

The Codicils of the Realms of Avalon



November 26, 2005

Realms of Avalon Codicils

To All That Read This, I Bring Greetings!

This document is the Codicils of the Realms of Avalon. It is the result of the work of a fair number of people within Avalon over a two year period. It is intended as the framework for how we play our wonderful game. It does not address legal issues about how the organization as a whole interacts with the mundane world, as those are under the prevue of the Bylaws and the Board of Directors. In this document, the reader will find such things as officer requirements for the Realms, the functions and powers of our two Houses of Parliament, and what the duties of our various ministries are. The specifics of how we do such things as combat and archery are spelled out in the various manuals.

In Service

Sir David Davidsson Mariasman of Hillsbend

Acting Imperial Chancellor

Chancellor of Caerleon

November 26, 2005

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I. Introduction

- A. Purpose
 - 1. The purpose of this document is to provide a framework for game play within the Realms of Avalon.
 - 2. For the purposes of this document, the Realms of Avalon shall be referred to as Avalon.
- B. Timeline
 - 1. The period of history that is encompassed by the game shall be defined as the years from 500 up to and including 1603.
 - 2. In other words, the time that we play within stretches from the time of King Arthur to the death of Queen Elizabeth I of England.
- C. Personas
 - 1. To further the goals of Avalon, members are encouraged to develop historical personas.
 - 2. Members may have as many as six personas.
 - 3. To avoid confusion, members shall use their mundane name on all official documents.
 - 4. As Avalon is a historical-based organization, non-historical, and non-documental personas such as werewolves, elves, and the like are not welcome.

II. Purposes, Goals, and Principles of Avalon

- A. The Following are the purposes and goals of Avalon:
 - 1. Education and Cultural
 - a. To foster education in historical issues, ideas, and activities, in an environment that is also fun and supportive.
 - b. To base our common culture upon the importance of individuals sharing their learning and experiences with their fellows.
 - c. To make activities in an adult environment that is also family friendly.
 - 2. Technology related
 - a. To organize and encourage the use of technology to ensure that the educational goals of our group can be shared both within the group chapters as well as with any interested persons or groups outside of Avalon.
 - b. This includes recording tourneys, workshops, collegia, and demonstrations, and making such productions available to other Avalon chapters, other recreational groups, public or private schools, libraries, individuals, and communities.
 - 3. Organizational
 - a. To ensure that a structure is in place for historical re-creation which will allow organized groups to function effectively at the local, regional, and national levels, while allowing all paid members to have adequate opportunities for input.
 - b. To ensure that major changes like game structure are democratically decided upon by the entire membership of the organization.
 - c. To create a unified system where people from as many groups as possible can gather to participate in fun and educational activities and still maintain honors and experience previously earned in other groups.
 - d. To make sure that no one can honestly feel that their previous experiences in other groups is wasted or lost by joining and/or participating in this new organization.

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- e. New members are encouraged and welcomed to participate to the extent of their abilities and interest, and established members are encouraged to improve their skills, knowledge, and accuracy/quality of kit through educational opportunities and rewards.
 - g. Throughout the official chapters of Avalon, there should be a consistent welcoming attitude to new people and groups.
- B. Core Values - The following ideals are the core values of Avalon:
- 1. Honor;
 - 2. Integrity;
 - 3. Fairness;
 - 4. Loyalty; and
 - 5. Respect

III. Membership

- A. Open Membership
- 1. Anyone who is interested is eligible to be a member of Avalon.
 - 2. No one shall be denied membership on the basis of race, creed, gender, religion, disability, age, or sexual orientation.
- B. Classes of membership
- 1. Associate Membership
 - a. Participation in insurance-sensitive activities such as combat and archery practices, construction projects, and equestrian activities;
 - b. Participation in non-point bearing tournaments, competitions, and non-contested wars of succession; and
 - c. Included in membership population counts.
 - 2. Full Membership
 - a. Participation in insurance-sensitive activities such as combat and archery practices, construction projects, and equestrian activities;
 - b. Participation in non-point bearing tournaments, competitions, and non-contested wars of succession; and
 - c. Included in membership population counts.
 - d. Participation in points bearing tournaments and contested wars of succession;
 - e. Earn ranks, titles, and related honors, or positions;
 - f. Eligible to hold officer positions;
 - g. Eligible to be a Member of Parliament; and
 - h. Register/reserve heraldic devices.
- C. Loss of Membership
- 1. Membership can be terminated for one of the following reasons:
 - a. A thirty (30) day lapse following nonpayment of dues;
 - b. Refunding of dues at the request of the member, or
 - c. Revocation of membership by Avalon for the following reasons:
 - i. Conviction of violation of state or federal penal code in connection with an Avalon activity, or
 - ii. Recommendation of a duly constituted judicial court following conviction under Avalon law and within sentencing guidelines.
 - 2. Membership Denial
 - a. Membership in Avalon may be denied for the same reasons as revocation.

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- b. Membership may also be denied if the reasons for a previous revocation of membership are still valid.
 - c. Once members have had their dues refunded, membership in Avalon shall be denied for the remainder of the calendar year for which they received the refund.
3. Notification and appeal
- a. Anyone who has had their membership terminated, denied, or revoked shall be notified as to the reason for the action.
 - b. Anyone who has had their membership terminated, denied, or revoked has the right to appeal the action to the Imperial Crown.
4. Results of the loss of membership
- a. The former member may no longer take part in any Tournaments, Wars, and other activities requiring membership (including demonstrations for which our insurance coverage is required).
 - b. The former member may no longer accrue Rolls points, or be given awards which require membership.
 - c. Former members are permitted to receive those awards allowed for non-members unless their membership has been revoked.
 - d. The former member cannot act as an Avalon officer.
 - e. The former member can no longer take part in any House of Commons or House of Lords votes at any level, and should be removed from any electronic forum immediately.
 - f. The former member is allowed to participate in any non-insurance-bearing activities as a non-member, so long as their membership has not been revoked or they have not been banned.
 - g. Former members whose membership has been revoked or have been banned may not take part in any Avalon-related activity which includes the following:
 - i. Tournaments;
 - ii. Practices;
 - iii. Wars;
 - iv. Demonstrations;
 - v. Electronic communications; or
 - vi. Any other activity that any organization within Avalon sponsors.
 - vii. Nor can the former member receive any award or honor from any entity of Avalon.

D. Dues

- 1. The payment of dues is required for membership in Avalon.
- 2. Membership is not required for participation in activities that are not insurance sensitive as described in the manuals or the membership form.
- 3. Cost of dues - The cost of the dues shall be set by action of the Board of Directors.
- 4. Overseas military deployment – Those members of Avalon who are deployed overseas on active duty shall have the period of their dues extended for a period equal to the length of time that they are deployed overseas.

IV. Imperial Parliament

A. Introduction

- 1. The legislative body of the Realms of Avalon is its Parliament.
- 2. Parliament is composed of two separate houses:
 - a. The House of Commons (HoC); and

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- b. The House of Lords (HoL)
- 3. Except where noted in this article, no member of any House of Parliament shall have more than one vote.
- B. House of Commons
 - 1. Membership - The HoC shall consist of all Full members of Avalon who are at least thirteen years of age.
 - 2. Functions/Powers - The HoC may
 - a. By a two-thirds majority vote
 - i. Approve or reject changes to the Codicils
 - ii. Remove the Imperial Crown
 - b. By a simple majority vote
 - i. Approve or reject Imperial Crown Writs;
 - ii. Confirm or reject any Privy Council Writ except where they require an amendment to the Codicils
 - iii. Elect the HoC delegates to the Privy Council; and
 - iv. Approve or reject the area manuals
 - 3. Presiding Officer
 - a. The presiding officer of the HoC shall be the Imperial Chancellor.
 - b. In addition to the Chancellor's personal vote as a member of the HoC, as Presiding Officer of the HoC, the Chancellor shall have one additional vote to be used only to break a tie.
 - 4. Meetings
 - a. General Rules
 - i. The HoC shall not vote on any measure unless it is on the agenda.
 - ii. The HoC shall meet at least thirty days after the HoL meets.
 - iii. Unless otherwise stated, all measures brought before the HoC require a simple majority to pass.
 - b. Regular Meetings
 - i. The HoC shall meet annually at a place and time to be determined by the Privy Council.
 - ii. The purposes of the regular meeting shall be to:
 - a) Approve the annual budget; and
 - b) Approve or reject measures brought to it by
 - 1) The HoL,
 - 2) The Crown, or
 - 3) The Privy Council.
 - iii. Except for special occasions, regular meetings shall be held electronically.
 - c. Emergency Meetings
 - i. Emergency Meetings may be called
 - a) By action of the
 - 1) Crown,
 - 2) Privy Council,
 - 3) Chancellor,
 - 4) House of Lords; or
 - b) By petition of the membership.
 - ii. The only items that may be acted on at an emergency meeting of the HoC are the items for which the meeting is called.
 - iii. All emergency meetings shall be held electronically.

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- d. Agenda
 - i. The Chancellor shall publish the agenda no less than thirty days prior to any meeting of the HoC.
 - ii. Items may be added to the agenda by
 - a) The Crown,
 - b) The Chancellor,
 - c) The Privy Council,
 - d) Previous action of the HoC
 - e) The HoL, or
 - f) Petition of the membership.
 - iii. The only items that may be acted on or items that originate from c, d, e, or f above.
5. Electronic Meetings
 - a. Timeline
 - i. Electronic meetings of the HoC are the period of time that agenda items are open for voting by its membership.
 - ii. Electronic meetings last for seven days, starting from when the agenda is published.
 - b. Notice
 - i. The Imperial Chancellor shall send out electronic notice to all Crowns and Crown Chancellors when the HoC ballot is published.
 - ii. In the event that there are members of the HoC where there is no Realm established, notice shall be sent out to individual members.
 - iii. In the event that there is a delay in notice of the ballots being published, the seven-day period shall start when notice has been sent out.
 - c. Balloting
 - i. Ballots are to be printed out and distributed to the membership by the Crown Chancellors.
 - ii. Ballots are collected by the Crown Chancellors.
 - iii. As they collect the ballots, the Crown Chancellors verify that those that they collect the ballots from are members of the HoC.
 - iv. The Crown Chancellors pass on to the Imperial Chancellor the following information from the ballots:
 - a) The total number of ballots;
 - b) A list of names of those who have voted; and
 - c) The number of votes cast on all sides of each issue on the ballot.
 - v. Those who do not live, where there is a Realm established shall send their ballots directly to the Imperial Chancellor who will verify that they are members of the HoC.
6. Petitions
 - a. Forty members of the HoC may petition to have a special meeting or add items to an already scheduled HoC meeting.
 - b. Procedure
 - i. The Chancellery shall verify that the petitions are valid based upon whether or not there are names of forty or more voting members on it.
 - ii. Once the signatures are validated, the Privy Council shall determine if there are conflicts between the petition and existing law.

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- iii. Once it has been determined that there are no conflicts, the Privy Council shall schedule a vote on the valid petition.
 - c. Scheduling.
 - i. If there is already a HoC meeting scheduled between thirty and ninety days after the petition has been determined valid, the petition shall be added to an existing agenda.
 - ii. If there is no meeting scheduled within the interval, a special meeting shall be called to vote on the validated petition.
 - d. No petition shall be accepted for a measure that would violate mundane law.
- D. House of Lords
- 1. Membership
 - a. The Heads of all Households
 - b. The Imperial Crowns
 - c. All Knights Bannerette
 - d. All Knights Commander
 - e. The Crowns of the Realms
 - f. The heads of any local subdivisions
 - g. Lords and Ladies of the Imperial Court
 - h. Holders of any retirement titles
 - 2. Functions and powers
 - a. Introduction – There are two main functions that the House of Lords fulfills.
 - i. It is the clearinghouse for the HoC; all bills that the HoC act upon pass through the HoL.
 - ii. It has responsibility for what might be considered matters of state, in so far as we, in playing our game may take things. In other words, the HoL is responsible for chartering the individual Realms, approving contenders for the Imperial Crown, allowing for there to be civil war, and it has ultimate oversight for the Imperial Crown.
 - b. Bills
 - i. Introduction - All bills go to the HoL, which classifies them, deliberates them, clarifies them, and passes them on to the HoC for final passage.
 - ii. Presentation of bills
 - a) All bills are presented to the HoL for consideration.
 - b) Bills may be presented to the HoL from the following:
 - 1) The Crown,
 - 2) The Chancellor,
 - 3) The Privy Council,
 - 4) Previous action of the HoL, or
 - 6) Any full member.
 - iii. Classification of bills
 - a) The first step in consideration is to classify the bill.
 - b) Bills are classified as follows:
 - 1) Changes to manuals and other measures that require a simple majority vote;
 - 2) Amendments/Changes to Codicils, that require a two-thirds majority vote;
 - 3) Amendments to the Bylaws, that are passed on to the Board of Directors for action;

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- 4) Petitions; or
 - 5) Bad law, which is, defined as any measure that if passed, will result in a violation of mundane law or statute, or expose Avalon to undue risk of legal action.
- iv. Deliberation and amendment
 - a) The HoL may deliberate on any bill that has not been deemed to be bad law that is brought before it.
 - b) The HoL may amend any valid bill brought before it with the following restrictions:
 - 1) Unless the author(s) agree, validated petitions may only be edited for format; the HoL may not make any other changes to them.
 - 2) Other bills may be edited as the HoL sees fit as long as the original intent of the bill remains intact.
 - 3) If the originators of any bill object to the final product of the HoL's editing, than the originators may ask for a rewrite, and if they are not satisfied with the rewrite, they can ask for a judicial hearing.
 - c) Petitions that were not validated because of a lack of signatures are to be treated by the HoL as any other normal bill and may be acted on accordingly.
 - v. Passage
 - a) Validated petitions are automatically considered passed and are always send on to the HoC for action.
 - b) Other bills are voted on by the HoL, and if approved are sent on to the HoC for action.
 - c) Proposed amendments to the Bylaws are sent on to the BoD for action.
- c. Votes
 - i. By a simple majority vote, the HoL may
 - a) Ratify charters of new Realms
 - b) Approve bills for consideration by the HoC with the following exceptions:
 - 1) Modifications or amendments to the Codicils which require a two-thirds vote, and
 - 2) Verified petitions that are automatically passed on to the HoC.
 - c) Confirm the existence of an Imperial Civil War;
 - d) Approve any contenders for the Imperial Crown;
 - e) Confirm any decision by the Imperial Judicial Court except banishment; and
 - f) Elect the HoL representatives to the Privy Council.
 - ii. By a two-thirds vote, the HoL may
 - a) Remove the Imperial Crown,
 - b) Approve bills to the HoC that modify the Codicils, and
 - c) Vote to suspend the rules
 - iii. By a unanimous vote, approve the banishment of a member.
3. Presiding Officer
 - a. The presiding officer of the HoL shall be the Imperial Chancellor.

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- b. In addition to any personal vote that the Chancellor may have as a member of the HoL, as Presiding Officer of the HoL, the Chancellor shall have one additional vote to be used only to break a tie.
4. Meetings
- a. General Rules
 - i. The HoL shall not vote on any measure unless it is on the agenda.
 - ii. The last session of the HoL meeting shall be at least thirty days before the HoC meets.
 - iii. Unless otherwise stated, all measures brought before the HoL require a simple majority to pass.
 - b. Regular Meetings
 - i. The HoL shall meet annually at a place and time to be determined by the Privy Council.
 - ii. The purposes of the regular meeting shall be to:
 - a) Finalize the annual budget for the HoC's approval;
 - b) Approve or reject any new charters, and
 - c) Consider any new bills that brought before it.
 - iii. Except for special occasions, regular meetings shall be held electronically.
 - c. Emergency Meetings
 - i. Emergency Meetings may be called
 - a) By action of the
 - 1) Crown,
 - 2) Privy Council, or
 - 3) Chancellor, or
 - b) By request of five members of the HoL
 - ii. The only items that may be acted on at an emergency meeting of the HoL are the items for which the meeting is called.
 - iii. All emergency meetings shall be held electronically.
 - iv. Emergency meetings and validated petitions - Since the only power that the HoL has in terms of validated petitions is to format them, emergency meetings of the HoL shall not be called for the purpose of considering validated petitions and the task of editing them for format shall be given over to the Privy Council.
 - d. Agenda
 - i. Introduction
 - a) Because of the nature of what the HoL does, its agenda will be more fluid than the agenda of the HoC meetings.
 - b) Other than reports, there are two classes of items for HoL meetings and the deadlines differ based upon what they are.
 - ii. Action Items
 - a) These are items that the HoL can decide upon with its own authority such as charters, etc.
 - b) These must be put on the agenda and presented to the HoL at least 14 days prior to the meeting of the HoL
 - c) Action items may be added to the agenda at the beginning of the opening session of the meeting, but only if the HoL votes to suspend the rules.

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- iii. Referral Items
 - a) These are items that the HoL may not decide for it self and are referred on to either the HoC or BoD for further action.
 - b) Referral items may be placed on the agenda after the 14 day deadline for action items has expired.
 - c) All referral items must be added to the agenda by the end of the first session of the meeting of the HoL.

5. Electronic Meetings

- a. Electronic meetings of the HoL consist of three sessions.
- b. The first session is the opening in which the following occur
 - i. The Crown and the various ministries present their reports
 - ii. Any additional referral items are presented to the HoL for consideration.
- c. The second session consists of deliberation of all items up for consideration by the HoL
- d. The third session consists of voting on the measures brought before the HoL.

E. Quorum

- 1. The quorum for any meeting of both Houses of Parliament shall be the number of people that actually are participate in the meeting.
- 2. A unanimous vote is one in which one hundred percent of the people voting on any measure approved it.
- 3. A measure that requires a two-thirds majority vote is defined as passing if it has the support of at least two-thirds of the people who voted on it.
- 4. A measure that requires a simple majority vote passes if at least one more than fifty percent of those voting on a measure approve it.

V. The Imperial Crown

A. Functions and Powers

- 1. Executive power
 - a. The Imperial Crown of Avalon functions as the chief executive on matters of game play within Avalon.
 - b. All matters regarding the corporate and legal status of Avalon belong to the Board of Directors.
 - c. While the reigning Imperial Crown may be a member of the BoD, at no time may the Imperial Crown be the Chair of the Board of Directors.
- 2. The Imperial Crown has the following numerated functions and powers:
 - a. Be the sole representative of the Realms of Avalon to other organizations subject to the above;
 - b. To render an opinion concerning any disputed interpretation of Imperial law or writ;
 - i. Within thirty (30) days of a written request for interpretation the Imperial Crown shall consult with the Crown and Chancellor of the chartered subdivision from which the request (appeal) has come, as well as the Imperial Chancellor and review the disputed Imperial law or writ and the arguments.
 - ii. The decision of the Imperial Crown is final and binding.
 - c. To resolve submitted disputes among the Realms in the event that they are unable to resolve the dispute;
 - i. The Crown of either Realm may ask the Imperial Crown to arbitrate.

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- ii. Within thirty (30) days of the written request for arbitration the Imperial Crown shall convene an Imperial Crown Court and review the dispute and evidence.
 - iii. The decision of an Imperial Crown Court is final and binding.
 - d. To warrant Viceroys, to grant Charters in order to establish new Realms, and to promote existing Realms to higher degrees of sovereignty as defined by these Codicils;
 - e. To hear appeals from local justice where a member has been found guilty by a judicial court in a subdivision and the finding resulted in the loss of any right, award, or status the member may appeal to the Imperial Crown;
 - i. Within thirty (30) days of the written request for appeal the Imperial Crown shall convene an Imperial judicial court within the subdivision and review the charges and evidence.
 - ii. The judgment of the local court shall remain in effect until the Imperial judicial court has rendered a decision.
 - iii. The decision of an Imperial judicial court is final and binding.
 - f. To make new law that does not alter the Imperial codicils; until the next meeting of Parliament in conjunction with the Privy Council;
 - g. To hold crown and ceremonial courts;
 - h. To give orders, awards, and to authorize elevation in rank of any member as advised by their ministers;
 - i. To appoint representatives in regards to (a.) above;
 - j. To hold a minimum of one court a month;
 - k. To Charter Guilds (not subject to approval of Parliament);
 - l. To oversee the various ministries of Avalon in accordance with these Codicils; and
 - m. Other powers of a Crown as may be defined by these Codicils, the manuals and Imperial Writ.
- B. The following are the qualifications for being an Imperial Crown
 - 1. Knighthood
 - 2. Eighteen years of age, or more
 - 3. Full, paid membership for at least one year.
 - 4. Experience as a Crown for one year
 - a. Of one of the Realms that is of Duchy standing or greater,
 - b. As the Imperial Crown,
 - c. As the Imperial Chancellor, or
 - d. Major Crown of one of the other larger medieval/renaissance recreation organizations until such time that there are at least five people within Avalon who meet either a. or b above at which time that this paragraph becomes defunct.
- C. Selection Process
 - 1. The Crowns shall be selected through a Crown war.
 - 2. The specific rules for conducting the war shall be set out in the War manual and in these Codicils.
- D. Term of Office
 - 1. The term of office for the Imperial Crown is two years.
 - 2. The Imperial Crown may serve no more than two consecutive terms at a time.
 - 3. Once a year has passed since former Imperial Crowns have left office, they are eligible to run again.

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- E. Removal from Office
 - 1. The Crown may resign, or
 - 2. The Imperial Crown may be removed from office through the following:
 - a. Civil war, the specifics of which are addressed in Article XIV of these Codicils;
 - b. A two-thirds vote of the HoL; or
 - c. Judicial action by a duly convened judicial court subject to review by the HoL.

VI. The Privy Council

- A. Introduction
 - 1. The Privy Council has much the same function that Presidents and their cabinet fulfill in the mundane world.
 - 2. It provides continuity in the Imperial Government between sessions of Parliament.
 - 3. It is the Privy Council that allows Avalon to function with only one meeting of Parliament per year.
- B. Membership – The members of the Privy Council are the following:
 - 1. The Imperial Crown, which has one vote;
 - 2. The Imperial Chancellor;
 - 3. The Imperial Steward;
 - 4. An additional Imperial Minister selected by the Crown;
 - 5. Three members of the HoL selected from its membership that are not the Steward, Chancellor, or the appointed minister; and
 - 6. Three members of the HoC that are not members of the HoL and not the Steward, Chancellor, or the appointed minister.
 - 7. While the Privy Council works best if it operates by consensus, in the event of a tie vote, the Crown receives an additional vote to break the tie.
- C. Functions and powers
 - 1. Emergency Action
 - a. The Privy Council will provide emergency approval for any Imperial Crown writs that apply to any changes to the manuals which appear to be needed immediately.
 - b. At the next yearly meeting the House of Commons will accept or reject these temporary writs.
 - c. In the event that there are matters that the Privy Council believes that it can not approve on its own, it may pass them on a temporary basis and then call an emergency session of Parliament to deal with the specific matters.
 - d. Any emergency meeting called by the Privy Council shall be only for the measure in question and held electronically.
 - 2. Act as the House of Lords for Colonies and Shires or any other Realm that does not have one.
 - 3. Set boundaries for new Realms.
 - 4. Other Functions and Powers as may be assigned by Parliament and the Imperial Crown as long as they do not conflict with Avalon and mundane law.

Article VII. Ministries and Ministers

- A. Definitions
 - 1. The following are the ministries of Avalon:
 - a. The Chancellery;
 - b. The Rolls Ministry;

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- c. The Steward's Office;
 - d. The College of Arms;
 - e. The Chronicler's Office;
 - f. The Marshallate;
 - g. The Constabulary;
 - h. The Archery Ministry;
 - i. The College of Arts & Sciences;
 - j. The Ministry of Physicks; and
 - k. The Hospitaler's Office
2. Ministerial Service
- a. All ministers serve at the pleasure of their Crown and are responsible directly to their Crown for the execution of their duties.
 - b. All ministers shall submit regular reports to their senior counterparts and carry out the duties and responsibilities of their ministries;
 - c. Ministers are authorized to appoint deputies within their ministries, subject to the approval of the Crown.
 - d. All ministers and their deputies shall hold a full membership and shall maintain such membership for the duration of their appointment.
 - e. Rank and experience requirements for any ministry may be waived only if there is no suitable, qualified member then interested in holding said ministry.
 - f. Manuals and service
 - i. All ministers within ministries for which there is an approved manual are to perform their duties in accordance to the manual.
 - ii. If for some reason ministers are unable to abide by their manual, then they are to so inform their superior within their ministry (if any), and their crown so appropriate action can be taken.
 - g. Limitation of Service
 - i. The holder of any ministry position shall hold no other ministry appointment at the same level, unless there is no member of suitable qualifications then interested in holding the vacant position.
 - ii. In other words, no one should hold more than one Imperial ministry position at the same time unless that can not be avoided.
 - h. The following positions are statutory positions and must be held by those who have obtained the age of eighteen:
 - i. All crowns;
 - ii. All chancellors;
 - iii. All marshals, except for marshals of the field;
 - iv. All stewards;
 - v. All treasurers
 - vi. All sheriffs;
 - vii. All judicators or magistrates
 - viii. All Archery ministers; and
 - ix. All local subdivision heads.
3. General requirement for service
- a. All those who serve as Imperial or Crown Ministers must have an understanding of the functioning of their ministry before they may serve in such a position.
 - b. One way in which this understanding might be obtained is serving as a deputy minister.

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4. General Duties of Imperial Ministries – The heads of the Imperial ministries:
 - a. Are responsible to the Imperial Crown and Parliament for the operation of their ministries;
 - b. Maintain the manuals for their ministries;
 - c. Make recommendations about policy in regards to their ministry;
 - d. Provide training on policies and procedures in regards to their ministry; and
 - e. Are authorized to make typographical and grammatical corrections to the manuals in their area under the following conditions:
 - i. They report their changes to the Imperial Privy Council; and
 - ii. The changes do not effect the meaning of any part of the manuals.
 5. Creation of Ministries
 - a. The Imperial Crown may create other ministries, either temporarily or permanently, subject to the approval of the House of Lords, Privy Council and the House of Commons.
 - b. The duties and requirements of other ministers shall be spelled out in crown writ.
 6. Crown Ministers
 - a. Except as specifically noted, Crown ministers have the same duties as their Imperial counterparts except that they are responsible to the Crown of their individual Realms.
 - b. Crown ministers are to make periodic reports as required to their Imperial counterparts.
 - c. Crown ministers are responsible for providing training on the policies and procedures for their ministry to their Realm.
 - d. Crown ministers are encouraged to make recommendations about their ministry's operation.
- B. Chancellery
1. Introduction
 - a. Coordinates the judicial courts and Parliament within Avalon.
 - b. The Chancellery is headed by the Imperial Chancellor.
 - c. The Chancellery is composed of the following
 - i. Chancellor's Office and
 - ii. The heads of the Realms and Subdivisions of Avalon who may be called upon to act as magistrates in Avalon Courts of Justice
 2. Duties of the Chancellor
 - a. Civil Duties
 - i. Advises the Crown in the drafting of Crown writs.
 - ii. Reviews Crown writs for conflict with existing Imperial Codicils, Crown Writs, Parliament Writs, and By-laws;
 - iii. Serves as a member of the Privy Council;
 - iv. Reviews Realm and regional codicils and writs for conflict with Imperial law (imperial Chancellor);
 - v. Reviews the manuals to see that they do not conflict with each other and the Codicils, Bylaws, and mundane law (Imperial Chancellor);
 - vi. Conducts hearings of writ if a member challenges Crown writ;
 - vii. Drafts model laws for the Crowns, Parliament, and Subdivision heads upon request;
 - viii. Validates Crown Wars per these Codicils and the War Manual;

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- ix. Keeps track of the households and Steadings as per Article X of these Codicils;
- x. Maintains the Organizational Manual; and
- xi. The Chancellor has the authorization to make typological and grammatical corrections to the Codicils, Imperial Writs, and manuals associated with the Chancellery under the following conditions:
 - a) All changes are reported to the Imperial Privy Council; and
 - b) The changes do not effect the meaning of any part of the manuals.
- b. Parliamentary Duties
 - i. Chairs the Parliament meetings;
 - ii. Approves and executes writs on behalf of Parliament;
 - iii. Assists members of Parliament and the Crown in drafting law;
 - iv. Advises Parliament, the Crown, and the Privy Council of potential conflict between the By-laws, Imperial Codicils, and any proposed writs or other law;
 - v. Maintains the Codicils and Imperial Writ; and
 - vi. Verifies petitions.
- c. Judicial Duties
 - i. Drafts charges of violation of law on behalf of the Crown;
 - ii. Acts as prosecutor if the Crown is the complainant;
 - iii. Determines if the Statute of Limitations applies;
 - iv. Organizes judicial courts and assists the Crown in their conduct if a member other than the Crown is the complainant;
 - v. Advises accused members of their rights;
 - vi. Assists Chancellors of the Realms and local subdivisions in conducting judicial courts (Imperial Chancellor);
 - vii. Maintains the Codex Adjudica; and
 - viii. Reviews the decisions of Realm and subdivision courts (Imperial Chancellor)
- 3. Deputies
 - a. Judicial
 - i. Chief Justice
 - ii. Appointed if it has been determined that there is enough of a load where the Chancellor is forced to neglect other, non-judicial duties.
 - iii. Upon appointment, the Chief Justice assumes the judicial duties of the Chancellery.
 - b. General duties – Clerk of the Chancellery.
- 4. Specific minimum requirements
 - a. Imperial Chancellor and Chief Justice
 - i. Knight Bachelor
 - ii. Thorough understanding of Realms Law
 - b. Crown Chancellor, Crown Chief Justice, and Imperial Clerk of the Chancellery
 - i. Sergeant
 - ii. Understanding of Realms Law
- C. Rolls Ministry
 - 1. Introduction
 - a. The Rolls Ministry keeps track of all members' advancement and qualification for knighthood.

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- b. The Rolls Ministry is headed by the Rolls Minister.
- 2. Duties of the Rolls Minister
 - a. Recording each member's earned requirements, ranks, awards, titles and the date each was received;
 - b. Publishing advancements as soon as they occur in the next regular official publication;
 - c. Publishing a list of standings at least once per year;
 - d. Ensuring that someone representing Rolls Ministry attends all scheduled events;
 - e. Providing information on members' advancement and qualification for knighthood as requested by the Crown and Chancellery;
 - f. Overseeing the transfer of ranks and title from other organizations per procedures set forth in these codicils and manuals; and
 - g. Maintaining the Rolls Manual.
- 3. Requirements:
 - a. Imperial
 - i. Must have a working knowledge of tracking records using databases.
 - ii. Knight Bachelor
 - b. Crown
 - i. Must be knowledgeable in the keeping of records and/or databases.
 - ii. Sergeant
- D. The Steward's Office
 - 1. Introduction
 - a. The Steward's Office is responsible for membership lists and it keeps track of Avalon's finances in conjunction with the Board Secretary/Treasurer.
 - b. Ministers
 - i. Steward
 - ii. Treasurer
 - 2. Duties of the Imperial Steward
 - a. Head of the Steward's Office;
 - b. Member of the Privy Council;
 - c. Keeps track of the membership of Avalon;
 - d. Reports on changes of membership to the Chancellor and Rolls Minister;
 - e. Acts as Avalon's bookkeeper;
 - f. Maintains records of Avalon's financial activity
 - g. Compiles information from the Realms' records and the Realms' stewards to produce a monthly income/expenditure report;
 - h. Maintains the Stewards' Manual; and
 - f. Coordinates the development of Avalon's budget.
 - 3. Duties of the Treasurer
 - a. Maintains Avalon's bank records;
 - b. Receives and distributes Avalon's monies; and
 - c. Reports as required to the Steward.
 - 4. Realm Steward
 - a. Maintain records of the Realm's financial activity, including the following
 - i. Bank account information (statements, etc.) received from the Realm Treasurer
 - ii. Receipts
 - iii. Reimbursement Requests

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- iv. Funds Received forms
 - v. Check Request forms, and
 - vi. other relevant paperwork.
 - b. Compile information from the Realm records and Subdivision Stewards' reports to produce a monthly Realm Income/Expenditure report
 - c. File Steward's Income/Expenditure reports monthly with the Imperial Steward.
 - d. Help advise the Realm officers in matters of financial activity by the Realm.
 - e. Approve proposed financial expenditures by the Realm, in conjunction with the Crown.
 5. Subdivision Steward
 - a. Maintain records of the Subdivision's financial activity, including bank account information (copies of statements, etc.) received from the Subdivision Treasurer as listed for the Realm Steward;
 - b. Send a Steward's Income/Expenditure form to the Realm Steward on a monthly basis.
 - c. Help advise Subdivision officers in matters of financial activity by the Subdivision.
 - d. Approve proposed Subdivision financial expenditures, in conjunction with the Head of the Subdivision.
 6. Specific minimum requirements
 - a. Imperial Steward and Treasurer
 - i. Must be qualified in bookkeeping and/or accounting
 - ii. Knight Bachelor
 - b. Crown Steward and Treasurer
 - i. Must be able to keep records
 - ii. Sergeant
- E. The College of Arms
 1. Introduction
 - a. All members of Avalon and its Guilds, Realms, Subdivisions, Households, Steadings and other recognized entities are entitled to their own heraldry subject to rules as stated by the Heraldry Manual.
 - b. The College of Arms is responsible for keeping track of the arms used within Avalon and providing Avalon with most of its ceremony.
 - c. The College of Arms is headed by the Imperial Sovereign of Arms (Herald).
 2. Functions of the College of Arms
 - a. The College of Arms shall
 - i. Protect only the Arms of the membership of the Realms of Avalon and those Arms that the Imperial Sovereign of Arms and the Imperial Crown agree are worthy of protection;
 - ii. Approve the design and construction of Arms according to the established rules of the College;
 - iii. Reserve crests and supporters for any members of Avalon against the day when they shall have the right to bear it;
 - iv. Register devices for any potential Households, Realms, or local subdivision until when they may bear them; and
 - v. Aid the Crowns, Parliament, and the free associations in the design and staging of authentic ceremonial that are adapted to the needs of Avalon.

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- b. The College of Arms is entitled and required to establish a body of standard terminology, usage, and rules for heraldic registrations and display within the Realms of Avalon.
- 3. The Herald
 - a. Duties of the Herald
 - i. The Herald is responsible for maintaining the Armorial.
 - ii. The Herald is responsible for supervising and coordinating the heraldic functions and activities of the College of Arms and its members.
 - iii. The Herald is the foremost heraldic officer of Avalon and the head of the College of Arms.
 - iv. The Herald shall have the exclusive right to resolve conflict of armorial devices submitted by the membership of Avalon.
 - b. Specific minimum requirements
 - i. Imperial Herald
 - 1) A working knowledge of historical systems of heraldry as well as Avalon's
 - 2) Knight Bachelor
 - ii. Crown Herald
 - 1) An understanding of Avalon's system of heraldry
 - 2) Sergeant
- F. The Chronicler's Office
 - 1. Introduction
 - a. The Chronicler's Office is responsible for communication within Avalon.
 - b. The Chronicler's Office is headed by the Chronicler.
 - 2. Duties of the Chronicler
 - a. Manuals
 - i. Coordinates with the other Ministries the actual production of the various Avalon manuals.
 - ii. The Chronicler's Office has no editorial control over the contents of manuals of other ministries; such control belongs to the heads of the individual ministries and Avalon as a whole as described in these Codicils.
 - b. Responsible for the production of any newsletters.
 - c. Oversees Avalon's web pages and discussion boards.
 - d. Produces, as needed, in cooperation with the Crown and the ministries, writs, warrants, and charters.
 - 3. Specific minimum requirements
 - a. Imperial Chronicler
 - i. An understanding of how Avalon's manuals are laid out.
 - ii. Knight Bachelor
 - b. Crown Chronicler – Sergeant
- G. The Marshallate
 - 1. Introduction
 - a. The Marshallate is responsible for overseeing the more martial aspects of our play within Avalon and ensuring that our play is done in as safe a manner as is feasible.
 - b. Beyond the marshals, the Marshallate is composed of the Ministers of Joust and War, and their deputies.
 - c. The Marshallate is headed by the Earl Marshal.

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2. Duties of the Marshallate
 - a. Earl Marshal
 - i. Provides oversight for the entire ministry;
 - ii. Provides for the wellbeing of live combat within Avalon;
 - iii. Maintains qualification of the marshals;
 - iv. Responsible for the organization of the Imperial Wars;
 - v. Maintains the Combat and Marshallate Manuals;
 - vi. Ensures that all combat within Avalon is performed in a safe manner per the combat and marshalling manuals; and
 - vii. Other duties as may be defined in the Marshallate and Combat Manuals.
 - b. Minister of Joust and War
 - i. Oversees combat training and qualifications
 - ii. Organizes war scenarios
 - iii. Coordinates with the Chancellor the conduct of wars of succession
 - c. Field Marshall
 - i. Oversees training and qualification of Marshals of the Field, and
 - ii. Acts as chief marshal of the field when present at Imperial combat events (may be delegated)
 - d. Master of Fence – Oversees rapier combat training and rules within Avalon

3. Specific minimum requirements
 - a. Earl Marshal – Knight Bachelor
 - b. Imperial Joust and War – Knight Bachelor in combat
 - c. Imperial Master of Fence
 - i. Knight Bachelor in combat
 - ii. Qualified in rapier combat
 - d. Crown Marshall – Sergeant
 - e. Crown Joust and War – Sergeant in combat
 - f. Crown Master of Fence
 - i. Sergeant in combat
 - ii. Qualified in rapier combat

H. The Constabulary

1. Introduction
 - a. The Constabulary is responsible for safety and securities issues associated with Avalon events.
 - b. The Constabulary is headed by the Imperial Sheriff.
2. Duties of the Imperial Sheriff
 - a. Providing safety and security at Avalon events;
 - b. Maintaining the Sheriff's Manual; and
 - c. Keeping track of safety issues within Avalon and making them known to the ministries and Crown.
3. Deputies
 - a. Crown Sheriff
 - b. Region Under-sheriff
 - c. Constables
4. Specific minimum requirements
 - a. Imperial Sheriff – Knight Bachelor
 - b. Crown Sheriff - Sergeant

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- I. The Archery Ministry
 1. Introduction
 - a. The Archery Ministry is responsible for the use of missile weaponry within Avalon.
 - b. The Archery Ministry is headed by the Archery Minister
 2. Duties of the Archery Minister
 - a. Encourages the use of missile weaponry and its research within Avalon;
 - b. Determines the lists and order of archery for events;
 - c. Coordinates with the Marshallate the safe use of missile weaponry in combat situations;
 - d. With the Marshallate, determine weapon and armor standards for the use of missile weaponry in combat situations; and
 - e. Maintains the Archery Manual.
 3. Specific minimum requirements
 - a. Imperial Archery Minister – Knight Bachelor in archery
 - b. Crown Archery Minister – Sergeant in archery
- J. College of Arts and Sciences
 1. Introduction
 - a. The College of Arts and Sciences is responsible for
 - i. Providing guidance in how to demonstrate our skills in arts, crafts, and the sciences within Avalon;
 - ii. Providing support to those who participate in these fields; and
 - iii. Encouraging participation and research in the arts, crafts, and sciences.
 - b. The College of Arts and Sciences is headed by the Arts and Sciences Minister.
 2. Duties of the Arts and Sciences Minister
 - a. Establishes common practices and procedures in judging arts entries;
 - b. Provides support to the arts-related guilds;
 - c. Coordinates all arts tournaments;
 - d. Coordinates with the Chancellor arts tournaments that are conducted as a part of any war of succession; and
 - e. Maintains the Arts, Crafts, and Sciences Manual
 3. Specific minimum requirements
 - a. Imperial Arts and Science Minister – Knight bachelor in the arts
 - b. Crown Arts and Science Minister – Sergeant in the Arts
- K. The Ministry of Physicks
 1. Introduction
 - a. The Ministry of Physicks is responsible for first aid-related issues within Avalon.
 - b. The Ministry is headed by the Physicker.
 2. Duties of the Physicker
 - a. Keeps up to date on first aid-related issues, and insures that Avalon is as well
 - b. Keeps track of all injuries and related incidents at Avalon events and makes such information available to the membership.
 - c. Compiles such paperwork and reports as are required concerning injuries and related incidents
 - d. Ensures that physickers and first aid kits are at all Avalon events
 3. Specific minimum requirements
 - a. Imperial Physicker
 - i. Certified in first aid

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- ii. Knight Bachelor
 - b. Crown Physicker
 - i. Qualified in first aid
 - ii. Sergeant
- L. The Hospitaler's Office
 - 1. Introduction
 - a. The Hospitaler's Office is responsible for bringing new people into Avalon and making them welcome.
 - b. The Ministry is headed by the Hospitaler.
 - 2. Duties of the Hospitaler
 - a. Assists in the formation of new Realms
 - b. Assists groups in entering Avalon
 - c. Maintains collections of loaner garb and gear
 - 3. Specific minimum requirements
 - a. Imperial Hospitaler – Knight Bachelor
 - b. Crown Hospitaler – Sergeant

Article VIII. Realms

- A. Introduction
 - 1. Purposes
 - a. The primary purpose of the individual realms is to provide a framework for game play within a given geographic region.
 - b. Realms form a structure for both game play and outreach within its region.
 - c. Realms act as the administrative unit of Avalon for their region.
 - 2. All members of Avalon living within the borders of a given region are a part of the Realm.
 - 3. Generally, Realms are to be no smaller than a mundane state; the specifics of this will be covered later in this article.
 - 4. All Realms are to be as set up in such a fashion that they allow for the maximum game play within the parameters of our rules.
 - 5. Independent Realms
 - a. Each Realm is a separate entity that is independent from other Realms.
 - b. All Realms are subject to the Imperial Crown, Privy Council, and Parliament.
 - c. The degree to which each Realm is subject to the Empire is a function of its size, status, and age as set forth in this Article.
 - i. The Crowns of larger, more established Realms in members and classification are given more of the functions and powers of a Crown than those which are newer and smaller in classification. In other words a King has more of the functions and powers than a Gouverneur.
 - ii. As Realms become more established and larger in members and classification, their Parliament takes on more control from the Empire. For example, Colonies have no Parliament while Archduchies and Kingdoms have both a House of Lords and a House of Commons.
 - 6. House of Lords membership – In the event that a realm has a House of Lords, its membership shall consist of the following:
 - a. The Heads of all Households
 - b. The Crowns
 - c. All Knights

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- d. The Heads of all Steadings
 - e. The heads of any local subdivisions
 - f. Lords and Ladies of the Court; and
 - g. Other members of the Imperial House of Lords who reside within the Realm
- B. Establishment
1. New Realms may be established by:
 - a. Action of the Imperial Crown which may recruit members from outside of any existing Realm,
 - b. Petition of individuals who wish to form a Realm in their region, or
 - c. Petition of an existing organization or group that wish to join Avalon.
 - d. Existing Realms splitting into two or more new Realms (addressed in a separate section within this article)
 2. Once a need for a new Realm is established, than a charter shall be written up which covers the following points:
 - a. The name of the new group;
 - i. All names of the Realms must be unique.
 - ii. The exact name of any Realm is subject to the guidance of the College of Heralds.
 - b. The exact territory that it serves;
 - i. All realms shall have unique territories that do not overlap.
 - ii. All realms are subject to the geographic size requirements as stated in this article.
 - iii. The initial territory of the realms shall be set by action of the Imperial Privy Council.
 - c. Who the initial leader is;
 - i. As other officers, the initial leader must be a full member of Avalon
 - ii. Initial leaders are chosen by their members.
 - d. Any other ministers; and
 - e. Initial status.
 - i. Depending upon their size, new groups will start as either a colony or a shire; the specifics of each will be listed later in this article.
 - ii. Incoming Groups
 - a) Existing groups in a region where there is no Realm may petition to join Avalon as a larger classification based upon their size.
 - b) Incoming groups who have had their status increased have six months to meet the full requirements for their status at the end of which they will be evaluated.
 - c) Once six months have passed, if the new group is found not to be meeting the requirements for the elevated status, and they are not close to meeting the requirements, then the Imperial Privy Council shall reduce the group in status to a point where they meet the requirements.
 - d) Prior to this reduction in status taking effect, the group has the right to petition the Privy Council's decision to the Imperial House of Lords.
 3. Approval Process
 - a. Both new charters and amendments to existing charters are approved by the Imperial Crown.
 - b. The HoL ratifies the charters and their changes at their next meeting.

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C. Types of Realms and their functions and powers

1. Colonies

- a. When they are first established, most Realms start out as a Colony as they are the most basic of the Realms and require the least amount of organization.
- b. Colonies must have at least one full member.
- c. Head of the Realm
 - i. Colonies are headed by a Gouverneur.
 - ii. Gouverneurs are appointed by the Imperial Crown.
 - iii. There is no term of office for Gouverneurs.
 - iv. Removal – Gouverneurs may be removed by the Imperial Crown
 - a) For a just and stated cause, or
 - b) At the request of the membership of the Colony
 - v. Gouverneurs have the following functions and powers:
 - a) One vote in the Imperial House of Lords;
 - b) To hold crown and ceremonial courts;
 - c) To appoint ministers;
 - d) To make war on other Realms;
 - e) To administer their Realm; and
 - f) To report routinely to the Imperial Crown on their Realm's activities
 - vi. Qualifications
 - a) Reside within the area served by the colony
 - b) Full membership
- d. Activity requirements – none
- e. Officers required – none
- f. Parliament - none

2. Shires

- a. Introduction
 - i. Shires are generally the second level classification that new Realms go through
 - ii. Shires are also an introductory classification that new Realms start as depending on their size
- b. Shires have at least ten members.
- c. Head of the Realm
 - i. Shires are headed by a Castailane.
 - ii. Castailanes are elected by their members.
 - iii. There is no term of office for Castailanes.
 - iv. Removal – Castailanes may be removed by the Imperial Privy Council
 - a) for a just and stated cause, or
 - b) At the request of the membership of the Colony
 - v. Castailanes have the following functions and powers:
 - a) One vote in the Imperial House of Lords;
 - b) To hold crown and ceremonial courts;
 - c) To appoint ministers;
 - d) To make war on other Realms;
 - e) To administer their Realm; and
 - f) To report routinely to the Imperial Crown on their Realm's activities
 - g) To give orders and awards of their Realm; and
 - h) To charter guilds within their Realm.

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- vi. Qualifications
 - a) Reside within the area served by the shire
 - b) Full membership
 - d. Activity requirements – One gathering or activity per month within their Realm
 - e. Parliament
 - i. Shires may have a House of Commons
 - ii. The duties of the House of Lords shall be held by the Imperial Privy Council.
 - f. Officers required
 - i. Chancellor (if the Shire has a House of Commons)
 - ii. Steward
3. Duchy
- a. Duchies are the first mature classification of a Realm.
 - b. Duchies have at least 50 members
 - c. Head of the Realm
 - i. The head of the Duchy shall be the Duke/Duchess
 - ii. Dukes are either selected through a crown war or elected by the Duchy's full members.
 - iii. The term of office for a Duke is two years.
 - iv. Dukes may be removed by
 - a) Two-thirds majority vote of the Duchy's HoL
 - b) Civil war, or
 - c) The Imperial HoL for a just and stated cause.
 - v. Dukes have the following functions and powers:
 - a) One vote in the Imperial House of Lords;
 - b) To hold crown and ceremonial courts;
 - c) To appoint ministers;
 - d) To make war on other Realms;
 - e) To administer their Realm; and
 - f) To report routinely to the Imperial Crown on their Realm's activities
 - g) To give orders and awards of their Realm;
 - h) To charter guilds within their Realm;
 - i) To authorize elevation in rank of any member as advised by their ministers; and
 - j) One vote on the Realm's HoL
 - vi. Qualifications
 - a) Reside within the area served by the duchy
 - b) Full membership for one year
 - c) Knight Bachelor
 - d. Activity requirements – Duchies are required to ensure that they have at least one point-bearing event a month within their territory.
 - e. Parliament
 - i. Duchies must have a HoC.
 - ii. Duchies may have a HoL.
 - iii. The Imperial Privy Council must approve all bills passed by a Ducal Parliament before they take effect.
 - f. Officer Requirements
 - i. Chancellor
 - ii. Steward

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- iii. Rolls Minister
- 4. Archduchy
 - a. Archduchies are the second level classification of a mature Realm.
 - b. Archduchies shall have at least ninety members.
 - c. Head of the Realm
 - i. The head of the Archduchy shall be the Archduke/Archduchess
 - ii. Archdukes are either selected through a crown war or elected by the Archduchy's full members.
 - iii. The term of office for an Archduke is two years.
 - iv. Archdukes may be removed by
 - a) Two-thirds majority vote of the Archduchy's HoL
 - b) Civil war, or
 - c) The Imperial HoL for a just and stated cause.
 - v. Archdukes have the following functions and powers:
 - a) One vote in the Imperial House of Lords;
 - b) To hold crown and ceremonial courts;
 - c) To appoint ministers;
 - d) To make war on other Realms;
 - e) To administer their Realm; and
 - f) To report routinely to the Imperial Crown on their Realm's activities
 - g) To give orders and awards of their Realm;
 - h) To charter guilds within their Realm;
 - i) To authorize elevation in rank of any member as advised by their ministers; and
 - j) One vote on the Realm's HoL
 - vi. Qualifications
 - a) Reside within the area served by the Archduchy
 - b) Full membership for one year
 - c) Knight Bachelor
 - d. Activity requirements – Archduchies are required to ensure that they have at least one point-bearing event a month within their territory.
 - e. Parliament
 - i. Archduchies must have both a HoC and a HoL.
 - ii. All bills passed by an Archducal Parliament are subject to review by the Imperial Chancellery only to ensure that they are not in conflict with Imperial law.
 - f. Officer Requirements
 - i. Chancellor
 - ii. Steward
 - iii. Rolls Minister
 - iv. Arts and Sciences Minister
 - v. Marshall
- 5. Kingdom
 - a. Kingdoms are the most senior level classification of a Realm.
 - b. Kingdoms shall have at least one hundred and twenty members.
 - c. Head of the Realm
 - i. The head of the Kingdom shall be the King/Queen

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- ii. Kings are either selected through a crown war or elected by the full members of the Kingdom.
 - iii. The term of office for a King is two years.
 - iv. Kings may be removed by
 - a) Two-thirds majority vote of the Kingdom's HoL
 - b) Civil war, or
 - c) The Imperial HoL for a just and stated cause following a recommendation by an imperial court of justice.
 - v. Kings shall have the following functions and powers:
 - a) One vote in the Imperial House of Lords;
 - b) To hold crown and ceremonial courts;
 - c) To appoint ministers;
 - d) To make war on other Realms;
 - e) To administer their Realm; and
 - f) To report routinely to the Imperial Crown on their Realm's activities
 - g) To give orders and awards of their Realm;
 - h) To charter guilds within their Realm;
 - i) To authorize elevation in rank of any member as advised by their ministers; and
 - j) One vote on the Realm's HoL
 - vi. Qualifications
 - a) Reside within the area served by the Kingdom
 - b) Full membership for one year
 - c) Knight Bachelor
 - d. Activity requirements – Kingdoms are required to ensure that they have at least one point-bearing event a month within their territory.
 - e. Parliament
 - i. Kingdoms shall have both a HoL and HoC.
 - ii. All bills passed by Kingdom's Parliament are subject to review by the Imperial Chancellery only to ensure that they are not in conflict with Imperial law.
 - f. Officer Requirements – Kingdoms shall have a full compliment of officers.
 - g. Privy Council
 - i. Kingdoms may have a Privy Council.
 - ii. The membership and functioning of a Kingdom's Privy Council except that the King substitutes for the Imperial Crown and Crown officers substitute for imperial officers.
- D. Territory Requirements
- 1. Realms shall generally encompass an area that covers at least an entire mundane state.
 - 2. Realms may cover more than one state.
 - 3. Where the above is not practical, Realms shall cover an area such that its mundane population exceeds five million people.
 - 4. Where the territory of any Realm covers parts of mundane states, its territory shall be delineated by entire mundane counties or cities, whichever is greater. In other words, no mundane county may be split between two, or more, Realms.

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- E. Raising the status of Realms
 1. As realms increase in size and their leaders gain more experience, they are encouraged to rise in status.
 2. For Realms to be raised in status, they must meet the following criteria:
 - a. They must have been at their current status for six months.
 - b. They must meet the criteria for the next highest Realm as defined in these codicils.
 - c. They must submit a petition to the Imperial Crown with enough documentation to document that they have met the criteria.
 3. Once the Privy Council has confirmed that the Realm has met the criteria for the next highest realm, they shall inform the Realm and the Realm is considered raised upon that notification.
- F. Reduction of status and dissolution
 1. Reduction
 - a. Once it is found that a Realm no longer meets the criteria listed above for the minimum interval defined below, than the Crown may
 - i. Declare that the Realm is dissolved with the approval of a two-thirds majority vote of the Imperial HoL, or
 - ii. Reduce the Realm in status to a point where it meets the criteria.
 - b. Time interval
 - i. Shires and colonies – Three months
 - ii. Duchies and Archduchies – Six months
 - iii. Kingdoms – Nine months
 2. Dissolution
 - a. Once it is found that a Colony does not meet the criteria listed above, than the Crown may declare it to be dissolved.
 - b. Realms may be dissolved for cause by action of the Crown with the approval of a two-thirds vote of the Imperial HoL.
 - c. Former members of a dissolved Realm may either
 - i. Choose which other Realm they belong to that is near them or
 - ii. Petition to form a new group.
- G. Splitting of Realms
 1. As regions of Realms grow, they may get to the point where they may wish to form their own Realm.
 2. In order for Realms to split, the following standards must be met:
 - a. Only Principalities are allowed to split off to form their own Realm.
 - b. The Principality must be functioning for at least six months.
 - c. Both the Principality and the existing Realm must continue to meet the territory requirements.
 - d. Both the Principality and the existing Realm must have over 120 members; and
 - e. The Principality must have a full slate of officers.
 3. In order for a Principality to split off to form a new Realm, the follow the following procedure must be followed:
 - a. The Principality must present a petition to the Crown requesting the separation.
 - i. The petition must document that the above standards have been met.
 - ii. The petition is referred to the Imperial Crown for verification.
 - iii. Both the Principality and the Realm are to be informed as soon as possible whether or not the petition is verified.

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- b. Once the petition is verified, it is referred back to the Realm and Principality.
- c. The Parliament of both the Principality and Realm vote on the petition.
 - i. The question requires a two-thirds vote of the Principality's HoL and Commons to pass in the Principality
 - ii. The question must receive a simple majority vote of the both Houses of the Parliament of the Realm for it to be approved by the Realm.
- d. Once the petition is approved by the Realm, it is referred to the Imperial HoL for ratification.
- e. Once the petition is ratified, at their earliest convenience, the old and new Realms are to have a war to commemorate the independence of the new Realm.

Article IX. Subdivisions

A. General

1. Subdivisions are the local chapters for Avalon.
2. For their local areas, subdivisions are responsible for the following:
 - a. Holding events;
 - b. Recruiting members; and
 - c. Engaging in educational events for their members and the public.
3. All subdivisions are under the administration of the Realm in which they physically are located.
4. Requirements
 - a. As their primary function is to provide a place where members can take part in Avalon events on a regular basis, Realms are required to do their best to see that subdivisions are established in areas where members live where there are no regular Avalon activities.
 - b. Since once a Realm has reached Duchy status, one of its goals should be to serve all of its members within its borders, it should ensure that there are subdivisions established where ever there are enough members to support them.
 - c. The heads of all subdivisions are to make periodic reports as required to their Crowns and other, designated crown officer.
5. Local Writs
 - a. Subdivisions may enact their own writs.
 - b. All local writs are subject to both Imperial and Realm Law.
 - c. All local writs must be submitted to the Realm's Crown for approval.
 - d. Before they may be approved, all local writs must be checked to see that they do not conflict with Imperial and Realm law.

B. Establishment

1. New subdivisions may be established by
 - a. Action by the Crown which may
 - i. Recruit new members from outside Avalon, but within the borders of the Realm or
 - ii. Split off an under-served area of an existing Subdivision to form another.
 - b. Petition by new members, or
 - c. Petition from members of existing Subdivisions who wish to form a new Subdivision that is in their area.

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2. Once a need for a new Subdivision is established, than a petition or charter shall be written up which covers the following Points:
 - a. The name of the new group
 - i. All names of the Subdivisions must be unique.
 - ii. The exact name of any subdivision is subject to the guidance of the College of Heralds.
 - iii. No subdivision may have the same name as a Realm.
 - b. The area it serves;
 - i. Except for the below listed exceptions, the minimum territory for a Subdivision shall correspond to at least one mundane county.
 - ii. Subdivisions may cover less than a mundane county where
 - a) The county is so large that it is not feasible for the subdivision members in the outlying area of the county to travel to events, or
 - b) The population of the county is large enough to support more than one subdivision
 - 1) There must be more than 200,000 people living in the county, and
 - 2) There must be at least fifty members residing in the county.
 - iii. Where subdivisions are comprised of parts of mundane counties, they must be delineated by entire zip codes as defined by the USPS.
 - c. Who the initial leader is; and
 - d. Any other ministers.
 3. Petitions are approved by the Realm's crown and confirmed by the Realm's House of Lords.
 4. Once the petition is approved, the new subdivision is granted a charter by the Realm's Crown.
- C. The following are the subdivisions of Avalon
1. Parishes
 - a. Parishes are the first subdivision with the fewest requirements
 - b. Parishes have at least one member
 - c. Subdivision Head
 - i. Acting Viceroy
 - a) The title given by the Crown to the holder of a Realm warrant of appointment to Parish within a Realm.
 - b) The Acting Viceroy is the appointed Subdivision Head of a Parish.
 - c) Acting Viceroys serve at the pleasure of the Crown and with the consent of their Subdivision's members.
 - ii. Selection process
 - a) Acting Viceroys are appointed by the Crown from the pool of interested, qualified members of their Subdivision.
 - b) In the event that there is a vacancy in the position of Acting Viceroy, adequate notice must be given to the Subdivision's membership so that interested parties may make their interest known.
 - iii. Acting Viceroys may be removed by
 - a) Resignation
 - b) Removal - The Crown may remove any Viceroys from office if
 - 1) The Crown finds that they are not adequately carrying out their duties or
 - 2) If a simple majority of the subdivision's members ask for the Viceroy's removal.

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- c. Subdivision Head
 - i. Baron/Baroness
 - a). The title given to the elected Head of a Barony.
 - b). Barons serve at the pleasure of the Barony's membership and with the consent of the Crown.
 - ii. Selection Process
 - a) Barons are elected from the pool of interested, qualified members of their Subdivision.
 - b) In the event that there is a vacancy in the position of Baron, adequate notice must be given to the Subdivision's membership so that interested parties may make their interest known.
 - c) Crown Approval
 - 1) Before it is final, elections of Barons must be approved by the Crown
 - 2) To improve the election process, the Crown may approve the list of contenders for the position before it takes place.
 - iii. Barons may be removed by
 - a). Resignation
 - b). Removal - The Crown may remove any Barons from office for a just and stated cause only
 - 1) After the approval of the Realm's HoL,
 - 2) At the request of a simple majority vote of the Barony's members, or
 - 3) By action of a duly convened Court of Justice.
 - iv. Requirements: The following are the requirements for being a Baron
 - a) Residing in the territory served by the Barony
 - b) Full membership of Avalon for six months
 - c) Rank of Sergeant
 - d. Activity Requirements - one point-bearing activity per month
 - e. Officer requirements
 - i. Steward
 - ii. Chancellor
 - iii. Ministers of Rolls, Arts and Sciences, and Archery
 - iv. Marshall
 - v. Any other officers that they may find members to fill
 - f. Regional parliament – only House of Commons allowed
4. Marches
- a. Marches are the first mature subdivision with increasing requirements and greater freedom
 - b. Marches have at least seventy members
 - c. Subdivision Head
 - i. Marquee/Marquessa
 - a) The title given to the elected Head of a March.
 - b) Marquees serve at the pleasure of the March's membership and with the consent of the Realm's House of Lords.
 - ii. Selection Process
 - a) Marquees are elected from the pool of interested, qualified members of their Subdivision.

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- b) In the event that there is a vacancy in their position, adequate notice must be given to the Subdivision's membership so that interested parties may make their interest known.
 - c) Marquees elections may be overturned by a two-thirds vote of their Realm's HoL, but only for a just and stated cause.
 - iii. Removal
 - a) Resignation
 - b) Marquees may be removed from office for a just and stated cause by
 - 1) A two-thirds majority vote of the Realm's HoL.
 - 2) A two-thirds majority vote of the subdivision's Parliament, or
 - 3) Action of a duly convened Court of Justice.
 - iv. Requirements: The following are the requirements for being a Marquee
 - a) Reside within the area served by the March
 - b) Full membership for one year
 - c) Knight Bachelor
 - d. Activity Requirements - one point-bearing activity per month
 - e. Officer Requirements - Full compliment
 - f. Regional parliament
 - i. House of Commons – required
 - ii. House of Lords - allowed
5. Principalities
- a. Principalities the most mature subdivision with increasing responsibilities and greater freedom.
 - b. Principalities have at least one hundred members.
 - c. Subdivision Head
 - i. Prince/Princess
 - a) The title given to the elected head of a Principality.
 - b) Princes serve at the pleasure of the Principalities membership and with the consent to the Realm's Parliament.
 - ii. Selection Process
 - a) Princes are elected from the pool of interested, qualified members of their Subdivision.
 - b) In the event that there is a vacancy in their position, adequate notice must be given to the Subdivision's membership so that interested parties may make their interest known.
 - c) Their elections may be overturned by a two-thirds vote of their Realm's HoL, but only for a just and stated cause.
 - iii. Removal
 - a) Resignation, or
 - b) Princes may be removed from office for a just and stated cause by
 - 1) A two-thirds majority vote of the Realm's HoL, or
 - 2) A two-thirds majority vote of the subdivision's Parliament, or
 - 3) Action of a duly convened Court of Justice.
 - iv. Requirements: The following are the requirements for being a Prince
 - a) Reside within the area served by the Principality
 - b) Full membership for one year
 - c) Knight Bachelor

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- d. Activity Requirements – Principalities are required to ensure that they have at least one point-bearing event a month within their territory.
 - e. Officer Requirements - Full compliment
 - f. Regional parliament – both a House of Commons and Lords are required.
 - g. Principalities may be comprised of the smaller subdivisions.
 - h. Principalities must meet the same territory requirements as a Realm.
- D. Regional Parliaments
- 1. As defined above, subdivisions may have a parliament, but only if the Realm has both Houses of Lords and Commons.
 - 2. Membership – same as for a Realm’s parliament.
- E. Subdivision Heads
- 1. Minister appointments
 - b. Subdivision Heads have the authority to appoint subdivision-level ministers.
 - a. The appointments shall be with the consent of the Crown and in consultation with the effected Crown minister.
 - 2. Awards
 - a. Subdivision Heads may give awards of their Subdivision.
 - b. Subdivision Heads may make recommendations to the crown for any other awards.
 - c. Subdivision Heads may not give out knighthoods unless specifically authorized by the Crown to do so.
 - 3. Subdivision Heads are required to make periodic reports to the Crown on the Subdivision’s activities.
 - 4. As they are the Voice of the Crown of their Realm, Subdivision Heads are to be given all respect due a Crown.
 - 5. Recall votes for subdivision heads
 - a. Initial petition to higher authority
 - i. Any three members of the effected Parish, Canton, or Barony may petition to the next higher authority for their subdivision head to be recalled.
 - ii. If the subdivision is a part of a Principality, the authority shall be the Prince, if not, the authority shall be the Realm’s Crown.
 - iii. such petitions shall not be considered in any form to be treason.
 - b. Petition verification and action
 - i. Once a petition for removal has been received by the higher authority, the higher authority shall determine whether or not the petitioners reside in the area served by the subdivision.
 - ii. Once the petition is verified, the higher authority shall inform the effected Subdivision Head and Chancellor.
 - iii. Should the subdivision head not have a Chancellor, the higher authority shall appoint a temporary Chancellor.
 - a) If the recall does not pass, the temporary Chancellor’s term of office expires with the conclusion of the recall.
 - b) If the recall passes, the temporary Chancellor serves as Lord Protector of the Subdivision.
 - c. The Chancellor shall hold a recall election.
 - i. For Parishes, Cantons, and Baronies, the election shall be of the subdivision’s membership.

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- ii. For Marches and Principalities, the election shall be of the subdivision's House of Commons
 - d. Passage requirements
 - i. For a recall election to pass within Parishes, Cantons, and Baronies, it must receive a simple majority vote of the entire membership.
 - ii. For a recall election to pass within Marches or Principalities, it must receive a two-thirds majority vote of the Subdivision's House of Commons.
- F. Raising the status of Subdivisions
 - 1. As subdivisions increase in size and their leaders gain more experience, they are promoted in status.
 - 2. For Subdivisions to be raised in status, they must meet the following criteria:
 - a. They must have been at their current status for three months.
 - b. They must meet the criteria for the next highest Realm as defined in these codicils.
 - 3. Once the Crown has confirmed that the subdivision has met the criteria for the next highest subdivision, they shall inform the Subdivision which is considered raised upon that notification.
- G. Reduction of status and dissolution
 - 1. Reduction
 - a. Once it is found that a Subdivision no longer meets the criteria listed above for the minimum interval defined below, than the Crown may
 - i. Declare that the subdivision is dissolved with the approval of a two-thirds majority vote of the HoL, or
 - ii. Reduce the subdivision in status to a point where it meets the criteria.
 - iii. Principalities with no subdivisions under them or those with no other subdivision under them serving their home county (mundane definition)
 - a) The Principality may be reduced in status to the point where it meets the above listed criteria.
 - b) Any subdivision under the former Principality is directly administered by the Realm.
 - b. Time interval
 - i. Cantons – Three months
 - ii. Baronies and Marches – Six months
 - iii. Principalities – Nine months
 - 2. Dissolution
 - a. Once it is found that a Parish does not meet the criteria listed above, than the Crown may declare it to be dissolved.
 - b. Principalities that no longer meet criteria as listed above for nine months that have subdivisions under them that covers their home county are dissolved and all subdivisions under them are to be administered by the Realm.
 - c. Subdivisions may be dissolved for cause by action of the Crown with the approval of a two-thirds vote of the Realm HoL.
 - d. Former members of a dissolved Subdivision that no longer has a home subdivision may either
 - i. Choose which other subdivision they belong to that is near them or
 - ii. Petition to form a new group.

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Article X. Houses

A. General

1. There are three types of free associations within Avalon which are described as
 - a. Colleges and Guilds which will be discussed in Article XI, and
 - b. Houses
2. Houses are groups of people who come together for some common interest.
3. All members of Houses must be at least associate members, and their heads must be full members.
4. All members of any House must be from the same Realm.
5. All members are free to leave Houses at anytime, even if their leaving results in the unit having to be dissolved because of a lack of membership.
6. Should members who live outside any area where there is a Realm desire to form a House, they may be chartered directly with the Empire.
7. Raiding existing Houses
 - a. No one may recruit members of Houses to join other houses without informing the head of the House that the members would be coming from.
 - b. Unauthorized recruiting shall be deemed the same as interfering with the functioning of a House, and those who do so may face judicial charges.
8. Size requirements
 - a. Steadings must have at least five members.
 - b. Households are houses that have at least ten members

B. Establishment

1. Gather enough members
 - a. Steadings need five and households need ten.
 - b. All members must be from the same Realm.
2. Determine which full member will be the head.
3. Come up with a purpose or theme for the new entity.
4. Come up with arms and submit them to the College of Arms.
5. File a petition with the crown that covers 1 – 4 above.
6. Once a petition is filed, the crown may
 - a. Accept it as is,
 - b. Suggest changes to it, or
 - c. Deny it, and explain the reasons for its denial.
7. Once a petition is granted
 - a. The new entity is presented, and
 - b. The new head swears fealty to the crown.

C. Dissolution and change in status

1. Dissolution
 - a. Steadings may be dissolved if they fail to maintain at least five members.
 - b. Steadings and Households may be dissolved for a just and stated cause as a result of judicial action and review.
2. Reduction in status – Households may be reduced in status down to that of a stading for failing to maintain ten members.
3. Steadings and households have three months to rebuild their membership before they can be reduced or dissolved for not maintaining their membership.
4. Increase in status – Steadings may be increased in status to a Household upon its head informing the local crown or chancellor that it has at least ten members.

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- D. Steadings
 - 1. Steadings must have five or more members
 - 2. Steadings are chartered and recognized by individual Realms
 - 3. Head
 - a. The head of a steading is its Master or Mistress.
 - b. Heads of Steadings may be in the House of Lords of their individual Realms.
- E. Households
 - 1. Households must have at least ten members.
 - 2. Households are chartered by their realms and recognized by the Empire as a whole.
 - 3. No one may belong to more than one household.
 - 4. Households may have whatever internal organization they wish subject to their individual Realms.
 - 5. Head
 - a. The head of a household is its Lord or Lady.
 - b. Heads of households are members of the House of Lords of their individual realm and of the Empire.
 - 6. Reports
 - a. Heads of Households are to submit a membership report to their local chancellor
 - i. Annually, and
 - ii. When the membership changes
 - b. Local chancellors are to report to the Imperial Chancellor if any household has undergone a change in status. In other words if any household has gone below ten members at which point it has lost Imperial standing or if a steading has gained at least ten members at which point it becomes a household and has gained Imperial standing.
 - 7. Size
 - a. Because of the increased work needed to keep groups together, larger households are given additional recognition.
 - b. If a house has 25 or members, it is referred to as a Manor and its head becomes known as the Lord or Lady of the Manor.
 - c. If a house has 50 or more members, it is referred to as a Fief, and its head becomes known as the Lord or Lady of the Fief.

Article XI. Colleges and Guilds

- A. Introduction
 - 1. Colleges
 - a. Colleges are chapters of Avalon associated with schools.
 - b. Colleges are chartered to the Realm in whose territory they are physically located and if there is no Realm where a college is located, it is chartered by the Imperial Crown.
 - c. All combat activities must be in accordance with the standards established by Avalon's manuals.
 - 2. Guilds
 - a. Guilds are groups of people that come together to share a common interest or purpose relating to Avalon.
 - b. Where there is interest, guilds can establish chapters in any Realm or Subdivision.

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B. Colleges

1. Membership

- a. Membership in the Colleges is open to any interested person associated with the school where the Colleges are located.
- b. Membership in Avalon is not required for being a member of any college; however all those who wish to participate in insurance sensitive activities are required to be, at least associate members of Avalon.

2. Deans

- a. The head of a College is its Dean.
- b. All Deans are required to be full members of Avalon.

3. Charters

- a. Any group wishing to establish a college at a school must submit a petition to the local crown that provides the following information:
 - i. The proposed name of the College;
 - ii. The school's information:
 - a) Its name;
 - b) Location; and
 - c) Documentation that the group is recognized by the school;
 - iii. The initial Dean; and
 - iv. How the Dean is chosen;
- b. Approval
 - i. Once the petition is received, the crown may
 - a) Accept it as is,
 - b) Suggest changes to it, or
 - c) Deny it, and explain the reasons for its denial.
 - ii. The College takes effect once its charter has been approved.
- c. Revocation – Charters may be revoked for the following reasons:
 - i. The College loses its membership;
 - ii. Petition of the College's membership;
 - iii. Action by the Crown or Parliament for a just and stated cause.

C. Guilds

1. Membership

- a. Guild membership is open to nonmembers.
- b. Guilds may limit their memberships, but the limitations must be spelled out in the Guild's charter.

2. Guild organization

a. Imperial level

- i. At the Imperial level, the chief purposes of the guilds are to coordinate activities among the Realms and to help establish guilds where they are not present.
- ii. Guild Master
 - a) The head of a guild is the guild master/mistress.
 - b) The guild master must be a member of Avalon.

b. Realms

- i. Guilds may be chartered at the Realm level.
- ii. Guilds may set up chapter houses at subdivisions in Realms where they exist.

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- iii. The head of a guild for its Realm is its Guild Master who is responsible for coordinating the guild's activities for the Realm.
 - iv. The head of a guild for the subdivision is the Chapter house master/mistress who is responsible for coordinating the guild's activities for the subdivision.
3. Charter
- a. Any group wishing to start a new guild must present the crown with a charter that provides the following information:
 - i. The guild's name;
 - ii. the guild's purpose;
 - iii. Any proposed limits on membership;
 - iv. The initial guild master;
 - v. How the guild master is chosen;
 - vi. Where the guild is chartered; and
 - vii. Any initial chapters.
 - b. Approval
 - i. Once the petition is received, the crown may
 - a) Accept it as is,
 - b) Suggest changes to it, or
 - c) Deny it, and explain the reasons for its denial.
 - ii. The guild takes effect once its charter has been approved.
 - c. Revocation – Charters may be revoked for the following reasons:
 - i. The guild loses its membership;
 - ii. Petition of the guild's membership;
 - iii. Action by the Crown or Parliament for a just and stated cause.

Article XII. Advancement, Rank, and Titles

A. Advancement and Rank

1. Introduction
 - a. Participations
 - i. While members may take part in as many Avalon events as they wish, no member may earn more than one tournament entry or participation in any single area.
 - ii. Members may receive both a tournament entry or participation and a war participation point in the same month.
 - b. Follows are the advancement tracks to all four areas.
 - c. The specifics for each track (except for ministry) are listed in the manuals of the various areas.
2. Arts and Science Advancement
 - a. Apprentice in the Arts – Starting Level
 - b. Yeoman in the Arts – three tournament entries (TE)
 - c. Sergeant in the Arts
 - i. Five additional TE
 - ii. One Advanced Entry (AE)
 - d. Knight Bachelor in the Arts
 - i. Ten additional TE
 - ii. Two additional AE's
 - iii. Five Demonstration or Workshop Participations (DP)

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- iv. One War Participation (WP)
 - v. One Master Work Award (MW)
 - e. Knight Bannerette in the Arts
 - i. Eighteen additional TE
 - ii. Four additional AE's
 - iii. Six additional DP's
 - iv. Three additional WP's
 - v. Two additional MW Awards
 - vi. Two Demonstration Initiations (DI)
 - f. Knight Commander in the Arts
 - i. Thirty-six additional TE
 - ii. Eight additional AE
 - iii. Twelve additional DP's
 - iv. Five additional WP's
 - v. Two additional MW Awards
 - vi. Four additional DI's
 - g. Notes
 - i. All advanced entries and wins count as tournament entries or tournament participations.
 - ii. All wins, advanced entries, and masterworks count towards advancement; if members are granted more than is required for advancement in their present rank, they are applied to their next rank where they are needed as long as this does not conflict with the above listed manuals.
- 2. Ministry
 - a. Apprentice in Ministry – Initial rank
 - b. Yeoman in Ministry – Hold an office for 3 months
 - c. Sergeant in Ministry
 - i. Hold an office for an additional 5 months.
 - ii. Initiate and organize 1 demonstration.
 - d. Knight Bachelor in Ministry
 - i. Hold an office for an additional 10 months
 - ii. Participation in 1 war at an official event
 - iii. Participate in two demonstrations
 - iv. Initiate and organize 3 additional demonstrations.
 - e. Knight Bannerette in Ministry
 - i. Hold an office for an additional 18 months.
 - ii. Participation in 5 additional wars at official events
 - iii. Initiate and organize 5 additional demonstrations.
 - f. Knight Commander in Ministry
 - i. Hold an office for an additional 36 months.
 - ii. Participation in 10 additional wars at official events.
 - iii. Initiate and organize 15 additional demonstrations.
- 3. Archery
 - a. Apprentice in Archery
 - i. Initial rank
 - ii. Qualified by the Minister of Archery or designated Range Master
 - b. Yeoman in Archery - Three Bowman's list tournament participations (TP)

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- c. Sergeant in Archery
 - i. Five additional Bowman's list TPs
 - ii. At least one score of 35% or more of the total available points for the tournament
 - d. Knight Bachelor in Archery
 - i. Ten huntsman's list TPs
 - ii. At least one score of 50% or more of the total available points for the tournament.
 - iii. Archery participation in 1 war at an official event
 - iv. Five participations in archery demonstrations or classes
 - e. Knight Bannerette in Archery
 - i. Eighteen Knights List TPs
 - ii. At least one score of 50% or more of the total points possible in a tournament, using Period archery equipment
 - iii. Five wins in Knights List tournaments.
 - iv. Archery participation in 5 additional wars at official events
 - v. Five additional participations in archery demonstrations/classes
 - f. Knight Commander in Archery
 - i. Thirty-six additional participations in Knights List tournaments.
 - ii. At least one score of 65% or more of the total points possible in a tournament, using Period archery equipment
 - iii. Ten additional wins in Knights List tournaments
 - iv. Archery participation in 10 additional wars at official events
 - v. Ten additional participations in archery demonstrations/classes
 - g. Note – The required score for Huntsman can be obtained when the archer is at either the Bowman's or Marksman's rank.
4. Combat
- a. Apprentice in Combat
 - i. Initial rank
 - ii. Qualified by the Marshallate
 - b. Yeoman in combat – Three tournament participations (TP)
 - i. Using the introductory weapon, or
 - ii. In rapier tournaments
 - c. Sergeant in combat
 - i. Five additional TPs
 - a) Using the introductory weapon, or
 - b) In rapier tournaments
 - ii. One win
 - d. Knight Bachelor in Combat
 - i. Ten additional TPs
 - a) In waster tournaments or
 - b) In rapier tournaments
 - ii. One additional Win
 - iii. One combat participation in a war at an official event
 - iv. Five demonstration participations (DP)
 - e. Knight Bannerette in Combat
 - i. Eighteen additional TPs
 - a) In steel tournaments or

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- b) In rapier tournaments in knights-only lists
 - ii. Five additional wins
 - iii. Combat participation in 5 additional wars at official events
 - iv. Five DPs
 - v. Qualification as a Marshall of the field
 - vi. Demonstration of some knowledge of historical combat
- f. Knight Commander in Combat
 - i. Thirty-six additional TPs
 - a) In steel tournaments or
 - b) In rapier tournaments in knights-only lists
 - ii. Ten additional wins
 - iii. Combat participation in 10 additional wars at official events
 - iv. Ten additional DPs
 - v. Demonstrated mastery of some aspect of combat

B. Titles

1. There are three classes of titles within Avalon.
 - a. Titles that are equivalent to a member's rank, which are addressed in section A of this article;
 - b. Titles that are awarded for service; and
 - c. Titles that stem from members leadership roles in recognized groups within Avalon, which are discussed in Articles V, VIII, IX, X, and XI of these Codicils.
2. Service Titles
 - a. The process of awarding service titles is referred to as ennoblement.
 - b. When members are ennobled, they are awarded the title of Lord or Lady of the Court or Imperial Court by the Realm Crowns and Imperial Crown, respectfully who are the only ones allowed to do so.
 - c. Crowns of the Realms may ennoble only one member per year.
 - d. The Imperial Crown may ennoble one member for every Realm per year.
3. Heirs
 - a. Heirs are those members of Avalon who have been selected as Crown, but have not yet began their service.
 - b. Heirs to the Imperial Throne shall have the title of Imperial Crown Prince/Princess.
 - c. Heirs to the Crown of a Realm shall have the title of Crown Prince/Princess.
4. Retirement Titles
 - a. All members who have completed a reign of one of the senior Realms or as the Imperial Crown are entitled to a retirement title.
 - b. Follows are the retirement titles of Avalon:
 - i. The Imperial Crown – Earl
 - ii. Kingdoms – Count
 - iii. Archduchies - Viscomte
5. Sumptuary – All sumptuary shall be listed in the Heralds' Manual.
6. Order of Precedence
 - a. Imperial Crown
 - b. Imperial Heir
 - c. King/Queen
 - d. Realm Heir
 - e. Earl

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- f. Archduke/Archduchess
- g. Count
- h. Duke/duchess
- i. Viscomte
- j. Prince/Princess
- k. Marquee/Marquessa
- l. Baron/Baroness
- m. Lord/Lady of the Imperial Court
- n. Knight Commander
- o. Lord/Lady of a Fief
- p. Lord/Lady of a Manor
- q. Viceroy/Viceriene
- r. Knight Bannerette
- s. Lord/Lady of a House
- t. Master/Mistress of a Steading
- u. Knight Bachelor
- v. Lord/Lady of the Court
- w. Guildmaster/Mistress
- x. Chapterhouse Master/Mistress
- y. Dean of a College

Article XIII. The Church of Avalon

- A. Introduction - The Church of Avalon (the Church) is intended to facilitate the re-creation of medieval life, and to give the experience a more accurate "flavor."
- B. Purposes – The purposes of the Church are to
 - 1. Provide for ceremony in the functioning of the Avalon
 - 2. Provide a mediation service for Avalon; and
 - 3. Act as an ombudsman's office
 - 4. In the event that there is no established Church, its ceremonial functions shall be assumed by the College of Heralds and the mediation and ombudsman's duties shall be assumed by the Chancellor's Office.
- C. General Rules
 - 1. The church will however have no actual religious function within Avalon.
 - 2. The religious credo of the Church shall be "To believe in nothing is to believe in everything."
 - 3. Organization
 - a. The overall head of the Church shall be the Patriarch.
 - b. The head of the Church for Duchies and Archduchies it its Bishop.
 - c. The head of the Church for Kingdoms shall be its Archbishop.
 - 4. The specifics of how the Church is organized and how its functions shall be detailed in the Church Manual.

Article XIV. War

- A. General
 - 1. The conduct of wars within Avalon shall be overseen by the Minister of Joust and War subject to the following officers depending upon its purpose:
 - a. The Earl Marshall
 - b. The War manual

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- c. The Arts and Science Manual
 - d. The Arts and Science Minister
 2. The outcome of all wars of succession shall be reported to the Chancellery.
- B. Purposes – Wars within the Realms of Avalon shall be for the following purposes:
 1. The selection of new Crowns;
 2. Civil wars; or
 3. The enjoyment of the populace
- C. War points – The following shall be the distribution of points for contested wars:
 1. Missile weapons
 - a. Target Archery, non-knight, one point
 - b. Target cross bow, non-knight, one point
 - c. Target archery knight level, one point
 - d. Target crossbow knight level, one point
 - e. Champion archer, one point
 - f. Champion crossbow, one point
 2. Combat
 - a. Shinai, two scenarios, 1/2 point each
 - b. Waster, two scenarios, 1/2 point each
 - c. Rapier, two scenarios, 1/2 point each
 - d. Steel, two scenarios, 1/2 point each
 - e. Renn. Champion, one point
 - f. Steel champion, one point
 3. Arts and science
 - a. Non knights, crafts and fine arts, one point
 - b. Non knights, culinary and bardic, one point
 - c. Knight level; fine arts, one point
 - d. Knight level, crafts, one point
 - e. Knight level bardic, one point
 - f. Knight level culinary, one point
- D. Confirmation of Candidates for the Crown
 1. All candidates for any crown within Avalon chosen by War must be confirmed by the affected HoL.
 2. Confirmation votes require a simple majority.
- E. Civil War
 1. Timing
 - b. Civil wars are allowed for all Realm Crowns only after the first six months of the Crown's term in office.
 - b. The only time that Imperial Civil wars are allowed is at the middle of the term of office.
 2. Confirmation
 - a. By a simple majority vote, both Imperial and Realm HoL may confirm both the existence of a civil war and any challengers for the crown.
 - b. Even if the HoL confirms the existence of a civil war, unless it confirms at least one challenger, no civil war occurs.
 - c. Once both the existence of a civil war and its contenders are confirmed, than the civil war proceeds as would any other war.
- F. Wars for the enjoyment of the populace (fun wars)
 1. Any realm, subdivision, or other entity within Avalon may carry out fun wars.

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2. Fun wars may be scheduled at any time except when they conflict with contested wars.
3. Fun wars may use any scenario or breakdown of war points that their organizers set up as long as the participants know what they are before the war starts.

Article XV. Orders and Awards

- A. General
 1. The purposes of Awards and Orders are to
 - a. Reward and encourage participation in Avalon;
 - b. Honor those who have made significant contributions to the good of Avalon; and
 - c. Encourage those that have furthered the goals and purposes that Avalon stands for.
 2. Heads of subdivisions, Crowns of the Realms, and the Imperial Crown may award their members for service per standards established in Imperial and Realm Writ and Law.
 3. Those Subdivision Heads and Realm Crowns who are found not adhering to prescribed standards in how they make awards may be stripped of the ability to do so by those who they owe fealty to.
 4. Specific Imperial Crowns may be stripped of their ability to make awards by a simple majority vote of the Imperial House of Lords.
- B. Awards – The specifics for awards shall be listed in Realm and Avalon law.
- C. Orders
 1. The Order of the Annulet
 - a. The Order of the Annulet is awarded by the Order to those knights who consistently exhibit the knightly virtues of honor, chivalry, courtesy, and generosity in their interactions in Avalon.
 - b. Knights become eligible for membership within the Order one year after they have been knighted at which time they are evaluated by the members of the Order.
 - c. Members of the order are subject to an annual review of their performance and those members whose performance does not meet the standards of the Order may have their membership in the Order suspended or stripped.
 - d. Those Knights whose membership is suspended shall have their status reviewed every year until they have been restored to the order or their membership has been stripped.
 - e. The specifics for the Order of the Annulet shall be enumerated in the Order's rules.
 2. Other Orders – The specifics of other orders and who can award them shall be spelled out in Avalon law and writ.

Article XVI. The General Article

- A. Qualifications for all Crowns
 1. Gender requirements
 - a. There shall be no gender requirements for any crown within Avalon.
 - b. In the event that both Crowns are of the same gender one of the crowns shall be designated Prime Minister and the other shall have the primary title , i.e. Emperor or Empress for the Imperial Crown.

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2. Secondary Crown
 - a. In the event that fully qualified contenders are unable to find another fully qualified partner that they can work with for the Crown, than the experience requirement may be waived.
 - b. In the event that the team described above become crown, and they are of the same gender, the more qualified of the two obtains the primary title.
 3. Waiver of requirements
 - a. In the event that there are no otherwise candidates for either the Imperial or Realm crowns, the rank requirement may be waived.
 - b. If there are no otherwise suitable candidates for the Imperial Crown, the requirement for prior experience may be waived.
 - c. Candidates for crowns must meet all the qualification for the crowns they are contending for by the first day of their term of office.
 4. Conflict of interest
 - a. No one may serve as Imperial Crown while serving as a crown of any of the Realms.
 - b. No one may serve as a crown while serving as the head of subdivision.
 5. Membership - All Crowns shall hold a full membership and shall maintain such membership for the duration of their appointment.
- B. Lord/Lady Protector
1. In the event that there is a sudden vacancy in the position of Crown or the Crowns are unable to carry out their duties, the Chancellor shall act as Crown as the Lord Protector.
 2. In the case of a vacancy, the Lord Protector is to serve only until an election can be held to fill the remainder of the Crowns' term of office.
 3. If the Crowns are unable to carryout their duties, the Lord Protector shall serve until the Crowns are able to resume their duties.
 4. If it is determined that the Crowns will not be able to return to duty to complete their terms, than the Lord Protector shall serve only until a new election can be held.
- C. Emergency appointment of Chancellors
1. If a Crown becomes vacant and the effected Realm has no Chancellor, than the Privy Council shall appoint a Chancellor to serve until such time that an election can be held to fill the Crown.
 2. If it is the Imperial Crown that becomes vacant while there is no Chancellor, than the Board of Directors has the power to appoint a Chancellor.
 3. If the position of Subdivision head becomes vacant while there is no subdivision Chancellor, than the Crown of the Realm shall appoint a Chancellor.
- D. Hierarchy of documents
1. Mundane Law
 - a. Mundane law has the highest authority.
 - b. No part of the Realms of Avalon shall conduct any official action that is in violation of mundane law.
 - c. If any Avalon document is found to be in violation of mundane law, it shall be amended so that it is no longer in violation
 2. Bylaws
 - a. Within Avalon, the Bylaws shall have precedence.
 - b. If any part of Avalon' Codicils or manuals is found to be in conflict with the Bylaws, they shall be amended so that they are no longer in conflict

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3. The Codicils
 - a. The purpose of the Codicils is to provide a framework for game play within Avalon.
 - b. If any part of these Codicils is found to be in conflict with the Bylaws or mundane law, it shall be amended so that it is no longer in conflict.
 4. Manuals
 - a. The manuals are designed to fill in the details of how we play our game.
 - b. There are specific manuals for each of the areas with in our game.
 - c. All manuals are subject to Mundane Law, the Bylaws, and the Codicils.
 - d. If any part of the manuals are found to be in conflict with the above, than they shall be amended so that conflict no longer exists.
 - e. In the event that there is conflict between the manuals, than the manual which deals with the specific area in question, wins out. For example if there is a conflict between the arts manual and the war manual over specifications about how to judge a piece of artwork, the arts manual wins out.
 5. Imperial Writs
 - a. Imperial Writs are specific statements of Avalon policy that have co-equal standing as other manuals, but do not fit within any single manual.
 - b. Imperial Writs are intended, among other things, to fill in details in the Codicils.
 - c. It is the Imperial Writs where such things as additional ministries beyond what is mentioned in these Codicils are listed and defined.
 - d. All Imperial Writs are subject to Mundane Law, the Bylaws, and the Codicils.
 - e. If any Imperial Writ is found to be in conflict with the above, than it shall be amended so that conflict no longer exists.
 - f. Imperial Writs have three classifications based upon who authorized them.
 - i. Parliament Writs are approved by the Imperial Parliament.
 - ii. Privy Council writs are approved by the Privy Council and are subject to review by Parliament.
 - iii. Crown Writs are authorized by the Imperial Crown and are subject to the Privy Council and Parliament.
 - g. Imperial Writs can be used as temporary addendums and revisions to area manuals that expire once they have been incorporated into the area manuals
- E. Official Events
1. Official Avalon events may include the following:
 - a. Tournaments;
 - b. Wars;
 - c. Demonstrations;
 - d. Practices; or
 - e. Meetings
 2. Official Avalon events are those that meet the following criteria:
 - a. All official events are open to all interested Avalon members.
 - b. Notice of events
 - i. Notice of official events shall be given at least one week prior to the event.
 - ii. Notice of events may be made in the following manner:
 - a) Announcement at a prior official event;
 - b) Publishing of the event in local papers;
 - c) Posting notice of the event in official Avalon message boards which shall be defined by the Crown, subject to oversight by Parliament; or

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- d) Other methods approved by the Crown or Parliament.
 - iii. Notice of events may be waived by the Crown.
 - c. All official events must be authorized by the Crown or subdivision head where they are to take place.
 - 3. Unofficial events
 - a. Unofficial events are those events that do not meet the above criteria.
 - b. While Avalon members or groups within Avalon may sponsor unofficial events, they may not be used as point bearing events that may count towards any members' advancement nor shall Avalon, any Realm, nor any Subdivision be responsible for what occurs at any unofficial event.
- F. Judicial Courts
- 1. Introduction
 - a. There are two types of Judicial Courts within the Realms:
 - i. Civil Courts
 - a) Civil Courts are designed to clarify a rule of Realm law;
 - b) The specific rules for conducting civil courts and their scope shall be enumerated in the Codex Adjudica.
 - ii. Courts of Justice are more concerned with people's actions.
 - b. Judicial courts vs. Mundane Law
 - i. Judicial Courts shall never convene for violation of a mundane law, ordinance or code unless the infraction occurred in an Avalon context and affected an Avalon event and all mundane procedures relating to the infraction have been concluded.
 - ii. In the event that a member is arrested or charged by mundane authorities for a crime that may have occurred in an Avalon context, the Crown shall have the right to suspend the member(s) participation rights until mundane court procedures are concluded.
 - iii. In the event that a mundane crime is committed at a Avalon event, it shall be a matter for the mundane authorities, who shall be called in to deal with the situation.
 - 2. Courts of Justice
 - a. Courts of Justice may be called for any of the following reasons which shall be considered as offensives:
 - i. A member has committed an act or caused an action that so disturbed the harmony, order and enjoyment of the activities of the Realms as to warrant Crown intervention.
 - ii. A member is accused of treason; which is defined in Avalon as any act by-which any member of Avalon attempts to damage, defame, destroy, or discredit the Realms of Avalon or any Avalon activities
 - iii. A member accuses another member of violating their rights and the individuals themselves cannot resolve the matter.
 - iv. Evidence is presented to the Crown or Chancellery that a member has willfully violated the Codicils, Manuals, or Writ.
 - b. Judicial Suspension
 - i. The chief purpose of a judicial suspension is to prevent situations from getting worse by removing the accused from where the alleged wrong took place.

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- ii. Judicial suspensions are not automatic and where they are found to be necessary, the least restrictive suspension ban to keep situations from getting worse shall be imposed.
- iii. Willful violations of a judicial suspension shall count as additional offenses.
- iv. Should the accused believe that the terms of their judicial suspension be to extreme, they may be appealed.
- c. Punishment
 - i. Types of punishment
 - a) Censure and Apology. The member is publicly required to admit their guilt and apologize to the membership.
 - b) Loss of Award(s), Order(s), Rank(s), and/or Title(s).
 - c) Service.
 - d) Judicial Suspension.
 - e) Banishment.
 - ii. Appeal – Judicial punishments may be appealed.
- d. The specifics of how to carry out a Judicial Court, Judicial suspensions, appeals, and punishments shall be enumerated in the Codex Adjudica.
- e. Double Jeopardy – No member may be tried more than once for the same offense or tort arising out of the same alleged actions.

Change History

- January 11, 2004 Draft - This section is not in itself part of the Codicils. It is more a listing of what changes were made, when they took place, and who made them. This entry marks the completion of the first draft of the Codicils. (Chancellor)
- March 3, 2004 Draft – Changed the italics back to plain text and removed the deleted text from the January 11 version; made the archery minister a statutory position; added a new section for colleges as a part of the Guild Article; corrected some language usage problems; and filled in the missing requirements for Subdivision Heads. (Chancellor)
- March 27, 2004 Draft – Clarified some text in the House article, added the ability to make grammatical and typological corrections to Imperial Ministers, and cleaned up some text.
- August 29, 2004 Draft – Defined when a Subdivision Chancellor needs to be appointed, defined the head of a Parish as Acting Viceroy, specified what constitutes an official event, clarified the timing for confirmation of civil wars and contenders for the crown, and clarified the language regarding the Church of Avalon. (Chancellor)
- 16 January 2005 Draft – Corrected the problem of having the Constabulary listed under the Marshallate when it is actually a separate ministry and specified the difference between the Chancellery (the pool of those who are generally qualified to serve as a magistrate) and the Chancellor's Office (Chancellor)
- May 5, 2005 Draft - Added language to encourage Duchies and Archduchies to develop their parliaments, defined the difference between an official and unofficial event. Resolved conflicts between the draft codicils and the Steward's and Combat Manuals. Clarified the rank listing. (Chancellor)
- May 17, 2005 Draft – Added language to spell out the recall mechanism of subdivision heads, and what was meant by the Realms having increasing control for their own affairs. Clarified the separation between the Imperial Crown and the Chair of the Board of Directors. Strengthened the Parliament requirement for Archduchies. Added language to clarify what to do if there is a tie vote on the Privy Council. Defined Imperial Writs.

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Clarified the functions of the Chancellery in respect to the Codicils, Imperial Writ, and Codex Adjudica. (Chancellor)

May 30, 2005 – Added language that clarifies what it means to lose your membership and spells out the conditions under which fun wars can be held. Codified Privy Councils for Kingdoms (Chancellor)

June 9, 2005 – Added language that defined what Judicial Courts are, and what their purposes are. (Chancellor)

July 9, 2005 – First clean draft of the Codicils without italics and cross-outs within the text.

July 12, 2005 – filled hole referring to the raising and reduction in status of subdivisions (Chancellor)

August 8, 2005 - Clean-up of grammatical errors, added section describing participation in events (Chancellors of Caerleon and Thatuna)

August 29, 2005 – Second “clean” version of the Codicils (Chancellor)

November 15, 2005 – Final draft of the Codicils – cleaned up typos, resolved rolls issues, issues with subdivision reporting requirements, and clarified the definition of treason (Avalon House of Lords)