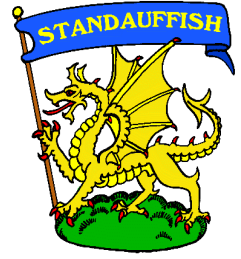


Freehold Application Form

Isle of Standauffish
Renaissance Guild Inc.



Freehold Master Information:

Name: _____
Persona: _____
Address: _____
City: _____ State: _____ Zip: _____
Telephone: _____ Best Time to Call: _____
E-mail: _____ Website: _____

Freehold Information:

Freehold Style: {household, order, guild, etc;} _____
Freehold Name: _____
Freehold Description: _____
Freehold Structure (i.e. Leadership Structure): _____

Does your Freehold have its own rules/and or Bylaws Yes _____ No _____
Does your Freehold have a manual Yes _____ No _____
Does your Freehold have a device or logo Yes _____ No _____
{If yes to any of the above please attach or mail a copy}
Does your Freehold Wish to have Web Space Yes _____ No _____
Requested web page URL: <http://Standauffish.net/> _____
Does your Freehold Wish to have an e-mail account? Yes _____ No _____

Freehold Membership List

{provide list and contact info of your current freehold members that will be participating with the Freehold}

Freehold Cooperation Agreement

This Agreement is entered into this day between The Isle of Standauffish Renaissance Guild Inc. (hereinafter called the Guild) and _____ (hereinafter called the Freehold). Represented by _____ . Both groups have decided to combine for the purpose of perpetuation of the goals of all involved

Props:

Attached to this agreement on exhibit "A" is an inventory of existing props and possessions of the freehold. Any articles or property received during this agreement (excluding exhibit "A") shall be governed under the terms set forth below. This document does not include nor govern any member's personal properties.

All props obtained during time of membership with The Guild, whether purchased with Guild funds or received through donations to the Guild, shall remain the property of the Guild and shall remain with the Guild even after you leave.

Stipulation is herewith made for the purchase of props or costuming from the Guild at fair market value as determined by depreciation or ruling decision by the Board of Directors.

Fund-Raising:

A) Fund Raising done in the name of the freehold only, not using the Guild's non profit status, shall remain the domain of the freehold. This means any items, services or money raised for the freehold only shall be for the sole use of that freehold.

B) Fund Raising done in the name of the Guild using our non profit status will be disbursed as follows;

All Money raised during your time of membership with The Guild is the property of The Guild. 25% of all money raised by fundraisers by your freehold will be available for your legitimate purchasing of props, fuel to attend events, etc. All membership dues shall be retained by the Guild.

Material goods received in donation follow the same rules as the monetary donations, with the further stipulation that certain goods may be designated by the Donor or the Board for specific uses or freeholds.

Disassociation:

If you disassociate with The Guild for any reason (Except as outlined below) All props and funds obtained while members of The Guild will remain with The Guild. Disassociation occurs when The Guild 's board of directors votes to disassociate with you or you choose to leave Guild (This is subject to Written notification from one or both parties)

Use of Name, Logo, and Intellectual property

The Guild agrees to allow you to use The Guild's name on paperwork, website, and other promotional material during your affiliation with The Guild. The Freehold agrees to allow The Guild to use The Freehold's name and logo on The Guild paperwork, Website, and other promotional material during your affiliation with The Guild

By signing you acknowledge that you have received the Member Handbook and agree to all terms and conditions contained within including all future updates

Agreed to This _____ day of _____, 20__

Signed (Guild of Standauffish Representative)

Signed (Representative above listed Freehold)

Attachments: Freehold Membership Kit
 Regular Membership Kit

Freefold Member Application

Obligations of a Member Freefold

- A) Though most Guilds and re-creation Groups have a minimum member requirement {usually 5} to create a household or distinct group within the Guild, we do not strictly adhere to this so long as your Freefold has the ability to portray itself as a viable entity. {for example period pavillions and other identifying décor such as banners, etc.}
- B) A Freefold leader **MUST** be able to "Play the Game". If the leader does not have this ability how then can he instruct members of a Freefold.
- C) A Freefold leader will be responsible for the education and performance of all within his freehold and will be responsible for police said members. {See Membership and Recruitment Policy in this kit for the reasoning behind this}. It is the responsibility of a Freehold leader to ensure their members understand and adhere to Guild policy, etiquette and rules.

Rights of a Member Freefold

- A) Being a Freehold allows the Freefold to recruit its own members. Item C above is of paramount importance for us to be able to allow this.
- B) Freefold leaders will have access to available funds to assist in getting to an event.
- C) Freefolds will have access to Guild equipment and materials acquired by way of donation.
- D) Freefolds will have the right to petition the Guild for funding {if available} for Freefold projects that benefit the overall Guild.

Note:

Acceptance of a Freehold into the Guild will be by this petition only and a subsequent ruling of the Board of Advisors.



Membership and Recruitment Policy

The one rule that has caused the most concern for myself, as well as members of the other groups, has been that of membership. It is because of issues like this that other clubs end up with horrendously large books of rules, which we are desperately trying to avoid. Having talked to various members, as well as outside sources, the best solution is as follows below. Captain Aramis, of the Rogue's Cove Maritime Society, has been practicing this since the beginning already, and it is the only way I see that it can be made to work. Here are the issues.

1} If any group can recruit anyone they wish, there will very soon be chaos and we will be no different than any other club. Also, one group could very easily dominate the others by sheer numbers alone.

So far this is the least of our concerns, as the heads of the various groups that are currently members of the Isle are very discriminating in that regard anyway. However, things change and for the benefit of new groups it requires stating. Try to keep the focus on players that are serious about playing the game, as laid out in the addendum to these articles. The Isle of Standauffish has an image to maintain, based on the game layout we have created here, and we seek those that concur with this game plan.

2} What if your group takes on a member that is not acceptable to the rest of the players on the Isle, or by action, shows himself or herself to be unsuitable to the general image of the Guild, or has conflict with another member of any other group within the Guild..

This is the point that gave me the most trouble. The solution, presented by Cam and Thern, and actually practised by Captain Aramis is this. It has always been the custom within the game to ask permission to enter someone's camp. Even SCA Royalty abides by this rule. Therefore, keeping within the game, there is a period solution. This then will be the amendment. Your camp is your home. **EVERYONE** will ask permission to enter another's camp. No exception, the Viceroy included. To simplify this, naturally a group leader can waive that for anyone he wishes by simply saying something like, "You are free to enter my camp anytime you wish!" Conversely, if a person is not welcome in your camp, he will be refused right of passage, but may freely walk about the common areas of the Isle, and it will be up to each individual group leader to decide who is welcome or not in their camp. It will also be up to the individual groups to police this in their own areas. All members will be expected to comply with this policy in the interest of keeping the peace on the Isle of Standauffish.