

Terms of Membership

1} **Membership** to the Guild is by invitation only by any active member in good standing, or through any Free City State, then subject to a trial period of six months, at which time the new recruit may petition the Board for permanent membership based on their performance. This is for admission to the Isle of Standauffish Renaissance Guild, and exceptions may be made at the Free City State level. From time to time we may also hold open recruitment drives, however members from this venue will also be juried

2} **Admission to our Guild**, once accepted, is \$20.00 a year. (See Addendum for details) This money, as well as any other funds we receive, will go towards things like the newsletter, the webpage, and other expenses incurred in getting the group equipment out to events and buying things like ice and charcoal for the common use. A member in good standing is loosely defined as one that;

Is paid in full, allowing for a 6 month grace period;

Participates in events and fund raisers, but specifically takes part in the setup and tear down of the camp, and is there when there is dirty work to be done. This covers the building and maintenance of camp equipment and projects, and such tasks as keeping the encampment, kitchen area and feasting area neat and presentable and free of mundane trash, and on occasion the cleaning and repair of tents.

All this is part of the game and for the common good of the whole group, and is a necessity for us all to have the fun. Financial contribution whether in cash or equipment will be acceptable though not required, in lieu of personal participation if your schedule does not permit the time. Fund raisers and work parties are usually set up as fun events anyway, with food and drink available, so there should be no difficulty.

3} **Recruitment; We strongly discourage** active recruitment of members while we are at another club's event or function. If a prospective candidate is found, have them contact you at a later time to discuss it. This is just a matter of common courtesy to the club's that have invited us to participate, and not a hard and fast rule. Our very existence and participation at any events will naturally attract attention and curiosity. And talking to mundanes about what we are doing is only natural. Just direct them to call us at home and check out our website.

All we ask is that you bear in mind that we are not merely seeking numbers, but those who can see our vision and dedicate themselves to making ours the best game in town.

4} **Loyalty to the Isle of Standauffish;** Though we naturally prefer members to be loyal to the Isle of Standauffish and their respective Free City States first, we realize that many members come to us from various other groups, and in fact play with more than one group. We will not require, nor expect, those members to relinquish ties and commitments to those groups. However we do ask that we take precedence wherever possible. Our official policy

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will be to **encourage** Guild Masters to focus on the new members and, by our example, make them feel welcome so that they will wish to call our Guild home.

5} Honor and Chivalry; By being part of the Isle of Standauffish, a member has chosen to play the game. This Guild, as with most Medieval re-creation groups, strives to live the ideals of the Medieval time period. Therefore it follows that a player may be expected to follow the rules of the game and respect the rank and title structure set up in our Guild by those that founded it. Basically it's our game! Unlike most groups, however, we have set it up in such a way to allow a large leeway for players to "do their own thing" by having the various Free City States. {See Addendum}

5a} Honor your word; This is our most important rule!! If you commit yourself to participate at an event, a project or pay into a food plan, barring any unforeseen major emergencies, we **expect** you to honor your obligation. If you cannot attend a function, then just say so!! No one expects a person to be able to attend everything we do. But if you have told us you will do something, we expect you to keep your word. There is nothing more frustrating and depressing than to have an event organizer or a class teacher have made arrangements based on commitments of members, only to find "no shows" at the last minute, leaving them to carry the burden. This applies to classes and work shoppes as well. This is the Honor part of the Honor and Chivalry that we are re-enacting here. While this Guild is basically a volunteer organization, it is an accepted fact that once you have signed up for a task, the organizer can have reasonable expectations of you seeing it through.

5b} Chivalry; Does this need defining? Our experience has shown us that while many other groups espouse the word, when it comes to the actual practice, one finds them lacking. We expect our members to behave in a Chivalrous manner at all times while attending Guild functions. We are not interested in other groups' internal problems, and wish to show by example that the game can be played for fun, and with respect for all. A lady will be treated like a lady. A person shall be addressed by their proper title in public, especially at any official function when we are at a joint event. We will respect the ranks and titles of other groups, even though at times some members of those groups have not done so despite their groups' policy. Within the confines of our own respective areas, the rules of the City State apply, but for the most part we are less formal than most and a simple Milord or Milady will suffice in most cases.

6} Garb and Personal Equipment; Members **must** have their own garb and appropriate feast gear. For overnight events one must have bedding and at least one change of garb for longer events. Tent space may be available by prior arrangement but do not expect to show up and be taken care of. Members are also expected to clean up after themselves and keep the general encampment free of mundane trash and clutter.

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7} **Personas;** Members are encouraged to keep within persona as much as possible. After all, that is why we are here. Many of us have persona titles. When in public try to observe this and at least use Milord and Milady. Etiquette at meals such as breakfasts and lunch will be informal, we are here to have fun. However, at the Formal Feasts and the evening meals in the feast pavilion, members will be expected to act accordingly. The feasting hall is one of our main show features. There will be both instruction and handbooks available on various aspects of persona etiquette for those needing assistance. {See Addendum on Etiquette}

8} **Equipment;** As the Isle of Standauffish has as its main purpose to re-create the Medieval time period, we expect members to strive to maintain the encampment as period as possible. Certain items such as coolers and propane are luxuries we are not prepared to do without. Just keep mundane items to a minimum, and out of sight or covered. Many of us like to find creative ways to disguise mundane items and this can be a lot of fun, and competitive. We prefer period tents, however as this is a major expense, will allow lee way on this matter. There are ways to hide or cover them as well. Some Renaissance Faires however insist on period tents, and mundane tents will be put off in a separate area, so please bear this in mind. There are many in our group with skills in arts, carpentry, sewing, welding, etc. Ask for help with your projects, you will find it. Also there are many Merchants within our Guild, and they will be glad to help you outfit yourself at very reasonable costs.

9} **Politics;** There will be **no** discussion of the politics and/or the business of the other clubs and organizations while participating in any Isle of Standauffish or Joint event. If for some reason the need arises, take it outside of our boundaries. Political comments will be accepted in our newsletter and on the website in the form of cartoons, which convey the message but keep it light hearted and jovial.

10} **Have Fun!! Live the Dream!!**