

IMPERIAL ESTATES AGENDA

JULY 2006

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GENERAL MEETING INFORMATION

Date and Time

Estates Meeting

July 15, 2006 – 9 a.m. to 10 p.m.

July 16, 2006 – 9 a.m. until all agenda items have been addressed

Location

The July 2006 meeting of the Imperial Estates will be held in the Kingdom of Terre Neuve.

Holiday Inn Select

595 Hotel Circle So.

San Diego, CA 92108

Phone # 619-291-5720 (8:00 a.m. – 5:00 p.m. PST) or 1-800-HOLIDAY (24 hours a day).

Amenities

The Hotel offers a complimentary shuttle to and from San Diego's Lindbergh Field Airport, simply call the front desk upon arrival at **619-291-5720** to make arrangements for transportation to the hotel. Free parking is also arranged for those guests who will be driving in.

The hotel offers many amenities; outdoor heated pool, whirlpool, fitness center; in the rooms are wireless internet, free CNN, ESPN, and HBO, as well as Nintendo for the kids. Speaking of kids, if you are bringing them along, kids stay and eat for free. For the adults, the hotel offers a Managers Reception each day between the hour of 5:00 and 6:00 pm with complimentary beer and house wines. View their website at <http://www.holidayinnselectsd.com/amenities.html>

The hotel offers an onsite restaurant, the Santa Fe Salsa Company with a southwestern flair, and just down the street is the 24-hour Valley Kitchen restaurant with a great menu at reasonable prices.

The hotel is right in the heart of San Diego with many of our most beautiful attractions just a few miles away, including the San Diego beaches, Old Town, Balboa Park, the San Diego Zoo and Sea World. If you've never visited here before, Balboa Park is absolutely magnificent; filled with museums, botanical treasures and gorgeous Spanish "Sugaresque" architecture and should not be missed. Visit their website at: <http://www.balboapark.org/>

Disqualification (Article VI.E.6)

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 (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. It may not be subsequently altered by any means (including expiration of dues, non-participation, formation of new Estates, or change in Estate held by a given member) until the meeting is concluded, with these exceptions:

- Resignation of a given member
- Judicial ban
- Creation of a greater estate that does not reduce another greater estate below minimum membership (subject to 2/3 approval of the Estates to waive notice and seat the estate)

The Crown, if available, will convene the summoned Estates at the appointed time and place, and the meeting will be presided over by the Chancellor, if available.

AGENDA

I. CALL TO ORDER

II. ROLL CALL

- Seating of qualified members; Petitions to waive as per Article VI. E. 6. Disqualification

III. CONSENT CALENDAR

IV. APPROVAL OF MINUTES

Approval of the minutes of the March 2006 Imperial Estates Meeting (2006March_minutes.pdf).

V. REPORTS

Minister reports will all be posted, except for the Crown Report/Pres/V.P. Report and the Financial Report, since this is the meeting for that. All other Ministers must submit written reports. Any Minister who does not submit written reports will not be awarded Ministry Points. If the same Minister did not submit reports for the previous meeting, they will be replaced.

- | | |
|------------------------------------|---|
| • President and Board of Directors | • Arts and Sciences |
| • Chancery | • Archery |
| • Ministry of Justice | • Physicks |
| • Chief Justice of Civil Courts | • Office of Publishing (Imperial Webmaster, Chronicler, etc.) |
| • Rolls | • Hospitaler |
| • Steward | • Minister of Education |
| • Sovereign of Arms | • Other Reports |
| • Joust and War | |

VI. CROWN BUSINESS

CRB1. Charters

All Subdivisions who have not reported in a timely manner, and are not in communication to correct their deficits, and all Subdivisions who do not maintain the numbers for their status will be placed on the November Imperial Agenda for voluntary reduction in status. Reporting is required and not doing so makes it difficult to determine the status of the Empire. Additionally, all Subdivisions are required to maintain a specific number of members to establish and retain their status within Adria. This is in accordance with Imperial Bylaws. We also request that all Subdivisions submit, to Us directly, a copy of their Writs and Codicils for review. Once approved, the Crown of the subdivision will be notified and the documentation placed under their region on the Imperial Website. Additionally, if your current Charter does not appear on the Website, you are responsible for contacting us, in writing, to ensure that is corrected.

a. Place shires on inactive list

The following shires have zero membership and have been suspended:

- None

b. Reactivate inactive shire

The following shires have membership and their charters have been reactivated:

- None

c. Recognize new shire

The following shires have membership and their charter will be issued:

- None

d. Charter Revocation

The Duchy of Andorra requested to be released from the Adrian Empire. Upon performance of specific tasks, that request has been granted.

e. Charter Amendments**Item 1: Dun'Afton**

Requires majority to approve.

The Shire of Dun'Afton requests that their charter be amended to be recognized as a Duchy, having met the following requirements:

- Maintained numbers in excess of twenty members for more than 6 months
- Current in the reporting of their Ministries
- Maintained viable leadership

Item 2: Albion

Requires majority to approve.

The Kingdom of Albion requests their charter be amended to include the following geographic territory in Southern Utah:

All land West of US 89 and South of I-70/Crystal Peak, Black Rock Road.

This includes the cities of Cedar City, St. George, and Brianhead, Utah. Albion currently has members in St. George and actively supports Renaissance Faires and activities in the area.

Item 3: Somerset

Requires majority to approve.

The Duchy of Somerset requests their territory be reduced to a 100-mile radius with Fort Wayne, Indiana being the central point. All other land currently held by Somerset will be released to the Empire.

Item 4: Ekaterinegorod

Requires majority to approve.

The Archduchy of Ekaterinegorod requests their territory be reduced to the mundane state of Colorado. All other land currently held by Ekaterinegorod will be released to the Empire.

f. Elevation

No action required.

The Duchy of Desert Rose, having petitioned the Imperial Crown to audit their membership records, also requested recognition as an Archduchy. We have reviewed Imperial and Local records and are pleased to grant the recognition. Congratulations to the Archduchy of Desert Rose.

CRB2. Amend Article III.E. Membership Assignment To Chartered Subdivision

Was CRB2 (March 2006), referred to author for re-write. Requires majority to take from the table; requires 2/3rds to approve.

Current Law: ... If the member does not physically live within 200 miles of the requested subdivision, they must apply for citizenship directly to that subdivision's Crown for approval...

Amend to read: ... If ~~the members~~ does not physically ~~live reside~~ within ~~200 miles of~~ the requested subdivision, they must apply for citizenship directly to that subdivision's Crown for approval. If a non-resident member of a subdivision is deemed to be a problem, the Crown of that subdivision may petition the Imperial Crown to revoke the transfer of citizenship...

Author: Dame Juliana Hirsch (Knight Premier, Knight Doctor, Imperial Chancellor)

CRB3. Amend Preface to add Vision Statement

Was CRB7 (March 2006), referred to author for re-write. Requires majority to take from the table, majority to approve.

Add:

In the Beginning, the "Dream" for Adria, as conceived and set forth by the Founders, was that in the chaotic world of our mundane lives, much like the chaotic times in medieval history, we could create and uphold a society where individuals from all walks of life were to be made equal, no matter what rank or title, all have the same opportunities and were all expected to uphold the same chivalric ideals. "The Dream" was simply exemplifying the best qualities of medieval history and applying them, not only within Adria but within each of ourselves and in thus, making our mundane lives a better place to exist. Self-indulgence and oppressiveness were to be prohibited. Fellowship, compassion, and a need to keep matters simple and to the point were to be embodied by the populace. As founders, our future "Dream" for Adria was that each member would hold a true and honest love for Adria so as to nurture and help her grow into a shining example of what a Noble Society could have been in the past and perhaps should be today and also in the future."

Author: Sir Antoine de Burgandy (Founder)

Sponsors: TIMs Sir Pavo Rosalia and Dame Ashlinn Tiernan

CRB4. Amend Imperial Budget

Requires majority to approve.

Item 1: Add Fundraising in the amount of \$1,000.00

Commentary: The purchase of Adrian logo merchandise for fundraising (sale to members) should be separately budgeted. The Hospitaler and Steward should submit proposals to the Crown for approval and assist the subdivisions to develop proposals for successful fundraising.

Authors/Sponsors: TG Sir William Baine (Imperial Hospitaler) and Dame Marion Leal Durius (Imperial Steward)

Item 2: Approve expenditure of additional \$2,000 for Imperial Travel

Requires majority to approve.

Commentary: As promised, we have traveled a great deal during our reign. With the increase in gas prices, airline fare, and anticipated travel to help establish new regions, we request a grant for increased spending authority to ensure our ability to have face-to-face time with members throughout the Empire.

Item 3: Approve amount not to exceed \$1,000 for construction of Imperial Thrones

Requires majority to approve.

Item 4: Amend Imperial Budget for Imperial War Northeast

Requires majority to approve.

Amended budget:

Site Cost:	\$800.00
Security Deposit:	<u>\$500.00</u>
	<i>\$1,300.00</i>

Site Fees:

Estimated Per Person Cost	\$18.00 per adult (weekend)
	\$10.00 per adult (one day only)
	\$9.00 per child (5-12 years) weekend)
	\$5.00 per child (5-12 years) (one day only)

Ministry:

Clipboards (6)	\$7.00
Pens, Cashbox	Sir Antoine & Jeanne' can provide.
Water and Ice	Provided by Camp.
Coolers / Water Containers	Sir Antoine & Jeanne' can provide.
Gatorade (large can - powder mix)	\$15.00

Site/Feast Tokens

\$20.00

Decorations for Hall:

<i>Fabric</i>	\$30.00
<i>Art Supplies</i>	\$20.00

Combat:

Ropes, Stakes, Marshaling Staves	Sir Antoine & Jeanne' can provide.
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Archery:

Paper Targets	\$20.00
Backdrop(s) (6 hay bales)	\$16.00
String, Stakes	Sir Antoine & Jeanne' can provide.
Champion's List (Wreath / Stuffed Animal)	\$5.00

Arts & Sciences:

Copies of Manuals/Judging Guide	\$10.00 copies
<i>Material Total</i>	<u>\$133.00</u>

Meal Plan

\$1,200.00

Saturday, Sunday Meal Plan (dayboard & feast)

Adult	\$15.00 per day
Children (5 to 12)	\$10.00 per day

TOTAL EXPENDITURES	\$2,500.00
Security Deposit Return	\$500.00
Expected Revenue (Site Fees)	\$1,000.00
Expected Revenue (Food Fees)	\$1,350.00
GRAND TOTAL	<u>\$350.00</u>

Commentary:

The site fee has been increased from \$15/per person (May Banner War 2006) to \$18/per person. As per the outcomes of the polls that we provided for members on-line, the majority consensus replied that they would not mind paying a bit more for certain "additions" from the previous campsite.

A "day rate" for site fee has been added as it will be held at a more centralized location and there may be some interest in joining the festivities by those individuals who may not be able to stay over or attend both days.

The food costs have increased from \$25 (for two feasts) from Banner War in May to \$30 (for two feast AND two dayboards).

We would like to request (but not require) "advance reservations" (with payment) from those attending the war, so we have an idea of how many are coming (especially for the feasts) and can plan accordingly for purchase of meats, etc. Also, it would save a lot of time with check-in and registration.

The use of the Wise Memorial Lodge is included in the cost of the rental of the site and comes complete with its own kitchen, bathrooms, etc. We would like to offer use of the lodge (at least for this particular event) to HIM Ashlinn and also those who may wish to use it from the Duchies of Somerset and Cambridge (Cambridge because they are providing the majority of the ministers and Somerset because they are providing the majority of feastocrats and they have the greater distance to drive).

The water on-site is drinkable. As it is a boy scout camp, the water must be tested and deemed safe to drink as per state regulations.

There is an industrial ice-machine located on-site and we are with the understanding that it is available for our use.

There is also a walk-in freezer available in the kitchen for our use.

Payphone & soda/water machines can be found on-site as well.

Author: Sir Antoine de Burgandy (Viceroy, Burgandy)

Imperial Crown Commentary: We are currently under budget in the following areas: Estates Meeting Costs, Insurance Costs, and expenditure for Crown Regalia. We ask that the excess amounts be applied to the above items.

CRB5. Amend Article XI Judicial Courts

Requires 2/3rds to approve.

Item 1: B. Courts of Justice

Add:

3. Filing a Complaint

A member who wishes to complain of the conduct of another member may file a formal complaint with the Minister of Justice/Chancellor in accordance to the Statute of Limitations. The formal complaint must include the following:

- What specific bylaws or writs the complainant believes were violated
- When the alleged offense took place
- Where the alleged offense took place
- How the problem was previously attempted to be solved (if attempted)
- All witness statements and/or evidence to the offense
- Mediation terms (if willing)

Amend Statute of Limitations, Timeline:

Current Writ:

3. Statute Of Limitations

A complaint must be filed with the Ministry of Justice within forty-five (45) days of discovery of the offense. Complaints will be processed according to the timeline provided in Article XI.B.4.

4. Timeline

Mediation must be attempted within twenty (20) days of the complaint being filed. If mediation fails, or is refused by either party, and if the Minister of Justice finds sufficient cause for charges to be filed, the complaint shall become a set of charges no later than fifteen (15) days of the mediation (or attempt at the same).

Amend to read:

3. Statute of Limitations

A complaint must be filed with the Ministry of Justice within forty-five (45) days of discovery of the offense. The Minister of Justice will evaluate the complaint for merit within 30 days. If merit is found, mediation must be attempted within twenty (20) days of the finding. Either party may refuse mediation. mediation may be conducted through electronic media (e-mail correspondence with known legal e-mail addresses), so long as all parties are involved and a written record is maintained by the Ministry of Justice. If mediation fails, or is refused by either party, the complaint shall become a set of charges, and a trial date will be set to take place no less than 30 days from notification of Trial.

***Chancery Note:** If approved, the Codex Adjudicata will be updated to reflect the changes.*

***Commentary:** Example of a complaint:*

"I hereby file a complaint against Sir "Bob" for his actions at the Happytime Event in the Duchy of the Smiling Sword, on January 52nd, 200010. Sir "Bob" spat on the sidewalk in front of me which I found highly offensive and a violation of Adrian Bylaws, Section III.B. Standards of Conduct, specifically, "Respect".

I am including Witness Statements and pictures as evidence to support of my claim. Please see attached.

I believe in the mediation process and will accept a public apology from Sir "Bob" as full performance for his transgressions against me."

***Authors:** TIMs Sir Pavo Rosalia and Dame Ashlinn Tiernan (Imperial Crown), HG Dame Fionnghualla inghean Ruaidhri (Countess Royal)*

CRB6. Amend IEW #2, 12 Codex Adjudicata Article IV. Conduct of Judicial Courts to include publications of decisions

Requires majority to approve.

Add:

8. All court decisions must be published as an appendix to the next Imperial Estates Agenda.

CRB7. Amend Imperial Estates Writ 20 Ministry Descriptions

Requires majority to approve.

Current Writ:

Most ministry descriptions, including requirements and responsibilities, may be found in the appropriate manual...

Amend to read:

Most ministry descriptions, including requirements and responsibilities, may be found in the appropriate manual. The officers described below must be at least 18 years of age. Deputies may be under 18, so long as they work under direct adult supervision. The only exception to this is when the Ministry deals with correcting safety issues, personal information, money, and contracting authority...

CRB8. Approve Delay of Business

Requires 2/3rds to approve.

At the request of several Subdivisions, we put forth the following request: Delay all New Business for a period of 1 year. We would like to spend the next year working toward familiarizing members with the Bylaws, Writs, and Manuals currently in use. This will include classes at Imperial Meetings and Events, Committees, and Grand Council Meetings to discuss progress. The only business that would be placed on the Agenda, without a 2/3rd's vote, is mundane and safety concerns, budgets, Reports, change/establishment of Charters or change in Status, or any item that would completely remove a current Bylaw or Writ.

Commentary: We have so many versions of the Law that many subdivisions are doing very different things with regards to Imperial Law. This is mostly due to rapid change, misunderstanding of information, and lack of current Manuals. We sincerely hope that, by doing this, we will, as an Organization, better embrace, comprehend, and enforce the Laws of Adria and get everyone on the same page.

VII. CHANCERY BUSINESS

CH1. Consider the reign of Dame Aislynn de Chartier and Sir Wright Bentwood

Was CH1 (March 2006). Requires majority to take from the table, majority to approve.

Commentary: Per Article VI.E.5. Meeting Date, March:

The Imperial Estates General shall meet in March of every year, at which time they shall conduct appropriate business including but not limited to:

- Evaluation of the success or failure of the previous Imperial Crown's term of office as well as any prior terms of office not yet evaluated, irrespective of the length of such terms of office.

Imperial Crown Commentary: TIM's Pavo and Ashlinn verify that all turnover items have been received to the satisfaction of the Empire.

CH2. Amend Imperial Estates Writ #1 Arts and Sciences Manual II. Scoring

Was CH2 (March 2006), referred to author for re-write. Requires majority to take from the table, majority to approve.

Amend to read:

B. ~~EXECUTION~~/CRAFTSMANSHIP/~~FUNCTIONALITY~~ (10 POINTS)

~~Execution, e~~Craftsmanship, ~~and functionality~~ scoring will include evaluation of the following aspects:

- How well is the piece made (or performed)?
- ~~How well does it function with respect to its historical purpose (and are the materials and choices appropriate to said function)?~~
- Does the piece demonstrate the level of skills or training appropriate to the item?
- How well are period craftsmanship and skills presented in the item, and are they consistent to the stated requirements identified in the documentation?
- If substitutions were made were they well chosen and contribute to, or detract from the piece?
- Did the craftsman successfully implement an unusual and/or difficult technique?

C. FUNCTIONALITY (5 POINTS)

Functionality scoring will include the following criteria:

- How well does it function with respect to its historical purpose (and are the materials and choices appropriate to said function)?

~~C~~.D. DIFFICULTY/COMPLEXITY (~~10~~5 POINTS)

Difficulty and complexity scoring may be aided by a matrix provided in the Judging Handbook that provides examples of many projects. Documentation should express the difficulty of process, practice, learning and hours taken to create the entry. Difficulty and complexity scoring will include evaluation of the following aspects:

- Is the piece complex for its type, demonstrate a variety of skills, or take a many hours to create?
- Did the craftsman attempt an unusual and/or difficult technique?
- Does it demonstrate complex technique as a process?
- Was the scope of work something that an apprentice, journeyman, or master be expected to undertake?
- Did it take a lot of practice and learning to perfect the skills needed to accomplish the piece?
- Does it require or combine multiple or composite elements to achieve a cohesive piece?
- In a group entry, was coordination/direction of multiple individuals required and achieved?

~~D~~.E. BONUS POINTS

Bonus points can be allocated to an area based on authenticity, documentation, craftsmanship and difficulty above and beyond the normal scope of work required for full points for those criteria. Each point awarded as a bonus point must be described and justified.

Commentary: *It is my thought that in the past few years the emphasis has moved from craftsmanship and has move to complexity. In my opinion this is one of the factors that has caused the arts to dwindle over the past few years. In the eyes of many, it no longer matters how good your work is, just how much time you put into it.*

So my idea is this: Change the way we score. Keep Authenticity and Documentation at 5 points each for a total of 10 points. Make Craftsmanship a separate score at 10 points. Make Functionality a separate score at 5 Points. Then Make COMPLEXITY A SCORE HALF OF WHAT IT IS PRESENTLY; 5 POINTS.

This keeps Complexity in the scoring field, which is important. We do need to have some complexity to our entries. But by making it worth 1/6th the total score rather than 1/3rd, it does de-emphasize the importance, while raising the importance of Craftsmanship once again.

Author: HG Sir Angus Kilshannig (Knight Premier, Deputy Imperial Minister of Arts)

Co-Sponsor: HIM Pavo Rosalia (Imperial Crown, Knight Premier)

Counterproposal

As above, with following scoring:

Functionality: 2 points
 Documentation: 6 points
 Craftsmanship: 10 points
 Authenticity: 6 points
 Complexity: 6 points
 Total: 30 points

Author: HIM Ashlinn Tiernan (Imperial Crown)

CH3. Approve candidates for Imperial Crown

Requires majority to approve.

Article VI.E.4.a, at this Meeting of the Estates, the Imperial Estates shall: qualify and determine acceptability of Imperial candidates.

Article XVI.B.1.b. Candidacy: The chancellor shall notify the populace to submit letters of intent to contend for the Imperial Crown, which shall:

- Be submitted to the Chancellor in writing
- Be received at, or before, closing court of Memorial Weekend War (Interim Imperial Civil War)
- Indicate the prospective Crown, and co-ruler or consort

Article XVI.B.2.a. Eligibility: The Imperial Chancellor shall consult with the Imperial Minister of Rolls and the Imperial Steward* to determine eligibility. Records of these two Imperial Ministers shall be considered for this determination. A member who fails to meet the qualifications for Crown shall be notified in writing as to the reasons. (**In the case of any discrepancy or disagreement, the Imperial Steward's records are considered to be binding. The Imperial Steward will entertain evidence from all sources available before making a binding determination.*)

Article XVI.B.2.b. Acceptability: The Imperial Chancellor shall convene the Imperial Estates General at the regularly scheduled meeting in July, who shall determine the acceptability of each contender to hold the Imperial Crown. If the consort is to be a co-ruler, then their acceptability shall be also examined. If a member is judged as unacceptable by the Imperial Estates General, they shall be notified in writing as to the reason.

Vote to Approve

- TIMs Sir Pavo Rosalia and Dame Ashlinn Tiernan

CH4. Amend Chancery Manual

Requires majority to approve.

Will be available as [2006July_ChanMan.pdf](#) on the Imperial web site.

CH5. Amend or repeal Imperial Estates Writ 22

Requires majority to amend/repeal.

Current Law:

All changes made to Bylaw or Writ, shall be published in the Chancery Report. The Estates may question any change. Changes, questioned by the Estates, shall be considered under CH1; changes not questioned shall stand.

Option 1: Repeal in its entirety.

Option 2: Amend to exclude typographical corrections and formatting changes

Amend to read:

All changes made to Bylaw or Writ shall be published in the Chancery Report. The Estates may question any change **except typographical corrections and formatting changes**. Changes questioned by the Estates shall be considered under CH1; changes not questioned shall stand.

Commentary: The documents that we publish on our website need to be presented in a professional manner, as they give an impression to those seeking information about the Adrian Empire. Correcting misspellings in our manuals and drafting them in a consistent format will help give a favorable impression to mundane organizations and potential members.

Author: Sir Warren Anthony (Imperial Chancery)

CH6. Amend Article XI. Judicial Courts

Requires 2/3rds to approve.

Current Bylaw:

There are two types of judicial courts in the Adrian Empire: Civil Courts and Courts of Justice. Conduct of courts is outlined in the Codex Adjudicata...

Amend to read:

There are two types of judicial courts in the Adrian Empire: Civil Courts and Courts of Justice. These courts and their conduct are described in Imperial Estates Writs 2 and 12, Codex Adjudicata. (Strike remaining sections)

Commentary: This section of law is listed in two different locations: the Bylaws of the Adrian Empire and the Codex Adjudicata. As there are some minor discrepancies between the two, it would be easier for the Estates to correct by replacing the descriptions in one location with a reference to the descriptions in the other. As the Codex Adjudicata was most recently updated with regards to Judicial Courts, the Chancery recommends replacing the description of Judicial Courts in the Bylaws with a reference to their descriptions in the Codex.

Author: Sir Warren Anthony (Imperial Chancery)

VIII. OLD BUSINESS

OB1. Amend Article XVI.A.5. War to create War Points for Ministry Voting

Was OB1 (March 2006). Requires majority to take from the table, 2/3rds to approve.

Current law: The Minister of War will then provide a copy of the first day's battles to each contender. On the following morning, after Opening Court, the battles will begin.

There shall be twenty-one (21) war points consisting of:

- Three (3) light weapons battles
- Two (2) renaissance weapons battles
- One (1) renaissance champions battle
- Two (2) armored battles
- One (1) armored champions battle
- Eight (8) arts points consisting of:
 - Four (4) Masters' Tournament
 - Four (4) Knights' Tournament
- Four (4) archery points consisting of:
 - One (1) Masters' Tournament War Point (combined score of all Master's list (Bowman))
 - One (1) Knights' Tournament War Point (combined score of all Knight's list (Huntsman))

- One (1) Open Tournament War Point (combined score of all master's list and knight's list.) This is a separate act from above.
- One (1) Champion's War Point (highest score of any individual). This will be determined by the highest score by any individual from the list of supporters of any given candidate; the candidate need not select a champion.

Note: These are separate matches, and must be competed in separately.

Amend to read: The Minister of War will then provide a copy of the first day's battles to each contender. On the following morning, after Opening Court, the battles will begin.

There shall be twenty-five (25) war points consisting of:

- Three (3) light weapons battles
- Two (2) renaissance weapons battles
- One (1) renaissance champions battle
- Two (2) armored battles
- One (1) armored champions battle
- Eight (8) arts points consisting of:
 - Four (4) Masters' Tournament
 - Four (4) Knights' Tournament
- Four (4) archery points consisting of:
 - One (1) Masters' Tournament War Point (combined score of all Master's list (Bowman))
 - One (1) Knights' Tournament War Point (combined score of all Knight's list (Huntsman))
 - One (1) Open Tournament War Point (combined score of all master's list and knight's list.) This is a separate act from above.
 - One (1) Champion's War Point (highest score of any individual). This will be determined by the highest score by any individual from the list of supporters of any given candidate; the candidate need not select a champion.
- Four (4) ministry points consisting of:

Option 1: Written Ballot (Original Proposal)

There will be a vote consisting of a written ballot taken among the populace. Only members of that warring subdivision/Empire, and who sign in at the war will be allowed to vote. No outlanders will be allowed to participate in said ballot and participation in said ballot will not earn members a war point. The ballot will be made up of two separate ballots as follows:

- 2 Points All Knight Ministers.
- 2 Points All members except Knight Ministers who have earned a Ministry EP within the last 6 months (prior to the freezing of the voting membership) in that subdivision/Empire in which the war is taking place.

The votes will be counted by the Chancellor with the help of the Steward and Rolls Minister to verify Knighthood, participation, and membership. The voting membership will be frozen 30 days before the war at the Kingdom level, and 60 days at the Imperial Level. The contender with the highest number of votes will win the points. In the event of a tie the points will be split evenly among the two highest totals (In the event of a three way or more tie no one will receive the points. After the vote has been counted the Chancellor will give the results to the Minister of Joust and War to be announced with the rest of the scenarios.

Chancery Note: The following options have been submitted for consideration at this meeting.

Option 2: A vote of the Ministry

There will be a Single vote for the 4 points; in event of a tie, points are divided equally among the Contenders. Those who can participate in the Vote must perform a service that would earn a war point during the war. This service must be an hour in length, relate to the running of the war, and be verified by the Autocrat of the War. The vote will take place after the last scenario for the war takes place in either Combat, Arts, or Archery. The service cannot be in any of the following positions:

Minister of Joust and War, Minister of Arts and Science, Minister of Archery, Chancellor, or Autocrat of the War. The Chancellor or Autocrat will then take and count the votes with Rolls Minister and Steward to verify participation and membership. Each contender will have a representative present at the vote counting. All members will be given the ability to serve in a ministry function of some type. Having too many volunteers cannot be given for grounds for denying a member participation but lack of qualifications can be for certain ministerial functions. For example, you must be a qualified Marshal to serve as a Marshal.

Option 3: A vote of the Ministry (weighted)

Same as option two, except those who are Ministry Knights get two votes, those who are Knight Civil get three votes, and those that are Knight Premier receive four votes.

Option 4: A vote of the Ministry Discipline

As option three, except there are 4 separate votes for one point each:

- All non-knight Ministers
- All Knights Minister
- All Knights Civil
- All Knights Premier

Members may participate in the vote category equivalent to their rank. If no members are present that qualify for participation in the vote, that point is not awarded.

Option 5: A vote of the Ministry, excluding outlanders

As Option 2, 3, or 4 but outlanders are not allowed participate in the vote.

Commentary: While those who perform the acts in Ministry are what help keep the Empire running, they are denied a direct say in the choosing of a Crown in war. This proposal will correct that imbalance without changing our whole system of government.

Authors/Co-Sponsors: Sir Tailan Bran McNeil (Marquis, March of Where Dat Al Row), Dame Akria Krastel (Countess, County of Terre Amata)

OB2. Amend Imp. Estates Writ 17, Combat Manual and Imp. Estates Writ 19, Marshals' Manual (see Appendix B: Combat, Marshals' Manual Amendments)

Was OB2 (March 2006). Requires majority to take from the table, majority to approve.

Will be available as [2006July_Combat.pdf](#) on the Imperial web site.

Authors: Lord Wright Bentwood (Emperor), Sir Gwyllum Ap DuDrane (Knight Champion, Knight Premier)

Authors: Rohan of Brandenburg, HG Sir Terrin Greyphis (Count Royal, Knight Premier)

Sponsor: Sir Gwyllum Ap DuDrane (Knight Champion, Knight Premier)

OB3. Review Arts playtest, approved in November 2004, to allow substitution of non-judged arts activities for advancement

Was OB14 (July 2005). Requires 2/3rds to amend bylaw (Article IX.C.2. Robe Roll; includes Arts Manual changes), majority to reauthorize resolution, no action to continue Writ at Crown discretion, majority to adopt Crown Writ as Estates Writ or reject.

Legislative History (November 2004):

Disapproved (66 in favor; req. majority).

Resolution proposed: To support a Crown Writ authorizing playtest; 40% (or closest percentage) of participations may be non-judged; play test until July 2005; this is an alternate method of accruing points; participation is voluntary.

Resolution approved by voice vote (req. majority).

Add to read: b. Journeyman

- i. Participation in three (3) Journeyman's tourneys at Crown events;
or participation in one (1) Journeyman's tourneys at Crown events AND participation in two (2) non-judged art activities approved by the Crown.

Add to read: c. Master

- i. Participation in five (5) additional Journeyman's tourneys at Crown events;
or participation in one (2) Journeyman's tourneys at Crown events AND participation in three (3) non-judged art activities approved by the Crown.

Add to read: d. Knight Robe

- i. Participation in ten (10) Knight's tourneys at Crown events;
or participation in five (5) Knight's tourneys at Crown events AND participation in five (5) non-judged art activities approved by the Crown.

Add to read: e. Knight Master

- i. Participation in eighteen (18) additional Knight's tourneys at Crown events;
or participation in nine (9) additional Knight's tourneys at Crown events AND participation in nine (9) non-judged art activities approved by the Crown.

Add to read: f. Knight Doctor

- i. Participation in thirty-six (36) additional Knight's tourneys at Crown events;
or participation in eighteen (18) Knight's tourneys at Crown events AND participation in eighteen (18) non-judged art activities approved by the Crown.

Amend Arts Manual Article I.C.3. description of Ministry of Arts and Sciences
(this represents no change to the original proposal)

Add: n. Assist the Crown in determining the authenticity and activity level for non-judged event participation.

Add to Arts Judging Guidelines description of Non-judged Participation to Article II

Do not change the Arts Judging Guidelines (as suggested in the original proposal).

Commentary: Non-judged tournament activities do not belong in the judging guidelines.

Add to Arts Manual description of Non-tournament Participation

Do not change the Arts Manual (as suggested in the original proposal).

Commentary: Non-judged tournament activities do not belong under the non-tournament participation activity.

Amend the Arts Manual (Section IV.B.2) description of Tournament Entries

Current manual: 2. An artisan can submit one item per Crown event or up to four items per war.

Tournament wins will be awarded in accordance with the Bylaws.

Amend to read: An artisan can submit one item per Crown event **or participate in one non-judged art activity with Crown approval per Crown tourney**, or up to four items per war. Tournament wins will be awarded in accordance with the Bylaws **and tournament participation points will be awarded in accordance with the Bylaws for non-judged activity.**

Add to Arts Manual (Section IV.B.) description of Tournament Entries

13. Non-judged art activities:

- i. **The activity must be performed in a visible area by actively participating in a non-judged activity at a Crown tourney and approved by the Crown.**
- ii. **The activity must be an activity which was performed in Europe during the period covered in our bylaws.**
- iii. **Minimum written documentation from the artisan is required to authenticate said activity.**
- iv. **The activity must be performed with period tools and equipment, using period techniques.**

- v. **The non-judged activity must be signed up on the Arts Sign-in sheet in the appropriate List area designated for same.**
- vi. **The activity must meet a minimum time of activity of thirty (30) minutes and verified by the Crown or Arts and Science Minister.**
- vii. **The complexity of the art activity will determine the number of times the artisan may perform a non-judged art activity at a Crown Tourney. The number of participation points to be determined by the Crown and Arts and Science Minister and Artisan before the activity is put on the List.**
- viii. **Non-judged art activities not be held at Wars.**
- ix. **The Imperial Crowns may set additional restrictions for Imperial Events.**

***Discussion:** No other area of rank requires a minimum judgment to earn participations. Ministry, Combat, and Archery all allow participants to earn .on the spot participations. Arts is the only area which requires pre-planning and homework. Imagine the Marshals and the Crowns getting together and telling a combatant “sorry, your fighting wasn’t up to snuff today”. Arts tournaments do not provide a general educational outlet for more than the entrants and judges. Open participation would benefit all who are at an event.*

Arts judging and tournaments is not an activity done within our period. For those trying to create a medieval atmosphere and environment, the most natural way to do so is to actively participate in arts in its natural format. Requiring the judging of arts to gain participations mandates that at least 3 people are prevented from participating in the other activities of the event during judging. If there are many arts entries, this can take the entire event.

This proposal does not .do away with judging. All war participations will be judged and an artist will still be required to enter arts for judging to meet the Tournament Win and Masterwork requirements. In most cases, more Tournament entries will end up being needed by an artisan than the number of required wins due to the unlikely case of someone getting wins or masterworks for each and every entry. This proposal does not affect the standard of quality for either Tournament Wins or Masterworks.

There are constraints set such that still at least two people have input on whether a point is earned, which is more than currently is done for ministry.

We give points for what we value in Adria. Lets show artists that we value their participation in arts at events!

The proposal was modified from the previous one to require judged participations at each level, so that only a portion can be earned through non-judged participation.

***Authors:** Lady Cimindri of Umbria/Dame Juliana Hirsch*

***Sponsors:** Viscountess Juliana Hirsch (K3), Dame Kendra (Countess Royal), Sir Tailan Bran McNeil (Marquis, March of Where Dat Al Row)*

Counterproposal

Amend IX.C.2. Art Roll and Arts Manual to allow substitution of non-judged arts activities for advancement

Add to read: b. Journeyman

- i. Participation in three (3) Journeyman’s tourneys at Crown events. **This must include participation in at least two (2) Journeyman’s tourneys’ the remaining participation may be a non-judged art activity approved by the Crown.**

Add to read: c. Master

- i. Participation In five (5) additional Journeyman’s tourneys at Crown events. **This must include participation in at least three (3) Journeyman’s tourneys; the remaining participations may be non-judged art activities approved by the Crown.**

Add to read: d. Knight Robe

- i. Participation in ten (10) Knight's tourneys at Crown events. **This must include participation in at least eight (8) Knight's tourneys; the remaining participations may be non-judged art activities approved by the Crown.**

Add to read: e. Knight Master

- i. Participation in eighteen (18) additional Knight's tourneys at Crown events. **This must include participation in at least thirteen (13) Knight's tourneys; the remaining participations may be non-judged art activities approved by the Crown.**

Add to read: f. Knight Doctor:

- i. Participation in thirty-six (36) additional Knight's tourneys at Crown events. **This must include participation in at least twenty-six (26) Knight's tourneys; the remaining participations may be non-judged art activities approved by the Crown.**

Amend Arts Manual IV.B. Description of Tournament Entries

Add:

13. Non-Judged art activities:

The artisan may enter a specific non-judged art activity only once. (i.e. Sample: A specific sampler may be worked on and entered as a non-judged art activity once, and then once for a judged art- same with chain mail, embroidery on a specific item, etc.)

Amend Arts Manual IV.A. The Tournament Lists

Current Law:

A. The Tournament Lists

There shall be two (2) tournament lists which shall count toward knighthood:

Amend to read:

A. The Tournament Lists

There shall be **three (3)** tournament lists which shall count toward knighthood:

Add to read:

A.3. NON-JUDGED ART ACTIVITY LIST

For those artisans of any rank who bring their art to a Tourney and participate in a non-judged art activity approved by the Crown and authenticated by the Minister of Arts and Sciences.

Amend Arts Manual IV.B.1. Tournament Entries

Current Law: Participants of any age are allowed to enter a Journeymans' List or Knights List.

Add to read: Participants of any age are allowed to enter a Journeymans' List, Knights List or a **Non-Judged Art Activity List.**

Amend Arts Manual IV.E.2. Participation Points

Add to read:

d) Every participant who signs up on the Non-Judged Art Activity List and participates as required by law, shall receive an event participation point.

Commentary:

We have added corrections to the Arts Manual that were not in the original proposal because we feel these language changes will need to be made if this proposal passes. These are the addition of language changes in the Section of the A&S Manual that refers to the Tournament Lists A, B, and E.

A total of 5 for first level, 5 for second level and 10 for third level arts knighthood will only be allowed for a non-judged art activity. This counterproposal does lower the number of non-judged art activities (e.p. art points) that would have been allowed in the original proposal. In order to keep the level of art entries to its highest level we don't think any more non-judged art activities for e.p. points should be allowed under the law. Hopefully participation in actual art entries will be increased with the addition of artists actually doing arts at the event and increase interest. This I believe the purpose of the original proposal.

Appendix B: Frequently Asked Questions (Page 22 A&S Manual) “Can entries be partial or incomplete? – All entries must be complete. These must be able to be judged as a single entity.” Before this counter-proposal should be voted on some legal opinion should be given as to whether a non-judged art activity should be completed the day of the entry to fulfill the “complete” portion of the A&S Manual. Although not judged, it will be earning an event participation point. Is it an entry or not? We are allowed to make significant improvements to an art and re-enter it once; will we be able to do so with a non-judged art activity as suggested in vii of the counterproposal; and as it is changed in the counter-proposal?

Authors: Dame Serene, Dame Cimindri of Umbria

Co-Sponsors: Sir Pavo Rosalio (King of Umbria, Knight Premier), Dame Nisha Rosalia (Countess Royal)

OB4. Amendment to Non-judged Arts Playtest

Was OB4 (March 2006). Requires majority to take from the table, majority to approve.

Amendment:

Participation in arts activities at events and demos shall earn a Demonstration Participation point (DP). Participation shall be approved by the Crown and Arts Minister, and shall conform to the guidelines in the Arts Manual (Section IV.B.). At the discretion of the Crown, arts DPs may be converted to Event Participation points (EP) at this ratio: One (1) EP shall replace three (3) DPs. No more than one-third of the points required for any level of arts knighthoods shall be as a result of DP-conversions.

Add to the Arts Manual (section IV.B.): As originally proposed, with the addition of reasonable substitutions for the tools (as discussed at the July 2005 Imperial Estates Meeting).

Add to the Rolls Manual: With the approval of the Crown, an artisan may replace three (3) arts DPs with one (1) arts EP, up to one-third (1/3) of the EPs required for the member’s next level of knighthood. The DP shall remain listed (with a zero instead of a one in the appropriate column), and a note shall be placed in the entry with the date the conversion took place.

Note: The conversion ratio of 3-to-1 can be changed, as can the percentage allowed (1/3), per the will of the Estates.

Commentary: There has been a lot of discussion about this topic. One of the main stumbling blocks has been terminology. Many people feel that a non-judged arts participation is a demonstration. By addressing this issue, and allowing for conversion of DPs to EPs the goal is reached: arts are encouraged at events, judging is removed for a set percentage of participations, and the bookkeeping is much, much easier to maintain.

Authors: Dame Maedb Hawkins (Knight Master, Knight Premier), Sir Jamie the Red (Knight Artisan, Knight Champion, Knight Robe)

OB5. Add to Article XI.B.10. Judicial Courts, Right of Appeal

Was OB7 (March 2006). Requires majority to take from the table; requires 2/3rds to approve.

Add to the law to include procedures for appealing judicial findings that are not findings of guilt, and includes all parties directly involved in a complaint.

Add (in boldface) to read:

A member who has been found guilty in a judicial court may appeal that finding to an Imperial Crown, in writing, within thirty (30) days. Within thirty (30) days of the written request for appeal, the Imperial Crown shall review the charges and evidence. Either 30-day deadline may be extended for cause.

A member with standing may request a review of the finding of a judicial decision by the next higher body of law, in writing, within thirty (30) days of the original finding. The Imperial Crown shall review a local decision within thirty (30) days of receipt of the written request. The Imperial Estates shall review an Imperial Crown decision at the next scheduled Imperial Estates Meeting at which the request can be included on the official agenda.

A banished member shall be allowed to attend those events necessary to prepare for his appeal, but shall not be permitted to participate in the activities of the event.

The final Court **of for Appeals** shall be the Imperial Estates General. **Final reviews of findings shall be the next higher body of law, as outlined above.**

The judgment of the local court shall remain in effect until the Imperial Crown has rendered a decision. The decision of the Imperial Crown may only be appealed to the Imperial Estates General.

Commentary: In the law, a member who has been found guilty has the right to appeal that finding, and very specific procedures and timelines are provided. There is nothing in law that allows for reviews of findings other than that of guilt (and then only for the guilty party).

All members with standing should have the right to request a review by a higher body of law. A member found innocent may have cause to request a review, to assure the finding of innocence was valid. A complaint that was found to be without merit may have cause to be reviewed to assure any party with standing that the complaint was given adequate consideration.

However, there should be a limit of one review for a particular judicial finding. No one should be able to continually ask for review after review after review. Nor should purely local matters be escalated to the level of the Imperial Estates. There should also be the same timeline as that of an appeal. It is simply inconceivable that there is no statute of limitations on these types of reviews. By specifying that any member with standing has the right to request a review, it allows everyone directly involved with the complaint to have an equal voice in the right for this kind of request.

This is not an appeal, though, and needs to be called something other than "appeal." It is not a "new trial," nor is it a chance to re-file a baseless complaint (thereby ignoring the statute of limitations). It is rightly called a "review of findings," as that is specifically what is being requested.

Chancery Note: *This was referred for a re-write in November 2005. No such rewrite was submitted to the Chancery.*

Author: *Dame Maedb Hawkins (Imperial Princess, Countess Royal, Knight Premier)*

Co-sponsors: *Dame Razi bint Sabra (Queen of Esperance, Countess Royal), Sir Jamie the Red (Knight Champion)*

OB6. Amend Article VI.A. Imperial Governing Bodies; Summoning Meetings and Article XV. Pax Regium and Interim Civil War for conduct of Estates Meetings to void challenges for Imperial Civil War

Was NBI (March 2006). Requires 2/3rds to approve.

Add to Article VI A.:

Additional Imperial Estates Meetings may be called:

- At the pleasure of the Imperial Crown
- By any three (3) members of the body who must reside in different chartered subdivisions (the meeting must be for a location in a chartered subdivision in which none of the summoning members resides.) **If a Banner war is announced by March 1 as per Article XV. A, Paragraph 2 below, and a Civil War challenge is issued, members who reside in the subdivision of the announced War site may still summon an Imperial Estates Meeting to void a challenge.**

Amend Article XV.A. Pax Regium by substitution:

ARTICLE XV: PAX REGIUM AND INTERIM CIVIL WAR

A. Pax Regium

For a period of six (6) months from the date of coronation, the Royal and Ducal Crowns shall enjoy a Pax Regium. During this period of time, no one may challenge the Crown to for their throne. Anytime after that, an Interim Civil War may be called. Challenge for the Imperial Crown may only be issued and done at the Imperial War scheduled for Memorial Day Weekend with no less than **forty-five (45)** days advance notice as indicated in **Article XV.B.1: Notice** below. If no notice is given the Imperial

Crown by **forty-five (45)** days before Memorial Day Weekend, that weekend shall be used for a war fought for the amusement of the populace (e.g. a Banner War).

In any event, the Imperial Minister of War shall advise the Imperial Chancellor, the Imperial Crown, and the Imperial Chronicler of the site or sites of the Memorial Day Imperial War no later than March 1 preceding the War. The Imperial Chronicler shall cause this information to be published well in advance of the war. **(To insure that a Banner War does not have to be moved if a Civil War challenge is issued, it must not be awarded to a location in which an Imperial Crown resides.)**

There is no Pax Regium for any Crowns or Ruling Nobles, except as specifically described above.

Amend Article XV.B.3. Location of the War:

In the case of an Imperial Civil War, the war must take place in chartered subdivisions other than those in which the Imperial Crown resides. (Note: Featherly and Prado Parks in Esperance are approved exceptions.)

Option 1:

If the Banner War location is announced as per Article XV, A, paragraph 2 in a location in which an Imperial Crown resides and a Civil War Challenge is issued, the location of the War must be moved to a location in which an Imperial Crown does not reside.

Chancery Note: Option 1 is offered for clarity. It does not change the current law.

Option 2:

If the Banner War is announced as per Article XV, A, paragraph 2 in a location in which an Imperial Crown resides and a Civil War challenge is issued, the War does not have to be moved to another location.

Chancery Note: Option 2 adds an exception to current law.

Author Commentary: I see having to change a Banner War location 30 days before to be a hardship on the members of the Empire who have already made travel arrangements, and also on the Empire as the chances of finding suitable locations 30 days before Memorial Day that are still available are very slim.

Add to Article XV.B.5. Void Challenge:

A two-thirds vote of the appropriate Estates may void the challenge.

A challenge for the Imperial Throne by Civil War may only be voided at a properly summoned meeting as per Article VI, A, part 2. Each motion to void a challenge shall be voted on separately.

Option 1

An Imperial Estates Meeting, if summoned, will be held at each of the duly appointed Banner War sites. The Imperial Chancellor, Deputy Imperial Chancellor, or highest ranking member of the Chancery present shall conduct the meeting at each War site, coordinate the vote, and report the outcome of the meeting. The meetings shall be convened simultaneously at 11 am EDT, 10 CDT, 9 MDT, 8 PDT. Roll Call and sign in shall be completed before the start time of the meeting. Debate shall be limited to thirty (30) minutes. The vote shall be taken and totaled in no more than thirty (30) minutes. The chairs of each meeting shall then immediately report the outcome to the Imperial Chancellor, who shall total the votes and report the official results. The chairs at each War site shall then announce the results to the populace. The War, whether the challenge is voided or not, will begin immediately upon announcement of the results.

Option 2

An Imperial Estates Meeting, if summoned, will be held electronically (by email or phone) by the Imperial Chancery. The challenge must be announced immediately by the Chancery. The meeting may be summoned within seven (7) days of the announcement of the challenge AS PER VI, A, part 2. The question may be discussed in any forum, including local estates meetings and Adrian E-Groups, between the announcement and the beginning of the poll. The poll shall begin thirty (30) days after the announcement and be concluded seven (7) days before the War. The results shall be announced at the beginning of the War. The War, whether the challenge is voided or not, will begin immediately upon announcement of the results.

Commentary: Thank Goodness we do not have to deal with the time zones for Hawaii and Alaska, yet.

Author: HG Dame Fionnghualla (Countess Royal)

Co-Sponsor: HG Sir William Baine (Count Royal, Knight Premier)

OB7. Amend Glossary definition of Successful Completion of Reign

Was NB2 (March 2006). Requires majority to approve.

Current Definition:

Successful Completion of Reign - After completing a term of office, the Estates General of the Chartered Subdivision (the Imperial Estates General for the Imperial Crown) shall vote to determine if the completed term of office was successful. If deemed to have been successful, an appropriate retirement title is awarded to the outgoing Crown (see Article IX.D. Titles).

Amend by substitution:

Successful Completion of Reign - A reign shall be deemed successful after the completion of a term of office. An appropriate retirement title shall be awarded to the outgoing Crown (see Article IX.D. Titles).

Should a crown be removed from office prior to completion of a term, By Civil War, the Estates General of the Chartered Subdivision (the Imperial Estates General for the Imperial Crown) or Abdication. The Estates General of the Chartered Subdivision (the Imperial Estates General for the Imperial Crown) shall vote to determine if the uncompleted term is was deemed successful. If deemed to have been successful, an appropriate retirement title is awarded to the outgoing Crown (see Article IX.D. Titles).

A term of office is defined as one year. Those who succeed themselves pursuant to Article VIII.B.1.h. will be serving a second "term of office".

Commentary: Service which has been offered, accepted and completed, deserves merit.

Author: Sir L'Bet'e deAcmd (Count, County of Antioch)

Sponsor: HG Sir Ferganonym (Archduke, Kincora)

Counterproposal

Item 1:

The reign must have lasted at least past the Pax Regium to be considered.

Commentary: Should the Estates decide on a different timeframe, I welcome their input.

Item 2:

Should the Estates General deem a reign to be unsuccessful, they shall be notified in writing as to the reason.

Commentary: If a challenger in a Crown War is declared unacceptable by the Estates, they are given the privilege of knowing why. I feel that it is only fair to grant retiring Crowns that same privilege.

Item 3:

If, within six (6) months of the end of a reign in a chartered subdivision (Kingdom, Archduchy, or Duchy), there has not been a meeting of the Estates to consider the reign, and the consideration has not been tabled at a prior Estate Meeting, the Chancellor shall cause to be published the date, time and place

of a meeting that shall occur not later than thirty (30) days at a place accessible to all members entitled to a seat.

Commentary: This and the following item are to prevent the possibility of the consideration being left in limbo.

Item 4:

If two (2) Estates Meetings of a chartered subdivision have passed after the tabling of the consideration of a reign, and the item has not yet received final consideration, an explanation must be submitted by the local Chancellor to the Imperial Chancellor for review.

Commentary: This is not a problem I'm aware of. I'm just trying to close up any possible loopholes.

Author: Lord Vaelen Gallimour (Lord, House Weyland)

Sponsor: Dame Ashlinn Tiernan (Knight Premier)

IX. NEW BUSINESS

NB1. Amend Continuing Crown Writ 2 Missile Weapons Manual IV.B.3. Siege Weapons

Requires 2/3rds to consider, majority to approve.

Current Writ:

For the sake of simplicity of simulation, Adria has divided siege weapons into two classes, small and large. Small siege weapons have a greater effect than arrows, but a lesser effect than large siege weapons. The effects may vary based on the scenario in which they are used. Siege weapons shall be constructed as described in this manual.

- a. Small siege weapons are defined as missile weapons that are intended to be fired from a static location and fire/throw a missile simulating a 50 to 100 pound projectile. These include, but are not limited to, mangonels, ballistas and onagers.
- b. Large siege weapons are defined as missile weapons that throw a "rock" simulating a 250 pound sandstone ball.

Amend to read:

For the sake of simplicity of simulation, Adria has divided siege weapons into two classes, small and large. Small siege weapons have a greater effect than arrows, but a lesser effect than large siege weapons. The effects may vary based on the scenario in which they are used. Siege weapons shall be constructed as described in this manual. **All siege weapons fire large missiles or extra large missiles.**

- Small siege weapons are defined as missile weapons that are intended to be fired from a static location and fire/throw a missile simulating a **20 to 70** pound projectile. These include, but are not limited to, mangonels, ballistas and onagers.
- Large siege weapons are defined as missile weapons **having a throwing beam 6' or greater in length designed to throw** missiles simulating a **100 to 250** pound sandstone ball. **These include, but are not limited to trebuchets and catapults. A large Ballista would have a minimum uncocked width of 6'.**

Commentary: This is to more clearly define what constitutes a large or small siege weapon.

Authors: Sir Govannon ap Gwydion (Count, County of Ouroboros), HG Dame Fionnghualla inghean Ruaidhri (Countess Royal)

NB2. Amend Missile Weapon Construction Manual: Siege Weapon B. Ammunition Construction

Requires 2/3rds to consider, majority to approve.

Amend to read:

1. Large Rocks **and Extra Large Rocks**

Shinai/Renaissance combat:

- Shall not weigh more than one-half pound
- Shall not be smaller than five (5) inches in diameter
- May be hollow rubber balls or constructed of foam covered with duct or fiber-reinforced tape
- **Large rocks must be red. Extra large rocks must be yellow.**

2. Ballista Bolts

Bolts shall be made of golf club tube shafts with a tennis ball taped onto the tube with no less than 2 layers of duct or fiber-reinforced tape (one layer completely covering the ball and four inches of shaft, followed by a second layer). PVC pipe is not approved as it is not shatter resistant. **May also be made of pool noodles or other closed cell foam material with any suitable ball properly affixed.**

- The tubes may be reinforced with medium density foam (e.g. pipe insulation) to make them more resistant to crushing damage.
- "Fletchings" may be added so long as they are not of a rigid material or have sharp edges. Edges of plastic fletchings may be covered with duct tape to dull them.
- **Large bolts must be red. Extra large bolts must be yellow.**

Shinai/Renaissance combat:

- The overall length of the bolt must be no less than 24 inches and no more than **36 48** inches.
- The overall weight of the bolt must be no more than 1/2 pound.

Authors: Sir Govannon ap Gwydion (Count, County of Ouroboros), HG Dame Fionnghualla inghean Ruaidhri (Countess Royal)

NB3. Amend Combat Manual I.G.6 Missile Weapons

Requires 2/3rds to consider, majority to approve.

Amend to read:

6. ~~Missile Weapons~~ **Small Missiles**

- Arrows and other small missiles, such as javelins and throwing axes, are assumed to be moving too fast to be blocked by hand-held weapons.
- Any combatant **actively** blocking a small missile with a weapon will be assumed to have been hit and shall be called dead.
- ~~Arrows and other small missiles, such as javelins and throwing axes, are assumed to be moving too fast to be blocked by hand-held weapons.~~
- Small missiles can be blocked with shields. If a small missile inadvertently strikes a weapon, that missile is assumed to have missed. It does not destroy the weapon.
- Once an arrow or other small missile has made contact with anything (e.g. weapon, shield, body), it is spent and may not cause further damage. The golf-tube missile is considered a javelin and may be thrown during melees.
- Small missiles, with the exception of combat arrows, may be any color other than red. They may not have any red tape, paint, etc. on them.
- Missiles are considered dead after first use. Dead missiles may be gleaned from the combat field for re-use during melee if the scenario is expressly written to allow it.

Commentary: These changes are made to clarify what a small missile is to not confuse it with a small siege weapon missile, which is a large missile, and to clearly delineate between a small missiles and large or extra large missiles in combat.

Authors: Sir Govannon ap Gwydion (Count, County of Ouroboros), HG Dame Fionnghualla inghean Ruaidhri (Countess Royal)

NB4. Amend Combat Manual I.G.7 Large Missiles

Requires 2/3rds to consider, majority to approve.

Current Writ:

7. Large Missiles

- Large missiles launched from siege engines are currently in the experimental stage and are approved for limited play-testing in certain areas of the Empire.
- In areas approved for siege engine play-test, rocks and ballista bolts are approved large missiles. These large missiles must be constructed in strict accordance with published guidelines and be inspected and approved by field marshals prior to each use. Construction of rocks and ballista bolts is described in the [Missile Construction Manual](#).
- All blows delivered by large missiles are considered unobstructed until the missile is spent.
- Ballista bolts cannot be blocked with shields and are considered spent only after they stop moving, or hit the ground or a fixed obstacle (e.g. tree, hay bale, etc.).
- All blows delivered by the head of a ballista bolt (even deflected ones) are considered unobstructed until the bolt is spent.
- "Rocks" cannot be blocked with shields.

Any combatant hit by a rock on any part of the body or shield is considered killed. If a rock inadvertently hits a weapon, that weapon is considered destroyed and must be taken off the field. All blows delivered by a rock (even deflected ones) are considered lethal until the rock stops moving.

Amend to read:

7. Large Missiles

- "Rocks" and "ballista bolts" are approved large missiles. These large missiles must be constructed in strict accordance with published guidelines and be inspected and approved by field marshals prior to each use. Construction of rocks and ballista bolts is described in the [Missile Construction Manual](#).
- **Small siege weapons fire large missiles. These are considered to be a 20 to 70 pound projectiles.**
- **All large missiles must be red.**
- All blows delivered by large missiles are considered unobstructed until the missile is spent. **All blows delivered by the head of a ballista bolt (even deflected ones) are considered unobstructed until the bolt is spent. (author commentary: this was moved for clarity)**
- Ballista bolts cannot be blocked with shields **(up to and including pavises)** and are considered spent only after they stop moving. **Three hits from a ballista bolt disable a manlet and it may not move after that. It does not need to be laid down or removed from field.**
- "Rocks" cannot be blocked with shields **(up to and including pavises). One hit from a large missile (rock) disables a manlet, three hits destroys a manlet and it must be removed from the field.**
- Any combatant hit by a rock on any part of the body or shield is considered killed. If a rock inadvertently hits a weapon, that weapon is considered destroyed and must be taken off the field. All blows delivered by a rock (even deflected ones) are considered lethal until the rock stops moving.

8. Extra Large Missiles

- Large siege weapons fire extra large missiles. These are considered to be 100 to 250 pound projectiles.
- All extra large missiles must be yellow.

- Extra large missiles (rocks) destroy manlets and kill all persons within 3' behind the manlet. It must be removed from field when destroyed.
- All blows delivered by extra large missiles are considered unobstructed until the missile is spent.

Authors: Sir Govannon ap Gwydion (Count, County of Ouroboros), HG Dame Fionnghualla inghean Ruaidhri (Countess Royal)

NB5. Add Imperial Estates Writ: Lanyards

Requires majority to approve.

Proposal:

A lanyard shall be required to use one-handed weapons in all armored combat. The lanyard shall be of sturdy material such as heavy nylon bootlaces. The lanyard shall connect the weapon to the wielder's gauntlet.

Commentary: Lanyards prevent one-handed weapons from being dropped or "launched" at marshals and spectators at events. They have been used regularly by some of our sister organizations to prevent injury.

Alternative Proposal:

A lanyard shall be required to use one-handed weapons in armored combat demonstrations. The lanyard shall be of sturdy material such as heavy nylon bootlaces. The lanyard shall connect the weapon to the wielder's gauntlet.

Commentary: In addition to the reason above, we must take extra precautions to protect the public.

Authors/Sponsors: HIG Sir Winfred (Archduke, Archduchy of Desert Rose) and HG Sir William Baine (Count Royal)

X. DISCUSSION

D1. 20th Anniversary Event

Commentary: We will be forming a committee to organize this event. Each subdivision will be required to provide one representative.

Sponsor: Dame Sapphire Jade (Senior Minor Estate, Galloway)

Co-Sponsor: Sir William Baine (Knight Premier)

D2. Reforms Topics for future legislation – Grand Council Discussion

In order to "get on the same page," we need concrete discussion of what if anything needs to be changed.

Author: Sir William Baine (Knight Premier)

Co-Sponsor: HRM Warren Anthony (King of Albion)

D3. Imperial Crown Luncheon

The current Imperial Crown invites all potentially qualified individuals who may be interested in running for Imperial Crown in the future to Sunday brunch. We will discuss items of importance to the Empire, mundane requirements, and other pertinent information necessary to run the Empire. Please RSVP to Us directly so we get an accurate count and verify your qualification.

XI. NEXT MEETING OF THE IMPERIAL ESTATES

November 4-5, 2006. Location: The Kingdom of Castilles (South Florida).

XII. ADJOURNMENT

END OF AGENDA