

Addendum B

The Game as laid forth for the Isle of Standauffish

1} The Dream;

The dream was to create a group free of the political strife and dissatisfaction found in many other groups, one based on the ideals of chivalry, honor, courtesy and above all friendship. Whether this lofty goal can be realized yet remains to be seen.

2} The Beginning;

The Isle of Standauffish had its beginnings on a computer game, called Legend of the Red Dragon by Seth Able Robinson (himself a member of the SCA), though at that time it was only one household, that of the House of Shalott. Since it's creation, the Isle has been developed into the current Isle with the much valued help of many along the way, and we all hope that the Isle will continue to grow and prosper despite the odd struggle that we cannot help but find in our path. But one thing I wish to stress at this point, so that there is no misunderstanding. The structure, the intent and the direction of the Guild has been set forth by the Founders. There is no question of that. Much sacrifice and financial hardship has gone into the Guild to get it off the ground and to maintain it.

Bear in mind that this is not a club, but a Guild. It has always been so intended and so it shall remain. However, I believe that what we have created and intended for the Guild allows everyone the most freedom possible in any such Medieval oriented group, which I will now detail.

3} The Purpose of the Guild;

The purpose we had envisioned for the Guild is this. To create a place where many different groups and ideas could come together and play together in peace and harmony, each complimenting the other, each having its own value to contribute to the overall good of the Guild, and hopefully to promote friendly competition between the various groups to put on a better show to the world. To play the Game as it was intended, being serious about your place in History and your role, yet making it fun. Most "doers" generally want to be leaders and run things their own way, and thus causing the strife that we wish to avoid. So to allow for this fact, and still make use of the talents and ideas of these people, a system was needed that could accommodate such diverse opinions.

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In order to do this, a political structure was needed that allowed the most freedom of expression possible, yet maintain a Medieval, Historically plausible structure to the game. And the answer was in the Free City State structure. It was very period in the late 1400's, especially in Europe, and most specifically in Germany. Each city had its own gates and boundaries, yet were still part of one country overall.

This system allows the various groups on the Isle to have autonomy over their own perspective areas, while still maintaining the overall purpose of the Isle. So, save for a few rules governing participation as a whole, the City States have rule over themselves. And everything needed to handle the problems that might occur have been accounted for, or can be added by amendments as proved necessary.

Bear in mind that this is the Game Purpose and intent. Our main Guild function is always the education of the public in the arts of our chosen time period albeit in a hands on, interesting and entertaining fashion

4} **Office of the Viceroy of the Isle of Standauffish;**

The Guild is a **Monarchy**. King Henry VII, Henry Tudor is our King and we are under the direct responsibilities of The Prince of Wales, currently Arthur Tudor at the main focus point in our history. The Isle proper was deeded in Perpetuity to Baron Sir Zorgon of Shallot along with the Title in reward and compensation for the assistance offered Henry Tudor in taking the throne of England. Baron Zorgon was appointed Viceroy of the Island and rules by the good graces of Henry VII, King of England and in the name of the Prince of Wales.

This position serves many purposes;

A) It eliminates the need for any Royal positions on the Isle, though allowing us to do re-enactments and portrays where someone may act the part of the King.

B) It keeps the office of the ruling body closer to the populace

C) Our created history of a Wealthy English Seaport would not substantiate a role as Royalty other than in a visiting capacity

D) And most important, our interaction with the other organization, particularly that of the SCA makes it difficult at best to have them accept our titles. Though this is not an issue as we are our own group, it non the less makes interaction more viable, for it is much easier for them to accept a visiting Baron or Viceroy when they give official recognition to an "outsider".

E) My persona is a wealthy merchant Baron, friend to the Tudors, and therefor would

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have been difficult, if not impossible, to make into a King. And in the time period, wealthy Barons were many times the deciding factors in the outcome of wars.

F) And last of all, playing “King” carries with it a lot of work and obligations, as well as an extensive infrastructure for a lot of people, such as retainers, servants and the like, therefor taking away from the freedom and fun of the game. Yet it allows us for public demos and such to put on a spectacle as the Royals visit us on the Isle.

Hence the choice of Viceroy. A Viceroy, for those unfamiliar with the term, is a Governor of a region, appointed by the King, to look after that area. A Viceroy has the power to act on most local issues without having to run back to the King for everything, which fits the nature of the Guild most well, being an Island off the coast of Wales, under Henry Tudor, King Henry VII. {See the History of the Isle in the Archives}. Further more, a Viceroy is typically addressed as “Your Excellency”, which is the same term used when addressing a Baron, a title earned while with the ECS, so there is no need to remember different titles, which is especially useful while attending SCA events.

As to the title of Viceroy, it is there as head of the Guild, and is the official title by which I interact with other groups, as is my right as founder and head of the Guild. As this is a Monarchy, and as is the case in the SCA Baronies, the position is for life, or until I choose to step down and appoint a new Viceroy.

5} **Political Structure;**

Our political structure is simple. We have at the head a Viceroy{governor}, who is the head of the Guild. Next is a Chancellor, a second in command overall of the common functions of the Isle and a General, who’s power is similar and equal to the Chancellor, with control over the Armed Forces and Security matters on the Isle.

In support of these positions are the various officers such as Chiurgeon {Medic}, Exchequer {Accountant}, Captain of the Guard, Herald, Chronicler and Quarter Master, Minister of Roles and Lists, and the Hospitaler. These positions are filled by appointment and report to the Viceroy, Chancellor and the General. These offices hold no sway over the populace save in the capacity of doing their appointed jobs. Other positions may be added in the future as the need arises.

Beneath that are the separate groups, set up as Free City States upon our Island. These free city states have autonomy over their own part of the group as to command structure, recruitment policies and the way they play the game in their own territory, so long as they remain within the guidelines set forth in the bylaws of the Isle of Standauffish to keep the

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overall purpose of the Guild intact.

Each individual Free City State will have one permanent seat on the Advisory Council of the Isle of Standauffish, to fill as each group leader sees fit. In most cases this would be assumed to be the head of the Group, but may be a duly appointed representative.

This Council of each Group Leader shall have voting rights on the few issues that require acting on as a whole, and majority rules will apply. This Council is of an Advisory nature only and all decisions effecting the Guild as a whole will be made at the Corporate Board of Directors level. However there will arise occasions that require a vote, at which time each household shall have one vote. {Definitions of what constitute a household or free city state are found in a separate addendum). The Viceroy, however, retains the power of Veto in matters of a serious nature that may threaten the Guild, or its purpose, as a whole.

6} **Command Structure;**

A Free City State shall have the right to chose its own system of rank and persona title, **save non of Royalty**, further provided that their rank and title fit their role and position. As an example of what this means, **Captain** Aramis is head of his Guild, the Rogue's Cove, so naturally one could not be an Admiral in his group.

As the Isle is under the protection of the Prince of Wales and exists by the Grace of King Henry VII of England in the late 1400's, naturally no other Royal positions could fit into the group Historically, and thus no such titles will be possible. One could make a case for a visiting Prince or the like if you were a free-lancer, but that would be difficult at best, and would require petition to the Board.

The head of each Free City State on the Isle shall have the same rank as any other City. Captain of the Rogue's Cove, Baron of the House Shalott, Duke of Mediterraneus, the Abbot of Chelsea, and the Lord of House of Black Arrow all are of **EQUAL** rank on the Isle.

If one chooses NOT to join a particular group, but still be a member of the Isle, they may do so as Free-lancers, and take "residence" in the Port of Shalott, the capitol of the Isle and a free port. {See details of the various groups}

We are currently set up as a not for profit Nevada corporation, though at least one of our groups, the Rogue's Cove Pirates, have established their own non-profit status, while continuing to be a major contributor to the Isle, participating at many joint functions. Our charter and structure allows us the "shelter" other non profit charters within our group, thereby

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sharing one 501(c)3 status for the benefit of all while maintaining simplicity in operations. The Isle is also affiliated with Blue Knight Productions through which period merchandise, performance venues and future job potentials will be available to the members .

7} **Membership;**

Though we are always looking to grow and expand our horizons, we are NOT open to just any member. We seek only those who can dedicate themselves to playing the game and make us all look professional; particularly those that stick by us when the dirty work needs to be done. Membership is by invitation only, followed by a trial period upon acceptance, and maintained by active participation. If you are interested in our group, and feel you have something to offer, by all means contact us. From time to time we may hold open membership drives as deemed necessary. Members obtained in this manner will be juried.

The various Free City States have their own recruiting policies within their respective borders, so requirements may vary somewhat from one group to the next. Joining a particular group does NOT automatically make one a member of the Isle of Standauffish, but a Free City State shall have the right to petition recruits for membership first to the Isle, then into their respective household.

If a Free City State brings guests or prospective members to an Official Isle Event, it is understood that the Group will be responsible for these individuals and their actions while within our borders. Within these confines all guests of that group will be welcome, and membership to the Isle is **not compulsory** to attend joint functions and events. However there will be functions such as awards ceremonies and members only events that will require membership. Also to hold office in the Guild, and to be eligible for certain awards such as Knighthood and granted Titles, one must be a member in good standing. This is a policy that is universal in ALL Medieval groups and will be no different on the Isle. {For fees and terms of membership see; **Membership**}

The political structure, membership requirements and goals of the various Free City States and how to contact them can be found on the webpage and in the archives, and this information is updated and made available as it is received. Or you can contact us directly and we can pass on the info on how to contact them.

It is expected of ALL members, either of the Isle, or each group, to respect the rank, titles, boundaries and rules of the individual States while in their territory, and above all ask permission to enter a camp. This is common courtesy, like knocking on your door at home, and good protocol. Even SCA Royalty respects this rule. {See; **Etiquette**}