, VA (downstairs in Family Room)

August 11
August 18
August 25

SPOTSYLVANIA COURTHOUSE ON JULY 2, 2006



John Jacobsen inspects the hand sewing of our own Jenny-Rose



Tina Buchanan and Jenny-Rose White taking their ease

COME WAVE AT THE GODSPEED!

On Saturday, August 19, RCHS is presenting games at Aquia Landing's Discovery Days, from 10:00-6:00. We will get the opportunity to wave at the Godspeed during the day. Helpers are needed on Friday night to set up, Saturday for games, and Saturday evening for striking the tent. Contact Lyn Padgett at Lyn.Padgett@usmc.mil to say you'll help!