

Rights and Privileges

Whereas each group that doth join us on the Isle of Standauffish shall have the right to have Autonomy over their own part of said Isle as a Separate Free City State within the Guidelines set forth in the Charter, the Rights and Privileges of Membership, and the Terms of Membership.

Ranks and Title: A City State may set up its own system of rank and title, save none of Royalty, further provided that their persona and position within their respective groups support that title. See detailed description in the Addenda.

Persona Title: A City State or individual member may choose any persona or time line they wish, though in most groups this is usually within the confines of the periods most considered Medieval {traditionally the History of Europe from about 500 A.D. after the Romans to the year 1685 or just before the start of the Elizabethan Era}. Though the Isle of Standauffish has a History and set time period, namely Tudor England after the War of the Roses, but covering from 1450 to 1600 officially. Members need not abide by this save of their own choosing.

The Board of Advisors: The head {or appointed representative} of each accepted Free City State shall have a permanent seat on the Board of Advisors of the Isle of Standauffish. In this way no one group can hold sway over the others by size. We seek quality not quantity in our membership. This Board shall be an advisory board only, and in that capacity will be consulted on matters pertaining to the entire group, such as the admission of new prospective groups, or the expulsion of those, if deemed necessary, of any group detrimental to the Isle as a whole. Also matters involving participation of the Isle in events. See addendum for further definitions.

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Recruitment: A City State may recruit within their own respective area's as they see fit, provided that those recruits meet the qualifications of Guild members. As the heads of these States have originally gained acceptance to the Guild by being interested in the overall direction and purpose of the Guild, it is felt that it is in their own best interests to be selective about recruitment. It will be expected of the Heads of State to ensure new members will be properly trained and informed about our Guild. The Group Member Packet contains details about the freehold requirements. So far all of the States that are currently members have adopted the "by invitation only method" of recruiting, preferring to seek out those most likely to feel at home in our Guild, so we will adopt that as the official recruitment policy.

Loyalty: In the past we have found that dividing one's loyalty between various groups tends to cause conflicts, especially with conflicting events. Therefor it shall be our policy to strongly encourage new members to be loyal to their respective Free City States and to the Isle of Standauffish in general. This also makes us stronger as a unified Guild. However, we **do not require** members to break ties with their other groups save by their own choosing. We have at present many players that are members of various other clubs and they are major contributors to the Isle.

Knighthood: "The Order of the Red Dragon" is the order of Knighthood on the Isle of Standauffish. Deeds rather than points define admittance to this order. Further details can be found in the addendum. Knighthoods on the Isle can only be earned by paid members and are issued by the Viceroy in the name of our Prince. There is also a system of Combat Knighthood in place, as well as similar awards for Arts and Ministry Service. These are detailed in the addendum.