

THE TEVIOTDALE HERALD

The official newsletter of
CLAN CARR/KERR
of the United States and North America, Inc.

Suite 2 - 679 Silver Creek Drive - Winter Springs, Florida 32708

Website: www.clankerrus.com

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The President's Message

It gives me great pleasure to inform everyone that Clan Carr/Kerr of the United States and North American was officially born in Florida in March of 2014. As many of you know, in the past decade an informal clan organization was gradually created by Carr/Kerr volunteers attending Highland Games in Florida, Georgia and Alabama. During this time clan tents were present at over seventy games during which membership forms were completed by some 220 persons. At the mid-January 2015 Central Florida Games another 26 persons were signed up.

The new Clan's objective is to build a national organization within the next five years and to have a Clan Carr/Kerr presence at most of the 250 some-odd Highland Games and Celtic Festivals held annually across the United States. The electronic age has greatly facilitated the ability of organizations like ours to keep in touch with its members without the earlier expenses associated with the production of costly printed newsletters, brochures, and their associated postage. From this standpoint the new Clan Carr/Kerr is blessed. It has minimized associated communication costs while keeping annual organizational expenses to a minimum.

The new Clan organization has also been blessed by an anonymous benefactor who has agreed to cover the organization's costs through 2017. This has allowed the organization to donate one dollar towards all individual and family memberships as long as they complete a membership form and provide a valid email address through which member communications can take place. At the moment the organization's membership is 250, and this number is expected to continue to grow rapidly.

In closing, I look forward to meeting you at future Games around the southeast during 2015 and, hopefully, enjoy "a wee dram" with you, if appropriate. If you know of others across the country who might be interested in representing the Carr/Kerr Clan at Games in their areas, please ask them to contact us. We are looking for regional commissioners and district conveners.

Sláinte!

Bob Miller

Clan Carr/Kerr President



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The January 2015
Central Florida

Scottish Highland Games



Clan Carr/Kerr was a Silver Sponsor for the first opening Scottish Highland Games of the year 2015, and signed up an incredible twenty-six new members in the two-day event outside of Orlando. The 2015 Games were the best ever! The weather was fantastic and a record breaking crowd of more than 30,000 people were in attendance for the two-day event. The “Massing of the Clans” on Saturday saw a record-breaking group of over forty people participating in the Carr/Kerr Clan “pass and review” at the mid-day Opening Ceremony. Only two other clans were reported to have had as large a number at the event.



ABOUT

MEMBERSHIP

Membership in Clan Carr/Kerr of North America is open to all variants of the name Kerr (pronounced Caer) and its 38 Septs. All are welcome to memberships who are interested in their Scottish heritage, celebrating their Scottish ancestry, doing research on their family genealogy, and wishing to enjoy the company of the Borderland Kerr Clan of Scotland and all those who immigrated here to North America in the last three hundred years. The 38 alternate spellings of the name and its Septs, beginning with “Car” and ending with “Macharie.”

What is a “Sept” of Clan Carr/Kerr?

A “Sept” is branch, or smaller group, of families around a larger family group (or clan) - who for a variety of reasons prefer to depend, for protection, sustenance or association, with a larger clan family. There were various ways this happened through history. Should a small clan, existing on the edge of larger clans, be raided or persecuted by others around it that group, or its chieftain, could approach the chieftain of a larger clan and ask for its protection. In return the group now became a “sept” of its benefactor. Other situations could have been more familial or political in nature, for instance, wherein daughters and/or sons inter-married among the Septs so to strengthen family/tribal ties. At the moment there are 38 Septs of Clan Carr in Scotland, most of which are phonetic variants of the Car, Karr and Kerr spelling.

In alphabetical order they are: Car, Caray, Care, Carree, Carrees, Cares, Carey, Careys, Carie, Carray, Carre, Carreeys, Carrie, Carries, Carrs, Cary, Careys, Cearr, Cessford, Curr, Caer, Harie, Harrie, Harry, Kare, Karr, Kerr, Kearey, Kearie, Kearrie, Keerey, Keir, Keirey, Kier, Kierrs, Maccarry, Macghillie, and Macharie.



*Lane & Judith (Carr)
Wadsworth & Alex Spallek
(good friend from Germany)*



Know Who Your Clan Friends Are?

Clan Kerr, being one of the largest border Clans along the northern Scottish side of the border with England, in times of trouble with the English, which was often, have had few friends historically. The borderland town of Jedburgh, sits astride the main road between Newcastle upon Tyne in England and Edinburgh in Scotland. It is just north of the ancient Roman wall built by Emperor Hadrian, which was built to keep Scotland's tribes out of England. It has, too often, been up to the "Borderland Clans" to bear the brunt of hundreds of English incursions into Scotland in the last thousand years. Because of their location, most of Clan Kerr's real friends were other clans in the Kerr's immediate vicinity along the border. These consisted of five along the border: the Kerrs, Elliots, Johnstones, the Douglas', and the Homes. The main historic roads northwards into Scotland dating back to Roman times were three. One through the center of England into the Kerr heartland, while two other lesser roads followed the east and west coasts northwards into Scotland. Clan Home held the eastern flank and Clan Johnstone and Armstrong were on the Kerr's west flank. Center-field, as the road entered Scottish territory, stood the largest of the border Clans, the Kerrs.

It is no accident that most of Scotland's major military battles, with invading British armies, all took place some forty to sixty miles north of the border. And it is also no accident that most of the clans involved were also those within sixty to eighty miles of the border. History records that it was the Kerrs, and other borderland clans, who bore the brunt of the English armies periodically trying to occupy Scotland. The center road between Newcastle and Edinburgh was the most direct route to Edinburgh and points north. It is true to say that over the centuries it has been the Kerrs who have probably suffered the most tremendous losses in lives, property, and possessions.

Other clans just north of the borderlands were the Stuart, Scott, Pringle and Gordons. These, depending on the seriousness of the English threat, on occasions came to the border clans' help. Most of Scotland's famous battles with the British were also fought within 50 to 100 miles of the border. Superior English forces, in numbers and equipment, almost always had the advantage against the border clans facing them. On too many occasions this forced the border clans to either sue for peace or fall back while the rest of Scotland's clans decided what course of action they might take and when? History also records that, in too many instances, the highlanders for extended periods of time, abandoned the borderland clans to the vagaries of occupying armies while they debated a wiser course of action?



*Saturday gathering of the Carr/Kerr Clan
before the "Massing of the Clans"*



Sunday Morning Kirkin' o' the Tartans

*Our thanks go to Lane & Judith (Carr) Wadsworth - and Commissioner Pam Carroll -
for their donations of fantastic photos of the Central Florida Scottish Highland Games*

The Clan

Kerr/Carr Chieftain

Visited North America in 2014

Scotland's Kerr Clan Chieftain, Michael Ancram, the Lord Lothian of Moteviot in Jedburgh, Scotland, was invited to be the Chief of last year's 2014 Scottish Highland Games in Glasgow, Kentucky. In his letter of acceptance to attend the games he said it was a very special pleasure for

him to meet clan members in all parts of the world, and especially the United States, and to learn about their indomitable spirit of independence, which is a strong clan characteristic. He pointed out that the Kerr's Scottish heritage is a proud one that has not only played a very prominent role in the history of Scotland down to the present time, but also that of so many other countries around the world, especially America. Clan Carr/Kerr was represented with a tent on the field at the Glasgow, Kentucky games, by the Kerr Family Association of North America. Bravo and congratulations to them!

So Who is the Kerr Clan Chieftain in Scotland?

The current clan leader in Scotland is 13th Marquess of Lothian who spells his name as Kerr, but immediately clarifies to all that listen that the actual phonetic pronunciation of his name is Carr and not Kerr. Since over seventy percent of the 13th Marquess of Lothian's former subjects who emigrated from the borderlands of Scotland in the last two hundred years to the United States, the Marquess of Lothian agrees that the pronunciation of his Clan members' names in North America is irrelevant ... as long as they enjoy their Scottish heritage.

So who and what is the 13th Marquess of Lothian? The title Marquess did not come into accepted peerage use in England until around 1838, at the coronation of Queen Mary. Before that it was the French term '*Marchis*,' a title reserved for deserving principle landowners along France's various frontier areas. With the gradual decline of the Divine Right of Kings in Europe, and rise of democratic governments in the last century: privileged titles such as Marquess, Duke, Earl, and Count have become a highly confused compendium of largely honorific titles from a past era, largely irrelevant in society today. In conclusion, the titles may be irrelevant today ... but definitely not the thousands of people who attend Scottish Highland Games and revel in their former association with the various clans of Scotland.



*Central Florida Contingent of
Clan Carr/Kerr*



*Bob (Carr) Shepard; Margo (Carr) Miller
& Bob Miller*

The origins of the word “Kerr”

Kerr, Karr, Carr and several variations of the phonetic spelling are faced with a quandary when it comes to the possibilities concerning the origin of the word. In truth its origin is buried in the shadows of history. While some point to a single progenitor and specific dates or locations, the truth is that the term is believed to have originated with many families in the 11th and 12th centuries in northern England. But do not be too concerned, as origins of names and places are too often defined by those entrusted to make a written record. Even more important is to remember that it is the victors who usually get to write those histories. Most agree that the name “Kerr” dates back to the Norman invasion of Britain and the Battle of Hastings in 1066. However, there are no official documents recording those with the name who served in the ranks of the Norman invasion in 1066.

Many argue that the Norse word **Kjerr** was the origin of Kerr. They point out the belief that the word Kjerr meant a marsh dweller. Alternate and less persuasive arguments exist alleging that the word Kerr originated from the Gaelic word **Ciar**, which means dusky. Most of the hundreds of thousands of modern variations of the thirty-plus Carr, Car, Karr, Kerr and other septs of the official clan name, are unfamiliar with origins of either the Norse Kjarr or the Gaelic Ciar. Still others argue that the Gaelic word Ciar, or Dusky, actually originated on the Isle of Arran, which is a small Island about sixty miles south west of Glasgow, and, several hundred miles north by northwest of the Scottish borderlands with England. Webster’s Dictionary, on the other hand, defines “dusky” as being, “somewhat dark in color, having dark skin, of marked by slight and deficient light, or even –“shadowy.” From this one might draw some troubling conclusions. Do you want to be known as one who came from the marshes or maybe those with dark skins in deficient light? Not to disrespect other possible origins of the name, some of the septs of Carr/Kerr also have equivalents. Caer, for instance, also means a British fortification, while Ceair means left-handed, and Carrie translates to a bandit. The origins of the name Carr/Kerr and its various alternative spellings and associated septs will be further explored in future additions of the Clan Carr/Kerr newsletter.



Future Scottish Games **in the first half of the 2015**

Clan Carr/Kerr of North America will be present at many of the following Games in the first half of 2015. Look for us at any Game you attend. If we, or others, are not already there consider sponsoring a presence at these Games in the future and representing a proud Scottish heritage.

Other Games in the northeast and western areas of the United States may also be attended by members of the Carr/Kerr and spellings of the name and Septs. All are asked to check with Game organizers to see if Carr/Kerr tents are on the field. If not, ask how can one establish a Carr/Kerr presence at a future game? If it is you who sets up a clan Carr/Kerr tent at a Game, please forward a summary and photographs to the Editor of our newsletter and they will be prominently displayed in our next newsletter. For other games at which members or others wish to set up a tent, they are asked to contact the Carr/Kerr Clan President for United States and North America and enquire about assistance we may be able to provide in terms of banners, flyers and background information and handouts. We can be contacted at our website www.clankerrus.com, or contact the Clan President.

- 17-18 January - Winter Springs, Florida
- 4 February - Sarasota, Florida
- 28 February - Jacksonville, Florida
- 1 March - Fort Lauderdale, Florida
- 22 March - St. Andrew's Society Kirkin' o' the Tartans, Orlando, Florida
- 5 April - Dunedin, Florida
- 25-26 April - Ormond Beach Celtic Festival
- 2-3 May - Greensboro, South Carolina.
- 11 May - Savannah, Georgia.

Want to get Involved ???

Set up a Clan Tent at a 2015 Highland Game.

As the Carr/Kerr Clan of the United States expands nation-wide, those across the United States and Canada who are interested in participating in Highland Games and Celtic Festivals in your area, please enquire about participation from the event organizers. To place Clan Carr/Kerr tents on the field at most North American Highland Games in recent years, the price has ranged between \$50.00 to \$100.00 for one to two-day games. For this registration fee most game organizers also provide a 10 x 10 foot tent, an eight foot table and two chairs. Others may charge less but usually require clan participants to bring their own tents, tables and chairs.





Wadsworth
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10 x 10 foot pop-up tents today are usually used by Games' organizers for clan participants. If not provided by the organizers, excellent pop-up tents with blue or white water-proof tops can be acquired at local outlets such as Sam's Club, Walmart, Lowe's or local sporting equipment outlets. Tent prices range from \$100.00 to \$200.00.

MEMBERSHIP APPLICATION FORM

CLAN CARR/KERR **of the United States and North America, Inc.** Suite 2, 679 Silver Creek Drive, Winter Springs, Florida 32708

Website: www.clankerrus.com

First Name(s): _____
Middle Name or Initial: _____
Surname: _____
Clan: _____
Address and Street: _____
City: _____ State: _____ Zip Code: _____
Home Phone: (Optional) _____ Cell Phone: (Optional) _____
Origin of your Carr/Kerr Kinship _____
E-Mail Address for Newsletter and periodic notices of interest: _____
Mail by post, or e-mail this application to: maggiesredheads@hotmail.com – or -

Ms. Margaret Carr Miller, Treasurer
Carr/Kerr Clan of the United States and North America
679 Silver Creek Drive
Winter Springs, Florida 32708

Clan Carr/Kerr of the United States and North America (CLAKERUSNA), an American non-profit corporation, is open to all persons with an interest in Scottish history, culture, arts, and the various associated Clan Septs. The Clan accepts all applicants who have the wish to celebrate their Scottish heritage, attend Highland and Celtic games, have an interest in their family heritage & their family tree, genealogy studies, tracing lost relatives, and those conducting research relevant to Daughters and/or Sons of the American Revolution (DAR/SAR). There is no annual membership fee for individuals or families through the year 2017. However, prospective members are required to provide a dated membership form with a valid e-mail address to which periodic newsletters and announcements can be sent.

Clan Carr/Kerr of the United States and North America was established in Florida in the year 2000, by Margaret Carr (Karr/Kerr) Miller, (DAR #836478) and has been attending Highland Games and Celtic Festivals in the southeastern United States for the past fourteen years. Today the descendants of Carr/Kerr and its variant spellings and Septs in the United States number in the hundreds of thousands.

Thanks to our Clan members who have been working diligently on the Clan's new website at www.clankerrus.com. At the moment the site is up and running but with only a small portion of the information that will be posted shortly. It should be fully up and running by the middle of March 2015. Members are encouraged to visit the site periodically for new information on activities and news ... and to let us know if there is anything you would like to post on the Website or in the Newsletter. Cheers to everyone!

Sláinte !

Bob & Margo (Carr) Miller

