

## **Greetings to Estates Holders**

The IMP Estates will meet on Saturday November 6, 1999 at 9:00am and Sunday November 7 at 9:00am. Meeting to be held in the Camel Barn Museum, 2024 Camel Rd., Benicia, California. We meet in the downstairs hall. Meeting to be in Garb.

Please find below the minutes Of the July meeting and agenda for 6&7 Nov.

## **Actions taken By Estates July 99**

- I. Call to Order.
- II. Roll Call  
**Chancellor verified Quorum present. Of 50 active Estates, 48 are present in person or by Proxy.**
- III. Consent Calendar.  
**none presented.**
- IV. Minutes of the February 27 – 28, 1999 Meeting of the Imperial Estates General.  
**postponed approval due to clerical errors in formatting**
- V. Minister's Reports.
  - A. State of the Empire.  
**At HIM request the estates passed a resolution allowing HIM to consider the request for clemency by Sapphire Jade**
  - B. Chancery Report: The Bylaws revision and update shall be presented by the November Meeting. The delay is solely the responsibility of the outgoing Chancellor Sir William who will complete the assignment
  - C. Judiciary Report. Report on the outcomes of previous trials; and, the status of ongoing investigations or trials.
    1. Stewards Report
    2. Banking Resolution
    3. Invoicing procedures (how detailed should Dede Chavez's invoices be?)
    4. Report on Status of 501c.3
    5. Income Tax Filing
    6. Budget
    7. Expenditure Action Items
  - D. Review of Imperial Steward's Manual
  - E. Rolls Report: report on current status of new data management system
  - F. Physicker Report: summary of reported injuries throughout the Empire.
  - G. Arts Report
    1. Judges Manual
    2. Current Status of the Arts in the Empire
  - H. War and Joust Report: report on the current status of the Combat Arts
  - I. Chroniclers Report: report on the "Adrian Herald"
  - J. Minister of Archery Report
- VI. Writs and Charters for Approval: Changes of Status for Existing Subdivisions, Recognition of New Subdivisions, and Imperial Writs.
  - A. **Passed on Voice vote**  
Changes of Status: Aragon to Kingdom.
  - B. Recognition of New Subdivisions.
  - C. **Passed**  
Imperial Writ:  
Imperial Writ SIW-4 Procedures for the Conduct of Courts of Law:  
"Unto the populace of the Adrian Empire, hear now Our voice most Terrible for it is Imperial:  
  
As is Our right as the lawful and rightful Sovereign of the Adrian Empire We do hereby issue this most Lawful Writ as an addition to those sections of the Imperial By-laws and Codex Adjudicata that are already in existence.

Once charges have been filed with the appropriate chancellor or Magistrate and those charges have been found to be legitimate and warrant trial the following procedure shall be followed:

- 1). The chancellor shall notify the named defendant(s) in writing. This shall be down in any of the following methods:
  - a) hand delivered
  - b) via fax
  - c) via e-mail
  - d) via mail
  - e) via phone conversation (in order to setup a meeting to hand deliver)

Notification of a vassal's Liege-Lord shall qualify as notification of the individual.

- 2). Once notified the defendant shall be informed that the date of the trial shall not be less then thirty days of this notification unless the defendant requests Immediate Justice. Immediate Justice shall be defined as the very next Scheduled Adrian event in the Chartered Sub-Division. This is to include: Normal Crown and Canton events, feasts, Estate Meetings and Wars. They do NOT include fighter/arts practices, collegia or subdivision meetings (i.e.: a meeting of such and such barony)
- 3). The Magistrate/Chancellor will then request the defendant to choose a date for their trial. This date must be acceptable to Magistrate/Chancellor, Crown and plaintiff as well as the defendant.
- 4). The Magistrate/Chancellor shall select the time and place of the trial, provided Immediate Justice was not called for, in which case it will take place during the next Scheduled event. The Date, Time and Place of this trial shall be published in the Adrian Herald as well as announced at the next Crown Event, unless Immediate Justice is demanded.
- 5). The Defendant shall be afforded every opportunity to prepare a defense. This will include but not be limited to reviewing evidence and questioning witnesses. The Plaintiff shall also be afforded this same opportunity to prepare their case. This 'Period of Discovery' shall continue until 48 hours prior to trial at which point all witness lists and evidence lists shall be frozen and reviewed by the Magistrate. This may be appealed by the Magistrate during the trial, and the opposing council shall have an opportunity to argue against such an appeal, after which the Magistrate shall decide if the added testimony/evidence shall be heard.

Lastly, it shall be understood throughout Adrian Courts that the primary responsibility of the Court is to determine the Truth of the Matter. That this Search for the truth shall be the over-riding determinate in the process, and not procedure. Objections due to procedure should be discouraged if they may be used to hide or diffuse the Truth.”

By Our Hand on this Day May 20, 1999

Stefanus Imperator  
Tsar of all the Adrias

**Motion from the floor Failed yeah 8 nay 36  
Sir Thomas**

**In a motion from the floor Sir Thomas proposed that surplus fund deriving from IMP events be distributed to the host subdivision .**

In a motion from HIM : Proposed to donate surplus funds from Banner War 99 to The Kingdom of Umbria as a gesture of goodwill **Passed on a Voice vote**

VII. Issues for Clarification.

VIII. Old Business from the February 1999 Meeting of the Imperial Estates General.

**A. Adopted resolution to pursue this issue in committee YEAH 28 NAY 16**

Proposed Bylaws Amendments submitted by Koning Sir Duriel van Hansard. Tabled at the February 1999 Imperial Estates General Meeting.

1. Proposal regarding the Board of Directors:

a. That the Board of Directors (BoD) be a group of five members responsible for the management of the corporate, legal and financial affairs of the Adrian Empire, Inc., separate from the Imperial Estates and the Imperial Government.

b. That the BoD be five Officers/Directors: President, Vice-President, Treasurer, Secretary, and Registrar.

c. That the members of the BoD be elected annually by the Membership of the Adrian Empire, with such election to be held during October, with the results to be published in the next available newsletter. Newly Elected officers will then be cross-trained by their predecessor, if possible. The new BoD takes office the following January 1.

d. All members in good standing are eligible to be part of the BoD.

e. Duties of the Board of Directors:

i. President: The principle spokesperson for the corporation. The President may sign and authorize such instruments as he or she deems appropriate to the conduct of the corporation's proper business, and may delegate similar responsibilities. In the event of absence or incapacity of the President the duties shall be apportioned at the discretion of the Board. The President shall supervise and control all the business and administrative affairs of the corporation and oversee its internal and external public relations. The President shall be responsible to and governed by the Board, shall report to and advise the Board on all significant matters of the corporation's business, and shall see that all orders and resolutions of the Board are carried into effect. The Executive Director may sign and authorize such instruments as her or she deems appropriate to the conduct of the corporation's proper business, and may delegate similar responsibilities.

ii. Vice President: The Vice President shall manage the administration of the corporation's historical re-creation under the overall supervision of the President, through a network of Regional Vice Presidents. With the consent of the President, the Vice-President may sign and authorize instruments required for the conduct of the corporation's historical re-creations, and may delegate similar responsibilities.

iii. Secretary: The Secretary shall be responsible for the regular administrative duties of the Board and the corporation, including correspondence, Minutes of all meetings of the Board and of Officers of the corporation, and such other administrative duties as shall be assigned by the Board or the President. The Secretary shall maintain all necessary records of the corporation not maintained by other officers or offices. The Secretary shall be responsible to the President and the Board for the regular performance of the administrative duties of the corporation.

iv. Treasurer: The Treasurer shall keep and maintain, or cause to be kept and maintained, adequate and correct accounts of the properties and business transactions of the corporation, including accounts of its assets, liabilities, receipts, disbursements, gains, losses, capital, retaining earnings, and other matters customarily included in financial statements.

The Treasurer shall deposit (or cause to be deposited) all moneys and other valuables in the name of and to the credit of the corporation will all such depositories as may be designated by the Board. The Treasurer shall disburse (or cause to be disbursed) the funds of the corporation as may be ordered by the Board, shall render to the President and the Board, whenever they request it, an account of all the Treasurer's transactions as Treasurer and of the financial condition of the corporation, and shall have such other powers and perform such other duties as may be prescribed by the Board or these by-laws.

The Treasurer shall either hold a separate position (Imperial Steward) within the structure of the corporation's historical recreations, or supervise a person holding such a position. The duties of this position as defined in the by-laws.

v. Registrar: The Registrar shall be responsible for maintaining the membership files of the corporation; for processing membership applications and delivering membership moneys to the Treasurer; and, for preparing mailing lists for publications of the corporation. The Registrar shall be financially responsible for all membership moneys to the Treasurer. The Registrar is otherwise responsible to the Secretary, and at the Board's discretion the office may be held by the Secretary.

f. Under normal circumstances, the BoD will publicize proposed changes to the corporation's governing documents in sufficient time to allow comment from the membership before making a final determination. However, changes to the by-laws affecting only the external operations of the corporation will be published after they are put into effect, as will governing and policy decisions, which clarify the intent of the by-laws without amending them.

g. Relations with Kingdoms and other Subdivisions. The BoD will maintain a policy of non-interference with the Subdivisions; but, reserves the right to intervene in the regional affairs if: 1) the events leading to such intervention appear to cause a threat to the integrity of the corporation; 2) the governing documents of the corporation appear to have been violated; 3) there is a threat to the corporation's legal standing; or, 4) the Board is asked to become involved.

h. When individual actions or decisions are appealed to the Board, any Directors who have been personally involved with the matters in question within the medieval structure of the corporation must declare potential conflict of interest, and withdraw from the ruling.

i. A Director's tenure on the Board can be challenged by means of a Petition presented to the Board (via the Corporate Secretary) by a majority of the current Crowns.

j. Decisions of the Board are effective immediately, but shall not be considered binding until made available to the segment of the membership they affect via direct mailing, printing in the appropriate corporate publications or other methods the Board shall establish.

## 2. **Motion to consider failed , Yeah 19 ,Nay 25**

Nationwide Imperial War (tabled at the February 1999 Imperial Estates General Meeting):

a. The results of the Imperial War Weekend (Labor Day) shall be determined by the combined outcomes of regional Imperial Wars, proportionate to that region's population at the beginning of its war.

- b. Each Subdivision has the right to host a local Imperial War to be fought by supporters of the Imperial Candidates.
- c. The results of each regional Imperial War must be conveyed to the Imperial Chancellor by Sunday of that weekend, 9 p.m. Pacific Time.
- d. Subdivisions may combine their Imperial Wars, if they so choose.
- e. Combat scenarios for all regional Imperial Wars will be identical. Imperial Minister of War and Joust will provide combat scenarios to all regional War and Joust Ministers at least 30 days before the regional Imperial War begins.

3. **Motion to consider failed Yeah 18 Nay 26**

Elimination of “Death From Behind” (tabled at the February 1999 Imperial Estates General Meeting). There will be no “death from behind” in the combat of the Adrian Empire, Inc. “Death from Behind” can cause confusion and raises safety issues among the Combatants and Marshals. Combatants who are not within the front field of vision of their opponent should either move to another opponent or move into an opponent’s field of visions.

4. **Withdrawn by author**

Proposed Amendment submitted at the request of King Sir Reilly, Esperance (tabled at the February 1999 Imperial Estates General Meeting):

- a. The proper method of killing from behind is to bring the blade of the weapon into to opponent’s vision. Pole arms shall be placed on the shoulder of the opponent so that the whole blade will be within the opponent’s vision. With all weapon styles, the combatants shall be required as a final step to call out “DEAD M’LORD”. (Addition) \*\*Experimentation with alternative methods are allowed with the approval of the Ruling Noble of a Subdivision and the local Minister of Joust and War.\*\*

- b. And, from the Combat Archery Supplement Manual, Killing Zones: Insert “Killing zones are optional. As this is an experiment, experimentation shall be allowed with different types of Combat Archery. The basic rules applies, never strike an archer! Killing an archer remains the same as with the Killing Zone. The combatant comes within striking distance of the Archer and calls out “Dead M’Lord!”

Killing Zones listed in the Combat Manual shall apply to all combatants; the only difference shall be the manner in which an archer is killed. An archer shall be considered dead if: . . . (continued on as before).

5. **Motion to consider failed to get a second**

Crafted Arts Subcategories: Renaming and redefinition of “Food and Alchemy” Category (tabled at the February 1999 Imperial Estates General Meeting): The Crafted Category in the Arts should have subcategories related to the main category, but distinct enough to require separate judging criteria.

The ‘Food and Alchemy’ Category should be revised: Crafted Subcategories:

Whimsical: Folk cures, scientific projects or research papers promoting, describing or ‘proving’ Medieval scientific theories or beliefs since debunked, shown to be fallible or not empirically verifiable. Examples would be alchemy, waterwitching, Leonardo da Vinci’s helicopter, Copernican astronomy, ‘cures’ for disease, etc. Judging criteria should not include actual functionality, but how the functionality of the item or concept was thought to be in the time period.

Science: Scientific projects or research papers addressing actual medieval scientific theories or inventions. Examples would be models of waterwheels, windmills, ships, castles, cathedrals, siege

engines, weaponry, etc.; as well as, papers on mathematics, philosophy, astronomy, physics medicine, logic, etc. Judging should be reflective of the actual functionality of the item or concept.  
Food and Drink: Renamed 'Food and Alchemy' to reflect placement of healing and scientific projects into 'Crafted'. Now exclusively indicative of items to be imbibed or consumed.

**6. Tabled till action on J; action on J failed so this is contrary to existing Law**

Retirement Title Voting Rights (tabled at the February 1999 Imperial Estates General Meeting): Voting rights due to retirement titles end after one year. The title is permanent.

**7. No action already Law**

Large Duchies to be known as Archduchies. Duchies with 50+ members shall be known as Archduchies, with the rulers known as Archduke and/or Archduchess. This replaces Duke/Duchess. Note: This is not an action item. This matter was addressed at the May 1998 Imperial Senate Meeting; and, ratified by actions of the February 1999 Imperial Estates General Meeting.

**8. No action already Law**

Repeal Article XVI. Note: This is not an action item. Article XVI. A. 3. was deleted by the February 1999 Imperial Estates General.

**9. No action already Law**

Knight Combatants are encouraged, but are not required to be their own champion in the Armed Combatants Champion's battle in wars. Note: This is not an action item. The bylaw requiring Knight Combatants to participate as their own Champion in the Armed Combatants Champion's Battle at Imperial Wars was amended at the February 1999 Imperial Estates General Meeting. The final language parallels Koning Sir Duriel's proposal.

**10. Unanimously Passed as amended, final language: "No written notification by the member is required."**

Original Proposed Language:

Rolls Ministers are required to maintain accurate records for all members. No written notification by the member is required. (Tabled at the February 1999 Imperial Estates General Meeting.)

**11. Motion to consider failed to get a second**

Abolishment of "The Adrian Herald" (tabled at the February 1999 Imperial Estates General Meeting): The Adrian Herald should be abolished, replaced by regional newsletters that will be mailed to all members in that region. The Imperial Chronicler will be responsible for distributing Imperial Information to the regional chroniclers for mandatory inclusion in the next regional newsletter. A quarterly Imperial newsletter could additionally be considered. [Note: The following segment of this proposal regarding the Imperial Tax is obsolete as of the November 1998 Imperial Estates General Meeting.] Imperial Tax rate of 70% will be lowered proportionately to reflect the reduction in Imperial expenses. Members outside of a region may subscribe to that region's newsletter at a price to be determined by that region's chronicler.

**12. Motion to consider failed to get a second**

Imperial Tax is to be converted to a quarterly payment due from each region, rather than a flat percentage of each membership fee. This rate, which may be approximately \$1 per member per quarter, would proportionately reflect the Imperial expenditures such as insurance, mailing costs, travel, etc. The regions would be required to provide a list of active members along with the quarterly payment. Note: The Imperial Tax was amended to 100% as part of the membership and budget restructuring passed at the November 1998 Imperial Estates General Meeting.

**13. Failed Yeah 15 Nay 30**

Amend Article VI. E. 5. Delete "summoning" insert "convening"; delete the word "subsequently". All estates that exist at the beginning of an estates meeting are entitled to representation and a voice at the meeting. Estates that existed when the meeting was originally summoned, but no longer exist or are on probation, are not entitled to be at the estates meeting.

Further, it is the responsibility of the estate holder to prove their right to vote. This can be easily accomplished by providing a list of the estate's members, subject to verification by the region's steward.

14. **Remanded to the Chancery**

Remove Mark Smith from the list of founding Viscounts. Remove Karen Smith from the list of lifetime members (Article III. b. 3.).

B. **Passed Yeah 19 Nay 3 Abstain 22 (request from the body to count abstaining votes)**

Vote on the Imperial Reign of Sir James. Tabled at the February 1999 Imperial Estates General Meeting.

C. **Remanded to the Chancery to be incorporated in rewrite of Codex Adjudica**

Proposal from the Ad Hoc Committee on Judicial Reform (Sir Jehan); tabled at the February 1999 Imperial Estates General Meeting.

PROPOSAL: Article XI. B. 5. Judicial Courts: Right of Appeal.

Delete: "The Complainant shall have no right to appeal an adverse ruling. The decision of the Imperial Crown is final."

Insert: "The final Court of Appeal shall be the Grand Assembly.

- a. The Grand Assembly is empowered to review any case referred or appealed from the Imperial Crown.
- b. The Grand Assembly alone is empowered to hear a case brought against a sitting Imperial Crown. When hearing a case against a sitting Imperial Crown, the Grand Assembly may act as its own Chancellor or appoint another or others to act as Chancellor on its behalf.
- c. The grand Assembly may appoint a judicial committee to act on its behalf to hear referrals and appeals. The parameters of said Judicial Committee (constitution, term of office, powers, and etc.) shall be determined exclusively by the Grand Assembly, and shall be published as an appendix to the Codex Adjudicata.
- d. The Grand Assembly is not automatically called into session by the submission of an appeal or referral. The Grand Assembly may be called into session pursuant to the dictates of the Grand Assembly as published in the Codex Adjudicata."

D. **Tabled No report from Committee**

Proposals from the Committee on Knighthood. Tabled at the February 1999 Imperial Estates General Meeting.

1. At the Senate meeting of 7/98, it was proposed that the committee study the possibility of developing a proposal whereby certain ministry points might be worth more ministry participations than others based on the level of difficulty and service. A "sliding scale". We should have a report.
2. Also to be studied was the idea of gaining ministry points (either participations, or demo initiations) for autocrating events of for other ministry projects. It was suggested that in light of the current estates writ regarding classes, perhaps all we need to do is substitute "initiate, organize, and autocrat [insert number here] demonstrations or events" for the current language.

E. **No report from committee**

Formation, report or proposals from the Committee on Unprecedented Growth.

F. **Failed Yeah 18 Nay 27**

(Calling for Agenda Items, form and format of Agenda Items, Agenda Publication dates and requirements). Dame Allora's proposal: "Imperial Agenda submissions must be authored by at least one member of Adria and signed in support by at least two additional Members. If the submission signed by at least three names, it will not be placed on the Agenda and must be properly resubmitted."

IX. New Business.

## A. Motion to consider failed Yeah 22 Nay 24

Proposed Bylaws Amendment: ORDER OF THE MAGISTER (an alternative to knighthood; Dame Maedb):

**Commentary:** Adria is an organization very much founded on the principle of Knighthood. It is required for advancement in ruling and administrative roles. It does not, however, take into account that many people of the Middle Ages and Renaissance would have been able to become knights. Adrians are making a much more concerted effort to remain historically accurate in their recreations, and their personas. This precludes them from being able to fill certain roles in our organization unless they accept a position (knighthood) that would not have been historically possible. This proposal is an attempt to address the needs of the organization, historical accuracy, and desires of the populace, while remaining true to the ideals upon which Adria was founded.

Accession to knighthood is based on experience and participation points. Once a person attains these points, they are considered to be a knight candidate. At that time they decide to become a knight, or to not become a knight. I propose the formation of an Imperial Order of Non-Knights, so that they may have a third choice.

**Terminology:** The term “magister” is used as a synonym for professor. According to the OED, the term professor was used in the mediæval European Universities, at first simply as a synonym of Magister or Doctor (degrees being originally qualifications to teach). I had considered “professor” but found it was not a common English word in our time period. Again according to the OED, “magister” is a “mediæval and modern Latin title of academic rank, usually rendered by master, but occasionally employed Hist. or in speaking of foreign universities.” This reflects my desire to shift the focus of accomplishment and responsibility from the chivalric to the educational in this order.

“ORDER OF THE MAGISTER: In lieu of knighthood, a knight may choose to become a member of this order, rather than a member of the Chivalry. Members shall in every way be considered equal to a knight, save one: they are not members of the Chivalry. The requirements shall be the same as that of knighthood. A ceremony, with oath, shall be required. In any publication of the Adrian Empire, members of this order shall be considered equivalent to their knightly counterpart.

**TITLES:** Instead of ‘knight’, ‘dame,’ or ‘sir,’ members of this order shall be referred to as ‘magister’ (with no distinction for men or women as they are all masters and teachers of their field).

- Combatant Roll: Magister Bachelor, Magister Bannerette, Magister Champion
- Robe Roll: Magister Robe, Magister Doctor, Magister Master
- Minister Roll: Magister Minister, Magister Civil, Magister Doctor

**SUMPTUARIES:** Instead of a blue belt, Magisters shall be entitled to wear a blue badge upon their hat, bodice, shirt or belt. There shall be no other sumptuaries (if you want the perks of knighthood, be a knight.)

**OATH:** Every master shall swear an oath as part of his acceptance of Magistracy. This oath shall be phrased according to the wishes of the master candidate, but shall contain all of the following elements:

- To share their knowledge
- To support the Crown
- To uphold the bylaws of the Empire

**SQUIRES:** Just as recognizing knighthood does not easily fall into the personas of every Adrian, so, too, do we need to recognize that squireship does not. As an

alternative to squire, I propose that Masters be allowed to accept Apprentices who would in every way be equivalent to a squire. Instead of a red belt to distinguish their status, I propose they wear a red badge on their hat, shirt, bodice or belt.

TITLE SWITCHING: A knight may at some point in time find that their choice of the chivalry does not historically and accurately reflect the personas which they have created and researched. In this case, they may ask to be relieved of their vows as a knight, and may take the vows of the magister. These two items should be contained in the same ceremony. The release of vows must take place before the oath of the magister, for a person may be either a knight or a magister, but not both.”

**B. Motion to consider failed Yeah 22 Nay 23**

Proposed Bylaws Amendment: IMPERIAL MINISTRY REQUIREMENTS (Dame Maebd)

Commentary: At the last Estates meeting, many of the Imperial Ministry requirements were revised to eliminate the need for knighthood. There were three Ministry positions that were not included in these changes. This makes the current bylaws inconsistent as to their requirements. Looking at the accepted changes, and perceiving a trend toward experience and knowledge and away from rank, I make the following suggested changes to the remaining Ministry positions.

Article VIII. F. 1. Chancellor: Delete current language “Imperial - Knight Minister or higher Chartered Subdivision - Chamberlain or higher.” insert “Must be knowledgeable in the bylaws and manuals of the Empire. Imperial - must have held the position of Chancellor for a chartered subdivision (recommended at the ducal level or higher).”

**C. Motion to consider failed Yeah 13 Nay 32**

Proposed Bylaws Amendment: MINISTER OF JOUST AND WAR (Dame Maebd)

Article VIII. F. 6.: Delete current language “Imperial - Knight Bachelor or higher and Rector or higher Chartered Subdivision - Sergeant or higher.” insert “Must be knowledgeable in the combat requirements for the Adrian Empire and current combat manuals. Must be qualified as a combatant. Imperial - must have held the position of Minister of Joust and War for a chartered subdivision (recommended at the ducal level or higher).

**D. Motion to consider failed Yeah 11 Nay 32**

Proposed Bylaws Amendment: MINISTER OF ARTS AND SCIENCES (Dame Maebd):

Article VIII. F. 7.: delete current language “Imperial - Knight Robe or higher and Rector or higher, Chartered Subdivision - Master or higher.” Insert “Must have a working knowledge of the arts manuals of the Adrian Empire. Must also be willing to conduct collegiums and training sessions for the purpose of qualifying arts judges. Imperial - Must be willing to act as arbitrator and/or facilitator when requested (for both specific entries, and for specific tournaments). Imperial - must have held the position of Minister of Arts and Sciences for a chartered subdivision (recommended at the ducal level or higher).”

**E. Tabled to end of agenda at author’s request**

Proposed Bylaws Amendments: NON-EUROPEAN PERSONAS AND CULTURES (Dame Maebd):

Commentary: Adria has historically focused on the European view of the Middle Ages, to the exclusion of other cultures. People were not prevented from pursuing research into these cultures, but neither were they encouraged. With the extension of our timeline to 1603, other cultures were not only known to Europe, but were beginning to play a significant role in European history. I

feel it is necessary to highlight and define how it is we want to interact with non-European cultures within Adria, especially now so that we can guide our growth.

This proposal is based on these assumptions: we are all one Empire (and thus do not need separate bylaws, etc. for separate cultures); we are an educational organization (and should not ignore an opportunity to educate others as well as ourselves); we are able to accommodate non-European cultures in a historically accurate way (as far as modern day will allow); and, we will be able to enhance our game (and not detract from it in any way).

**MEMBERSHIP:** One person is one member. As it is with any member, they may play and participate at any function in any region that they wish. As it is with any member, they may hold office only in the chartered subdivision to which they belong.

**MANUALS:** The manuals in use in Adria shall be the same manuals in use by the non-European subdivisions. It's one Empire, one set of rules, one time period.

1. Article VII. Ministries: insert “Non-European subdivisions shall provide a system of terminology consistent with their stated culture, but in every way equal to the ministries and requirements outlined herein.”
2. Article VIII. SUBDIVISIONS OF THE EMPIRE: insert: “NON-EUROPEAN CULTURES: Separate subdivisions shall be recognized for the development of non-European cultures that existed in the same time frame as Adria as a whole, and were known to Europe during that time frame. These subdivisions will be deemed equal to all other subdivisions and must meet the requirement and responsibilities of all other subdivisions with these exceptions:
  - They may exist within the boundaries of previously chartered subdivisions
  - They must be dedicated, in their entirety, to a non-European culture
  - They must present, as part of their charter application, a structure of terminology that will historically represent their European counterparts (this will include titles of every level, including knightly, ministry, and awards). (Note: The structure shall remain the same, but the terminology shall be different)
  - They will be recognized as guests when they attend chartered subdivision functions of the European arena.
  - They will be recognized as guests when they attend chartered subdivision functions of the European arena.
  - They will recognize as guests any European arena members who attend their chartered subdivision functions.
  - They will be acknowledged as equal for any Imperial level considerations, but separate for any chartered subdivision considerations.
  - If creation of a separate chartered subdivision will negatively impact the current chartered subdivision, then creation of a subdivision shall be allowed, with the same guidelines as a chartered subdivision.”
3. Article IX. C. RANKS: insert “Non-European subdivisions shall provide a system of terminology consistent with their stated culture, but in every way equal to the ranks and requirements outlined herein.”
4. Article IX. D. TITLES: insert “Non-European subdivisions shall provide a system of terminology consistent with their stated culture, but in every way equal to the titles and requirements outlined herein.”

F. **Passed Yeah 37 Nay 6**

**Proposed:** Language addition/clarification of Article VIII, Section F (Sir Fredrick):

Commentary: All proposed changes are in bold italic (addition) or with strikethrough (removal).

## ARTICLE VIII: SUBDIVISIONS OF THE EMPIRE

### F. ESTABLISHMENT, ADVANCEMENT, AND CONTINUATION OF SUBDIVISIONS.

From time to time subdivisions within the Adrian Empire may desire advancement. This is to be encouraged and permitted as long as the prerequisite membership is achieved without reducing any other *chartered* subdivision below minimum standard and as long as the land the new subdivision *to be chartered* is claiming does not cross over or diminish the land of any other *chartered* subdivision not in the new subdivision. *Members of any unchartered subdivision (March, County, Barony or House) have the right to remove themselves from said subdivision at any time, even if taking this action reduces the estate below minimum numbers. The ruling noble or nobles must be made aware of this decision so that they may effectively manage their estate.* The following general procedures shall be followed for the initial establishment, and for the subsequent advancement, of subdivisions within the Adrian Empire.

Commentary: This is how this section has been interpreted by various Chancellors (including me when I was Imperial Chancellor). This proposal should clarify this section sufficiently so that it no longer is confusing to our members without having to refer to the free association clause (see A subdivision is based on the free association of their members within a chartered subdivision. and other portions of the Bylaws.

### G. **Passed Yeah 30 Nay 18 Ab 1 (request from body to count ab)**

**Proposed:** Language addition/clarification of Article VIII, Section B, part 1-b (Sir Fredrick):

Commentary: All proposed changes are in bold italic (addition) or with strike-through (removal).

## ARTICLE VIII: SUBDIVISION OF THE EMPIRE

### B. GENERAL REQUIREMENTS FOR CROWNS/RULING NOBLES.

#### 1. Qualifications are:

- b. Has held a **Royal Crown *with a successful completion of reign***, or has completed the Pax Regium if a first time Crown ***and the Estates vote that the reign has been successful***, or has attained the second level of Knightly Rank and served as a Duc for six months or longer ***with a successful completion of reign***. (Imperial Crown only).

### H. **Motion to consider failed Yeah 19 Nay 22**

**Proposed:** Language addition/clarification of Article VI, Section E, (Sir Fredrick/Dame Delia):

Commentary: All proposed changes are in bold italic (addition) or with strike-through (removal).

## ARTICLE VI: MEETINGS OF THE GOVERNING BODY

### E. OFFICIAL MEETINGS; IMPERIAL ESTATES CALENDAR

Members entitled to a seat by virtue of rank or office whose dues are not current, are under judicial ban, or have not attended at least two (2) official events in any subdivision within the previous six (6) months will be denied a seat. The membership entitled to vote at a Meeting of a Given Body is fixed as of the summoning of the meeting, ~~and may not be subsequently altered by any means.~~ ***No one may thereafter be denied a seat for any reason*** including expiration of dues, non-participation, ***or*** formation of new Estates, ~~or change in Estate held by a given member~~ until the meeting is concluded. A meeting is deemed summoned at the point of

minimum notice. The point of minimum notice is defined as thirty days for Chartered Subdivisions or sixty days for the Imperial Estates, unless waiver of such notice is granted by the summoned body. The Crown will convene the summoned Estates at the appointed time and place and the meeting will be presided over by the Chancellor. Upon completion of its statutory duties it is the privilege of the Estates to advise the Crown concerning any issue of interest.

1. ***Imperial Estates: The two senior Estates minor shall be fixed as of the summoning of the meeting. All Greater Estates formed after the summoning of the meeting shall be entitled a seat; it shall be the responsibility of the estate holder (or proxy) to provide proof of entitlement to the Imperial Chancellor before the Estates convene. It is not the responsibility of the Imperial Chancellery to provide an agenda to Estates formed after the summoning of the meeting.***
2. ***Estates of the Chartered Subdivisions: Any member entitled to a vote by virtue of Rank or Estate as of the convening of the meeting shall have the right to a seat.***

Commentary: The first paragraph mentions first how you may be denied a seat; then it speaks on how your seat cannot be taken away, but the current wording denies the rights of Estate holders and the rights of the chivalry (2<sup>nd</sup> level and above) from representation if that Estate was formed after the summoning of the meeting. Since the bylaws clearly state that estate holders have the right to represent their estate (see Article VIII, Section D & E), this language is to clarify that they cannot be denied that right based on when their Estate is formed. The reason the time restraint was originally added was due to the logistic nightmare of getting all of the Imperial agendas out; the language removing that responsibility seems to address the problem without denying anyone the right to a seat.

## I. **Motion failed Yeah 5 Nay 39**

**Proposed:** Language modification of Article IX, Section D, part 6 (Sir Fredrick/Dame Delia):

Commentary: All proposed changes are in bold italic (addition) or with strike-through (removal).

### **ARTICLE IX: AWARDS, ORDERS, RANKS & TITLES.D. TITLES**

#### **6. EARL/COMTESSA.**

The retired ruler or rulers of a Kingdom who have a successful completion of reign. They wear a silver and black chain of state. ~~Part of the Great Estates.~~ ***One retired ruler from each successful completion of reign will continue to be part of the Great Estates. If there are two rulers, they may choose to split their representation between the Local and Imperial Estates, one per estate body; they must state their intent to split their vote and how it will be split upon being named Earl and Comtessa.***

Note: This would not remove the rights of anyone who is currently part of the Great Estates. See Article VI, Section J.

Commentary: Currently the rulers of a Kingdom, representing 100+ members, have one vote during their reign. When they retire and represent only themselves and their vassals (a small fraction of the entire populace of the Kingdom), they are often awarded 2 votes, one for each title. This can allow them to not only cancel out the vote of the current King/Queen but cast another in opposition. This proposal is a compromise to the often-heard one to abolish the retirement vote. This proposal is written with the understanding that Kings/Queens often need more than a year to enact legislative change on the Imperial Estates.

J. **Motion to consider failed Yeah 19 Nay 23**

**Proposed:** Language modification of Article XV, Section B (Dame Delia):

Commentary: All proposed changes are in bold italic (addition) or with strike-through (removal).

**ARTICLE XV: PAX REGIUM AND INTERIM CIVIL WAR**

**B. INTERIM CIVIL WAR.**

An Interim Civil War may be called by any member who meets the qualifications for Crown. In the event that a challenge is presented by a qualified person, the Chancellor shall direct the Minister of War to plan, execute and autocrat a Civil War of either one or two day duration. In the event the Crown is successful, a new Pax Regium shall be instituted *for three (3) months or* for the duration of the time allotted to the Crown to rule, *whichever is less*. No Interim Civil War may be called against a Lord/Lady Protector, Viceroy, or Estate holder. Only the membership of the chartered subdivision may choose for whom they will fight, the distribution of all visiting members and participates shall be in proportion to the size of the army as set by the choice of the membership of the chartered subdivision. ~~In the case of an Imperial Civil War, the war must take place in a chartered subdivision other than that in which the Imperial Throne resides. If there are co-rulers who live in different chartered subdivisions, the war shall be in a chartered subdivision where neither ruler lives.~~

K. Proposals to Avoid Future Financial Shenanigans (as submitted by Koning Sir Durial Van Hansard): In order to help make recovering Adrian funds from defunct subdivisions, I think these steps might help:

**1 a . Passed as amended Yeah 25 Nay 23**

**Amended Language:** “All Adrian Empire, Inc. checks shall require two signatures.”

**b. withdrawn by author**

- 1). Mandating that all Adrian checking accounts requires two signatures:
  - a. Proposal: All Adrian Empire, Inc. checking accounts shall require two signatures;  
or,
  - b. Proposal: All Adrian Empire, Inc. checks shall require two signatures for all checks written over \$100.00. All future check orders printed shall have two signature lines and include this verbiage.

2). **Motion failed to get a second**

Insisting that the Imperial Steward be on all checking accounts (as per the Imperial Estates writ currently in effect).

Proposal: The Imperial Steward shall be a signer on all Adrian Empire, Inc. accounts. Signature cards shall be forwarded to the office of the Imperial Steward for all existing accounts every November, and upon opening any new accounts, and upon a new Imperial Steward holding office, and/or upon any need of replacement signature cards.

3). **Passed Yeah 39 Nay 8**

Requiring that all signatories sign a form agreeing that they explicitly accept financial responsibility for all expenditures that they authorize that are later rejected by their local Estates or rejected by the Imperium.

Proposal: All signatories shall sign an agreement stating that they explicitly accept financial responsibility for all expenditures they authorize. If the expenditures are not approved by their local Estates or not approved by the Imperium, the signatories will be financially responsible for reimbursing all funds authorized by their signature.

**L. Not an action item already Law**

Proposed bylaws amendment: move to delete Article IV.B. and Article IV.E. (King Sir Reilly).

Commentary: Because the change in the dues structure passed by the Estates-General this past November makes these sections obsolete.

Text of the proposed deleted Article:

“B. DISTRIBUTION

Distribution of dues paid shall be as follows: seventy (70) percent to the Imperial treasury and thirty (30) percent to the local treasury.”

**M. Not an action item already Law**

Proposed bylaws amendment: move to delete Article IV. E. (King Sir Reilly).

Commentary: Why? Because the change in the dues structure passed by the Estates-General this past November makes these sections obsolete.

Text of the proposed deleted Article:

“E. SCHEDULE

Membership dues are set at the following: Membership Type Semi-Annual, Single \$15.00; Annual \$25.00, Life 10 \* Annual Rate, Group +(\$3.00 \* X) +(\$5.00 \* X) N/A (X = per each additional member over the initial member).”

**N. Failed Yeah 11 Nay 33**

Proposed bylaws amendment: move to Article VI. J. be deleted (King Sir Reilly). Article VI.J reads as follows:

“VI. J. PROTECTION OF STATUS AGAINST LEGISLATIVE CHANGE

No member shall be deprived of any titles, office, lands, rights or courtesy by virtue of change in these Imperial bylaws without the consent of the member. This section shall not be cited to restrict the rights of a duly constituted Civil or Judicial court. This section shall not be cited to protect a title existent by virtue of landed estate where the estate no longer exists or the member no longer holds the estate.”

Commentary: What this means is any attempt to reform the existing Permanent Estates votes is dead in the water until this provision is repealed, repeal of this section is a necessary precursor to any change in the permanent voting rights.

O. **It was decided that because of interface with mundane Law that this Change would be adopted By executive action no objection was raised .**

Proposed bylaws amendment: move to amend Article XVI. B. to read:

“The Minister of War will then provide a copy of the first days battles to each contender. On the following morning, after Opening Court, the battles will begin. There shall be fifteen (15) war points consisting of three (3) light weapons battles, two (2) renaissance weapons battles, one (1) renaissance champions battle, two (2) armored battles, and one (1) armored champions battle and six (6) arts points consisting of three (3) from the masters’ tournament and three (3) from the knights’ tournament. At least four (4) group battles, one (1) champions battle, and three (3) arts points shall be decided on the first day. At the end of the day the top two (2) armies shall be allowed to continue the following day. The members of the eliminated armies must, prior to closing court, bind to a new army in order to participate the next day.”

Commentary: This amendment strikes the sentence “If the contender is a Knight Combatant, he must represent him/herself in the armored champions battle.” It makes no other changes than that.

It has been suggested that the current provision can provide an unfair advantage to a non-knight combatant who can choose the best combatant available to represent himself or herself, whereas a Knight Combatant, must rely only on his or her own skill.

There is also a possible problem with pregnancy and or the American With Disabilities Act, as a Knight combatant could very well be pregnant, and there is the very real possibility that a Knight combatant could become disabled after being knighted, and therefore unable to fight.

P. **The Estates so resolved**

Their Imperial Majesties submit the following resolution for consideration:

RESOLVED: That the Imperial Estates General resolve in principle that a Board of Directors should be elected from the Imperial Estates General. Said Board would have the powers granted it by the Imperial Estates General including at least the power to approve budgets, expenditures, and resolutions. The membership of said Board would be reported to the Arizona Corporations Commission.

This Resolution would have no legislative effect except to place any proposals for the Board of Directors on the November agenda. In the mean time, it would open up the issue for discussion.

In addition, Their Imperial Majesties wish to propose a series of sumptuary for titles, ranks, and ministries (crowns, chains, symbols, etc.) Lord Nigel and Baroness Genevra shall have proposals and counterproposals for consideration by the Estates. It is expected that they shall have them to you no later than the May 31, 1999 deadline.

**THIS IS THE END OF THE ACTION TAKEN BY THE ESTATES JULY 99**

# AGENDA for NOVEMBER 1999

- I. Call to Order
- II. Roll Call
- III. Consent Calendar
- IV. Minutes of the February 27-28, 1999 Meeting of the Imperial Estates General AND Minutes of the July 17-18, 1999 Meeting of the Imperial Estates General
- V. Minister's Reports.
  - A. State of the Empire.
  - B. Chancery Report: The Bylaws revision and update shall be presented by the November Meeting. The delay is solely the responsibility of the outgoing Chancellor Sir William who will complete the assignment.
  - C. Judiciary Report. Report on the outcomes of previous trials; and, the status of ongoing investigations or trials.
  - D. Steward's Report.
    - 1. Banking Resolution.
    - 2. Invoicing procedures (how detailed should Dede Chavez invoices be?), referred to Their Imperial Majesties.
    - 3. Report on Status of 501c3.
    - 4. Income Tax filing.
    - 5. Budget.
    - 6. Expenditure Action Items.
    - 7. Review of Imperial Steward's Manual.
  - E. Rolls' Report. Report on current status of new data management system.
  - F. Physicker Report. Report on reported injuries throughout the Empire.
  - G. Arts' Report.
    - 1. Judge's Manual.
    - 2. Current status of Arts in the Empire.
  - H. War and Joust Report. Report on the current status of the Combat Arts.
  - I. Chronicler's Report. Report on the "Adrian Herald".
  - J. Minister of Archery Report.
  - K. Sovereign of Arms report

Unto the Lords and Ladies of the Imperial Estates General does Their servant, Lord Nigel the Byzantine, Adrian Imperial Sovereign of Arms, send Greetings and Salutations. I pray this missive finds you and yours well and in good spirits.

My Lords and Ladies:

This Letter is designed to report to you on the activities of my Office this past reign. It will also bring you the opinion of the College regarding a certain Proposition before you, and offer some positive alternatives that do not require any major changes in the way the Empire operates.

To start off with, we would like to address the issue of Regalia (sometimes inaccurately called Sumptuaries).

## REGALIA

Proposition Q, due for consideration before the Estates in November, is very strict and limiting when it comes to the regalia of the Nobility. It limits each rank to certain specific numbers of points and gemstones on their coronets, as well as relentlessly regulating the size, shape, and composition of heraldic banners. The College believes that this sort of over-regulation smacks of modern-day military rank insignia, and is too detailed to be

fully comprehended by anyone but the most obsessed. We believe that this strict limitation of the design and style of crowns, coronets, circlets, chains of state, and banners stifles the creativity of the populace of Adria.

The College of Arms would like to offer a simplified listing of the Regalia, which makes it very clear who is entitled to what. It is based on relative position in the Order of Precedence, as well as voting rights and landedness. The list below is merely an adjunct, which will be published as a guide to all the Members of the Empire. Please note that nothing in the list below requires a change in any Bylaw, the list merely expands upon the Bylaws for the information of the Populace.

The Bylaws suggest that a Chain of State goes with a vote on the Estates. Therefore, those ranks which do not carry a vote on the Estates are not permitted a Chain of State. All non-Chivalric nobility are entitled to regalial headgear; ranks of Baron and above are permitted a coronet or crown, ranks below Baron are permitted a circlet. The Chains of State are divided into three groups: Precious metal for Estates Royal, mixed precious and base metal for Estates Major, and base metal only for Estates Minor.

The difference between a coronet and a crown is the rank of the person wearing it: Emperors, Empresses, Kings, Queens, Archdukes, Archduchesses, Dukes, and Duchesses all are entitled to a crown; all others so entitled wear a coronet. There is no stylistic difference; it is merely a matter of terminology. The difference between a coronet/crown and a circlet is that the former may have points, while the latter never does.

What follows is the College of Arms suggested adjunct to Article IX, Section D of the Bylaws, which takes into account the newly-created ranks of Archduchy and Viscount. Titles are listed in descending order of precedence, with Landed Estates listed by the name of the Estate rather than its rulers.

#### 1. Empire.

Estate Imperial, ruled by an Emperor and/or Empress. Ruler may wear a Crown and a gold Chain of State. Ruler may be addressed as “Your Imperial Majesty”, “Your Majesty”, “Your Highness”, or “Your Grace”. Ruler may be styled “Emperor <name>” or “Empress <name>” according to gender, or may use a non-English translation.

#### 2. Kingdom.

Estate Royal, ruled by a King and/or Queen. Ruler may wear a Crown and a gold Chain of State. Ruler may be addressed as “Your Royal Majesty”, “Your Majesty”, “Your Highness”, or “Your Grace”. Ruler may be styled “King <name>” or “Queen <name>” according to gender, or may use a non-English translation.

#### 3. Prince/Princess.

Estate Royal in own right. Retirement title granted to former rulers of the Empire. May wear a Coronet and a silver Chain of State. May be addressed as “Your Highness”. If a Protector of the Dream, may also be addressed as “Your Imperial Highness”. May be styled “Prince <name>” or “Princess <name>” according to gender, or may use a non-English translation.

#### 4. Archduchy.

Estate Royal, ruled by an Archduke and/or Archduchess. Ruler may wear a Crown and a gold Chain of State. Ruler may be addressed as “Your Royal Grace” or “Your Grace”. Ruler may be styled “Archduke <name>” or “Archduchess <name>” according to gender, or may use a non-English translation.

NOTE: This rank was created by the Imperial Estates in February 1999, and the design of its regalia was remanded to the College of Arms at that time.

#### 5. Duchy.

Estate Royal, ruled by a Duke and/or a Duchess. Ruler may wear a Crown and a gold Chain of State. Ruler may be addressed as “Your Royal Grace” or “Your Grace”. Ruler may be styled “Duke <name>” or “Duchess <name>”

according to gender, or may use a non-English translation.

6. Count Royal/Countess Royal.

Estate Major in own right. Retirement title granted to former rulers of a Kingdom. May wear a Coronet and a silver-and-black Chain of State. May be addressed as “Your Grace”. May be styled “Earl <name>” or “Comtessa <name>” according to gender, or may use a translation.

7. March.

Estate Major, ruled by a Marquess and/or Marchioness. Ruler may wear a Coronet and a gold-and-black Chain of State. Rulers may also be styled Marquis/Marquessa. Ruler may be addressed as “Your Excellency”. Ruler may be styled “Marquis <name>” or “Marquesa <name>” according to gender, or may use a translation.

8. Founding Viscount/ess.

Estate Major in own right. Title given to the Founding Members of the Adrian Empire. May wear a Coronet and a silver-and-black Chain of State. May be addressed as “Your Grace”. May be styled “Viscount <name>” or “Viscountess <name>” according to gender, or may use a non-English translation.

9. Knight Third Level.

Estate Major in own right. May wear a blue Belt, gold Spurs, and gold-and-black Chain of State. May also fly a Standard. May be styled “Sir <name>” or “Dame <name>” according to gender, or may use a non-English translation.

10. County.

Estate Minor, ruled by a Count and/or Countess. Ruler may wear a Coronet and a black Chain of State. Ruler may be addressed as “Your Excellency”. Ruler may be styled “Count <name>” or “Countess <name>” according to gender, or may use a non-English translation.

11. Viscount/ess.

Non-voting retirement title granted to former rulers of an Archduchy. May wear a Coronet. May be addressed as “Your Excellency”. May be styled “Viscount <name>” or “Viscountess <name>” according to gender, or may use a non-English translation.

NOTE: This rank was created by the Imperial Estates in February 1999, and the design of its regalia was remanded to the College of Arms at that time.

12. Shire.

Estate Minor, ruled by a Viceroy and/or Vicereine. Ruler may wear a Circlet and a black Chain of State. Ruler may be addressed as “Your Excellency”. Ruler may be styled “Viceroy <name>” or “Vicereine <name>” according to gender, or may use a non-English translation.

NOTE: This rank was changed in status from Minister to Crown by the Imperial Estates Meeting of February 1999, and the design of its regalia was remanded to the College of Arms at that time. The black Chain of State is in keeping with the Shire’s status as an Estate Minor.

13. Barony.

Estate Minor, ruled by a Baron and/or Baroness. Ruler may wear a Coronet and a black Chain of State. Ruler may be addressed as “Your Excellency”. Ruler may be styled “Baron <name>” or “Baroness <name>” according to gender, or may use a non-English translation.

14. Lord/Lady Baronet.

Non-voting title awarded by the Crown. May wear a Circlet. May be addressed as “Your Lordship”. May be styled

“Lord Baronet <name>” or “Lady Baronet <name>” according to gender, or may use a non-English translation.

15. Knight Second Level.

Estate Minor in own right. May wear a blue Belt, silver Spurs, and black Chain of State. May also fly a standard. May be styled “Sir <name>” or “Dame <name>” according to gender, or may use a non-English translation.

16. House.

Estate Minor, ruled by a Sire. Ruler may wear a Circlet and a black Chain of State. Ruler may be addressed as “Your Lordship”. Ruler may be styled “Sire <name>”, or may use a non-English translation.

17. Knight First Level.

May wear a blue Belt and silver Spurs. May be styled “Sir <name>” or “Dame <name>” according to gender, or may use a non-English translation.

18. Lord/Lady.

Non-voting title awarded by the Crown. May wear a Circlet. May be styled “Lord <name>” or Lady <name>” according to gender, or may use a non-English translation.

19. Squire.

Non-voting and non-precedence-bearing honorific, used for those in a special bond of vassalage to a Knight. May wear a red Belt. May be styled “Squire <name>”, or may use a non-English translation.

The College would like to further offer the suggestion that individual regions that wish to further differentiate their ranks as in Proposition Q should not be prohibited from doing so.

## MINISTRY BADGES

Proposition Q also addresses the badges assigned to the various Ministry positions. The College believes that having a badge for each and every Ministry position is what we term a SCABomination, that is to say, a non-Period practice we picked up from the Society for Creative Anachronism, to which our Founding Members used to belong. The College’s opinion is that only those Ministries that need to be readily identified by new members, or whose location at an event needs to be determined quickly, should have badges to identify them.

The reasoning behind this is that such ministers as the Chancellor or the Minister of Joust and War are obvious by their actions, and do not need special banners to identify them. At events such as a War, being able to instantly identify such offices as the Physiker or the Marshal is crucial, and so these Ministries need badges to identify them, out of practicality.

Therefore, these Ministries shall be identified as follows:

Arts & Sciences: Purpure, an oil lamp or. (Purple background with a gold Alladin’s lamp.)

Marshal: Sable, two swords in saltire argent. (Black background with two silver crossed swords.)

Physiker: Argent, a caduceus gules. (White background with a red caduceus.) A caduceus is the medical symbol which consists of a winged staff entwined with two snakes. Also known as the Staff of Mercury.

NOTE: This is arguably the most essential of the Ministries requiring instant identification at an event. The caduceus is an internationally-recognized symbol of medicine, and won’t get us in trouble with the International Red Cross the way the old Tau cross would.

Rolls: Sable, an open scroll argent. (Black background with a white scroll.)

Sovereign of Arms and Herald: Vert, a cross or. (Green background with a gold horizontal end-to-end stripe

overlying a gold vertical end-to-end stripe.)

Steward: Azure, three bezants. (Blue background, three gold circles arranged in a “V” formation.)

Imperial Ministers operating at Imperial Events may augment these banners with the gold fleur-de-lis of the Empire. Local Ministers may augment these banners with their local area’s badge.

All other Ministers not listed here may wear the badge of their local area, augmented by whatever design their local customs dictate.

## ORDERS AND AWARDS

Proposition Q also touches on various awards and orders, some Imperial, some not. The College of Arms has already registered the badges for most of these. We will list the Imperial-level badges here for your information. Holders of these awards may wear the badges as belt favors, pendants, or baldrics, and so forth. The badges are listed in descending order of precedence.

### 1. The Imperial Order of the Protectors of the Dream.

May wear the regalia as described for the rank of Prince/Princess. The Order may design for its members other regalia as they see fit. Companions of this Order rank in precedence with Princes and Princesses, except that the Protectors of the Dream rank in precedence ahead of all other Princes and Princesses, and Sir François de Coucy ranks chief among them as the Grandmaster of the Dream.

### 2. The Imperial Order of the Table Round.

Argent, a chalice or. (White background with a gold goblet.) This Order grants precedence equal to that of Viscount and Viscountess (non-Founding).

### 3. The Imperial Order of Saint Joan.

Argent, on a saltire gules a lily argent. (White background with a red X extending to the corners, at the intersection of the X, a white lily.) This Order grants precedence equal to that of Viscount and Viscountess (non-Founding).

### 4. The Imperial Order of the Nebula.

Sable, a semy of estoiles in gorges argent. (Black background with a spiral of white estoiles.) Estoiles are six-pointed stars whose points are elongated and wavy. This Order grants precedence equal to that of Barony.

### 5. The Imperial Order of the Comet.

Sable, a comet palewise argent. (Black background with a vertical comet, with the head at the top and the tail streaming down behind it.) This Order grants precedence equal to that of Lord Baronet or Lady Baronet.

### 6. The Imperial Orders of the Lion, Harp, Quill, and Talbot.

These are the four non-Knightly Orders created to reward prowess in the fields of Combat, Arts, Ministry, and Archery, respectively. The badge for each Order has a red background, with the symbol of the Order in gold. These Orders grant precedence equal to that of Lord or Lady.

NOTE: Since the Estates Meeting of February 1999 created the Archery Roll for Knighthood, and the regalia for that Roll was remanded to the College of Arms, a separate Order for Archery by necessity also had to be created by the Crown. The Talbot was chosen because it is a heraldic hunting dog, trained to retrieve prey after its master had shot it down with an arrow, hence its association with the Noble Discipline of Archery.

### 7. The Royal Star.

Argent, a mullet or. (White background with a gold five-pointed star.) Also known as the Star of Adria. This Order grants precedence equal to that of Lord or Lady.

8. The Royal Order of the Crown Companions.

Wears a garter around the upper arm in a colour determined by the wearer's rank. If the wearer is eligible for more than one color, only one garter is worn, traditionally the highest or oldest Knightly rank held, but it is generally up to the issuing Crown.

- Non-Knight – White
- Knight Combatant – Black
- Knight Artisan – Blue
- Knight Minister – Red
- Knight Archer – Green

This Order grants precedence equal to that of Lord or Lady.

9. The Royal Order of the Queen's Guard.

Azure, a fleur-de-lis or. (Blue background with a gold fleur-de-lis.) These are the ancient Arms of the Empire, which have been retained to honor the most noble and chivalrous of our Combatants. This Order grants precedence equal to that of Lord or Lady.

10. The Noble Order of the Crown Guards.

Sable, two spears in saltire or. (Black background with two crossed gold spears.) This Order grants precedence equal to that of Lord or Lady.

## ACTIVITIES OF THE IMPERIAL SOVEREIGN OF ARMS

This past year has been a very busy and prosperous one for the state of Heraldry in the Empire. Here are some of the accomplishments of the College of Arms this past year:

1. The Manual and Rules were written and implemented.
2. The Armorial (the list of registered devices by the holder's name) has been compiled and finalized.
3. The Letters of Registration and Return have begun to be published on a more-or-less regular basis. These LoRR's not only inform the regions of which new devices have been registered, but use each presentation as a teaching tool to educate the Sovereigns of Arms in the Rules and the concepts of counting conflict.
4. The first Roll of Arms (the list of registered devices, showing the actual pictures) has been published. It is expected that this project will be completely finalized by midyear 2000.
5. A cohesive structure for the College of Arms has been implemented, with encouraging results. The regional-based deputy system has proven quite useful, not only giving the local Sovereigns of Arms a point of contact, but also freeing up time for the Imperial Sovereign of Arms to work on such projects as the LoRR (above). This structure has also allowed for the training of future Imperial Sovereigns of Arms, so that future Contenders for the Imperial Crown will have several qualified choices when choosing to fill their Cabinets.

Certain other projects have been started this year, and are slated for completion in the coming months:

1. The compilation of the Ordinary (the list of registered devices by what those devices contain).
2. The Book of Ceremonies (in conjunction with the Church of Adria).
3. The College of Arms website is in its initial design stages.
4. The training program for beginning heraldry, including competency tests.

As Imperial Sovereign of Arms, I have assisted several regions in the design and staging of appropriate ceremonial for their Coronations, including Umbria, Aragon, Chesapeake, York, and TerreNeuve, as well as the Empire. I have written a Basic Knighting Ceremony, which has been handed out to many new Knight-Candidates to help them build a ceremony best suited to their individual personalities and desires.

It has been a challenge and an honor serving the Empire this past year, and I look forward to the promise of this new reign and the challenges that lie yet ahead.

In service to the Dream we all share,

Lord Nigel the Byzantine  
Adrian Imperial Sovereign of Arms

L. Hospitaller Report.

*Imperial Hospitaller's Report*  
*2<sup>nd</sup> Official Report for Marquessa Sebile, Imperial Hospitaller of the Adrias*  
*per the months of August – October*

August:

The Adrian Empire received six (6) total requests for the formation of new shires through-out the modern nation, including two areas of California not already included in Adria's boundaries, two areas of Texas, one location in New England, and one location in Washington. Of these inquiries made, only one Shire has been officially formed (Ridgecrest, California), and one other in the New England area is still in consideration (on the behalf of the members wishing to form the shire). Official Imperial Approval for all of the shires was received, however, the persons making the requests, in the majority of these cases, for whatever reason seemed to change their mind. This is a definite problem which needs to be explored, as something within the Empire might be leading to this decision for some of these prospective members.

Turn-around time with regards to the inquiries (above) was – in almost all cases – between 12 and 48 hours.

August:

I put out a request for contact, either via e-mail or in person at WIW, from the regional Hospitalers through-out the Adrian Empire and received very little feedback. However, many wonderful ideas were brought to my attention via the Royal Hospitaller of Esperance, and are included below for review by the populace of the Empire (some of the below are already utilized by many regional hospitalers):

- 1) IMPERIAL - Keep up-to-date "official" manuals and forms and make them available to any and all that ask for them. Be the "official distribution system" for \*ALL\* "official" and "approved" manuals and documents throughout Adria. Documents should go to the Imperial Hospitaller (Librarian?), then out to the local Hospitalers. (This would cut down on Imperial expenses getting the manuals out to the population and speed the distribution of new and changed manuals or forms. It would probably be most beneficial to have the documents sent out in a word processor format (i.e., Word 97), a "master" paper copy, and an online format version such as PDF (if that is what is decided upon by the Estates).
- 2) ALL HOSPITALERS - Help demo organizers by providing informative flyers and handouts for the general public.
- 3) ALL HOSPITALERS - Ensure new members don't fall through the cracks and get lost, by keeping a "Hospitaller's House" until the new member joins a regular Adrian household (too often new members don't understand the points system and don't get their points recorded properly, or are not made to feel welcome their first few events and they never come back, etc).
- 4) ALL HOSPITALERS - Keep a lost and found box (part of hospitality).
- 5) ALL HOSPITALERS - Provide the new member with all manuals according to interests (bylaws and NMG for everyone, fighters get the combat manual and artisans get the arts manual). Explain what and who the other Ministers are, and provide a contact list for them.
- 6) IMPERIAL - Maintain the New Member's Guide book and get it out to the local Hospitalers. Local Hospitalers should attach a current list of the local Ministers with contact information for them, and any other locally required information.

- 7) IMPERIAL - Maintain the main Adrian Empire web site (though this position might change to be a separate Ministry position at the Imperial level). Encourage the local Hospitalers to create and maintain web sites for their own areas with locally relevant information. If the local Hospitaler doesn't have web access or desire to make a web site, create one on the Imperial web site for them with information provided by the locality. Communication of all kinds is necessary to attract and keep members of Adria.

August:

The New Members Guide final revisions are made for this year's edition. Copies will be distributed to Their Imperial Majesties and all regional Hospitalers (or their Sovereigns) at this Imperial Estates Meeting for review, etc. All regional Hospitalers are encouraged to add their own information to the Guide for local distribution. A professional fantasy artist (Degreed) has been retained to illuminate the cover of the manual pro bono. Examples of the work will be available for viewing at the Imperial Estates Meeting. A set number of color-copies of this cover for each region will be voluntarily incurred by Marquessa Sebile (based on an average number of copies believed needed).

August:

Organizational lists are compiled for the benefit of regional Hospitalers and shall be available at this Imperial Estates Meeting.

September:

The new Ridgecrest Shire attended WIW and finalized their vital information following:

The Shire of Avernus (also formerly known as the "New Ridgecrest Shire")

Current membership count: 5

Clinton Karnos

Laura Covey

Michael Parker

Keli Schneberger

James Henry

Projected short term membership goal: 15

Physical/Geographical Boundaries: Indian Wells Valley, Owens Valley, Death Valley, and the eastern half of the Greenhorn mountains that are south of Independence. The southern border-line would be Highway 58 between the towns of Caliente and Barstow and Highway 15 between Barstow and the Nevada state line (the border towns inclusive.)

September:

An official Imperial Hospitalers chest has been developed, with much thanks to the March of Fyre Astolat of Umbria, Captain Patrick the Pirate, etc., at no cost to the Empire. This chest was much enjoyed at WIW and includes garb, fighting gear, weapons, feast gear, borrowable tents, etc.

October:

An official statement of the Adrian Empire and web address is released to "Open Directories Search Engine" as per (a portion of an e-mail) below:

Our official website address is: [www.AdrianEmpire.org](http://www.AdrianEmpire.org)

*(My) Official statement about Adria: The Adrian Empire is a national educational society dedicated to the rediscovery of the medieval era. As the first live-steel organization outside of the SCA, Adria has been*

*operating successfully in the United States for more than ten years and offers experience and knowledge in combat, arts, governing ministries and history.*

*Additional information basic information...: The Adrian Empire was formed by long-standing members of the Society for Creative Anachronism who endeavored to refine live-steel combat in all forms (meaning real steel weapons reminiscent of the era as opposed to rattan or wooden weapons). Adria's time-frame includes the years between 1150 and 1603, which makes the Adrian Empire far more specific to a period than most other re-enactment societies. Based on a fuedal system, the Empire has Kingdoms, Duchies and Shires all over the nation with respective governing nobles, etc., and numbers at roughly 1000+ members currently. To learn more about Adria, please visit our official website; or for detailed information, contact the Imperial Hospitaler at **Error! Bookmark not defined.***

Misc.:

Following Imperial War, a decline in the explosive interest in Adria is noticed. At one point, answering new inquiries and providing information required an average of 15 man-hours per week, Imperially. This has gone down steadily (at least on the Imperial level), to a very minimal amount of time.

All attempts on my behalf to contact outside agencies (i.e. Phoenix Police Department, etc.), regarding the possibility of setting up new youth programs and demo's have thus far gone unanswered.

15 New/Old Demo possibilities which have been brought to my attention and have been successful in the past:

Children's Charities  
Opera, Live Theatre entertainment, etc.  
College Fencing Clubs and Classes (community colleges and universities)  
Art Museums  
Historical Museums  
Openings of New Period-Authentic and Theme-Oriented Restaurants/Businesses  
State Fairs  
Community Fairs/Block Parties/Celebrations  
Local Psychic Fairs (usually at community centers)  
Shopping Mall Festivities (i.e. Romantic Chivalry for Valentine's Day)  
Church Functions  
Book Store Releases (fantasy/science fiction)  
Haunted Houses (at Halloween)  
Local Music Venues  
Parades

-----END OF REPORT-----

VI. Crown Writs for action

### **IMPERIAL WRIT SIW of 8 /10/99**

It has come to Our attention that knight Combatants have in the past, and continue in the present, to attempt to settle their disputes via armed Combat. While this in and of itself is not a great concern to the Imperial Crowns, the nature of this combat most certainly is. Some knights are using this form of conflict settlement to attempt to bully or intimidate their fellows. They do this by requesting that this combat be by 'Knightly Combat' and that it be to the Yield. These knights have described this 'Knightly Combat' to mean, basically anything goes and everyone else butt out. This is a fallacy and We will not allow this to continue.

First off, the description of 'Knightly Combat' is flawed. Knightly Combat is, and shall always remain, to be described as allowing grappling between the combatants. That is all. It does not give the combatants the right to hit as hard as they want, to punch, gouge, kick and otherwise maim themselves. Nor does it mean that they can ignore the commands of Marshals. Nowhere in the By-Laws or the Manual of Combat are knights given the right to simply put aside a marshal for a duel.

Second, Nowhere is it written that knights have a right to settle their differences through a 'Fight to the Yield'. This type of activity is not only extremely dangerous to the combatants, but opens the organization to possible litigation, both civil and criminal.

Also, since these forms of combat are not allowed in the Manual of Combat, our insurance company would have every right to cancel our policy in the event that they were ever made aware of it. These very knights, who will no doubt complain that their rights are being taken away, forget that their first duty is to safeguard the well being of the Empire. We will not condone an activity that will likely promote injuries to our members, and violates almost every rule of safety we have in place. This form of intimidation belongs in a back alley, and should remain there, not on the fields of honor in the Adrian Empire.

Therefore we do hereby ban any and all duels or challenges that attempt to make use of Knightly combat in any form other than what is expressly provided for in the Manual of Combat, and/or that attempts to be settled through a duel to the Yield. Any and all duels, defined as combat whose sole purpose is to resolve a dispute or question of honor, must be marshaled by at least 3 Marshals, and will comply with the standard Adrian practice of best 2 out of three passes, with ALL shots being called by the marshals. Any Knights found violating this Writ shall be charged with Conduct Unbecoming a Knight, and We shall seek to have them expelled from the Chivalry.

Adria offers many means to resolve our differences. mediation, Civil or Criminal Suit, and yes the duel. We should not, nor will we ever condone or support any mechanisms in which one may prevail through physical intimidation. And any Knight who chooses to try and settle his dispute through mediation or Court, should never be looked down upon. Every member of The Adrian Empire has the right to feel safe when settling a dispute. Adria shall live by the axiom of Might For Right, not Might Makes Right.

By Our Hand on this Day August the 10th 1999,

Stefanus Imperator  
Tsar of all the Adrias

## **VII. OLD BUSINESS FROM PREVIOUS ADGENDA**

### **A. Proposal Bylaws Amendment: Sumptuary Rights (Baroness Ginevra O'Bryan)**

Commentary: This Proposal is **not** an all or nothing proposal. The writers of this proposal do not wish the proposals be voted on as a package, but the proposals be reviewed independently and voted on independently. The material is organized: Titles, Forms of Formal Address, and Regalia.

1. Sumptuary Rights, Landed and Non-landed, by Rank: A Crown should be at least  $\frac{3}{4}$  inch in width. A circle cannot be more than  $\frac{1}{2}$  in width. Cabochons may not be clear or faceted (i.e. stones like diamonds or rubies and so on).
  - a. Emperor/Empress; Imperial Majesty; Crown of Gold with 8 points and 7 Cabochons; a silver fleur-de-lis, a Gold chain, and a Banner;

- b. Prince/Princess; Imperial Highness; Crown of Silver with one gold fleur-de-lis, and Silver chain with a Gold link;
  - c. Heir Apparent: Imperial Highness; Crown of Silver with one gold fleur-de-lis, and Silver chain with a Gold link;
  - d. King/Queen; Royal Majesty; Crown of Gold with 6 points and 6 Cabochons, a Gold Chain, and a Banner;
  - e. Prince/Princess; Highness; Crown of Gold with 5 points and 4 Cabochons, a Silver Chain, and a Banner;
  - f. Arch Duc/Duchess; Royal Grace; Crown of Gold with 4 points and 4 Cabochons, a Gold Chain With a Silver link, and a Banner;
  - g. Duc/Duchess; Royal Grace; Crown of Gold with 3 points and 3 Cabochons, a Silver Chain With a gold link, and a Banner;
  - h. Lord/Lady Protector; Lord/Lady Protector; Same as the seat they sit, (i.e., Imperial Lord/Lady Protector would be the same as the Imperial Majesties);
  - i. Earl/Comtessa; Grace; Crown of Gold with 2 points opposing each other and 4 Cabochons, Black and Silver Chain, and a Banner;
  - j. Marquis/Marquessa; Excellency; Crown of Gold with 2 Points and Cabochons, Black [and] Gold chain, and a Banner;
  - k. Founding Viscount/Viscountess; Grace; Crown of Silver with 1 point and 3 Cabochons, Black [and] Gold chain, and a Banner;
  - l. Viscount/Viscountess; Grace; Crown of Silver with 1 point and 1 Cabochon, Black [and] Gold chain, and a Banner;
  - m. Count/Countess; Excellency; Crown with pearls, Gold chain with 2 Silver links, and a Banner;
  - n. Viceroy; Excellency; Gold circlet of ½ inch, and a Banner;
  - o. Baron/Baroness; Excellency; Gold Crown of 1 point, Black Chain with 1 Silver link, and a Banner;
  - p. Lord/Lady Baronet; Lord/Lady; Gold and Silver Metal Entwined Circlet of ½ inch;
  - q. Household Sire; Sire; Gold circlet of ¼ inch, Black chain, and a Banner; and,
  - r. Lord/Lady; Lord/Lady; Silver Circlet of ¼ inch.
2. Sumptuary Rights: Knightly Ranks:
- a. Third Level Knights:
    - i. Knight Champion; Sir/Dame; Blue belt, Banner, Gold spurs, Gold and Black chain;
    - ii. Knight Premier; Sir/Dame; Red caplet with silver and gold Piping, Blue belt, Banner, Gold Spurs gold and black chain; and,

- iii. Knight Masters; Sir/Dame; Red Robe with Silver and Gold Piping, Blue belt, Banner, Gold Spurs, Gold and Silver chain.
- b. Second Level Knights:
  - i. Knight Bannerette; Sir/Dame; Blue belt, Banner, Gold and Silver spurs, Black chain;
  - ii. Knight Civil; Sir/Dame; Red Caplet with Silver piping, Blue belt, Banner, Gold and silver Spurs, Black chain; and,
  - iii. Knight Doctor; Sir/Dame; Red Robe with Silver piping, Blue belt, Banner, Gold and silver Spurs, Black chain.
- c. First Level Knights:
  - i. Knight Bachelor; Sir/Dame; Blue belt, Silver spurs;
  - ii. Knight Minister; Sir/Dame; Red Caplet, Blue belt, Silver Spurs; and,
  - iii. Knight Robe; Sir/Dame; Blue robe, Blue belt, Silver spurs.
- d. For those that have a number of Knighthoods, a badge or favor of Black for Combat; Red for Ministry; and, Blue for Arts. No trim or piping for 1<sup>st</sup> level. Silver trim for 2<sup>nd</sup> level. Two rows of trim or piping for Third level: the inner row, Silver; and, the outer row, Gold. These show the Different levels of Knighthood. The above are Knightly rights, they are **NOT** mandatory.
- e. Squire; Squire; Red belt.
- f. Man at Arms; Man at Arms; Green belt.
- g. Page; Page; Yellow belt.
- h. Lady in Waiting; Lady in Waiting; Favor as seen to be given.
- i. A Squire can have a Man at Arms, a Lady in Waiting or a Page. A Man at Arms or Lady in Waiting can only have a Page. An Estate holder can have a Man at Arms, a Lady in Waiting or a Page. A Knight is the only one who can have a Squire.

5. Sumptuary Rights: Ministry:

Each Minister shall be entitled to wear the badge of the office s/he holds. The Physicker, Herald and Marshal must wear a tabard when on the field. All other Ministers may wear a tabard if they so choose. Each minister shall have a pennoncel. The first half of the pennoncel shall consist of either the Imperial Arms for the Imperial Officers, or the Arms of the Chartered Sub-Divisions for local Officers. The second half of the Pennoncel will consist of one of the following, according to office:

- a. Chancellor: Gold Ring on a Blue Field;
- b. Rolls: Gold Scroll on a Black Field;
- c. Steward: 3 Gold Coins on a Green Field;

- d. Sovereign of Arms: A Gold fleur-de-lis in the upper left hand corner on a Blue Field, Gold Tudor Rose W/Red Seeds in the center on both Fields, A Gold Royal Crown, in the upper right hand corner on a Green Field;
  - e. Chronicler: A Gold Quill on a Blue Field;
  - f. Joust: A Gold Sword on a Red Field,
  - g. War: Gold Crossed Pole Axes on a Red Field, or
  - h. Joust and War: split the area horizontally in half, and place the sword over the crossed pole axes;
  - i. Arts: Silver needle and thread on a Black Field,
  - j. Sciences: A Gold sextant on a Black Field, or,
  - k. Arts and Sciences: split the area horizontally in half, and place the needle and thread over the sextant;
  - l. Hospitaler: A Silver chest on a Blue Field;
  - m. Physicker: A Red Tao Cross on a White Field;
  - n. Herald: 3 Gold trumpets on a Blue Field; and,
  - o. Marshal: Silver scale on a Black Field.
6. Sumptuary Rights: Awards: The following are Award sumptuary rights. Royal and Imperial Crowns give them out. ONLY the recipients of these awards are allowed to wear them.
- a. Royal Star: A Gold mullet (star) on a Black Field;
  - b. Imperial Nebula: A Black Spiral of estoiles on a White Field;
  - c. Imperial Comet: A Silver Comet on a Black Field;
  - d. Imperial Lion of Adria: A Gold Lion sedant on a Red Field;
  - e. Imperial Harp of Adria: A Gold Harp on a Red Field; and,
  - f. Imperial Quill: A Gold Quill on a Red Field.
5. Sumptuary Rights: Orders: The Members of the following Orders are entitled to the following sumptuaries:
- a. Royal Order of the Crown Companion:
    - i. Non-Knights: White Garters;
    - ii. Knight Combatants: Black Garters;
    - iii. Knight Robe: Blue Garters; and,
    - iv. Knights Minister: Red Garters.
  - b. Royal Order of the Queen's Guards: Silver Fleur-de-lis on a Blue Field;
  - c. Noble Order of the Crown Guards: 2 Gold Spears crossed on a Black Field;

d. Imperial Order of the Knights Round: Gold Chalice on a White Field;

e. Imperial Order of Saint Joan: A Red Saltier Cross with a White Lilly in the middle of the cross on a White Field;

f. Royal Order of Saint Bridget: A Red Flame in base, A green pair of antlers on a Black Field;

(Note: The following Orders reflect those awarded in Terre Neuve. Others subdivisions may have regional Orders, including the Imperium).

g. Royal Order of the Celestial Raven: A Gold Raven with Gold Stars above the head of the Raven on a Red Field;

h. Royal Order of the Golden Claw: Gold Scorpion Claws on a Red Field;

i. Royal Order of the Cheese: Sash of gold with holes in it; and,

j. Royal Order of the Rose: Three colored Roses, one of Red, One Silver/white, and one Gold

B. Amend Article I: General.

1. Delete: [1150]; and, insert “850”.

Or

2. Delete [1150]; and, insert “1066”.

Commentary: These amendments are presented at the request of early period personas. The either result, 850 to 1603 or 1066 to 1603, would allow for Vikings and Saxons historically present prior to Norman England.

C. Amend Article I. General.

Insert as the second sentence: “In recreating chivalric history the Adrian Empire, Inc. shall not include firearms as any part of its activities.”

Commentary: Guns were the “death of Chivalry” and while historically present from the Fourteenth Century; we choose not to use them or deal with the dangers they can present.

D. Amend Article III. F.:

Insert as the third sentence: “These rules shall not preclude formation of political rather than geographical subdivisions; but, any request to divide a chartered subdivision into two or more such political subdivisions must be with the consent of the Estates of the subdivision affected, the Imperial Crown, and the Imperial Estates General.”

Commentary: It has been suggested that territorial exclusivity has led to lost membership and competition with other organizations, that members feel forces them to join another club to play the game.

E. Amend Article V. B. (Dame Rose of Aberlone):

Insert as the second sentence: “The official event shall be considered suspended or over during any hours alcohol is permitted, with the exception of the judging of Arts entries.”

Commentary: When alcohol consumption begins the legitimate educational activities are not generally taking place, members’ behavior is affected; and, mundane disturbances are best resolved mundanely.

F. Amend Article VIII. B. 1. B.: Imperial Crown Qualifications.

Delete: [or]; and, insert a semicolon. Delete the period [.]; and, insert “; or, attained the Third Level of Knightly Rank.”

Commentary: This amendment will open the pool of qualified candidates to Third Level Knights whether they have served as Crowns or not, and is consistent with the progressive requirements for other candidates.

G. Amend Articles IV., XV., and XVI.

1. Amend Article VI. F. 1. a.

Insert “elect the Imperial Crown(s) by a simple majority and. . .”

If passed:

2. Amend Articles XV. and XVI.

Delete all references to Imperial Crown or Civil Wars and set the election during the November Meeting.

Commentary: A real Imperial Crown War is unworkable even multiple site versions cannot fully allow all regions to participate; but allowing all representatives to vote will. In addition, the amendment will simplify the Bylaws by eliminating these complex provisions.

H. Amend Articles XV. and XVI. B. Conduct of War – War Points.

Delete [fifteen (15)]; and, insert “seventeen (17)”. Delete the period [.] at the end of the second sentence; and, insert following “tournament”: “two archery points consisting of one (1) Masters’ Tournament and one (1) Knights’ Tournament.”

Commentary: The addition of archery necessitates its inclusion in Crown and Civil Wars just as combat and arts but due to range availability the two tournaments should not be required to be held specifically at the same site or particular day, flexibility is required here.

X. Committee Reports.

XI. Protectors of the Dream.

A. Sir William Baine respectfully declined;

B. Sir Stephan, HIM;

C. Dame Katayana, HIM;

D. Sir Mathghamhain, Prince;

E. Sir Winfred, HRM Aragon; and,

F. Dame Anginette, HRM Aragon

G. Queen Jericho of York

For some reason, Queen Jericho of York was left off of the nomination list on the last agenda. She should be put back on. I nominate her. (Sir Nicolai )

## VIII. NEW BUSINESS

### NB I.

Proposal to amend the bylaws to re-establish the distribution of funds between the empire and the local chartered subdivision. (Lord Terrin Greyphis) a & b , c by the chair

- a. Proposed split: 50% empire / 50% local chartered subdivision
- b. Alternate split: 60% empire / 40% local chartered subdivision
- c. Alternate split 70% Empire / 30 % local Chartered Subdivisions

Commentary: By Author

At the July 1999 estates meeting, the steward's report showed that with the new dues rate, the budget could easily be met including both an emergency fund and the payment of a large, one-time expenditure for our change in tax status. Furthermore, it appears that only half of the budget was needed indicating that the empire, when showing reasonable financial responsibility, did not need both a dues increase and a distribution split increase. This coming year, we have no such one-time expenditure and no reason to double the amount of money that the empire spends. I propose to leave the dues amounts as they now are, but to allow the subdivisions to again get a portion of the money.

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## NB II

Proposal to adjust procedures used by the stewards of chartered subdivisions.( Lord Terrin Greyphis)

At the July 1999 estates meeting, procedures were changed to mandate dual signatures on all checks issued. I propose that this procedure be modified such that kingdoms only be required to do have two signatures for checks in excess of \$100.

Commentary: (Lord Terrin Greyphis)

This change of procedure was clearly a backlash of fear as a result of the collapse, without proper accounting, of a relatively new subdivision in the east. With the addition of the personal responsibility statements, we now have a more clear paper trail to use to collect such money. If a young subdivision is not willing to sign a responsibility statement, then don't allow them a local bank account. In addition, I think that subdivisions that have proven themselves, should be treated with a little of the respect that they have earned and not burdened with procedures that should no longer be necessary.

---

### NB III

Another proposal to adjust procedures used by the stewards of chartered subdivisions.

Allow one of the signatories on check that requires two signatures to be the crown or the chancellor.

Commentary : (Lord Terrin Greyphis)

Good accounting practices dictate that s/he who approves the expenditures should not be s/he who has the power to cut the check. When we only required one signature for all checks, preventing the crown and chancellor from being on the account followed this practice. Our change in procedure was to require two people to be involved when writing a check to make it more difficult to abscond with our funds. There is no reason why one of the signatures on a two signature check cannot be the person authorizing the expense.

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### NB IV

Peport from Umbria on Heavy Renn. And proposal report to be given verbally by HRM Duriel

- a. Proposed : (by the Chair )  
that the Manual of combat be amended by Crown writ to include the rules and armor requirements for Heavy Renn.
  - b. Proposed: ( Sir Duriel )  
That Heavy Renn wins count as Steel wins for progression towards second and third level combat knighthood.
- 

### NB V

first proposed for July 99; re-proposed By the Chair

a.

X. Amend Articles XV. and XVI. B. Conduct of War – War Points.  
Delete [fifteen (15)]; and, insert "seventeen (17)". Delete the period [. ] at the end of the second sentence; and, insert following "tournament": "two archery points consisting of one (1) Masters' Tournament and one (1) Knights' Tournament." This may be conducted off sight and at different time if necessary . to be conducted by Crown writ is held off sight and different time than IMP WAR .

Commentary: The addition of archery necessitates its inclusion in Crown and Civil Wars just as

combat and arts but due to range availability the two tournaments should not be required to be held specifically at the same site or particular day, flexibility is required here.

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## NB VI

proposal for BoD in response to Estates resolution July 99 ( Sir Nicolai)

Introduction by Sir Nikolai: "The two-house system, Senate/Grand Assembly, was abolished in February of this year. The reason was that the ratification procedure was much too cumbersome and was never executed properly. On the other hand, the effect of re-merging the two houses was to create a Board of Directors so large as to make quick action impossible. Furthermore, meeting our reporting requirements to the Arizona Corporations Commission has been essentially impossible, as we have to keep track of approximately 50 Board Members, and continuously update the Commission as to when each member changes. Changes happen every time Estates change in a local region. To avoid this problem, a resolution was proposed in July whereby the Estates might elect a "Board of Directors" (which could serve for a year and do the things the Senate used to do). Below, please find a proposal which fleshes out that resolution. You will find the terms very familiar, as they track well with traditional Adrian Law, but eliminates the cumbersome ratification process. Instead, it makes the actions of the Board of Directors subject to being irrevocably overruled by the Imperial Estates General. This is analogous to other corporate models wherein the Board is ultimately beholden to a body representative of the members."

### 1. Board of Directors (Bylaws amendment):

- a. That Article VI.F. be amended to allow the Imperial Estates General to elect from its body a Board of Directors.
- b. The number of Directors on the Board, the term of office of each Director, and powers of the Board of Directors shall be as set forth by The Imperial Estates General by Imperial Estates Writ (majority vote). Said Imperial Estates Writ(s) shall not be modifiable by the Board of Directors under any circumstances.
- c. That the Imperial Chancellor be authorized and directed to include the appropriate language in Article VI.F. to effect this act.

### 2. Board of Directors (Estates Writ):

a. The number of Directors shall be [3] or [5] or [9] [choose one]. The Emperor or the Empress (at the Imperial Crown's option) shall always be one of the members.

b. The term of office shall be for approximately one year between meetings of the Imperial Estates General (currently in November). At each such annual meeting, Directors will be elected for the next annual term. Directors may succeed themselves. A Director may be removed prematurely by action of the Imperial Estates General, the action of a duly convened Court of Justice, or by a vote of all other Directors (so long as the Board has more than two members). Directors may resign, or cease to serve through death or incapacity. The Board may fill empty Director positions by majority vote pending a full election at the next annual meeting of the Imperial Estates General.

c. The Board of Directors shall have the powers and duties outlined for the Imperial Senate in the 1997 Bylaws as revised by the Imperial Chancellor. The Imperial Chancellor is authorized and directed to specifically delineate said powers in publishing this Imperial Estates Writ. Actions of the Board of Directors shall not be subject to ratification by the Grand Assembly (which no longer exists); however, nothing in this Imperial Estates Writ shall be construed as depriving the Imperial Estates General of the power to irrevocably overrule an action by the Board of Directors at any time. Conversely, although the Board of Directors shall have the power to amend acts of the Imperial Estates General, including Bylaws (excepting Article VI.), the Imperial Estates General shall always retain the right to withdraw or limit that power in its discretion.

### 3. Limits on Powers of the Board of Directors:

Introduction by Sir Nikolai: "What follows was a series of proposals originally before the Estates in February of this year. The proposals were withdrawn as moot when the Senate was abolished. With the return of the Board of Directors, these proposals once again have currency. The concern is this: The reason the Senate/Board had no power over Article VI (effective May, 1994) was because we were concerned that the Senate/Board would otherwise be able to change the composition and powers of the very Imperial Government which oversaw its actions. Now (since November, 1997), the composition of the Imperial Estates General has spilled over somewhat into Article VIII, where Duchies, Archduchies, and Shires are currently defined. In fact, there are sections of Article VI which now refer to Article VIII (since November, 1997). Also, the composition of the Imperial Government is somewhat affected by Articles III (membership), Article XIV (term of

office), Article XV (pax regium and interim civil war), and Article XVI (crown war). As these sections affect the composition of the Imperial Government, I believe it appropriate that the Board of Directors NOT be given power to modify these sections. That way, even in the unlikely event that the Board runs amok, it could take no action which would alter the Imperial Estates General, which have ultimate authority over the Board. This not unusual corporate procedure. The Bylaws of many corporations provide for Bylaws sections which may not be amended by the Board, but only by the Shareholders (for-profit corporations) or the Members (not-for-profit organizations), or the representative body which acts on behalf of the Shareholders/Members (e.g. the Estates). These Bylaws sections become the Estates' "Bill of Rights." Therefore, I propose the following, to be voted on individually."

a. The Board of Directors shall have no powers with regard to Article VIII.

b. The Board of Directors shall have no powers with regard to Article III.

c. The Board of Directors shall have no powers with regard to Article XIV.

d. The Board of Directors shall have no powers with regard to Article XV.

e. The Board of Directors shall have no powers with regard to Article XVI.

#### 4. Extreme Limits on the Board of Directors:

Introduction by Sir Nikolai: "Of course, if the Estates so chose, we need not give the Board the powers of the former Senate. We could limit the Board's powers to just approving budgets, expenditures, and charters; and to the passing of non-binding resolutions of corporate policy. This would create a Board which could do very little. On the other hand, even having a very weak Board of Directors would solve the problem of reporting to the Arizona Corporations Commission. For the ultra-paranoid, I propose the following. It would be instead of paragraph c of the Board of Directors (Estates Writ)."

a. The Board of Directors shall only have the power to approve budgets, expenditures, and charters, and to pass non-binding resolutions of corporate policy. Nothing in this Imperial Estates Writ shall be construed as depriving the Imperial Estates General of the authority to

irrevocably overrule the actions of the Board of Directors; nor to abridge the right of the Imperial Estates General to withdraw or limit the powers of the Board of Directors.

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NB VII

Proposal New Combat Manual ( G. Lagersuffer )

Proposed Manual of Combat  
Of the  
Adrian Empire, Inc.  
November 1999

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Being a Manual of the procedures for the Minister of Joust within the Adrian Empire Revised during the reign of their Imperial Majesties, Sir Stefan and Dame Katayana being the year thirteen anno Adriano.

By: Lord Gerhard Lagersuufer, Royal Minister of War and Joust of the Right Noble Kingdom of Esperance.

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# Table of Contents

## Error! Bookmark not defined.

<a href="#">II.</a>	<a href="#">Previous Versions of the Combat Manual</a> .....	4
<a href="#">III.</a>	<a href="#">General Rules and Requirements</a> .....	4
<a href="#">IV.</a>	<a href="#">Armed Combat Styles and Levels</a> .....	4
<a href="#">V.</a>	<a href="#">Rules of Combat</a> .....	5
<a href="#">VI.</a>	<a href="#">HOLD!</a> .....	9
<a href="#">VII.</a>	<a href="#">Optional Rules for Tournament</a> .....	9
<a href="#">VIII.</a>	<a href="#">Armor Standards</a> .....	11
<a href="#">IX.</a>	<a href="#">Weapon Standards</a> .....	14
<a href="#">X.</a>	<a href="#">Shield Standards</a> .....	18
<a href="#">XI.</a>	<a href="#">Exotic Weapons and Shields</a> .....	19
<a href="#">XII.</a>	<a href="#">Weapon and Shield Grandfather Clause</a> .....	19
<a href="#">XIII.</a>	<a href="#">The Sword Oath</a> .....	19
<a href="#">XIV.</a>	<a href="#">Ministry Offices</a> .....	20
<a href="#">XV.</a>	<a href="#">Marshal's Guidelines</a> .....	21
<a href="#">XVI.</a>	<a href="#">Dispute Resolution</a> .....	25
<a href="#">XVII.</a>	<a href="#">Experimentation</a> .....	27
<a href="#">XVIII.</a>	<a href="#">Procedures for Combat Authorization</a> .....	27
<a href="#">XIX.</a>	<a href="#">Addendum A: Combat Authorization Form</a> .....	31

## I. Foreword

To my Noble reader, do I send heartfelt greetings and salutations;

Upon accepting the position of Minister of War and Joust for the Right Noble Kingdom of Esperance, I was given what seemed at first to be a simple task... to improve combat within the Adrian Empire wherever possible. So I set out to research historical combat and find ways to make our combat system more accurately reflect what the typical medieval/renaissance combatant could expect to experience without impinging on safety, as well as try to clarify some of the inconsistencies of the current manual. At first I thought that I could propose some minor writs here and there to accomplish this task, but over time there grew enough writs to just write an entirely new manual.

This work is the culmination of my journey.

In the past few years, I have seen Adria grow in many different directions. What this manual attempts to do is homogenize many different thoughts and opinions I have heard through the years into a solid whole that will hopefully open the doors of Adrian Empire combat into the next millennium, give us growing room, and empower the individual subdivisions to create their own martial cultures. I have attempted to give the individual subdivisions more empowerment by creating optional rules that they can implement according to their own wants and desires.

What I have done with this manual is simplified and clarified the previous one as well as added some additional sections on marshaling and combat authorizations. I know that change comes slowly to Adria, and some of the ideas in this manual are different than our normal mode of operation. All I ask is that you, my Noble reader, give this manual some serious thought and decide for yourself if you feel my proposal will actually make a better combat experience in Adria, as above all this is the goal.

This may be the culmination of my journey, but just the beginning of tomorrow. I task each of you to look at the bright future of Adria and let's work together to get there.

Honos Servios;

Lord Gerhard Lagersuufer  
Royal Minister of War & Joust of the Right Noble Kingdom of Esperance  
Sire Haus Gladius, Barony von Lagersuufer

## **II. Previous Versions of the Combat Manual**

The Manual of Combat of the Adrian Empire, November 1999 shall supersede all previous Manuals of Combat. The previous manuals are, but not limited to, the following:

1. Manual of Combat, January 1992.
2. Manual of Combat, August 1994. (Never approved by the Estates.)
3. Manual of Combat, July 1996.
4. Manual of Combat, November 1997.

## **III. General Rules and Requirements**

***A. Combat within the Adrian Empire is a martial art. Anyone wishing to participate should be in sound physical condition. It is strongly recommended that prior to engaging in the combat arts, a person should receive a medical exam. This is solely the option of each person and under no circumstances will the Adrian Empire or any of its members be responsible for the consequences to anyone's health that chooses to participate in the combat arts. Under no circumstances, regardless of stage, shall a pregnant woman be allowed to participate.***

***B. All participants in combat shall acknowledge that there are dangers inherent in combat in the Adrian Empire. Participants shall assume unto themselves all risk and liability for injuries sustained. All must sign a waiver of liability before participation in combat within the Adrian Empire.***

***C. The minimum age requirements for training and participation within the Adrian Empire areas follows:***

1. Light Weapons and Light Renaissance 13 years of age.
2. Heavy Renaissance and Armored are 16 years of age.

## **IV. Armed Combat Styles and Levels**

***A. There are four (4) styles of Combat***

1. Light Weapons: Simulates unarmored medieval and renaissance combat.
2. Light Renaissance: Simulates unarmored renaissance rapier dueling.
3. Heavy Renaissance: Simulates lightly armored renaissance combat and dueling.

a) This combat form has been approved as "experimental only" for the purposes of play-test and development of safety standards.

4. Armored: Simulates armored medieval and renaissance combat.

**B. There are two (2) levels of Combat**

1. Sergeants' Lists

a) Weapons allowed on these lists are Light Weapons and Light Renaissance.

b) Combatants allowed on these lists are the ranks of Yeoman and Guardsman only.

2. Knights' Lists

a) Weapons allowed on these lists are Class Light and Heavy Renaissance and Armored.

b) Combatants allowed on these lists are the ranks of Sergeant, all Knight Combatants or any member of a lower rank qualified by a Minister of Joust to participate upon these Lists.

c) Ministers of War and Joust may only approve combatants that have the equivalent training of a Sergeant to compete on the Heavy Renaissance and Armored lists.

**V. Rules of Combat**

***A. All participants shall conduct themselves in a safe and courteous manner, by controlling their temper and language at all times. Acting in an unsafe manner, losing one's temper, or use of vulgar or profane language are grounds for dismissal from the field.***

***B. Combat shall not take place at an official event without a Marshal present.***

***C. A combatant shall not participate in combat without the following:***

1. Proof of age
2. Proof of a valid waiver
3. Proof of qualification
4. Meeting minimum armor requirements

## 5. Taking the Sword Oath

***D. Only the combatants, marshals, physikers, water bearers, heralds, and list mistress/master shall be allowed on the field of combat.***

***E. A combatant may not strike an opponent who has fallen prone or supine. The combatant may call his opponent "DEAD MILORD" if he/she is within striking distance (the length of the weapon plus three feet or less away) or allow the opponent to regain his/her previous position.***

***F. Two-handed weapons may be used with one hand as long as they are wielded in a safe manner.***

### ***G. Death-from-Behind:***

1. Death-from-Behind rules are optional.
2. The Senior Marshal on the field, must announce in advance whenever Death-from-Behind is to be used in a battle scenario,
3. The first method of conducting Death-from-Behind is to bring the blade of the weapon into the opponent's vision. Pole arms shall be placed over the shoulder of the opponent so that the blade will be within the opponent's vision. With all weapon styles, the combatants shall be required as a final step to call out "DEAD MILORD".
4. Another method is to allow light strikes with the flat of the blade to the opponent's buttocks.

***H. In tournament, a combatant may decline any challenge or the use of a particular weapon by his/her opponent should the combatant deem the weapon unusually dangerous.***

***I. In war, a combatant may petition a Minister of War & Joust to inspect a weapon for safety and suitability. If the Minister deems the weapon safe for combat, then no combatant may further impede its' use on the field.***

***J. All combatants shall submit to the decisions of the Marshals but may appeal those decisions to the presiding Noble whose decision is final.***

***K. A local Noble may not overrule the rules set forth in the Manual of Combat.***

***L. It is conclusively presumed that every combatant is capable of delivering an armor-piercing blow, and it is not desirable that the safety of the populace be***

***risked in demonstration of this. A combatant shall not deliver a blow of greater force than is necessary to ensure that it is acknowledgeable by his/her opponent. Use of excessive force is grounds for dismissal from the field.***

***M. Physical contact between combatants is prohibited.***

***N. Combatants may only use shields for defensive purposes; they may not rush, smash, or intentionally strike their opponent with a shield.***

***O. In the Sergeants' List determination of blows shall be by the combatants but augmented by the judgment of the Senior Marshal on the field. The Senior Marshall may stop the combatants at any time to explain what mistakes they are making in regard to the rules of the list.***

***P. In the Knights' Lists the combatants shall determine victory by the acknowledgment of blows. Both combatants may agree to allow the presiding Marshal to determine blows on a case-by-case basis at their request.***

***Q. Any combatant has the right to ask the Marshals for a judgment of a blow given or received. The decision of the Marshal is final.***

***R. Scoring:***

1. A legal scoring blow is any unobstructed blow with the killing surface of the weapon that lands in a valid target area.

a) An obstructed blow is any blow in which the majority of it's impact is absorbed by a weapon or shield.

b) Deflected blows do not count as obstructed.

c) When determining between deflected and obstructed it is up to the combatants to use their best judgment. It is recommended that if the blow felt good, take it.

2. Draw and Tip cuts will not count in Armored combat because in real combat these would be ineffective.

3. Thrusts with approved thrusting weapons are always considered unobstructed.

4. If a combatant feels that they have been struck too hard they may, by consulting with the Marshals, refuse to acknowledge the blow.

5. Thrusts that pin a parrying hand to the body are to be considered unobstructed, and will be assumed to have pierced through the hand and into the body.

**S. Valid Target Areas:**

1. Lethal blows:

- a) Head, Neck, Torso (from the inner point of the ball of the shoulder to the top of the hip bone) and the Groin area
- b) When struck, the combatant will be considered "dead".
- c) If two combatants simultaneously kill each other or have blows in forward motion, it shall be considered a "Double Kill".

2. Disabling blows:

- a) Arms (from the inner point of the ball of the shoulder to the wrist), Legs (from the hip to one inch above the knee)
- b) Blows struck on a hand holding a weapon will not count. Blows struck on an empty hand will be considered the loss of the whole arm.
- c) Blows received in valid target areas will result in the following:
  - (1) Arms (hands): Loss of use of the arm. The arm shall be placed behind the back. If both arms are disabled, the combatant shall yield.
  - (2) Legs: Loss of use of the leg. Requires the combatant to go down on his/her knees. For moving purposes, they may pull their body with the other (good) leg. If loss of both legs has occurred, the combatant may drag himself/herself on the ground using only his/her arms.

3. A combatant shall be allowed to thrust with only those weapons approved for thrusting.

4. The combatant shall not purposefully aim to strike a hand that is not being used to parry or the leg from one inch above the knee and below.

5. All combatants are on their honor to acknowledge all blows fairly received. The Marshals shall be authorized to call any blow that they observe as flat, "FLAT", or using excessive force, "TOO HARD". The Senior Marshal shall dismiss any combatant from the field that has been given three (3) warnings for excessive force during an event.

## **VI. HOLD!**

**A. If a Marshal, combatant, or spectator sees anything that they consider to be a possible safety hazard they should immediately and repeatedly call "HOLD!" until all combat comes to a halt. Other reasons for a Marshal to call a hold are to enforce the rules of the given combat. A "HOLD!" should not be called because a weapon is dropped, a combatant slips and falls (unless injured), or when a combatant nears a boundary (unless safety is an issue).**

**B. Whenever a "HOLD!" is called, all combat will immediately cease. All combatants will drop to one knee if possible, and all conversations relating to the battle will stop. Combatants may not move around the field, unless ordered by a Marshal. If the HOLD is called because combat is nearing a boundary, then the combatants may move under the Marshal's direction, but must keep the same relative distances between them.**

**C. If combatants continue to fight after a HOLD is called, do not try to physically separate them unless you feel the risk of personal injury is outweighed by the safety hazard. Always remember that the combatants are armored and you are not! There is no need to risk your life unless another person risks serious injury. Do not feel afraid to use the Dispute Resolution Procedures outlined later in this manual if a fighter refuses to comply with a hold.**

**D. To end a "HOLD!" the Marshal in Charge will call "All Rise!" When the combatants have resumed their feet, the Marshal-in-Charge will call "Lay On!" to signal the resumption of the fight. In larger melees, you may wish to have one army rise first. This will allow you to gauge the current strength of each army.**

## **VII. Optional Rules for Tournament**

**A. The following are suggested rules and guidelines that can be used in tournament.**

**B. Have fun and experiment. The more creative the scenario, the more the combatants will enjoy it. Remember to keep safety in consideration at all times and when in doubt consult your local Minister of War & Joust.**

**C. Knightly Combat**

1. This style of combat is only allowed on Armored Knight's Lists.
2. This is only allowable if all eligible combatants agree in advance.

3. This can be somewhat rough, and the combatants need to take extra precautions and care to ensure that their armor is adequate for the rigors of the battle.
4. Combatants may use whatever techniques they deem necessary to win including grappling, offensive shield techniques, pommel strikes, and punching.
  - a) The use of submission, choke, and joint locks/holds is prohibited.
5. The combatants will not act out their wounds.
6. The combat will be fought until either a combatant yields, or touches the ground with any part of their body except their feet.

***D. Combat with Counted Blows:***

1. This tournament format is legal for all combatants in all styles.
2. The premise is that the combatants will not act out their wounds when struck. Instead they will fight until a set number of hits have been struck against them, (commonly 1, 3, 5, or 7).
3. An optional rule is to only count blows “between the quarters” which means that only blows to the head or torso will be counted.

***E. “Real” Rapier Play***

1. This format is legal for all Light Renaissance Knight’s Lists
2. This is only allowable if all eligible combatants agree in advance.
3. The only legal attacks are:
  - a) Thrusts
  - b) Tip Cuts
  - c) Draw cuts of at least 3-inches in length.
4. Full body targeting may be used as long as the combatants:
  - a) Wear heavy leather, fully enclosed shoes
  - b) Have no exposed skin

- c) Wear rigid kneepads to protect the patella from thrusts
5. Off-hands may be used to grapple and parry blades without taking damage from cuts unless struck with one of the three legal strikes listed above.

#### ***F. Miscellaneous Ideas***

1. Instead of having legged combatants drop to their knees, have them limp and hobble.
2. Play to “first blood” or “to the yield” and have combatants carry their wounds with them to the next bout. Dead or incapacitated combatants will be considered out of play.
3. Play with “foyled” blades and only allow thrusts in Renaissance.

### **VIII. Armor Standards**

***A. The following are parameters for the minimum armor requirements for each style of combat. This is by no means comprehensive; it is intended to be the basic minimum guideline for maintaining minimum safety standards.***

#### ***B. General Requirements for Armed Combat***

1. All shall be required to wear an athletic cup, the female equivalent is highly recommended for women.
2. Women are recommended to wear some form of padding, quilted gambeson or equivalent that covers the breasts entirely. An athletic bra is also recommended.
3. Arms, legs and torso should be fully covered so that no flesh is exposed.
4. Those members wishing to wear kilts are required to cover the legs down to the knees. It is then highly recommended that they wear kneepads.
5. Combatants are required to wear some form of enclosed toe and enclosed heel shoes, of a heavy material, leather or equivalent. It is highly recommended that there be some form of ankle support provided.
6. Armour or weapons that do not meet the approval of the Marshal shall not be allowed on the field. Consult the Minister of War and Joust before constructing or purchasing armor and weapons to be used in combat to ensure that they at least meet the minimum requirements.

### ***C. Armor Standards for Light Weapons:***

1. Head: Fencing mask or similar. The opening in the visor shall not be greater than 1/4" in any direction. The back of the head must be covered with light padding, equivalent or better. Light padding consists of two layers of denim.
2. Neck: Gorget of semi-rigid material or greater shall be used. The bib of a three-weapons fencing mask will be considered equivalent.
3. Body: A quilted gambeson, equivalent or greater shall be worn. Kidney protection is recommended.
4. Arms and Legs: Elbow pads or equivalent. Kneepads are recommended.
5. Hands: Leather gloves or equivalent.

### ***D. Armor Standards for Light Renaissance Combat:***

1. Head: A three-weapons fencing mask or equivalent mesh type that fully covers the face and chin, with openings in the visor to be no greater than 1/8 inch in any direction. Back of the head protection shall be heavy quilted material or greater. Recommended: Three-weapons mask with back of the head protection.
2. Neck: A gorget of heavy leather or equivalent.
3. Body: A quilted gambeson, leather buff coat or equivalent. Recommended: Kidney protection.
4. Arms and Legs: Elbow pads or equivalent. Kneepads are recommended.
5. Hands: Leather gloves or equivalent.

### ***E. Armor Standards for Heavy Renaissance Combat***

1. This combat form has been approved as "experimental only" for the purposes of play-test and development of safety standards.
2. Head: Three-weapons mask with back of the head protection of heavy leather, equivalent or greater or a fully enclosed 16-gauge steel helm with a visor that fully covers the face and chin with opening no greater than 1/8 inch in any direction.

3. Neck: A gorget of heavy leather reinforced with 16-gauge steel that fully covers the neck and underside of the chin or equivalent.
4. Body: Brigandine armor (heavy leather reinforced with 20-gauge steel).
5. Arms and Legs: Steel elbow cups of 16-gauge steel, heavy leather bracers and rigid kneepads.
6. Shoulders: Steel spaulders of 20-gauge steel or greater.
7. Hands: Leather gloves, equivalent or greater, with basket hilts; gauntlets of 16-gauge steel with open-hilted weapons.

***F. Armor Standards for Armored Combat:***

1. Head: Fully enclosed helm of 14-gauge steel or greater with a full-face plate, internal padding and a buckling chinstrap. All seams shall be welded or riveted together. Rivets shall be no greater than one (1) inch apart. The visor openings shall be no greater than 3/4 inch in any one direction.
2. Neck: A gorget or camaille of at least 16-gauge steel, chain mail coif of 16-gauge steel, or a leather gorget reinforced with 16-gauge steel. Note: The helm and the gorget shall have a 1/2-inch overlap.
3. Shoulders: Spaulders of at least 16-gauge steel, or complete coverage by chain mail hauberk or shirt (see body requirements for chain mail).
4. Body:
  - a) A heavy leather gambeson of 5 ounce leather or greater worn in conjunction with either a chain mail hauberk or shirt with chausses of at least 16-gauge steel. Inside ring maximum diameters shall be determined by gauge of steel as follows:
    - (1) 16-gauge steel - 5/16 inch maximum
    - (2) 14-gauge steel - 1/2 inch maximum
    - (3) 12-gauge steel - 7/8 inch maximum
  - b) Brigandine armor (coat of plates) of either high impact plastic or at least 16-gauge steel plates mounted to leather or heavy canvas with no gaps greater than 1/2 inch.

- c) Cuirbouilli of at least 10-ounce leather with at least 12-gauge steel rings with a maximum inside ring diameter of 7/8 inch attached to outside of the cuirbouilli.
  - d) Breast and back plate of at least 16-gauge steel or greater that overlap at the sides.
5. Groin: A chain mail skirt or steel armor that cover the groin and buttocks areas.
6. Arms and Legs:
- a) At least 16-gauge steel cups with wing shall cover elbows and knees.
  - b) Upper and lower arms must be covered with at least 16-gauge steel plate or chain mail or cuirbouilli of at least 10-ounce leather.
  - c) Upper legs must be covered with at least 16-gauge steel plate or chain mail or cuirbouilli of at least 10-ounce leather.
  - d) Hands: Gauntlets of at least 16-gauge steel, which fully protect the hand and wrist. If a basket hilted weapon is wielded, then demi-gauntlets of at least 16-gauge steel must be worn to protect the back of the hand and the wrist.
  - e) Feet: Footwear that provides ankle support. Recommended: Hiking or work boots.
  - f) Equivalents of the above are acceptable.

## **XI. Weapon Standards**

### **A. Light Weapons:**

1. Approved Weapons: Shinai dagger, shinai single and double-edged swords, shinai great sword, single- and double-edged shinai pole arms
2. Shinai Daggers, Swords, and Great Swords:
  - a) Minimum blade length: 18 inches
  - b) Maximum blade length: 42 inches
  - c) All quillions/guards must be flexible, padded, or have rounded corners to prevent damage to other people's weapons.
3. Non-Thrusting Shinai Pole Arm:

- a) Maximum overall length: 84 inches
  - b) Construction materials for the haft will be 1-inch diameter Schedule 40 PVC Tubing wrapped in duct tape.
  - c) As long as the shinai is firmly seated in the haft of the weapon it does not have to be permanently attached.
4. Any modifications to the construction of the standard commercially available shinai will be considered an “exotic”.

## ***B. Light Renaissance***

1. Approved Weapons: Schlager swords, parrying dagger, thrusting and parrying dagger.
2. Schlager Swords:
  - a) Minimum blade length: 32 inches
  - b) Maximum blade length: 42 inches
  - c) Maximum blade width: 3/4 inch
  - d) Safety measures: Tips shall have rubber tips or equivalent and be covered with red tape. Recommended: For low light combat situations, reflective tape on the tips in any color.
  - e) Swords must have reasonable flexibility regardless of meeting above standards.
  - f) Swords retaining a permanent memory may be disallowed on the field.
3. Light Renaissance Parrying and Thrusting Dagger:
  - a) Minimum blade length: 12 inches
  - b) Maximum blade length: 30 inches
  - c) Maximum blade width: 3/4 inch
  - d) Maximum weight: 1.5 pounds
  - e) Safety measures: Tips shall have rubber tips or equivalent and be covered with red tape. Recommended: For low light combat situations, reflective tape on the tips in any color.

f) Daggers must have reasonable flexibility regardless of meeting above standards.

g) Daggers retaining a permanent memory may be disallowed on the field.

**C. Heavy Renaissance**

1. Approved weapons: Heavy Renaissance: Heavy Renaissance Sword, parrying dagger, parrying and thrusting dagger

2. Heavy Renaissance Cut & Thrust Sword: (Approved as "experimental only" for purposes of play-test and development of safety standards.)

a) Minimum blade length: 34 inches

b) Maximum blade length: 50 inches

c) Minimum blade width: 3/4 inch

d) Maximum blade width 1-1/4 inches

e) Maximum weight: 4.0 pounds

f) Safety measures: Tips shall have rubber tips or equivalent and be covered with red tape. Recommended: For low light combat situations, reflective tape on the tips in any color.

g) Swords must have reasonable flexibility regardless of meeting above standards.

h) Swords retaining a permanent memory may be disallowed on the field.

3. Heavy Renaissance Dagger:

a) Minimum blade length: 12 inches

b) Maximum blade length: 30 inches

c) Minimum blade width: 1-1/4 inches

d) Maximum weight: 2.5 pounds

e) Safety measures: Tips shall have rubber tips or equivalent and be covered with red tape. Recommended: For low light combat situations, reflective tape on the tips in any color.

f) Daggers must have reasonable flexibility regardless of meeting above standards.

g) Daggers retaining a permanent memory may be disallowed on the field.

#### **D. Armored Combat**

1. Approved Weapons: Dagger, sword, basket-hilt sword, great sword, hand and a half sword, claymore sword, single-bladed hand axe, mace, spear, pike, pole axe

2. Steel Swords:

a) Minimum blade length: 18 inches

b) Maximum blade length: 38 inches

c) Minimum blade thickness: 1/8 inch

d) Maximum weight: 5 pounds for single handed swords, 8 pounds for hand and a half swords

3. Light Mass Weapons:

a) Maximum overall length: 32 inches

b) Maximum weight: 4.0 pounds

c) Maximum head weight: 2.0 pounds

4. Steel Pole Axes:

a) Maximum overall length: 84 inches

b) Maximum blade length: 28 inches

c) Minimum blade thickness: 1/8 inch

d) Maximum weight: 8.0 pounds

e) All thrusting pole axes shall have a metal cap or tip with a flat head secured to the end.

5. Spears and Pikes:

- a) Maximum overall length: 144 inches
- b) All spears/pikes shall have a metal cap or tip with a flat head secured to the end.

## **X. Shield Standards**

**A. All shields can be either concave or flat.**

**B. Protrusions of any type or shields designed to catch or trap a blade are prohibited (cloaks are exempt).**

**C. Maximum tournament shield sizes by types:**

- 1. Round: 36 inch diameter
- 2. Rectangular: 24 inch width by 36 inch high
- 3. Square: 36 inch by 36 inch square
- 4. Kite: 24 inch width by 48 inch high
- 5. Buckler: 18 inches at its widest angle
- 6. Cloak: No maximum size

**D. Maximum war shield sizes:**

- 1. In light weapons (shinai) and armored war scenarios there is no maximum allowable shield size as long as the shield is constructed of 3/8-inch plywood. If lighter materials used, then the maximum allowable size will follow the tournament sizes.
- 2. In Light and Heavy Renaissance war scenarios, the maximum shield size will be 36 inches at its widest angle.

**E. Shield Construction Techniques:**

- 1. Light Weapons and Light Renaissance: All shields shall be constructed of a minimum of 3/8-inch plywood or 3/32-inch metal with sufficient padding on the edges to protect weapons from damage.
- 2. Heavy Renaissance and Armored: All shields shall be constructed of a minimum of 3/8-inch plywood or 3/32-inch metal.

3. All shields shall be painted. (Rules regarding the emblazonment of arms shall be determined by the College of Arms.)

### **XIII. Exotic Weapons and Shields**

***A. All weapons and shields that do not meet the restrictions listed above are to be considered “exotic”.***

***B. All exotics must be historically documented to have been in use during the times and locations the Adrian Empire re-creates.***

***C. All exotics must follow the same basic form, function, and appearance as their historical counterparts.***

***D. All Knight Combatants may qualify themselves to use any approved exotic.***

***E. Following is the exotic weapon approval process:***

1. The local Minister of Joust or the Imperial Minister of Joust shall approve all exotics.
2. The Minister will review and approve any supporting documentation.
3. The combatant petitioning for the use of the exotic must be able to demonstrate that it is safe to use in Adrian Empire combat.
4. The local Minister of War and Joust’s decision to approve an exotic can be over-ruled by the Imperial Minister of War and Joust. However, until the Imperial Minister is finished reviewing the case, the exotic cannot be used on the field.
5. If the local Minister of War and Joust deems an exotic unsuitable for use, the combatant may petition the Imperial Minister of War and Joust for approval. The exotic may not be used until the Imperial Minister of War and Joust renders a final decision.

### **XII. Weapon and Shield Grandfather Clause**

***A. All weapons and shields (including exotics) in use at the time of the approval of this manual will be continued to be allowed on the field.***

### **XIII. The Sword Oath**

***A. Every combatant swears the Sword Oath before the day’s activities can begin. If a combatant does not swear the Oath, they may not participate in combat until they do. The Oath is administered by holding a sword and allowing every***

***combatant to either touch the blade or a person touching the blade. The Sword Oath is as follows:***

Here do I swear;  
By mouth and hand;  
To accept all blows;  
Fairly given and received;  
To heed the words of the Marshals;  
And obey the rules of the lists.  
So say I, [state your name].

## **XIV. Ministry Offices**

### ***A. Imperial Minister of Joust***

1. Requirements:
  - a) Knight Bachelor
  - b) Have held the position of Royal/Ducal Minister of Joust
2. Responsibilities:
  - a) To annually revise and update the manual of combat
  - b) To approve/disapprove weapons for use within the Adrian Empire
  - c) To supervise and assist the Royal/Ducal Ministers of War and Joust
  - d) To regulate combat so that safety is the first priority

### ***B. Imperial Crown Marshal***

1. Requirements: Have held the position of either Royal/Ducal Minister of Joust or Crown Marshal
2. Responsibilities: To assist the Imperial Minister of War & Joust in all duties and functions

### ***C. Royal/Ducal Minister of Joust***

1. Requirements: Royal/Ducal Crown Marshal
2. Responsibilities:

- a) To approve/disapprove exotic weapons within their subdivision
- b) To supervise the marshals on the field
- c) To ensure that all combatants are duly authorized and armored before participating in Adrian Empire combat
- d) To regulate combat so that safety is the first priority
- e) To send monthly reports to the Imperial Minister of War & Joust

#### ***D. Royal/Ducal Crown Marshal***

- 1. Requirements: Sergeant
- 2. Responsibilities: To assist the Royal/Ducal Minister of War & Joust in all duties and functions

#### ***E. Marshal***

- 1. Requirement: Must be authorized in the style of combat or be appointed by the Minister of War & Joust.
- 2. Responsibilities: To ensure that all combats are performed as safely and fairly as possible.

#### ***F. List Mistress/Master***

- 1. Requirement: None
- 2. Responsibilities: To manage the combat lists at Adrian Empire events.

### **XIV. Marshal's Guidelines**

***A. The primary role of the Marshal is to provide a safe place for Adrian Empire combat to take place while still allowing the combatants to have a good time.***

***B. The Marshal will ensure all combatants are duly authorized and armored.***

***C. The Marshal will provide combatants a safe place to conduct battle, and keep them safe throughout the combat.***

***D. Marshals are also on the field to give the combatants an unbiased and objective view of the combat and help settle any disagreements between combatants.***

***E. As a Marshal, the physical safety for every combatant on the field is your number one priority.***

***F. So you want to be Marshal?***

1. Requirements:

- a) A combat waiver must be signed and on file with the Royal minister of War & Joust.
- b) You must be qualified in the style of combat you wish to marshal or be appointed by the Minister of War & Joust.

***G. The Senior Marshal: The autocrat of an event shall name a Senior Marshal. If the Royal Minister of War & Joust or Crown Marshal is there, one of them will be the Senior Marshal. The role of the Senior Marshal is as follows:***

1. You need to check that the field can be safely fought upon. Preferably, check the site before it is reserved for the event. Can someone in armor, with restricted vision, cross it safely (i.e. without injury; tripping being an inherent hazard of combat in rough terrain)? At minimum, check at the beginning of the day to see if there are holes, soft spots, rocks, etc. If they are serious and cannot be worked around, move the fighting somewhere else.
2. You need to ensure each combatant is duly authorized for combat. You also need to ensure that each combatant has his or her Combat Authorization Card with the Combat Waiver signed. The best time to do this is when the combatants are signing onto the lists. If a combatant does not have his or her authorization card and you have a roster of the current combat authorizations, you may use this. Without this proof, the combatant may only participate in combat if he or she is willing to re-authorize that day.
3. You need to ensure that all combatants swear the Sword Oath.
4. You need to ensure that the area where combat will take place is secured from non-combatants during the combat.
5. Arrange for armor inspection.
6. Arrange to have enough marshals for the combat. Do not proceed with the combat scenario until you have enough marshals.

7. Additionally, the Senior Marshal is responsible for reporting the events of the day to the Royal Minister of War & Joust.

#### ***H. Equipment Inspections:***

1. There must be a complete inspection of all weapons and armor before every tournament or war.
  - a) It is the Marshal's responsibility to check each combatant and to point out any pieces of armor the combatant may have missed.
  - b) The Marshal needs to check each weapon being brought onto the field to ensure that it is safe to use and meets the minimum standards outlined in the Adrian Empire's Combat Manual.
  - c) Do not let a combatant on the field with substandard armor or weapons. If you allow a combatant on the field with insufficient armor and they are subsequently injured because of it, you could be held liable. If they cannot repair their armor or weaponry in time to be re-inspected before the combat begins, they cannot participate in combat that day.
2. The armor inspection should be conducted by having each combatant line up fully armored with the weapons they wish to use that day. Make sure they have all of their armor on before inspecting them. If you feel like you may forget a portion, have a copy of the current Adrian Empire Combat Manual on hand to use as a checklist.
3. It is recommended that you start at the head and work your way down the body ensuring that every required piece of armor is being worn. Do not ever knee a combatant in the groin to see if they are wearing adequate protection. Simply asking is enough.
4. Once you are complete with your inspection of the armor, list any deficiencies to the combatant and have them remedy it immediately. If they cannot remedy the problem, you are not to allow them on the field that day.

#### ***I. Marshalling Tournament Combat***

1. There will always be a minimum of one Marshal per combat in tournament. If multiple combats are being staged simultaneously, you will need to have at least one Marshal per. Optimally, there will be two Marshals per combat as two pairs of eyes are better than one.
2. The most important piece of Marshalling combat is safety. You are primarily there to ensure a safe and enjoyable day to the combatants. While we cannot prevent all injuries it is our job to reduce the possibilities as much as possible.

The Marshal is also tasked to provide an unbiased objective view on any disagreements that may occur between the combatants.

### 3. Safety

a) Before the combat begins take the time to inspect the field one more time. If you notice any areas that could pose a safety problem, alert the Senior Marshal to make a decision, at a minimum the combatants should be made aware of any obstacles. Things to especially look for are things that could cause a combatant to trip and fall. Gopher holes, sprinklers, rocks, depressions, and muddy areas are all eagerly waiting to attack a poor combatant's ankle. It is your job to keep them safe!

b) As the fighters come out onto the field, always give them a quick armor inspection to ensure they haven't taken any armor off and forgotten about it. This does not have to be detailed and should only take a few seconds. The goal is to make sure a combatant has not removed a piece of armor since the inspection and forgotten to put it back on.

c) Once the combat has started always keep an eye out for possible safety hazards. The most common occurrences you will see are:

(1) Broken Armor, People, & Weapons: As soon as you see a person, piece of armor, or weapon break you should call an immediate hold (detailed later in the manual).

(2) Tempers: Once tempers flare, combatants get dangerous. If someone is having a hard time controlling their emotions, how can you expect them to safely wield a potentially lethal weapon? Call hold and see if you can remedy the situation. If the combatant refuses to cooperate use the Dispute Resolution Procedures outlined later in this manual.

(3) Boundaries: Keep an eye on the boundaries of the combat field. You must keep a watchful eye out to ensure that the combatants don't go outside of the boundary and you must ensure that a non-combatant does not enter the field during the combat. Keep a sharp eye out for mundanes, children, and pets as all have tendencies to get too close to the action.

### 4. Judging

a) You are expected to be an impartial witness to exactly what you saw happen during the fight. This means that you should not comment on the combat unless you see a safety hazard or the combatants ask you to help decide a blow-calling issue. Chivalry is a personal ideal and you should not ever attempt to enforce your views on chivalry to the combatants. Additionally, it is not your job to give the combatants tips and tricks on how to perform better.

b) Ideally, you should be able to describe the last 3-4 blows on your side of the fight: where they started, their angle of approach, how they were blocked or where they landed. If you didn't see something, say so. Do not try to impose your view unless you see what appear to be major and repeated problems. Leave the blow counting to the participants unless you see dents forming in armor; usually, they have a much clearer perspective than the marshals.

## ***J. Marshalling Melees***

1. When marshalling a melee, the judging function is necessarily relegated to a very low priority. (It is not that it is unimportant, just that it is impossible for a handful of marshals to be accurate witnesses to the details of a couple of dozen separate combats.)
2. You should have a minimum of 3 marshals for the first 20 fighters, plus one additional marshal for each 15 fighters up to a total of 500 fighters and 35 marshals.
3. The marshals should station themselves around the edges of the fight. This allows control of the borders at the same time as they see as much of the fighting as possible in one glance. It also keeps them from having a fighter run into them from behind. Be careful that you do not get so interested in part of the fight in front of you that you forget about another part which is moving around behind. Always keep moving and stay close enough to spot safety problems.
4. In very large melees it may be desirable to have some of the marshals in the middle of the field, in addition to those around the edge. If you are one of these, be especially aware of fighters who may be coming up behind you (or who you may be backing into).
5. Marshals may not talk to combatants on the field unless it is to discuss a rules or safety infraction.
6. Marshals may not poke, prod, or touch any combatant unless a physical intervention is required for reasons of safety.
7. If combat archery is to be used the Marshals shall be sufficiently armored per the Imperial Manual of Archery to protect themselves from stray arrows.
8. In combat archery scenarios, the Marshals shall take great care to not block potential targets from archers. If you stand in the way, expect to get shot!

## **XVI. Dispute Resolution**

**A. Marshals have the authority to remove any combatant from the field who violates the rules of the lists, performs an unsafe act, or refuses to heed the word of the Marshals. Hopefully, this section of the manual will not have to be invoked very often, but even the most optimistic people recognize that disputes will occur. This section of the manual will provide participants with a method to resolve those disputes as well as escalate the problem if they are unable to resolve it themselves.**

**B. Anytime a Marshal sees a combatant violate the rules, perform an unsafe act, or refuse to heed the Marshals they should immediately warn that combatant that he/she is in violation of the rules and what they are doing wrong. If the combatant fails to remedy the situation they will be warned a second time. If they are still unwilling to remedy the problem to the Marshal's satisfaction, the combatant will be asked to quit the field. If this fails to resolve the problem, the Marshal is authorized to revoke the combatant's Combat Authorization for the day.**

**C. Some of the things be aware of are:**

1. **Overpowering:** As a Marshal it is tough to know when a combatant is overpowering. Unless you see noticeable damage being inflicted above the normal wear and tear, let the combatants decide when they are being struck too hard. However upon notification it is the Marshal's job to immediately resolve the situation. If you feel that a combatant is using too much force, do not immediately accuse them. Instead ask the combatant who was hit if he was hit too hard.
2. **Blow Calling:** Due to the structure of our rules of combat, it is entirely possible that a combatant may not feel a legal blow. If a disagreement on blow calling comes up try to let the combatants work it out themselves. If they ask for the Marshal's opinion give it. However, do not interfere unless requested or if a combatant appears to be not calling their blows to gain an unfair advantage.
3. **Blow Stating:** If a combatant insists on stating which blows he has struck his opponent with, warn him. It is one thing to ask if you have struck an opponent, it is entirely another matter to tell him so. It immediately puts that combatant's honor in question and places them in an uncomfortable position, because if they deny the blow they look like a rhino.
4. **Talking back to the Marshals:** Anytime a combatant gives lip to a Marshal, it needs to be stopped immediately.
5. **Up until a revocation occurs, every combatant has the ability to voluntarily quit the field. If a combatant does so, no further action is necessary. Every time a Marshal is forced to revoke an authorization, a detailed report of the situation**

needs to be immediately filed with the Royal/Ducal Minister of War and Joust. The Minister of War and Joust will then review the case and consult with the Crown to determine if any further course of action is necessary. At a maximum, the Minister of War and Joust can suspend a combatant's authorization for a maximum of thirty days and require the combatant to re-authorize before participating in combat again.

## **XVII. Experimentation**

***A. Each subdivision is encouraged to experiment with the rules of the Combat Manual so long as they adhere to the following procedures.***

1. Each subdivision will ask permission from the Imperial Minister of War and Joust before conducting any experiments or allowing the use of experimental weapons on the field. This request should include:
  - a) What experiments are to be performed?
  - b) How long will the experiment take?
  - c) Any historical relevancy these experiments have to the Adrian Empire's stated purpose of historical re-creation.
  - d) What precautions is the subdivision taking to insure the safety of the experimenters?
2. The Imperial Minister of War and Joust will consult with the Imperium and make a decision to allow the experimentation.
3. During the experimentation the subdivision will keep detailed records of the experiment and forward all of the information to the Imperial Minister of War and Joust monthly.

***B. After an initial trial period of six months, the subdivision can petition the Imperium to broaden the experiment to other subdivisions in the Empire.***

***C. After an additional trial of six months, the subdivision can petition the Imperium to rule on the success of the experiment and can request that the experiment be added to Combat Manual as a permanent rule.***

## **XVIII. Procedures for Combat Authorization**

***A. This is written to document the procedures and policies for combat authorization within the Adrian Empire.***

**B. Who is to be authorized:**

1. All combatants must be authorized before participating in combat within the Adrian Empire
2. Knight combatants are exempt from the combat authorization process and can self-authorize in any weapon.

**C. Time Limits of the Authorization:**

1. Each authorization will be good for a period of twelve months.
2. Each authorization will be automatically renewed if the combatant has had no revocations on record and has participated in that weapon style at a minimum of three events in the past 12 months.

**D. The Authorizing Party:**

1. Sergeant's List:
  - a) Any Knight Combatant may authorize a combatant as long as the procedures outlined in this manual are followed.
  - b) The Minister of War and Joust along with a minimum of two other sergeants may authorize a combatant as long as the procedures outlined in this manual are followed.
2. Knight's List:
  - a) The Minister of War and Joust along with a member of the Knight's List are required to authorize a combatant.
  - b) Knight Combatants do not have the authority to authorize combatants on this list without approval of the Minister of War and Joust.

**E. The Authorization Procedure:**

1. If the candidate fails to answer or perform any of these portions correctly, the Authorizing Party will immediately inform the candidate that they have failed the exam and instruct the candidate on the right answers. The candidate may continue through the remainder of the exam for informational purposes only.
2. The candidate will fill out the first portion of the Combat Authorization Exam Form (Addendum A) in front of the Tester, including answering the three questions.

a) These three questions should be answered each time the candidate is qualifying for a new weapon style. (e.g.: Light Weapons, Light Renaissance, Heavy Renaissance, or Armored).

3. The candidate will then defend him/herself against a member of the Authorizing Party until the Authorizing Party is happy with the candidate's safety with the weapon when under attack and with the candidate's ability to determine and acknowledge blows.

a) During this portion of the test, the candidate will verbally call and act out all blows received.

b) The candidate should be tested with both hands and from a legged position.

4. The candidate will then attack a member of the Authorizing Party until the Party is happy with the candidate's safety with the weapon.

a) During this portion of the test, the defender will verbally call and act out all blows received.

b) The candidate should be tested with both hands, and from a legged position.

c) Additionally, the defender should assume a legged position so that the candidate can attack a kneeling opponent.

5. The candidate will next simulate a tournament bout with a member of the Authorizing Party. This combat will continue until all members of the Party are assured of the candidate's safety.

a) During this portion of the exam, both combatants will verbally call and act out all blows received.

b) The combatants should simulate a variety of tournament possibilities such as fighting with their offhand and legged.

6. Finally, the candidate will demonstrate a Death from Behind attack against a member of the Authorizing Party. The candidate will demonstrate all styles of D.F.B. as determined by the Imperial Combat Manual.

7. Once these steps are completed successfully, the Authorization Party will each sign off on the exam form and the Minister of War & Joust or Knight Combatant will complete the Combat Authorization Card by initially the Class Types authorized. The candidate will fill out his/her personal information and sign the Confirmation of Waiver before removing the card from the form. The

form will then be given to the Minister of War & Joust so that the candidate's information can be added to the Kingdom database.

***F. Retaking the Exam: Once a candidate fails the exam, they may not re-try until the next event, or a minimum of one week.***

***G. Record Keeping:***

1. The Royal/Ducal Minister of War & Joust will keep a record consisting of all combat authorized members of their subdivision.
2. The Royal/Ducal Minister of War & Joust will also keep a hard copy of all successfully completed authorization forms.

***H. Card Revocation: Any Marshal on the field may temporarily revoke a members combat authorization as outlined in the Dispute Resolution Procedures.***

## XIX. Addendum A: Combat Authorization Form

# The Adrian Empire Combat Authorization Form

**Please fill out the following information:**

- Light Weapons       Light Renaissance       Heavy Renaissance       Armored  
 Exotic Weapon       New Card Request

Date: \_\_\_\_\_

Mundane Name: \_\_\_\_\_

Persona Name: \_\_\_\_\_

**Answer all of the following questions to the best of your ability:**

- 1) What are the minimum armor requirements?
  
  
  
- 2) What are the legal target areas you can strike?
  
  
  
- 3) What are illegal strikes with the weapon?

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**For Official Use Only:**

Authorization Step:	Minister of Joust and War	Primary Qualifier	Secondary Qualifier
Written Exam			
Defend			
Attack			
Combat			
Death from Behind			

**The Adrian Empire Combat Authorization Card**

Persona Name: \_\_\_\_\_  
Mundane Name: \_\_\_\_\_  
Date Expires: \_\_\_\_\_  
Issued by: \_\_\_\_\_

LW: \_\_\_ LR: \_\_\_ HR: \_\_\_ A: \_\_\_ E: \_\_\_\_\_

This card is your authorization to participate on the field at Adrian Empire events in the Kingdom of Esperance (only). It must be presented to the Lists Official at events to register for participation, and you may be requested to show it to the marshals at any time.

**Confirmation of Waiver**

I hereby acknowledge that I am fully aware of the nature and purpose of the activities of the Adrian Empire, Inc. I understand that these activities are potentially dangerous and I voluntarily accept any risks involved. I agree to be bound by the rules of the Adrian Empire, and to obey the directions of the governing officials at Adrian Empire events.

Signed: \_\_\_\_\_