

LEX TERRE-NEUVE (Historical)

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PREFACE

Note:

Those laws below which were originally numbered retain their original numbers. Those which were not have been assigned letters in bold. Numbers indicate order in which laws were passed. The numbers may be out of order as the laws were subdivided into different categories below. Laws are presented in their final form after any amendments by the Estates. "Inactive law" is law which is currently not enforced. "Dead law" is just that, law that lingers on the books, but which will never be enforced. "Event law" is a series of guidelines regarding behavior at events, most of which has been forgotten by everyone. "Historical law" is interesting stuff. Most of the laws below which were passed during the reign of Nikolai and Isabeau were "overturned" by Terrance III. Although the Imperial Crown has the right to review Kingdom Law for conflicts with the Imperial Bylaws, such must be done by the reigning Throne at the time the laws are submitted. Terrance was not the Throne at the time. Lyonene was Empress for the first part of the reign. Phillipe and Chienne finished it out. Nikolai and Isabeau were long gone by the time Terrance came on. Terrance did have jurisdiction over laws passed during the reign of Stefanus and Shandell.

Note added by Sir Madoc McDonnon (2/19/2003):

It is important to know the history of the Law for all the populace. It provides a connection to our past and guidance for our present and future. Even though this document was abolished in its entirety during the reign of Tremaine and Josephine, there are many items that let us know where we came from and how we got here. There is also useful information on how to make the game what it should be.

This document has been modified for structure and minor spelling errors, NOT including the spelling of Terre Neuve, as the correct spelling is a point of debate among the populace. The format has been modified for ease of reading and continuity but the basic structure as well as the content and commentary has been maintained.

HISTORICAL

BY SIR NIKOLAI

A. The Royal Estates are hereby divided into two houses. The House of Lords shall be comprised of those members who have votes on the Estates by virtue of their own accomplishments (e.g. Crowns, Earls/Comtessas, Princes, Viscounts, and Knights of second rank or above). These are people who have votes which can never be taken away. The other House, the House of Landed Estates, shall be comprised of those members who hold landed titles (e.g. Sires, Barons/Baronesses, Counts/Countesses, Marquises/Marquessas). These people hold votes only so long as they hold they hold the landed title.

B. The Landed Estates shall be presided over by the Chancellor and deal with political, procedural and budget matters -- exactly as the Royal Estates have always done.

C. The House of Lords shall deal with a much neglected area -- "event law". Event law deals with issues such as whether people other than knights may wear swords at their hips, or whether smoking will be allowed at court, how courts should be conducted, etc. In short, the House of Lords shall be trying to create a set of guidelines for running a good event. The House of Lords shall decide how money budgeted specifically for events by the Landed Estates shall be spent.

D. The House of Lords shall be presided over by the Crown.

E. The Landed Estates shall elect a Minister Plenipotentiary who shall have all the writ powers of the Crown and shall deal with politics, procedure, and budget, thus freeing the Crown to deal with good event-making. The current interim Minister Plenipotentiary is Sir James of March. He wears a Crown gold chain to show his position.

XXI. The Charter of the Minister Plenipotentiary (MP) is modified as follows. Despite the name, the Minister Plenipotentiary is not a 'Minister' as defined in the By-Laws. The MP is the elected representative of the Landed Estates. An MP election shall be held at every meeting of the Landed Estates. MP writs automatically become part of the agenda of the Landed Estates for approval as Kingdom codicils. The MP shall have the power to make writs with regard to all matters having to do with unchartered subdivisions (e.g. households) and viceroyalties. Such writs do not require Crown approval, but are subject to Crown veto. The MP may also make writs with regard to the accumulation of credits toward knighthood subject to Crown approval. Finally, the MP is authorized to expend funds for administrative purposes. If the funds are budgeted (and the MP is merely allocating how those funds will be spent), there is no limit on each expenditure. If the funds are not budgeted, the MP may only expend up to a cumulative maximum of \$50.00 (without Landed Estates approval). MP writs are only good until the next Landed Estates Meeting. The MP is the Chief Political Officer of the Kingdom. Direct all your intrigue to the MP.

THESE CODICILS WERE SUBSEQUENTLY REVOKED DURING THE REIGN OF STEFANUS I BY ACT OF THE ESTATES. AT THAT TIME, THE ESTATES REUNITED INTO ONE HOUSE AND THE OFFICE OF MINISTER PLENIPOTENTIARY WAS ABOLISHED.

HISTORICAL (continued)

XIV. The following Viceroyalties are created. All of Terre-Neuve north of the line from the 5/74 junction due west to the coast (excluding San Clemente) shall be the Viceroyalty of Gaston. The Viceroyalty of Crimson Oak (originally created under the Duchy of Aleon) shall continue to be comprised of Imperial County. Viceroyalty shall have whatever powers the Crown sees fit to grant them. Wardens have the right to make event writs and sanction Crown events in their Wardenships. Wardens are the default autocrats at events if none other has been appointed by the Crown or an authorized Warden. Viceroyalty may be replaced by the Crown, the local Landed Estates, or by war according to the rules of Crown War. Wardens may be replaced by the Crown, the local non-Landed Estates (members of the House of Lords) or by war according to the rules for Crown War. Sir Brian Hawkins is appointed Viceroy of Gaston. Sir Francois is appointed Warden of the Northern Marches (Gaston). Baron Guaire Sutherland is appointed Viceroy of Crimson Oak. Stanislaus is appointed Warden of the Barren Wastes (Crimson Oak). The Viceroyalties of Coronado (Coronado Island up to but excluding Imperial Beach) and Victor Ferox Fidis Defensor [borders irrelevant because the M.P. has dissolved this Viceroyalty as of this issue], created under the Duchy of Aleon is continued under the kingdom of Terre-Neuve, and their Viceroy is directed to continue at their posts (see Contact List) until such time as the Minister Plenipotentiary should deem otherwise. Viceroyalties may autonomously govern themselves by their local Estates, Viceroyalty, and Wardens in compliance with local, Royal and Imperial Law.

XVI. The Wardenships of the Eastern Highlands (Ramona and environs -- no explicit boundaries, but encompassing most of the membership of the Barony de Guise) and Aleon (all the remainder of Terre-Neuve not currently under Wardenship) are created. Lord Patrick Gullidge is appointed Warden of the Eastern Highlands. Erik the Aweful is appointed Warden of Aleon with Sir Sergei Podyast and Sir Stefan Belski as deputies.

THE ABOVE HAS BEEN SUPERSEDED. ALSO, THE KINGDOM'S BOUNDARIES HAVE CHANGED.

XXII. For attempting to steal and eat the Royal Treasury, Sir Stefan Belski is hereby cast outside the law. As an outlaw, he is beyond the reach of the law's protection. Any and all who would give him shelter or comfort will be deemed treasonous. All titles, property and things in his possession are forfeit to the throne.

THIS WRIT WAS ALL IN FUN AND WAS WITHDRAWN AT THE NEXT ESTATES MEETING. IT WAS A PRELUDE TO THE INTERIM CIVIL WAR IN WHICH MY BROTHER THE USURPER TOOK THE CROWN WHICH WAS NOT HIS BY RIGHT.

V. Lanyards (chords) shall be affixed to all hand-held weapons. The lanyard will be connected to the haft and wrapped around the wrist. The chord shall be strong enough to prevent weapon from flying from the combatant's hand.

THE ABOVE FAILED AS IT WAS ARGUED THAT LANYARDS CAN BREAK WRISTS.

HISTORICAL (continued)

BY SIR STEFAN

SRI. We have bestowed unto Sir Nikolai Belski and Dame Isabeau the titles of First Earl and First Comtessa of Terra Nueve.

SRII. The Government of Terre-Nueve shall be closed on Thursday. All our ministers shall observe this day of rest. No Kingdom business shall other than Demos, shall be conducted on that day. [Terrance "revoked" this law on the grounds that the Crown is "always open for business."]

SRIII. No Crown of body has the right to impose it's own morals or values upon the populace of Terra Nueve. We forbid this kind of Censorship. Any previous laws that have attempted to do this shall NOT be enforced. Enforcement of these laws shall be viewed as an illegal action. [This was the anti-anti-cloven fruit law (see below under Event Law. Terrance liked it.)]

BY DAME ISABEAU

QW 1. On this day, January 16, 1993, let it be known that Al & Marti Hassinger has returned from sabbatical and his membership shall be reinstated.

So say I, Dame Isabeau de Ravenne, Queen of Terre-Neuve, Founding Viscountess, Lady Baronet, KM, PM of the Order of St. Joan, Member of the Crown Companion.

ACTIVE PROCEDURAL LAW

A. Minsters may take deputies at will. Deputies get full ministry points.

C. A Kingdom household is hereby created. It is called House Terre-Neuve. All subjects who are not members of households (non-aligned members) are considered part of House Terre-Neuve. An Hospitlar designated by the Crown [or the Crown itself] shall be in charge of keeping nonaligned members informed and shall represent them on the Estates (voting the Crown's vote). [Law modified during the reign of Stefanus I]

D1. No oath of fealty sworn by a member who has been in the game less than three months and who has attended fewer than three events shall be upheld by the Crown. Such members are considered "new members". New members may make oaths of fealty -- it's just that the Crown will not enforce them. Once members cease to be "new members", they may reswear old oaths or swear new oaths of fealty. Such oaths will be upheld by the Crown.

D2. For the first three months of membership, new members may join non-chartered subdivisions if they so choose, but they may not be actively recruited or even approached for the purposes of recruitment into non-chartered subdivisions.

E. The Crown has created an alternative to the Courts. It is called mediation. Disputants report their dispute to their local Ruling Noble (whoever is above both disputants). That Noble is then responsible for finding a mediator on which all disputants can agree. The mediator then tries to iron out the dispute, and avoid the Courts. A mediator's manual is authorized.

IX. K. Hospitlars may administer and raise funds through site tax or other means to build the hospitaler's chest and to perform other functions of the hospitaler's office. Arrangements for the raising and administration of funds shall be submitted for approval to the local (Viceroyal or Royal) Steward in advance.

IX L. Autocrats may administer and raise funds through site tax or other means for the purpose of putting on great events, or to cover costs incurred at previous/current events. Arrangements for the raising and administration of funds shall be submitted for approval to the local (Viceroyal or Royal) Steward in advance.

IX M. The steward or the steward's designee may collect funds at events and fundraisers on behalf of autocrats, the hospitaler's office, and the crown.

ACTIVE PROCEDURAL LAW (continued)

XI. MEDIATION

A. We are sick of Courts of Chivalry and the like. Because they are in the Imperial By-Laws, We can't outlaw them. Consider them highly discouraged. The system is too easily subject to political manipulation. It sucks.

B. Disputes which cannot be resolved by good communication or public single combat for the entertainment of the populace shall be handled by mediation. One or all the disputants shall report the dispute to any ruler who has dominion over him/her/them. They can report all the way up to the Crown if they like. At that point, the person who receives the report shall find a mediator whom all the disputants like. Mediation can be done by phone or in person.

C. Problems should be solved quickly and easily (one day or less). This is a hobby in which we are engaged. There should be no stress involved. If you find yourself getting stressed out, chances are you're taking this game too seriously. We have devoted a special section to mediation alone in this newsletter. Read it, learn it, live it.

D. People bound together by oath who are unhappy should settle their problems by mediation if they can't solve them personally. If communication is a problem, write letters and file copies with the Chancellor's office.

XII. RESPONSIBILITIES FOR LANDED ESTATE HOLDERS

A. HOUSEHOLD SIRES ARE HEREBY AUTHORIZED AND DIRECTED to find out the membership status of all their members, including the expiration date of their membership. They are responsible for making sure that their members know when to pay their dues. They are also in charge of making sure that their members accomplishments are correctly documented by the local minister of rolls, and that the advancement of their members is publicly announced at court. Those members not in any household are the responsibility of their local Viceroy/Crown (see below). Barons are shepherds of their Household Sires. Counts shepherd their Barons and those Sires not under Barons. Marquises are responsible for them all. Let's get phone lists to everyone.

B. We currently have a problem notifying everyone of when events are happening. The mechanism is easy. Notification should go from the top down. Crown to Marquis to Count to Baron to Sire to member. Everyone should know what's happening if the communication network is used correctly. If someone is messing up, replace that person by a new election-- or war.

C. Despite the responsibilities of the Nobility, members can and should take responsibility for themselves. It's YOUR game.

ACTIVE PROCEDURAL LAW (continued)

BY DAME ISABEAU

QW2. On this day of January 24th, 1993, let it be known that anyone outside of Terre-Neuve's borders that wants to become part of the populace of Terre-Neuve must keep their membership with us for six months, whereupon they may move on. If they choose to stay with us, then their membership will be the same as before.

So say I, Dame Isabeau de Ravenne, Queen of Terre-Neuve, Founding Viscountess, KM, ROCC, Lady Baronet.

[This law was misinterpreted to mean that a person had to play in Terre-Neuve six months before being eligible to run for Crown. That may be the wish of the Estates today, but it was not the law when Queen Isabeau's Writ was passed. Phillippe liked the Writ and orally issued a similar one which read something like this: "A member is a subject of whatever subdivision in which he or she maintains his or address (receives mail). Once a member becomes a subject of that Chartered Subdivision, she or he must remain a subject of that Chartered Subdivision for at least six months before he or she will be allowed to change nationalities (even if the member changes addresses. In the interest of equity and justice, the ruling noble(s) or the Estates (by majority vote) of the subdivision in which that member wishes to have citizenship, shall have the right to agree to make exceptions to the above rule on a case-by-case basis. The Imperial Crown shall also have the right to make such exceptions so long as neither subdivision is a Kingdom. The Imperial Estates shall also have the right to make such exceptions without restriction." The writ is long expired. The purpose of this law was to combat paranoia. Rumors often spread of foreign citizens registering mailing addresses locally in hoards with a view toward packing the Estates or swaying local war. This law allows this to occur, but whoever would move their address here would be stuck here for six months. If a hoard of foreigners was so interested in our politics, they should reap the benefits (and detriments) their local actions. It would also mean that whatever subdivision these foreigners came from might suffer a drastic drop in population. Case-by-case exceptions could be built into the rule to prevent unjust consequences from rigid application.]

BY SIR JAMES

MP2. Members who judge at Arts Tourneys or who Marshall get a Participation in the discipline of Ministry.

BY SIR STEFAN

SRIV. It shall be the responsibility of all household sires to keep a month to month total of all participation points for every member of their household. A copy of this report shall be sent to the Royal Steward's office every 5th of the month. Any Sire failing to do so shall not receive his Ministry EP that month. [This Codicil was passed in the Estates, but "overturned" by Terrance because it impinged on the "rights of the Crown." I don't get it either. Anyway, Terre-Neuve simply ignored Terrance, and this has been the law for some time.]

BY SIR WILLIAM CE'WOLF

The quorum requirements for the Royal Estates shall be over half of those entitled to a seat.

INACTIVE OR DEAD PROCEDURAL LAW

BY SIR NIKOLAI

VII. Any member who holds a collegium may get credit for a demo initiation. The collegium must have at least four members attending (including the initiator). The initiator must give notice of the collegium in the newsletter or at a Crown event. Collegia may not be held during events without special sanction of the Crown. The initiator need not be knowledgeable in the topic of the collegium; however, at least one of those attending must have such knowledge. Exception: Those attending a collegium may embark on a group research project for the mutual education of all present. Ministers are encouraged to hold collegia in their various fields. [This was overruled by Dame Chienne and Phillipe because it made ministry knighthoods "too easy" and because it might lead to a lack of uniformity among the Chartered Subdivisions with regard to the level of difficulty in achieving Knighthood. No conflict with Imperial Law was cited (other than the Imperial Writ itself which declared this codicil to be illegal, and which has long since expired).]

X. B. The hospitaler's office and the chronicler's office are hereby merged. This does not mean that one person should hold both jobs. It means that they should cooperate in getting the newsletter out. Those involved with the newsletter are authorized and directed to raise funds through advertising and outland subscriptions.

XXIII. All nobles, ministers, wardens, and viceroys get war participations at any war at which they attend even if they do not help with the administration of the war at all. They get credit for just showing up in their capacity as nobles, ministers, wardens, and viceroys (and doing those things their offices/titles demand). Anyone who helps with the war in any way gets a war participation. This writ is to rectify an injustice. Every war has opportunities for all artisans and fighters to compete. Those pursuing ministry knighthoods, however, have not been treated equally. Wars only have a limited number of support positions available to members. Thus, ministry war participations have been notoriously hard to get. No longer. This writ is issued on the principle that "all knighthoods are created equal." [This law was "overturned by Empress Chienne as making Ministry KnightHoods "too easy". Emperor Phillipe was of the opinion that these people should do something to earn their war points at the war. Simply being at the war in their capacity as nobles, wardens, ministers, and viceroys should not be enough, according to Phillipe. Even calling people and making sure they made it to the war would not be enough. Nevertheless, Phillipe would not ask much in the way of participation and would ask that no offer of help at a war be refused. Furthermore, Phillipe opined that attending an Estates Meeting held concurrently with a war could be considered doing "something" at a war. Phillipe planned to propose an appropriate rule for the Imperial Estates Meeting of March 20, 1993, but it never happened.]

INACTIVE OR DEAD PROCEDURAL LAW (continued)

XXIV. Legal Supremacy: The following is the hierarchy of law within this Kingdom. Each class of law has precedence over the classes below.

- A. Imperial By-Laws
- B. Kingdom Codicils
- C. Imperial Crown Writs
- D. Viceroyal Codicils (passed by local Viceroyal Estates -- only effective within the Viceroyalty)
- E. Royal Crown Writs
- F. Minister Plenipotentiary Writs (within the MP's Charter)
- G. Royal Ministerial Writs (within the jurisdiction of the respective Ministerial Departments)
- H. Viceroyal Crown Writs/Warden Writs (only effective within the Viceroyalty/Wardenship)
- I. Viceroyal Ministerial Writs (within the jurisdiction of the respective Ministerial Departments within the Viceroyalty)
- J. March Codicils (passed by its populace -- only effective within the March)
- K. County Codicils (passed by its populace -- only effective within the County)
- L. Marquis/Marquessa Writs (only effective within the March)
- M. Baronial Codicils (passed by its populace -- only effective within the Barony)
- N. Count/Countess Writs (only effective within the County)
- O. Household Codicils (passed by its populace -- only effective within the Household)
- P. Baron/Baroness Writs (only effective within the Barony)
- Q. Sire Writs (only effective within the Household)
- R. Personal Decisions of Plebes (except for decisions to quit the game which may not be denied)

Imperial Ministers have no intrinsic power with respect to this Kingdom, but do have whatever specifically delineated powers the Imperial Crown or the Imperial Estates chooses to endow them with. Powers granted by the Imperial Crown have the precedence of Imperial Crown Writs. Powers granted by the Imperial Estates have the precedence of the Imperial By-Laws. [This did not receive the 2/3 majority necessary to become law. It did, however, receive the vote of over half of the assembled Estates. It continued as an approved Writ of the Crown, but then subsequently expired. It may or may not express the actual status of the law.]

A. Sir Phillipe and I went back and forth on the issue of my hierarchy of law (published in the December [1992] Issue). We came to an agreement, and here it is [This policy was never implemented]:

In each Chartered Subdivision (and perhaps each Shire), the local ruler shall select three candidates for Imperial Magistrate for that region. The Imperial Crown shall then select a Magistrate from the candidates.

Where a Royal Crown Writ conflicts with an Imperial Crown Writ, the Imperial Crown Writ prevails, but the Royal Crown shall have the right to refer the matter to the local Magistrate. Where a Kingdom Codicil conflicts with an Imperial Crown Writ, the Kingdom Codicil prevails, but the Imperial Crown shall have the right to refer the matter to the local Magistrate. After hearing arguments from both sides, the Magistrate shall have the power to resolve the conflict. The Magistrate may decide the following:

1. Both laws are good, in whole or in part. The local law shall operate within the Kingdom and the Imperial Crown Writ shall govern throughout the remainder of the Empire.
2. One of the laws prevails, in whole or in part.

INACTIVE OR DEAD PROCEDURAL LAW (continued)

3. Neither law prevails. Both parties (governing bodies) abused their authority or discretion.
4. One or the other or both laws prevail as modified.

After the Magistrate makes a ruling, the matter may be referred to an Article 16 court or to the Imperial Estates for final adjudication at the option either party. The Imperial Chancellor shall be authorized and directed to summon the Imperial Estates at the request of either party.

The law of the Imperial Estates prevails over everything.

XXV. All ministry appointments listed as "site appointments" in the Contact List shall continue to be site appointments. No one shall be appointed to these positions for more than one event at a time, although the same member may be reappointed over and over again if that member is present at an event, and the person authorized to make the appointment is inclined to reappoint that member. [The site appointments were Herald, Hobbits, Lists and Captain of the Guard. The Writ was withdrawn at the Estates Meeting after it was issued. It probably works better as policy than law.]

XXVI. Foreign members who wish to become subjects of Terre-Neuve get newsletters only if they buy subscriptions or individual copies. They do not get free newsletters until they renew their memberships in Terre-Neuve. [This became inactive because Terre-Neuve ceased to sell newsletter subscriptions. Terrance III found this objectionable because he believed that on March 20, 1993, the Imperial Estates passed a law that where you live is where you play. Such was discussed but never passed, and there is no record of it insofar as this office is aware.]

XXVII. Sir Phillippe informed me that there is a law on the books somewhere which prohibits administrative fees and prohibits site fees greater than cost plus four dollars. Rather than try to find the rule in the ancient scrolls of lore, let the Kingdom consider that to be the law of our land (Writ XXVII.) until further notice. [This Writ was overruled in the Estates. There is no site fee limit currently. Phillippe's claims were never verified.]

BY SIR JAMES OF MARCH

MP1. ESTATES REVIEW: There shall be a review of the Landed Estates and the viceroalties every six months starting 1 Nov 1992. This shall be the minimum time between reviews therefore a review will take place every Nov. and every May. Other reviews can take place at the discretion of the Crown.

BY DAME ISABEAU

XVII. A fifty cent cigarette tax shall be imposed on those on those who smoke during events outside the designated smoking area. Enforcement shall be by the Captain of the Guard, the Steward, the Crown, the local Warden, or the Autocrat.

INACTIVE OR DEAD PROCEDURAL LAW (continued)

BY SIR STEFAN

SRV. If an estate holder, who has been given proper notice, and does not have a just cause, fails to attend an estate meeting, in person or by proxy, said estate holder shall be placed under Judicial Ban. [This law failed in the Estates, but was replaced with a Royal policy as indicated below.]

POLICY (BY SIR STEFAN)

#2 Policy Statement: (as Decreed by the Estates of Terre Nueve)

- 1) The estate holders should be members who are familiar with their duties and responsibilities. Therefore, it should not be necessary to provide a "Warning" to a Sire for not attending an Estates meeting. Also, since there are only 2-3 meetings of the Estates a year, We believe that the "Warning" loses it's teeth, as a matter of fact, we believe it would be toothless. All estate holders should view this as their "Warning". Attend the meetings!
- 2) We understand that there can be mitigating circumstances that prevent an Estate from sending a representative to the Meeting. Therefore it should be fairly easy for the estate to return to the good graces of the Crown.
- 3) It is not just the Sires, Baron's, etc. responsibility to attend, but the responsibility of the Estate itself. Therefore, while it is the primary estate holder who is primarily responsible, each member of that Estate shares in that responsibility to see that the House, Barony, Etc., is represented on the Estates.

We, your King, have a duty to ensure that the Government of Terre Nueve shall not be brought down by a few irresponsible Estates. We vow to you our populace not to allow this ever to occur while We wear the Crown! herefore this shall be our policy for the duration of our reign:

It shall be considered a just cause to dissolve any Estate, who after been given proper notification, and barring extreme circumstances, chooses not to attend a Meeting of the Estates either in person or by Proxy. The Process of dissolving the Estate shall begin by placing the Estate on Probation for a period of 30 days. The Estate forfeits all rights during this period. The Estate may immediately petition the Crown to be reinstated during this period. The Crown then may reinstate the Estate to its former standing. Hopefully this will provide an incentive to the Estates to make every effort to attend the Meetings when they are called.

TERRE-NEUVE JUSTICE

BY SIR STEFAN AND DAME KATYANA

A. To "phillipe" means to attempt to do good folks harm in a cowardly and dishonorable fashion, and to fail in an entertaining manner.

B. On June 24, 1995, Terre-Neuve voted that Phillipe and Chienne were outlaws in our Sovereign Lands. That they would be without name, title or honor here, and that any and all who would give them shelter or comfort would be deemed outlaw as well. Further, we voted that we would urge that the outlaws be tried for treason, and if found guilty, be put to death. We demanded that justice be done for the usurpation of our Sovereign Glory. We requested that Snowden be re-Chartered immediately, and censured the Emperor for His lack of diligence in that regard. We did not hold Snowden responsible for the rash act of two of her citizens, especially since we had no evidence that they had even been consulted.

C. On November 19, 1995, Terre-Neuve voted: **THE EXONERATION OF CHIENNE AND PHILLIPE, AND ANY ACT PURPORTING TO VOID THE DECLARATIONS OF TERRE-NEUVE REGARDING THEIR OUTLAW STATUS ARE DECLARED ACTS OF TYRANNY AND THEREFORE VOID. THEY HAVE NO WEIGHT. THEY ARE A NULLITY. WE IGNORE THEM.**

D. Terre-Neuve shall have recompense for the unlawful theft of its glory as a Kingdom, a glory which it has maintained at great effort for over three years. Chienne and Phillipe remain outlaws within our lands, and should they venture here, they shall be arrested and tried summarily. The criminals shall also be tried for treason against the Empire and the lawful edicts of the Senate, which no Emperor may overturn. A guilty verdict shall result in a death sentence.

LAWS OF COMBAT

BY SIR NIKOLAI

The following codicils apply to Heavy Weapon combat and establish minimum standards for Terre-Neuve. A great number of these may be duplicative of Imperial Law. Conflicts were to be resolved in favor of more stringent standards. Emperor Phillipe argued that more stringent armor standards might be violative of a member's right to fight. He argued that, for example, a foreign member who had perfectly good armor according the Imperial Manual of Combat, might be barred from fighting in Terre-Neuve. The compromise which was reached was that any fighter who met minimum Imperial Standards but not Terre-Neuve standards must be offered on-the-spot armor upgrades (loaner armor) and allowed to participate if that member is otherwise qualified.

- I. All Marshals shall be trained in a program standardized by the Minister of Joust and War and the Crown Marshall. All Marshals shall carry a marshalling staff (meeting the requirements of Kingdom law, see the HOL 10 below) and be clearly identifiable. Marshals other than the Crown Marshall (called Deputy Marshals to distinguish them) shall be granted a sumptuary right as decided by the Crown Marshall. (She, Lyonene, decided on yellow sashes for visibility purposes.)
- II. There shall be a minimum of two marshals at every steel fighting event while fighting is taking place.
- III. A Marshall has complete authority to remove anyone that he/she deems unsafe.
- IV. All swords shall be un-edged with a rounded tip. Burrs shall be filed down to render them safe. Quillions and pommels shall be secured firmly and in no danger of coming apart during battle. Severe nicks in blades shall not be allowed.
- VI. Complete armor shall be worn at all times:
 - A. Helmets shall have no open spaces greater than 1" square.
 - B. A secure shin strap shall always be worn.
 - C. A gorget (rigid neck protection) is mandatory.
 - D. Body armor must protect the spine, shoulders, chest, ribs, floating ribs, stomach and lower back.
 - E. Steel elbow protection with flanges and rigid forearm protection is mandatory.
 - F. Gauntlets or appropriate hand protection is mandatory.
 - G. A cup is mandatory (men and women).
 - H. Steel knee protection with flanges and rigid thigh protection and rigid demigreaves minimum is required.
 - I. Rigid boots which meet or overlap the greaves/demigreaves are mandatory.
 - J. All fighters shall be certifiably trained in whatever weapons or style they intend to use.
 - K. All fighters shall be either qualified by the Marshall on site or show proof of qualification before they enter the fighting field.
 - L. Marshals shall be authorized and directed to assure that combatants not fight with excessive speed or force.
 - M. Any failure to comply with any safety regulations or with a Marshall's commands will result in removal from the fighting area.

LAWS OF COMBAT (continued)

XX. No grappling at demos.

BY THE HOUSE OF LORDS

HOL 12. Armor and weapon inspection is mandatory before combat.

HOL 10. Marshals may not carry weapons of any kind onto the fighting field. They may only carry marshalling staves which are 5' or greater in length, and 2" or greater in diameter.

HOL13. All combatants must present or sign a combat waiver before engaging in non-boffer combat beginning February 1, 1993 [This law was enacted before combat waivers were on every membership application.].

A. At the urging of His Imperial Majesty [Phillipe], a proposal was made whereby combat between knights would always be presided over by the Senior Marshall at an event. The Marshall would continue to have absolute authority with regard to all safety matters during the match in accordance with Royal and Imperial Law with the following proviso. In a knight-versus-knight combat, if one of the knights complained about one or more of the Marshall's decisions, and the Marshall was reversed at some point in the appeal process, that Marshall would be suspended from marshalling for a period of ninety days. The proposal passed both houses [and was promptly forgotten. It is "Dead Law" as are most of these laws of combat.]

B. Phillipe had been made aware that were instituting a system wherein only qualified marshals who had graduated a course given by our Marshallate Office and who had passed the appropriate test might marshal at Terre-Neuvien events. He agreed to let the system stand uncontested under the following conditions: Should a foreign member who would have the right to marshal under the Imperial Manual of Combat wish to marshal, the Terre-Neuvien Marshallate must immediately present that member with its curriculum, and that member should submit her/himself to that education. If there was insufficient time to present the curriculum, or the curriculum was otherwise unavailable, the member might marshal for that event only. Henceforth, that member would be on notice, and must pass the curriculum and test in order to marshal in Terre-Neuve.

C. The "right" of knights to overrule a marshal and fight any way they choose is specifically denied. [Phillipe was in disagreement with this, but we stood firm. In the words of Dame Lyonene, "Knights Combatant are the dumbest M----- F-----s."]

D. The Crown Marshall [Dame Lyonene] is authorized and directed to come up with a Royal Combat Manual, a curriculum for training marshalls, and marshal cards (and a method by which to distribute them) within 30 days. The Joust and War office is directed to make education of marshalls as convenient as possible. As marshalls become qualified, they may qualify other marshalls in turn. The manual will be law when it comes out with the following exceptions: All members may marshal combat in the styles in which they are currently qualified to fight until February 1, 1993. This should be adequate time for the Joust and War office to get standardized education to everyone who wants it. Combatants have until February 1, 1993 to meet the armor and weapon requirements where they are more stringent than the specifications of the Imperial Manual of Combat.

LAWS OF COMBAT (continued)

E. The system wherein all marshals need to be qualified to the satisfaction of the Marshallate and bear cards showing their qualifications was supposed to take effect on February 1, 1993. We are still trying to get the education to everyone, and we are still trying to get the cards printed. The Queen and I have agreed to extend the deadline to April 1, 1993. Unfortunately, since the current deadline is a Kingdom Codicil, even Kings and Queens don't have the power to grant extensions. We will be proposing the extension at the Estates Meetings on February 20, 1993. We hope the extension will be granted, because we simply cannot comply with the current deadline. In the interim, all those who were qualified to marshal under the old system may continue to do so. [The Crowns forgot to submit this Writ, and ultimately announced that they had failed to comply with the new Marshal rules due to simple inability. No subsequent Crown has ever brought the Kingdom into compliance.]

TOURNEY PROCEDURES

BY THE HOUSE OF LORDS

HOL 2. Arts entries must be accompanied by the artisan in order to be judged. There are three exceptions:

a) The artisan is from an outlying Viceroyalty where there are fewer than four artisans of equivalent rank. This artisan may submit art entries to Crown events without actually attending.

b) The artisan attended with an art entry, but there were fewer than four qualified entries of equivalent rank, and, for some reason, the artisan can not attend the next Crown event (e.g. a Navy person going out to sea, a horrible accident, etc.). The artisan may submit the art entry again at the following event without being present.

c) The artisan attends the event at some point, but for some reason cannot be in attendance during the judging of the arts. That artisan's art entry may still be judged.

HOL 3. Fighters from other groups who are already accustomed to fighting in hard suits (e.g. SCA fighters) may be steel qualified on entry into the game by the same method that sergeants are qualified, but may not use any steel participations toward their knighthood until they reach the level of sergeant; however, if they get a steel tourney win, they may use that even if the win was gained before attaining sergeant status. Our reasoning was that we wanted to encourage shinai training since it is a legitimate fighting form in our wars. Furthermore, we felt it unfair for a fighter from another group to be allowed to attain knighthood faster than a member who began training with Adria.

HOL 4. It was decided that if an artisan who is currently qualified to compete in the knight's list enters an item created when that artisan was only qualified to compete in the master's list, the artisan may choose to enter the item in the master's list and get credit for participation. Should that artisan win, that artisan would not get credit for a tourney win. A masterwork would count. The purpose is to make it easier to assure that there shall be four participants at each level. Of course, the artisan may get no more than one participation credit per event.

IX. H. HOBBITS COMPETITIONS IN ARTS AND COMBAT ARE MANDATORY AT EVENTS.

XIX. When judging the "periodness" of stories in an Arts tourney, be aware that stories about occurrences at events within the context of the game are always period.

SUMPTUARIES

BY THE HOUSE OF LORDS

HOL 1. Lords and Ladies may now wear a 1/4" silver circlet.

HOL 5. Knights of all three disciplines may wear swords of blade-length greater than 24" at their hip if they have attained sergeant's rank or greater in the Combatant discipline. Squires of knights Combatant may also wear such swords if they have attained sergeant's rank. All members may wear swords of less than 24" on their hip.

BY SIR FRANCOIS (AS WARDEN)

F 1. All members with earned titles (Earls/Comtessas, Princes/Princesses) may designate heirs. Such heirs shall be addressed as milord or milady heir. Members with heirs may have those heirs accompany them wherever they have a right to go. Heirs may display the arms of their parents so long as those arms have two points of difference from the original and have been approved by the college of arms in the normal fashion. Only knights may display full heraldic displays. Others may display arms in scotches according to the By-Laws. An item displaying full heraldic arms may be presented to the heir on adoption, but the heir may not wear/bear the item until attaining knighthood. [Sir Francois has since presented Baron Stefan Inhouf with a new surcoat with arms in scotch. The two points of difference were the absence of the gold fleur-de-lis and the addition of the silver bar indicating heir status.]

BY SIR NIKOLAI

XV. The following sumptuaries are created in the Kingdom of Terre-Neuve:

- A. Order of Gaston (writted by Sir Brian Hawkins and adopted by King Nikolai): For unsolicited service above and beyond the call of mere membership. A blue and red favor with a golden rook. The most recent winners are Squire William Ce'Wolf, Squire Kitara, and Squire Phelon Kell.
- B. Golden Scorpion: For outstanding service in a Ministry Position. A blue favor with a golden scorpion. Winners: Bear and Ta-Ta Niome.
- C. Celestial Raven: For outstanding autocratting. A golden raven with stars about the head on a red favor. Winner: Dame Dorothea.
- D. Laurel Crown: For outstanding demo participation. A gold laurel crown on a white favor. Winners: Three to be announced.
- E. Gold Star: Just like in the By-Laws. Winner: Geoffry of Coronada
- F. Guard: Guards are appointed at events. They are given a tabard which is halved blue and white on the front, and red and blue on the back (red and blue in front if in Gaston). The Captain of the Guard wears a similar tabard with a gold crown in the white field and a silver fleur-de-lis in the red field.
- G. Warden: A golden shepherd's crook on a white bandolier.
- H. Chancellor: A silver ring on a blue bandolier.
- I. Herald: Three silver trumpets on a blue bandolier (Lord Sergei at the last event).
- J. Arms: A red bandolier with a red/white/blue striped shield with a golden crown in the white stripe.
- K. Joust and War: A silver sword on a red bandolier.
- L. Crown Marshall: Silver crossed axes on a red bandolier.
- M. Arts and Sciences: A silver harp and flask on a red bandolier.

SUMPTUARIES (continued)

- N. Chronicler: Silver quill on blue bandolier.
- O. Hospitlar: Silver chest on blue bandolier.
- P. Physicker: Silver tau (Greek "T") on red bandolier.
- Q. Rolls: Silver scroll on blue bandolier.
- R. Lists: Silver scroll on red bandolier.
- S. Steward: Three vertical silver coins on blue bandolier.
- T. Hobbits: Silver footprint on red bandolier.
- U. Treasurer\Moneyer\Tax-Collector: Silver coin on red bandolier.
- V. Shinai Winner: White favor with gold crossed swords.
- W. Renaissance Winner: White favor with gold crossed foils.
- X. Heavy Weapons Winner: White favor with gold crossed swords in a shield.
- Y. Boffer Winner: Gold crossed swords above a gold footprint on a white favor.
- Z. Arts and Science Winner (Masters): Gold harp and flask on a white favor.
- AA. Arts and Science Winner (Knights): Gold harp and flask in a shield on a white favor.
- BB. Arts and Science Winner (Hobbits): Gold harp and flask above a gold footprint on a white favor.
- CC. Best Death: Skull ring.
- DD. Most Chivalrous: Gold fleur-de-lis on a white favor.
- EE. Viceroy: 1/2" gold circlet with single jewel.

Awards V through DD are temporary. Winners receive their awards at the following event.

ESTATE ACTS

To bestow the titles of First Comtessa of Terre-Neuve unto Dame Isabeau de Ravenne and First Earl of Terre-Neuve unto Sir Nikolai MacLean Belsky. [Terrance has this to say: "Noted. Heraldic law dictates that Premier is the accepted form for the first of something." Stefanus knew that. He decided he liked "first" better. This was done in July, 1993.

Other Earls/Comtessas created were Stefan (1994), Shandell (1994), Mathghamhain (1995), and Katyana (3/31/1996).

BY SIR STEFAN

A Royal Order known as the Crusaders is created:

Article I. Crusader Coat of Arms

Gueules Coure Field. In Dexter Chief Eagle Argent Descendant Sinister. In Sinister Base Scorpion Or, With Fleur de Lis Pincers and Stinger, Rampant Dexter.

The Eagle: A symbol placed in the Coats of Arms of those who wished to denote courage and power. A symbol of strength of body.

The Scorpion: A symbol placed in the Coats of Arms of the Crusaders who had been to the Holy Land. A symbol of strength of spirit.

The Heart: A symbol placed in the Coats of Arms of those who wished to denote righteousness and purity. A symbol of strength of character.

Article II. Membership

Any member of the Adrian Empire may wear the symbol of the Crusader. Each Adrian must judge one's own worthiness. If a member tests all acts against the GOOD OF THE GAME, then that member is truly a Crusader.

To wear the badge of the Crusader is to declare to all that the Dream is of highest priority, above and beyond personal pleasure and aggrandizement. The badge may be worn, removed, and worn again without hypocrisy. After all, only members know what is in their souls at any given time.

EVENT LAW

BY THE HOUSE OF LORDS

HOL 11. Sir Francois, as senior knight of the realm, has been formally asked to hold knight's council four times a year. We hope each knight will attend at least two of those councils. We are aware that we have not the power to mandate this request, as this is strictly an issue of self-governance for the Chivalry. Nevertheless, since the House of Lords represents a significant percentage of the Chivalry, we hope that our request will be heeded. Sir Francois seems agreeable. Watch the calendar of events for updates.

HOL 14. Mundane-looking equipment (e.g. hockey masks) should be dressed up to look less mundane. Current members have 60 days to upgrade their equipment. Henceforth, members who purchase new equipment shall have 30 days to make the equipment passably period (that is to day -- COVER THE PLASTIC).

BY SIR NIKOLAI

IX. EVENTS GENERALLY

A. **POLITICS ARE HEREBY OUTLAWED AT ALL CROWN EVENTS.** Enforcement will be simple and fun. If a member of the populace hear's politicking occurring, that member is charged to jeer loudly at the politickers, make fun of their names, call forth others to help with the royally sanctioned jeering. No one can politic if their is a lot of noise and attention. No one can ruin your fun if YOU don't let them. Personally, We are in favor of hauling the foul miscreants before the court for public punishment, but the people who insist on politicking in violation of the law are the same people who are likely to raise a big fuss if hands are laid upon them -- rather than stay in character and take their lumps. Until there is a better idea, perhaps we should stick with jeering.

B. **BORING COURTS ARE HEREBY OUTLAWED.** If you find court boring, the autocrats are violating the law, and you are hereby empowered to enforce the law by making court fun. How? A spontaneous altercation climaxing with a personal challenge is always good. Someone could faint or have a violent spastic seizure and give the physicker something to do. Perhaps someone could be smitten with prophetic madness and predict the future in a language no one understands (except the prophet's best friend who happily interprets). Might there be a heretic in our midst? What are our priests and bishops doing anyway? Let's get them involved. Don't worry about being disruptive. If court is boring, what could you possibly be disrupting? Besides, the autocrat has guards to enforce the order in an entertaining fashion.

NOTE: In Terre-Neuve, courts are a public spectacle. Private business should be conducted elsewhere. **NO WHISPERING AMONG THE AUTOCRATS AND MINISTERS.** (Although whispering among the populace is encouraged. After all, spontaneous interruptions need to be planned somehow.) Oh yeah, and after bowing to the throne, step to the side and speak **LOUDLY** to the populace. Sure, you may be talking to the throne, but we all want to hear!

C. **DON'T WAIT FOR FUN TO BE HANDED TO YOU BY THE HIGHER-UPS. TAKE IT FOR YOURSELF. IT'S YOUR RIGHT.**

THE HARD RULE: EVERYONE IS ENTITLED TO HAVE FUN!

EVENT LAW (continued)

D. Events will start on time. Everyone shows up late because they think that everyone else will show up late. Remember, the event does NOT start with opening court. It starts when YOU get there, in costume, and in persona. What the heck are you waiting for? Get to that park and play, and when We say play, We don't mean just pull out some shinai and practice-- killing time while waiting for everyone else to show up. We mean play. Get in persona. Be in Persona. Do things your persona would do. Don't be embarrassed. Everyone knows we're crazy anyway, whether we be in large groups or small. It's ok to freak the mundanes. Show 'em what they're missing. Maybe they'll sign up.

E. **NEGATIVITY IS HEREBY OUTLAWED AT EVENTS** and is punishable by everyone having a good time. The only complaint one should have at an event is that it isn't fun, and if the event isn't fun IT'S YOUR OWN FAULT, so don't complain. The Hard Rule says that you are entitled to fun. Take it. For yourself. That isn't to say that the autocrats are relieved from responsibility. If they suck, turn 'em out. You're in control.

F. **NIVEQUE'S ESSAY "ARE WE BEING FAIRE" IS HEREBY MADE EVENT LAW**
[see below].

What is event law? We have all kinds law to govern procedures and nothing on how to have a fun event. Guidelines on having fun events... THAT's event law.

Pay particular attention to Niveque's tips on how to immerse yourself into character. Also, if you are a knight or hold a title, office, or ministry, note some new responsibilities in his essay. (Don't worry, there's nothing there that you wouldn't want to do anyway.)

G. WHOEVER IS AUTOCRATING AN EVENT IS IN CHARGE!!!!!!!

We know it is awfully tempting for higher nobility, knights, and royalty to stick their nose into event business. Relax! Enjoy the show. The autocrat has planned the event. Don't step on the autocrat's toes, and do whatever the autocrat directs you to do. If there is some sort of court being held, clearly the ruling nobility/royalty are in charge of that, and if there is fighting, the marshals are in charge of that, but as far as event scheduling and orientation, the autocrat is in charge. Let us say it again. **THE AUTOCRAT IS IN CHARGE!!!** This is not just for ego reasons. The event runs more smoothly if the autocrat can implement the plan, which is the product of much love and brain-sweat, without opposition from "betters". Not only that, safety is at issue. Someone has to be ultimately responsible for making sure all the combats are safe, and all the hobbits are involved in fun (and secure) activities. No, the autocrat will not marshall every combat, but the autocrat will make sure no combat goes unmarshalled. The autocrat has a lot of responsibility, and is the only one who truly knows what's going on. Regardless of the autocrat's rank, **THE AUTOCRAT IS IN CHARGE!!!!!!!!!!**

[Added by the House of Lords] Autocrats, if they are to have royalty at their event or demo, must notify the royalty in advance, and negotiate with it the parameters in which they (the autocrats) will exercise absolute power. Sanctioning of the event/demo is contingent upon this negotiation. Furthermore, once autocrats are running an event/demo, the autocrat is cautioned to show the utmost respect to the royalty when exercising her/his authority. Autocrats must provide written schedules (which should at least include a starting and ending time for the event/demo) in advance of the event to the sanctioning officer (Warden or Crown) unless that officer waives the schedule.]

EVENT LAW (continued)

I. At the very least, event autocrats should provide messengers and guards for the royalty at all times, unless of course, the royalty brings its own. The guards are mostly for appearance's sake, but also are to screen those who would approach the throne. Messengers are so the royalty need not chase people down personally. It's exhausting and unseemly. Hobbits make good messengers. It gets them involved, and they can be paid (see money system last issue). Royalty should have at least four guards, two of which are at least at guardsman level.

J. Knights are great people. We ought to know. Nevertheless, knights are commanded to NEVER look down their noses at the non-chivalry. Help them, teach them, but never patronize or EXCLUDE them. To the non-chivalry we command that you give knights the respect they are due. They are too humble to ask for it, so you have to know enough to give it.

N. The money system (see below) is hereby made law, and the office of Moneyer/Tax-Collector is created. That person is authorized and directed to handle and modify the money system as he/she sees fit. The office of Treasurer of the Coin of the Realm is hereby created. That person shall hold the Coin (minted by the Moneyer) on behalf of the Kingdom. The office of Captain of the Guard is hereby created. The captain shall recruit guards and messengers for events, and be in charge of enforcing anti-mundane and anti-politicking laws.

COMBAT (guarding)	1 hour	Half Event	Whole Event
Yeoman	1	3	5
Guardsman	2	6	10
Sergeant	3	9	15
Squire	4	12	20
Knight Bachelor	5	15	25
Knight Bannerette	6	19	31
Knight Champion	7	23	37

ARTS (judging)	
Master	12
Knight Robe	15
Knight Doctor	19
Knight Master	23

CIVIL (excluding ministers)	
Clarke	1
Rector	2
Chamberlain	3
Knight Minister	5
Knight Civil	6
Knight Premier	7

EVENT LAW (continued)

GENERAL

Unskilled labor	1
Server	2
Cook	3
Handmaiden	2
Page	2
Messenger, Official w/ reply	2

These prices are to serve as a guideline. If persons believe they are worth more, they may raise the price for their services. Nobles, Royalty, Knights, and Ministers get a salary distributed once every three events.

X. MINISTRIES

A. For purpose of precedence, minister are considered to be seven ranks lower than the noble\royal who appointed them.

XIII. All pavilions shall be called "McVeas" out of respect for the substantial donation of Stefan McVea made toward our Royal Pavilion.

XVIII. The practice of the "cloven fruit" is outlawed at Terre-Neuve events for health reasons ["Dead law"--killed by Stefanus I].

ARE WE BEING FAIRE

As I stroll down the well-trodden path, a plethora of sights and sounds blind my senses. A beggar crawls toward me, groveling for coin, I scoff at him and move on. The smell of turkey wafts across my nose sending ripples of hungry anticipation through my taste buds, and olfactory receptors. Just then, a lumbering hulk of red hair, chainmail and five feet of steel fills my view. The giant scowls in my direction and I note that his path and mine are opposing. I wisely decide to examine the wares of a near-by booth and remove my self from eminent danger. The merchant I find myself facing is more than happy to barrage me with prices and items. I turn to escape from the loquacious storekeeper only to be pushed back by a contingent of royal guards; swords in hand, escorting a regally dressed king and queen who pompously stride by. Pages, servants and ladies-in-waiting tag along looking anxious to please.

This is the dream that we in Adria are attempting to fulfill; however, the scene you have just read is not a description of an Adrian event. It does, however, resemble a renaissance faire. Sadly, Adrian events have begun to feel like Halloween parties I.E. alot of people dress as someone else, but act as themselves. THIS IS NOT MEDIEVAL RECREATION!! What would you do if someone at an event approached and neglected to use your title?

The answer is nothing. (I have seen this many times.) Let me state the question a little differently. What would your character do if approached in the same manner. If you are of knightly rank or of noble title and we are attempting to do Medieval Re-creation the answer is obvious. My point is simple: If we are not here to re-create reasonably realistic personas, why do we not just dispense with the costumes and have a barbecue like everyone else!!? The main reason I have become involved in the EMPIRE OF ADRIA was because I went to a renaissance faire and loved it enough to go more than once in a while. I really wanted to be able to play the medieval character I had so often read about. In Adria, it seems that people are not playing any character except themselves. There are actually people who are taking things that occur in the game personally. I have seen fighters getting angry when they lose, and people with tears in their eyes over political struggles. These people were not playing any mercenary or noble.

WHAT HAPPENED TO THE MEDIEVAL RE-CREATION?

Now that I have aired some of my problems, I want to get on with the purpose of this work: Putting the fun back into Medieval Re-creation. First, let me define what Medieval Re-Creation is by explaining by what it should not be.

1. A place to bolster your ego at the cost of others.
2. A place to come and act like you do any other day, except you wear a costume and about half the time call people by other names:
3. A place to gossip about the mundane lives you were trying to get away from.

Guessing, I would say that in the last two years I have seen a half dozen people in the whole of the empire that act in character even 50% of the time. You may disagree, But I do not consider speaking with mundane accents and using mundane words, but talking about medieval concepts to be playacting. At least Kevin Costner never said "What's up", "Dude", "Bitchin".

WHAT MEDIEVAL RE-CREATION SHOULD BE.

- I. Escape from the everyday B.S. through totally submerging yourself into a character with different wants, needs, fears, and privileges, than yourself:
- II. It should be just a game:
- III. It should be fun.

I. HOW TO TOTALLY SUBMERGE YOURSELF INTO YOUR CHARACTER.

It seems that one of the main reasons people do not play a character at events is because they do not have a character to play. How many of you reading this know what your character would say or do if:

1. They met a witch;
2. They were insulted;
3. They were called by the wrong title?

Those were just a few of the examples of situations which occurred in medieval times and required immediate reaction. I have seen KNIGHTS having conversations with witches.

I ASK YOU IS THIS MEDIEVAL RE-CREATION?

THE TEN WAYS TO SUBMERGE YOURSELF

1. Create a history for your character. Parents, age, place of birth, and any schooling and travels should be written down. Look up an historic figure in an encyclopedia for a format. Remember you are playacting a person from medieval times and people have a history.
2. Perhaps most importantly, you should chose three characteristics or traits that sum up your character. Then you must act like those words at all times. Here is a short list.

RASH	VIOLENT/WARLIKE
ALTRUIST	PRACTICAL
JOKER/PRANKSTER	VENGEFUL
PESSIMIST	LOQUACIOUS/TALKATIVE
SUSPICIOUS/CAUTIOUS	SAINTLY/PIOUS
MISCHIEVOUS/CAPRICIOUS	FANATICAL/OBSESSIVE
PARANOID	PROUD/HAUGHTY
FOUL/BARBARIC	

Once you have chosen the traits, you have to decide what your character would do and say under a variety of circumstances and record it on paper. The most important point here is that you choose three traits that DO NOT describe you personally. The whole point of playacting and more importantly the fun of it, is to be someone you can not be in the mundane.

3. Find stories, books and historical material on life in medieval times and read them. How can we expect to re-create things we know nothing about. Examine the stories as you read them, looking for interpersonal relationships, inter-rank relationships, and how people of different stations interacted. Write down statements and actions that would reflect your persona and you will begin to get an idea of who your character is. Here are a few books that might be a good beginning:

The Canterbury Tales
The Distant Mirror
The Knight And Chivalry

4. When dealing with nobility, act as if your life is on the line, back then it was. Even if you do not like the nobility you still have a responsibility to treat them like their station. After all many people in medieval times hated their overlords and never said a bad word.
5. When playing nobility, act as if it is you god given right to order people around, intrude on conversations and dispense justice at will, back then it was. I realize that it is monumentally uncomfortable for people to nobility as nobility actually was. That is why is so crucial to get together with the people whom are your underlings in the game, and explain exactly what is entails, and also to make up skits where you will treat them badly, but they will know it is part of the game.
6. At all times think about how your character would react, instead of just reacting. Example: If you choose suspicious as a character trait, anytime people approach you for any reason filter your reaction through that word: "who are you", "who wishes to know", "what are you planning", "is this some sort of plot", "who sent you". You could even back away when strangers approach putting hand on weapon. If someone looks surprised at your reaction simply drop out of character for a second and explain to them.
7. If possible, talk in an accent.
 - a. It gets you into your character.
 - b. It lets other people know that no matter what you are saying (cruel, kind, foul, or pompous.) you are just playing a character.
 - c. It makes it very hard for people to be mundane if you are obviously in character.
 - d. In addition to the reasons above, it also allows you to let people know when you are serious about something. By taking someone aside and taking normal you can let them know that you are not insane.
8. Never fall out of character except in whispers or away from others. It takes away from everyone's dream and fantasy to hear two guys loudly discussing motorcycles or two girls talking about what they purchased at Mervyns last week. If you can not say something medieval don't say nothing at all.
9. Make a list of words and sayings that your character will use. Then use them often. Any famous character has always had some saying or quote that people would recognize and was uniquely them.
 - "Excellent!!".....Bill and Ted
 - "I'll be back!".....Arnold Schwarzenegger
 - "And that's the way it is".....Walter Cronkite
 - "I'm not a crook"Richard M. Nixon
 - "I do not remember?"Ronald Reagan

10. How would your character react if...

Make a list of reactions to the following questions and add some of your own.

1. He/she encountered someone of a different country
2. He/she encountered someone playing a character of a different religion
3. He/she met a witch
4. He/she were called the wrong title by:
 - a. someone of lower rank
 - b. someone of equal rank
 - c. someone of higher rank
5. He/she were not given any formal address by: a, b, c,
6. He/she were insulted by: a, b, c
7. He/she were approached by the crown
8. He/she were challenged.

II. IT IS JUST A GAME

As I have mentioned before I came to the empire to get away from the pressures of mundania. That is why it distresses me so when I see people taking the game seriously. Sadly, I often hear about and see first hand, individuals getting upset and angry for a number of reasons:

1. When estates votes do not go their way.
2. When they offer a game idea or proposal and it is not agreed with.
3. They lose in combat, justly.
4. They lose in combat, unjustly.
5. They lose a rank, justly.
6. They lose a rank, unjustly.
7. They are brought up on charges, justly or unjustly.

Some of these things at first glance appear worthy of getting angry at. Each of the seven; however, falls into three categories:

1. **GETTING ANGRY BECAUSE SOMEONE TOOK YOUR MONOPOLY MONEY.**
Sure, it is your monopoly money, you earned it, you have every right to it. However; no matter how much you want to justify getting angry or upset, **IT IS JUST A GAME!!!** It is not real money.
2. **LETTING A JERK GET TO YOU.**
Letting jerks bother you enables them to be what they are-a pain. If no one took them seriously it would be hard for them to be obnoxious. Fight them, do not let them have their way, but don't let them bother you. Numbers 2, 4, 6 and 7 fall into this category.
3. **SUFFERING FROM A BRUISED EGO.**
If you are getting angry or upset because things do not go your way in the context of the game, **GROW UP!** Numbers 1, 2, 3, 5, and 7 fall into this category.

If you find yourself letting people or circumstances in the game make you upset, frustrated or angry; you have the problem.

Remember:

- 1) **DO NOT LET THE SMALL STUFF BOTHER YOU.**
- 2) **ALL STUFF IS SMALL STUFF.**
- 3) **NO EXCEPTIONS.**

III. FUN

If you followed the ideas offered so far, you should have constant fun right? Unfortunately, we are human, so forthcoming are some suggestions on how to make sure things run smooth and stay fun. First; however, the not fun:

- 1) Events never start on time.
- 2) Courts and activities at events rarely start on time.
- 3) You can rarely hear what is happening at court because no one talks loud enough.
- 4) Nobility and knights often meet to do what ever they do and leave prospective, new and old members on the sidelines with nothing to do.
- 5) Court is often unentertaining the few times it can be heard because what is happening is neither planned nor explained.
- 6) Court and other activities are characterized by people half out of costume, people rarely in character, and people making mundane jokes and forgetting the fact that court is for entertaining others as well as themselves.
- 7) Activities are rarely organized to any degree and the result is alot of time spent in limbo.

The final product of all this is that people come and have a little fun. But, most people hang-out, waiting for activities like court to be over, talking amongst themselves, and eventually reaching terminal boredom, at which point the hardened veterans stay, and the prospective members leave.

ONLY THE PEOPLE IN CHARGE OF THESE ACTIVITIES CAN ORGANIZE AHEAD, DELEGATE AUTHORITY, AND TAKE CONSIDERATION OF THE POPULACE AROUND THEM WHICH IS OBVIOUSLY BORED. I am not saying this happens at every single event, but it happens enough.

THE NEW PEOPLE

Someday Adria could be huge, and the key to that end is treating the new members correctly and keeping the interest of the current members. If the ideas prescribed so far are adhered to, events will be a far more fascinating place to be, and therefore draw in the new, and keep the old. The problem starts when new or prospective members arrive at an event and fail to have explained or done for them the following things:

1. How to make up a persona and play it.
2. Introductions to people in nobility and proper titles with which to address them.
3. A list of the people in nobility, ministry and knightly positions and their responsibilities.
4. An understanding of the ranks and how you attain them.
5. An understanding of how to approach and deal with nobility.
6. Where and how to get the variety of documents, which explain the organization. (bylaws etc.)
7. Where and how to get costumes bought and made.

In life, it is often true that things do not get done unless it is someone's job.

This is in essence what I propose to do:

OLD TITLES, NEW RESPONSIBILITIES.

RECRUITERS (The member who brings a new or prospective member to an event.

1. To provide the prospective member with the hospitler's phone number.
2. To provide the hospitler with the prospective member's phone number.
3. An introduction to the seigneur of the recruiters house at the event, or another Seigneur if his/hers is not present.
4. Lend costume if possible.

Assuming the above has been accomplished, the new member is in the company of the seigneur.

SIRES

1. To provide a photocopied list of ministers and nobles and short verbal descriptions of their jobs.
2. Access to the by-laws or a copy at the cost of the prospective or new member.
3. A copy of "The 10 ways to totally submerge yourself".
4. A demonstration of how to bow or curtsy.
5. Introduction to the sire's baron, or another available baron.

BARONS

1. Explaining how ranks are gained and what the privileges and responsibilities are.
2. How to recognize people of rank and skill.
3. How to address people of rank and title.
4. Introductions to the people of rank and title, present at the event.
5. Introduction to the hospitler.

HOSPITLER

1. Informing all people who ask when upcoming events are.
2. Helping new people get costumes together.
3. Answering any questions from new people during mundane times.

KNIGHTS

Perhaps more important than anyone in this system, the knight will be held responsible for the general up keep of the rules laid down. The knight was the medieval policeman-and the law the knight enforced was a code of chivalry. Standing at an event, however, no one gets the impression that knights are the honor-bound ever-vigilant law enforcers that we are trying to recreate. They more often appear as people who have been around awhile.....and that's all. I propose that while the knight character should follow a code of chivalry, the individual playing the character should follow another code:

THE MEDIEVAL CODE

1. People who are being loudly mundane shall be discouraged by encouraging them into participating in activities. One way would be for the knight to simply ask them to be an extra guard at court. After all who would say "no" if politely asked to participate by a knight of the realm.
2. The knight will introduce themselves to all people at events they have not met, making sure that any questions not answered by the sires or barons have been answered. After all it is part of the code of chivalry to be courteous to all.
3. People who are withdrawn from activities shall be given encouragement to join in. It is not the responsibility of a knight to prevent oppression (mundane translation: left out) You can guarantee that people who hang back on the sidelines and watch will not come to many further events because they will feel left out.
4. Knights shall be the enforcers of anti-mundane laws (no smoking at court etc.) The way to enforce these laws is not to quietly walk up and politely ask them to not smoke, it should be proclaimed loudly and forsoothly from a distance that a "heathen law-breaker is amongst us!!" then the knightly character should stride over taking the person into custody, at which point all the other knights having heard a call from fellow knight, should have arrived to help take the heathen before the presiding noble. What you end up with in this scenario is alot of entertained people, as opposed to the other, where the guy who was asked to quit smoking, turns to friend and says "who does that guy think he is?".
5. Knights will be an example of what a properly played medieval persona is, at all events, at all times; and will also help others with their knowledge of the medieval period, to create realistic personas.

The knights are an especially important part of what the dream is to us. We should all follow the medieval and chivalric codes, but it is the knights duty to do so. How many of you knights out there, right now, can repeat the code of chivalry? Even knew that there was one? I do not recall hearing a single knight saying it out loud in quite sometime.

You have just read a set of suggestions and ideas which if implemented, will dramatically increase the "dream" in Adria. If you disagree and think we should dispense with the costumes and watch football on Sunday, start up your own group!!!! Otherwise, I think that all must admit that something must be done-and here I give you a starting point. Add your own ideas, change mine!!, but do something!!!! THE FATE OF THE EMPIRE IS IN YOUR HANDS!!!!!!!!!!!!

Your humblest servant,

NIVEQUE JACQUEZ TEMPETE DE CHEZ MONSTRE