

Structure and General Rules for

**Realms of Avalon
Historical
Re-Enactment and
Education**



Honor, Courtesy, Chivalry

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Version 1.1

INTRODUCTION

Welcome to the Realms of Avalon Main Manual!

This manual describes how Avalon is w handle business matters, how we are structured, deliniates officers, describes our goals, and other stuff related to the basic operation of our re-enactment organization.

Even if official stuff bores you, it may be handy to take at least a cursory glance through it, to help you better understand how we work, what pitfalls to avoid, and be better prepared to make use of our structure for your re-enactment pleasure.

As always, if you ever have questions not answered by this or other manuals, you can visit our message boards to post openly:

<http://groups.yahoo.com/group/Avalon/>

Or you can email privately at:

avalon@realmsofavalon.org

I. Goals of Realms of Avalon, Inc.

1. Fostering Education

To foster education in historical issues, ideas, and activities, in an environment that is also fun and supportive and by reaching out to communities and schools. To base our common culture upon the importance of individuals sharing their learning and experiences with their fellows. To make activities in an adult environment that is also family friendly.

2. Use Technology and Outreach to Promote History

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. This includes recording tourneys, workshops, collegiums, and demonstrations, and making such productions available to other Avalon chapters, avalon or non avalon groups, public or private schools, libraries, individuals, and communities.

3. Organized Opportunities for Play and Learning.

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, and to ensure that major changes that game structure are democratically decided upon by the entire membership of the organization.

4. Bring Together ALL People With an Interest in History.

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. 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.

5. Create Environments Conducive for Learning, Exploration, and Fun.

To cultivate a culture of openness where personal chivalry, courtesy, respect, and responsibility is the norm, 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. Throughout the official chapters of the Realms of Avalon there should be a consistent welcoming attitude to new people and groups.

6. To Keep Legal Matters Separate From Game Play.

To make a system where mundane legal matters are dealt with separately from Game matters, including a specific set of bylaws separate from the rules of play, separate sets of officers, and with comprehensive manuals that will outline each area of activity. In game officers/crowns will only need to focus on their game matters, and the Board of Directors will only need to focus on mundane legal matters. BOD will only interfere in Game play when mundane laws and processes become relevant to an in-game issue.

II Achieving Goals:

1. Grants and Education:

Avalon will utilize 501c3 tax status to acquire grants for the purchase of video equipment, editing software, CD and dvd burners. Using these we will produce videos and audios of our various workshops and related activities. The CDs and DVDs can be released to libraries, schools, and educational media outlets as well as to our own subdivisions. We will also be hosting web cast workshops and discussions. Utilizing all of the communications options at our disposal we can greatly enhance the exchange of information and skills among all of our members and with the public at large.

2. Meetings:

There will be monthly online administrative meetings of all of the ministries. This web meeting will help ensure that every one will be able to know what is happening with in the organization, and that the tasks which need to be taken care of are done, and information on the subject of each ministry is available to everyone. Every few years a national conference/convention will be held, where representatives of each chapter may meet to share knowledge, show off projects and activities of their realm, attend workshops, and to better be able to share resources with fellows towards better projects and activities.

3. Changes in Policy to Game Play:

Since with any large group there will be the need for policy discussion and change over time, a bicameral parliament has been established. It consists of the House of Lords and the House of Commons. This will be described in more detail later on in this document.

4. Officers:

Also, given that people of many genders may be willing and capable at skilled leadership, there will be no gender requirement for co-crowns. Two males or two females may share a crown position, and when this is the case a special title will be used in place of the gender specific crown title. *Examples of this may be a King/Queen and Prime Minister*

5. Multi-Group Framework:

Another issue that we address is the fractured nature of the medieval community. There are literally tens of thousands of people involved in various organizations which have little or no contact with other groups. Currently when people travel from one group to another, all of their accumulated rank, their honors, and their time spent in their initial organizations are lost. This may inhibit people with valuable experiences from working together on larger projects because of affiliation issues. By making it easy for different groups to work together under common goals and parameters, by avoiding competition and discord with other groups, we hope to bridge the gap between different organizations and thus gain resources towards our educational and fun goals.

Avalon has a formal NON DISCRIMINATORY and NON COMPETITIVE policy, meaning that members are welcome no matter how many or what other groups they also participate in.

Attempts will be made to ensure that earned honors are translated into equivalencies in Avalon, be the prospective member looking at playing Avalon solo, or as an augmentation to membership in other groups.

Knighthoods:

Seeing the value in various forms of learning, knighthoods are offered in several areas, all on an earned point based system that strives to be objective. Points are earned from a combination of competition, winning teaching, participation, demonstration, and research. .

Culture and Chivalry:

We promote ideals of behavior based upon, in part, the Arthurian ideal. While recognizing that this is myth, we also recognize that these ideals were presented as the ultimate form of behavior in period by most who wrote on the subject. The name of the group, Avalon, and the device, the arms of Arthur, denote the style of play that we wish to see in the membership and in the organizations which make up the Realms of Avalon.. Chivalry, honor, courtesy, and service need to be promoted as the traits exemplified by the actions of the chivalry and crowns of the new organization, and need to be fostered among the entire membership.

The leaders and rulers of all realms and subdivisions need to be in their positions to assist their people and their region rather than for adding yet another title to their names. Knights need to set an example to all by their interactions with others and by their activities with in the group.

Among other means of encouraging such actions of the membership , we have orders which reward such behavior. One primary knightly order is "*Order of the Annulate*"

A. Order of the Annulate:

An annulate is a heraldic circle, in this case denoting the round table of Arthurian myth. Membership in such an order is open to all members who have earned knighthoods who are deemed to exhibit the ideals of chivalry, honor, courtesy, and service . Every member has a yearly review of their actions to determine if their membership in the order would be continued for another year. Specifics are to be found in the Manual of the Order of the Annulate.

B. Note to Officers and Leaders Within Avalon:

Those who are in charge of the various Realms in Avalon are the ultimate role modes for the membership around them. All who hold such positions need to continuously

remember that they through their actions and attitudes have great influence, for good or for ill on their charges . This influence continues on after the position has been passed on to others. Those who would be leaders or crowns must behave in a manner worthy of their positions. They must always exhibit the traits of chivalry, honor, courtesy and service. Leaders and rulers must administer their areas fairly and evenhandedly. they must recognize the accomplishments of their charges, even those for whom they personally dislike. For the duration of a reign , those who are in a position must be as impartial and as fair as possible. The success of the groups in your charge depend on your behavior.

III ADMINISTRATIVE STRUCTURE

1. Time Period and Location of Studies:

Avalon focuses on the time period of 500 - 1603. Areas of member study includes Europe and the entire range of lands and cultures known of and interacted with by Europe in this time span.

2. Structure

A. National Level and Policy making/changing

1. Imperial Crown(s):

Emperor/Empress (or Emperor/Empress and Prime Minister if co-rulers are the same gender)

The Imperial Crowns are exempt from being elected President or Vice President of the BOD, though they may be on the board of directors. The Imperial Crowns will provide leadership and administration for all In-Game and Game Play matters.

2. Imperial Privy Council:

The members of the Imperial Privy Council shall consist of:

- a. The Imperial Crown(s) (*co-ruled Crowns shall have one vote between them*)
- b. Imperial Chancellor
- c. Imperial Steward
- d. One other imperial minister chosen by the Imperial Crown,
- e. Three members of the House of Lords, chosen by the HOL,
- f. Three members of the Commons who are *not* also members of the HOL, chosen by the Commons.

In the event of the loss of both serving Imperial Crowns the Privy Council shall appoint a temporary crown to cover Game Play until either mid-reign or end reign (which ever is soonest) when new crowns will be chosen.

The Privy Council will provide emergency approval for any Imperial Crown writs that apply to any manual changes which appear to be needed immediately. At it's yearly meeting the House of Commons will accept or reject these temporary writs.

3) Parliament: A bicameral parliament

a) House of Lords (HOL):

Composed of Heads of Households, Second and Third level knights,

Castelains, Crowns, Viceroys, Barons, Marquis, Counts, Viscounts, and Earls, Lords and Ladies of the Court.

b) House of Commons:

Composed by ALL full Avalon members, aged of 13 and up.

Individual Members may be on both the House of Lords AND the House of Commons (However, members who are also on the House of Lords cannot represent the House of Commons on the privy counsel.)

4) Method of Policy Change/Voting:

There is one Imperial Parliament Meeting a year. The meeting of the House of Lords will occur in May and the Commons in June. The Imperial Parliament shall meet via the internet, and votes will be cast either through e-mail or through the post.

Parliaments of realms and of Principalities meet at the discretion of their memberships.

During year the crowns issue writs on game matters that appear to need attention. If the temporary writ causes change to existing codicils, manuals, or structure then the crown seeks Privy Council approval for the change. These temporary changes will then be ratified or rejected by the vote of the commons at the yearly estate meeting. In the very rare occasions that BOD is informed of a mundane or legal requirement causes the need for an in-game response, it will not need to be ratified but will be effective immediately.

Process:

Any paid member can introduce a bill or idea to the House of Lords.

The House of Lords debates all bills and ideas, refines them, and by majority vote (simple majority of participating voters) decides which bills will be considered by the Commons. (goes through chaff, fine tunes the wording, gets it ready for consideration by the entire membership)

The HOL approves the charters of realms, removes the Imperial crown (50% + 1 of all members of the HOL vote to call for removal vote, 2/3 yes vote of all members to remove Crowns).

The HOL establishes the ballot presented to the commons. The ballot must be finished and presented one month prior to the vote of commons.

THE INITIATE PETITION

A proposed bill presented with at least 40 paid member signatories may only be rejected by the HOL if it can be demonstrated that it in some manner violates mundane law. This ensures that new ideas can come forth for consideration even if they are opposed by senior members.

The HOL also confirms the existence of civil war by a vote of 50% (*in effect affirming the suitability of a challenger for the office*). In addition the HOL confirms the suitability for office of all challengers in the Imperial War.

THE HOUSE OF COMMONS

All full members of the Realms of Avalon are also members of the House of Commons.

The Commons votes on ALL bills presented to it by the House of Lords, as well as bills put forward through petition initiate. No bill becomes law unless passed by the commons. The commons ratifies or rejects all Imperial Writs of the previous year. No writ, proposal, idea or bill may become law until it is ratified by the membership through the House of Commons.

The Crowns of the organization may pass Crown Writs to address any perceived needs, and these will be ratified or formally addressed at the yearly Commons vote.

With this system, it will be the entire membership of the organization which will determine what our group will be and what it will do, and the matters should be valuable enough and limited in number enough so that participation is encouraged by the memberships

IV. Structure and Types of Groups

(Group Requirements and Responsibilities)

Geographic Chapters:

Regional or Sub regional chapters. The goal is for administrative units and must be run according the guidelines set forth and practice non-exclusionary behaviors and growth. Geographic chapters either the Realms or their subdivisions, must always be set up and run in such a manner as to allow for the maximum game play possible within the parameters of our codex. For instance a subdivision may have a scottish name, but may not require people to have scottish personas (this sort of requirement is permissible for a free association but never for a chapter of RoA). Avalon events however are restricted to historical personas. Werewolves, space aliens, vampires, elves and other fantasy personas are not a part of RoA as we are a nonprofit historical educational organization.

Free Association Units:

A free association group is a collection of individuals who share a common goal and/or stated purpose. These groups may be formally recognized by the Crowns of their realm(s), and their members may choose to leave at any time.

There are two types of free associations.

Guilds:

A guild is a group of people who are working in a common activity area. For instance a guild may cover culinary arts, rope making, dance, music, metal smiting , or any other activity. Individuals may belong to as many or as few guilds as they wish.

Guilds will have a Guildmaster/mistress as it's official leader.

Households:

Households are groups of people who have common interests. A household may be set up as a scottish clan, a group of merchants, an extended family and it's retainers, a mercenary company, a pirate ship, or what ever the members of the household desires, they may even exist for the purpose of putting on a specific event or type of event if they wish. Households may have whatever administrative style they wish from autocratic to democratic, to anarchic. They may have what ever membership requirements they wish with the proviso that any member can leave at any time they wish

A member may only belong to a single household at one time. Membership in a household is not required. A member may choose to not belong to a household.

Each household will be officially headed by a Lord or Lady. The Lord or Lady of a household will have a seat on the House of Lords of the Imperium and the realm. Households have at least ten paid members. In recognition of the increased work involved in running a larger group. A household with 25+ people is called a *manor* and is headed by a Lord or Lady of

the Manor. A household of 50+ people is called a *fief* lead by a Lord or Lady of the Fief.

Each year the Lord or Lady of a Household must submit to the minister of rolls a list of it's current members. In the case of a household with members in more than one realm, the list must be sent to the Imperial minister, if all members live within a single realm then the list is sent to the Realm Crown Minister of Rolls.

Free associations whose members all reside in one realm are formed by presenting a petition to the crown of their realm. The petition will state the purpose of the free association (guild of bread bakers, pirate ship , or what ever) , list it's official leader , and it's initial membership.

Free associations who have members in more than one realm present their petition to the Imperial Crown.

Petitions may only be denied if there are insufficient paid members to form a household, or if there is already a guild with an identical activity.

Free Association units may draw membership from any geographic area.

Geographic Administrative Structure

Regional Level:

Realms:

All have a minimum of at least one mundane state in geographic area.

The regional group will be considered to be a "Realm" . Realms are responsible for the growth of their regions, and for coordinating activities in their area of responsibility. Realms typically start small and grow over time. Growth in a nation is recognized by changes in designation and responsibilities of the group and it's leaders.

The initial group of members in a region will choose a name for the new Realm as well as a name for their own local subdivision. As new members join a realm, their numbers are added together to advance the Realm as a whole. Ie the status of the region is determined by the entire membership of that realm.

The leadership of the realm is chosen by the members of the region, by vote for the first leaders and after by war or vote as the realm chooses.

Over time sections of a Realm may grow to a point where they wish to break off and form their own new independent realm . This is allowable as long as the new realm is no smaller than one mundane state.

SIZES OF REALMS

NAMES AND SIZES OF GEOGRAPHIC GROUPS:

REALMS:

Realms are the regional governments of the Realms of Avalon.

Each realm is an independent entity covering a minimum of one mundane state or province. The realm is responsible for the development of their regions, coordination of regional activities, assistance and administration of their subdivisions, and maintenance of the ideals of the Realms of Avalon. When a realm is active enough, it may apply for its own 501c3 status so that it can also apply for its own grants.

Dependent upon the paid membership of the Realm, it is referred to as

Colony: (incipient group)

1+ paid members. No requirements for activity or membership or officers.

Shire:

10-49 paid members. Ruled by a Castellan. Must have a Steward in Office. Required to have at least one official gathering per month within its borders.

Duchy:

50-89 paid members. Ruled by a Duke/Duchess and must have a steward and rolls in office. Must have one official point bearing event per month within its borders.

Archduchy:

90-119 paid members. Ruled by an Archduke/Archduchess. May have a regional parliament. Must have Steward, Rolls, Arts and Sciences, Joust and War/Marshal in office.

Kingdom:

120+ paid members. Ultimate level of a Realm. At least one mundane state in size. Ruled by a King and/or Queen. Must have a regional parliament. Must have a full complement of officers.

A Realm of shire or colony size does not have a House of Lords. The Imperial Privy Council acts as the HOL for them. At Duchy level, the laws passed by its parliament need to be approved by the Imperial Privy Council.

SUBDIVISIONS

Subdivisions are the local chapters of a Realm, within which members engage in activities.

Subdivisions and realms are separate entities. It is possible-- especially in a new Realm-- that there may only be one subdivision in a realm. In this case, it's important that their structures are kept as separate as possible. Subdivisions are responsible for holding events locally,

recruiting members, as well as engaging in educational activities for members and the public.

Parish:

1-9 paid members Has an informal leadership structure. There are no requirements for officers or events. A parish may hold as many gatherings as they wish and if they have the qualified individuals they may hold point bearing events.

Canton:

10-39 members headed by a Viceroy/Vicerine . A canton must have a Viceroy/vicerine, a steward, and as many other ministers as they can . A Canton must have a minimum of one gathering each month. The gathering may be a point bearing event. A canton must have spent at least three months at parish status before becoming a canton.

Barony:

40-69 paid members Lead by a Baron/Baroness. In addition to it's leaders, a barony must have a steward, a minister of rolls, a minister of arts and sciences, a a marshal, and a minister of archery. A barony must have one point bearing event each month. A barony must have spent a minimum of six months at canton status before becoming a barony.

March:

70-99 paid members lead by a Marque/Marquessa. A march must have in addition to it's leader/s a full compliment of officers. A march must have a minimum of one point bearing event month. A march must have spent a minimum of one year at barony status before becoming a march.

Principality:

100+ paid members ruled by Prince/Princess. In addition to it's rulers and having a full compliment of officers, a principality must have a house of commons and may have a house of lords. As a regional organization a principality does not have a requirement for gatherings.

Local groups of March and below in size may combine to form principalities. Because and Principalities are proto- realms themselves, they may not have a territory of less than one mundane state. Baronies and Marches work towards independence by becoming principalities. The March or group of subdivisions in an area of at least one mundane state in size, petitions it's regional crown. When a March becomes a principality , it does not necessarily place them on the path towards becoming independent unless the members of the new principality wish it.

A principality may become a kingdom by meeting the following requirements. They must have been a principality for at least six months , have had a full compliment of officers during that time. Their leaving must not reduce the rest of the original nation to less than kingdom status. They must receive a simple majority in their national parliament for their

attempt at becoming a kingdom.

Waiver for Incoming groups:

The time requirement can be waived for existing groups coming into Avalon. These existing groups may petition the Crown of their realm for temporary status as the subdivisional status they fit the requirements for, regarding officers and membership. These groups will have a 6 month probational period as they adjust to the the new Avalon system, at which time evaluation will take place and any needed changes or confirmation of status will take place.

Notice about disbandment or change:

Disbandment of a group may be enacted when a chapter is not active, refuses to work within manuals and legal requirements that may jeopardize insurance or non profit status, or if a group otherwise uses a playing environment contrary to the Bylaws or Manuals of realms of Avalon. A group may be changed from a geographic chapter to a Free Association Chapter if they engage in game play that is more appropriate for Free Association groups. When a Geographic chapter is disbanded, a new group may be formed in that area.

V Main Officers

1. Lists and Descriptions:

At the national level the officers title is prefaced with Imperial , as in *Imperial Herald*. At the level of the realm the office is prefaced with crown as in *Crown Chancellor*. The exception to this is the Marshal at Imperial level who is called the Earl Marshal.

Crowns:

Handle Game play issues, act as the chief administrative officers of the realms. Lead the House of Lords.

Chancellor:

Runs Parliamentary meetings, organizes agenda for parliament. Oversees the operations of the judiciary.

Steward:

acts as the bookkeeper for their organization. Supervises the treasurer. Keeps membership lists

Treasurer

maintains bank accounts and reports on financial matters to the steward.

Minister of Rolls:

oversees ranking and knighthood data issues.

Minister of Arts and Sciences:

Runs arts related issues

Marshal:

Oversees the offices of Sheriff , marshal of the field, and minister of joust . Maintains the qualifications of marshals of the field.

Marshal of the Field:

Ensures safety on the field, checks armor and equipment used in combat to ensure it's suitability.

Sheriff :

Oversees safety and security at events.

The Sheriff is a crown position . At the subdivision there is an under sheriff , and for events, constables may be appointed.

Minister of Joust:

Oversees combat training and qualifications. Organizes war scenarios for wars of succession.

Physicker:

Health and first aid issues, paperwork for incidences and makes info available.

Minister of Rolls.

Tracks membership progression in rank.

Herald:

Oversees the field and court heralds, heads the college of heralds. Oversees the scribes.

Scribe:

Produces or oversees production of news letters, web pages, brochures and promotional literature.

Hospitalier:

responsible for introducing new members to the organization, maintaining loaner garb and loaner gear.

Chief Justice:

Oversees formal conflict resolution for the realm. In rare cases may call a court to be held for the settlement of dispute or discord.

2. DETAILS ON IMPERIAL LEVEL OFFICES:

A. Imperial Crowns:

Imperial Crowns reign for two years. Oversees the ministries. They are responsible for the game functioning of the organization. The crowns may be removed at mid realm by civil war. A challenger must have a 50% approval of the HOL to be accepted as a challenger for the Imperial Crown.

To be eligible to run for Imperial crown, the candidate must have had a full paid membership for one year prior to applying to the parliament and must have completed a full reign as crown of a Duchy or greater.

The Imperial crowns are selected through Imperial war. Co-rulers may be of each gender, or may be of the same gender. In the case of co-rulers being of the same gender, one will be titled Imperial Prime Minister.

Imperial wars will be decided on the basis of war points divided as follows:

Missile weapons

Target Archery, non knight , 1 point
Target cross bow , non knight , 1 point
Target archery knight level , 1 point
Target crossbow knight level, 1 point
Champion archer , 1 point
Champion crossbow ,1 point

Combat

Shinai , two scenarios, 1/2 point each
Waster, two scenarios , 1/2 point each
Rapier, two scenarios, 1/2 point each
Steel , two scenarios, 1/2 point each
Ren champion ,1 point
Steel champion , 1 point

Arts and science

Non knights , crafts and fine arts , 1 point
Non knights , culinary and bardic, 1 point
Knight level , fine arts, 1 point
Knight level , crafts, 1 point
Knight level bardic, 1 point
Knight level culinary, 1 point

Each realm has the right to host a regional branch of the Imperial War. Multiple realms may decide to combine their regional chapters of the Imperial War if they so choose.

B. Imperial Steward:

Acts as book keeper, oversees membership and the treasurer. Member of the Imperial Privy Council. Oversees the activities of the Crown stewards.

C. Imperial Minister of Rolls:

Oversees updates and information regarding rolls changes and policy. Archives national record of rolls. Communicates with regional rolls and Crowns as needed for administration and training.

D. Imperial Minister of Arts and Sciences:

Oversees updates regarding arts and establishes common practice in arts judging and procedures.

E. Earl Marshall:

Oversees the activities of the Crown marshals . Supervises the Imperial Minister of Joust Imperial Master of Fence.

F. Imperial Minister of Joust:

Oversees the activities of Crown MoJs , ensures standardization of practices among Realms.

G. Imperial Chancellor:

Acts as head of privy council , is advisor to the crowns on matters pertaining to the codex. Acts as speaker of the house of commons. Oversees the Judiciary.

H. Imperial Scribe:

Responsible for communications in the organization. Oversees production of manuals by ministries and ensures their completion, oversees web sites, and discussion boards, Also produces as needed writs, warrants and charters. Oversees production of newsletter. Operates under the Imperial Heralds office.

I. Imperial Herald:

Over sees all heraldic arts in the organization . Confirms passage of arms by Crown Heralds in monthly meeting , archives and develops ceremonies for the use of the organization. Supervises the Imperial Scribes office.

J. Imperial Physicker:

Oversees the Crown Physicals. Keeps records of injury reports.

K. Imperial Hospitalier:

Oversees the activities of Crown Hospitaliers. Assists with formation of new realms . Assists new groups in entering Avalon. Oversees the transferal of ranks and titles from other organizations.

L Imperial Chief Justice:

Oversees the activities of all courts of justice as well as the activities of mediators. It is the charge of the Chief Justice of the Empire to ensure that trials are rare and fair. Specifics are found in the Codex Adjudica.

M Imperial High Sheriff:

Oversees the activities of the Crown sheriffs through out the Realms.

All imperial ministers coordinate activities of regional ministers, ensure uniformity of manuals and standards, assist new organizations in the ministries area of expertise, and hold monthly meetings of all regional and deputy ministers. This is to be accomplished via the internet. The meeting is to answer any outstanding questions, solicit ideas and opinions , and foster an atmosphere of understanding among the ministries. If possible these meetings should be open to viewing by any member of the organization.

All Imperial ministries examine and archive records from all regal organizations.

3. Regional Offices, leaders and rulers of the realms:

In the case of two officers co-ruling a crown ship, where both are the same gender, one of the officers may be titled *Crown Prime Minister*.

A. Castellan:

Leader of a Shire. Chosen by the membership of the Shire. Has no term of office. May be removed by a majority vote of the Shires paid members . Or by the Imperial Crowns for clear, just and stated cause.

B Crowns:

Duke/Duchess:

Rulers of a Duchy. They have a reign of two years. Chosen by the members of the Duchy through war or election. Can be removed by a vote of their membership, civil war, or by the Imperial House of Lords for clear, just , and stated cause. Civil wars may be declared at mid realm.

Archduke/Archduchess:

Rulers of an Archduchy. A reign of two years. Chosen by their members through either war or election. Can be removed by a vote of their members , civil war, or by the Imperial House of Commons for clear, just , and stated purpose.

King/Queen:

Rulers of a Kingdom. Serves two years , may be unseated by civil war, or by a vote of the House of Lords.

VI MEMBERSHIPS

Game Play Memberships in Realms of Avalon come in two main classes: *Full*, and *Associate*. A third category, *family*, exists for those cases where multiple people in a mundane family wish to join.

No membership is required to attend events, or educational activities like non-physical workshops, collegiums, or demonstration held by any chapter of Realms of Avalon.

FULL:

Full memberships allow complete participation in all activities in Avalon including combat and archery. Full members may participate in point bearing or fun tournaments, participate in all warts including those of contested succession. Full members may earn rans, knighthoods, titles, and related honors/positions. Full members may hold officers positions and have the ability to vote on and submit business matters in parliament. Full members may register and reserve heraldic devices, badges, and crests. Full members are included in population count, and included in group insurance.

Full memberships cost \$20 per year and run from January to January. For those joining in mid year, the memberships are prorated as follows:

Jan-March: \$20
April-June: \$15
July - Sept: \$10
Oct - Dec: \$5

ASSOCIATE:

Associate memberships are \$10 per with no prorating of the membership. They ideal for minors or kids of members who will not use or need the benefits of Full membership, or for those who wish to join just to work on a special project where they need to be counted towards insurance.

Associate members count as population for their realm and subdivision. Associate members may practice combat and archery. Associate members may not hold an office, cannot earn points towards a knight hood, cannot take part in a point bearing tournament, nor may they take part in a contested war of succession.

FAMILY:

Family membership is pricing schedule for groups of people living together mundanely and counting as family or dependants for mundane tax purposes. For example, a married couple, or a set of parents with their kids. Family memberships count as a Full membership.

Family memberships cost the normal rate for the first person, are reduced for the second person, and have an additional reduction for the third person. The third-person rate holds for

any additional family members that may join.

Jan-March: 1st, \$20; 2nd, \$15; 3+, \$10

April-June: 1st, \$15; 2nd, \$10; 3+, \$5

July - Sept: 1st, \$10, 2nd, \$5; 3+, \$5

Oct - Dec: 1st, \$5; 2nd, \$5; 3+, \$5

VII Heraldry

A Armiterous Rights:

Every paid member is considered to be Armiterous and may display and wear their basic coat-of-arms heraldry on their person or as environmental displays.

Each member may register a personal coat of arms according to the rules of the Avalon College of Heraldry as defined in the Heraldry Manual. Each Realm, Subdivision and Free Association group registers a coat of arms.

Some earned awards and honors may add elements to the heraldic achievement a person or group may display with their coat of arms. Some elements of heraldic design may be reserved from common use so that they can be used as identifiers and rewards for certain achievements.

As an historical organization, the heraldry of the Realms of Avalon emphasizes the actual styles and conventions of period battlefield heraldry. Heraldry is the quickest and least expensive item to be historically accurate in form and function.

Members are encouraged to design and display heraldry because it adds so much to the look and feel of activities, and is a simple way to participate and display their own individual flair.

B Sumptuary and Titles

The following titles, modes of address, and items of costume are reserved for earned titles, administrative positions, or recipient of awards. Titles for officers are addressed under the section for officer duties and descriptions.

General Modes of Address:

EVERYONE:

Master / Mistress (*name*) or Master / Mistress (*known Skill*)

An untitled member who has not been ennobled or reached a knighthood. Examples include Mistress Elizabeth and Master John. A person may also be addressed by a known skill, such as Master Smith for a gentleman who is known for metalwork.

ENNOBLED:

Lord / Lady (*name*) of Avalon or (*name*), Lord / Lady of Avalon

Someone granted ennoblement for deed and achievement may be addressed in this way. The latter is the usual format for formal signatures. examples include Lady Elizabeth, Sir John, Lord of Avalon

HEAD OF FREE ASSOCIATION UNIT:

HOUSE/CLAN

Lord/ Lady (*Household Name*):

A person who is head of a house/clan/free association unit is called by the name of their estate. Examples, using a sample name of a free association unit called House Payne, "Lord Payne", or in formal use, "Dame Elizabeth, Lady Payne"

GUILD

Guildmaster (*name*) or Guild Mistress (*Name*)

A person who Head of a Guild is titled by Guildmaster/mistress and their name. Examples include, "Guildmaster John" or "Guildmistress Elizabeth"

RETIRED CROWN TITLES:

Someone who held the management office of a crown has their experience and work acknowledged by the use of a "retirement" title, or a title they are given when they are done being crown.

Earl: A retired imperial crown

Count: A retired king

Vicomte: A retired Archduke

KNIGHTS TITLES AND THEIR SUMPTUARY:

Knight Bachelor:

Called Sir/Dame, White or Blue Belt , Spurs, White / blue belt on Coat of Arms.

Knight Banneret:

Sir or Dame, White or Blue Belt, Spurs, Belt and Crest for Coat of Arms

Knight Commander:

Sir or Dame, Unpointed Circlet, White or Blue Belt, Spurs, Belt and Crest and Supporters for coat of arms.

RESTRICTED SUMPTUARY:

Some items are restricted, which means that only those who have been explicitly granted their use may use them. The function of this is to provide rewards to those who have worked hard at their historical studies, or contributed skills time and effort towards the group as a whole. The use of these restricted items serve as an additional identifier for them as well.

CIRCLETS:

Circlets of a single stone in the middle are considered circlets of state, and should only be worn by those who have earned them. Plain bands, or circlets with multiple stones, or other forms of cording etc are open for use by all members.

BELTS:

White belts or blue belts are reserved for the chivalry, and identify the wearer as a knight. Non-Knights should avoid the wearing of white or blue cord, leather, or other form of belt.

HERALDRY AUGMENTATION:

While all members are encouraged to develop and use a coat of arms, displaying the coat of arms with crests and supporters needs to be avoided until they been granted them. Crests and supporters are a way to identify the coat of arms of a Knight.

TITLES:

Titles within the group are used to denote jobs held or levels of achievement. Members should avoid using any of the titles listed here as part of their game name. Titles not used by Avalon are free for use. For example, a leader of a pirate household can freely use the term 'Captain', but the term Sergeant should be avoided because it denotes a level of rank. Likewise, new members should not assign their personas the title 'lady' or 'prince' etc since these terms are used by Avalon to denote rank.

C CONVERSION OF RANK AND EXPERIENCE

For those who have spent time in other medievalist organizations and wish to have their efforts and experiences in those groups considered when they join Avalon;

A resume, list of achievements , orders of precedence or some information of accomplishments in the new members previous organization is presented to the Rolls Minister and to the Crown.

Some form of verification must be presented at the same time, such as depositions of at least three non related individuals who can vouchsafe the activities of the new members, copies of warrants of office , etc. If at all possible these vouchsafes should not live in the same subdivision as the applicant.

All activities from other groups dating to before the person becomes a member of Avalon can be considered, but activities in other organizations *after* joining Avalon do *not* count towards rank or awards in the Realms of Avalon.

CONVERSION OF AWARDS

Those who have earned awards in other organization may wish to have the nearest equivalent Avalon award . The conversion process is identical to that for establishing rank in the Avalon system.

Those who do not wish to convert recognized awards converted , are not required to do so. They may always refer to their awards in other organizations as they so choose, though they do not count towards precedence in Avalon.

ENNOBLEMENT

Those who have been ennobled in other organizations (ie been made a lord or lady) may have this title transferred to Avalon through the same process as needed for rank or awards.

Awards and Orders of Avalon

To help reward and encourage participation and effort of education and contribution, there are a number of awards available to members of Avalon.

The Star of Avalon:

Awarded to members who , by their enthusiasm and their participation in their first full year in Avalon enhance the experience of medieval recreation for those around them. The Star can be awarded by the Imperium, Realms of Shire status or higher, subdivisions of Barony or higher.

The Order of the Rainbow:

Awarded to those who by their actions actions facilitate the growth and the functioning of the Realms of Avalon. May be awarded by the Imperium, Realms of Duchy status or higher, and subdivisions of March or higher.

The Order of the Moon:

Awarded to those who over several years have consistently given service to their realm and to Avalon. May be awarded by the Imperium Realms of Archduchy status or higher and Subdivision of Principality status.

The Order of the Nova:

Awarded to those who by their actions epitomize the highest ideals of medievalism and of the Realms Avalon. May be awarded by The Imperium and by Kingdoms.

The order of the Silver Sun :

Awarded to those who consistently serve their realm or Avalon to a greater degree than can normally be expected of any member. No More than two awards per year can be made by any kingdom or by the Imperium.

The Order of St. Martin :

Awarded to those who show continued generosity to those around them without thought of reward or of repayment. May be awarded by The Imperium, Shires or higher, or subdivisions of barony or higher.

The Order of the Annulate:

Awarded by the Order to those knights who consistently exhibit the knightly virtues of honor, chivalry, courtesy, and generosity in their interactions in Avalon.

Ennoblement:

members who have been of service to the the crown for at least an entire reign , may be made a lord or lady of the court. The Ennobled individual is entitled to be known as Lord or Lady, Wear a circlet of ennoblement, and to have a seat in the House of lords.

The Chivalry:

Knighthoods in Avalon can only be earned , they are never granted by an individual or group. There are four knighthood tracks, or areas, each with their specific requirements.

The four tracks are:

Archery
Ministry (administration)
Combat,
Arts and Sciences.

Knighthoods are in three ranks which are in ascending order of rank:

Knight Bachelor,
Knight Bannerette,
Knight Commander.

All knighthoods are co-equivalent in difficulty and time required to complete the track. A knight Bachelor should take between a year and a half to two and a half years of continuous work to complete A Bannerette should take an additional year and a half to two and a half, and a Knight Commander will require a further three to four years.

There are no marks to denote which area a knighthood has been earned in. All knighthoods of equivalent rank are equal, a knight is a knight.

Members may earn knighthoods in as many of the four areas as they wish.

The Order of the Annulate:

It is considered important that knighthoods be earned as objectively as possible and removed from possible favoritism by granted parties, but this system does also allow the fact that there is no guarantee that any individual knight will behave in a "knightly" manner, that is be generous, polite, accurate in kit, and generally function as a role model for new and older members.

To address this, and offer recognition to those who consistently exhibit the knightly virtues of honor, chivalry, courtesy, and generosity in their interactions in Avalon, and who work to improve their kit and function as a role model and example of knightly achievement, The Order of the Annulate exists.

The Annulate is circle used as an heraldic charge. In this case it represents the round round table of Arthurian legend and is emblematic of the behavior expected of the members of the order.

Membership in this order is not automatic for those who have been knighted. A person

becomes eligible for induction into the order one year after knighting. Each year at the Imperial wars, every member of the order is evaluated on the basis of the members behavior over the previous year. Through a secret ballot each member is reaffirmed or suspended for the the following year. A suspended member is automatically reconsidered the next year by the members of the order for readmission.

Further information is in the manual of the Order.

Removal of Knighthoods:

In rare cases a knight may be stricken from the chivalry. For gross misconduct a court of chivalry may be called . If found to be in violation of knightly oaths, the member may in the most grievous cases, may have their knighthoods removed , or " have their spurs stricken from them". Lesser punishments may be meted out such as acts of contrition, removal of knightly regalia for a set period of time. Details may be found in the Codex Adjudica.