

Imperial Estates Meeting Agenda

November 20, 2010

I. Roll Call

A. Royal Estates

1. Crown of Galandor (3 votes)
2. Crown of Northwatch (2 Votes)
3. Crown of Vega (3 votes)

B. Members of the Imperial Estates (1 vote ea)

1. Lady Dame Emlyn Vigamor Enke Ulfhud
2. Contessa Dame Chimera the Cleric
3. Earl Sir Vladimir Tolos
4. Baroness Dame Kyrie McKay
5. Baroness Dame Ginevra Della Cascata
6. Baron Sir Otta da Bear
7. al-Amir al-Faris Mikha 'il Ibn 'Abdullah al-Nur-al-Din
8. Viscount Sir Reinhardt von Konrad
9. HRM Gaelen O'Flaharty
10. Lord Sir Paul de Marseilles
11. Lady Dame Isabeau Needlemyer

C. Members of the Board of Directors (1 vote ea)

1. President- David Reines
2. Vice President- Judy Dodge
3. Treasurer- Jon Green
4. Secretary- Chris Stuckey
5. Sergeant at Arms- (Vacant)

II. Old Business

A. (Original Text)

Province or Dominion

A territory that falls out side the Kingdom's permanent borders but lacks the numbers to be a Shire shall be referred to as a Province or a Dominion and is headed by a Viceroy

Shire

A territory that falls out side the Kingdom's permanent borders but lacks the numbers to be a Marquisate, but has more than five members shall be referred to as a Shire and is headed by a Lord.

If the Shire passes than update the following section to read

g. Lord or Lady - Ruler of a Household **or a Shire**, defined as a numeric Landed Estate consisting of 5 or more paid members.

- i. All Lords and Ladies may wear a gold half-inch circlet, ornamented as seen fit.
- ii. A black chain denoting their vote upon the Crown and appropriate Territorial Estates.

Reasoning – To help bring continuity to the Empire as each Kingdom have a different name for this if make it into one basic thing I feel that the populace will be less confused by it. As for the Shire I feel that it is an injustice to the areas that have more than five members and don't /can't have a voice on their Kingdom Estates. Of course the area in question will have to file all the correct paperwork with the state they are in as it states in the L.I., before being allowed to operate as an ECS representative.

Submitted by al-Amir al-Faris Mikha'il Ibn 'Abdullah al-Nur-al-Din

(Modified Text by new Submitter)

Small Territories

If passed than update the following sections to read

II.F - add

9. Territories comprised of less than 25 members must get Sovereign Crown approval for all expenditures.

V.C.4.d - strike

V.C.4.g. - Change

Lord or Lady - Ruler of a Household or a Shire, defined as a Landed Estate consisting of 5 or more paid members.

- i. All Lords and Ladies may wear a gold half-inch circlet, ornamented as seen fit.
- ii. A black chain denoting their vote upon the Crown and appropriate Territorial Estates.

V.E.6.c - Change

Shire - A territory that falls outside the Kingdom's permanent borders and lacks the numbers to be a Marquisate, but has more than five members shall be referred to as a Shire and is headed by a Lord. Shires do not qualify to hold Territorial Estates and are not required to distribute a territorial Newsletter.

V.E.6. - add

d.Province or Dominion (Metro Chapter) - A region that falls outside the Kingdom's permanent borders with two or more members but lacks the numbers to be a Shire shall be referred to as a Province or a Dominion and is headed by a Viceroy who acts as representative for the Sovereign Crown. The respective Sovereign rules this territory. A Province/Dominion and its Viceroy has no vote upon the Kingdom Estates. Viceroys may only call local meetings and authorize events; their Sovereign must approve all other actions. The sumptuary right of a Viceroy shall be a belt favor with a gold key emblazoned on it.

Reasoning – For Province/Dominion - To help bring continuity to the Empire as each Kingdom has a different name for this. If we make it into one basic thing I feel that the populace will be less confused by it.

As for the Shire I feel that it is an injustice to the areas that have more than five members and don't/can't have a vote on their Kingdom Estates. Providing structure, recognition, and voice to smaller, up and coming territories will encourage the formation of new territories in areas we are not currently active. As most of our geographical expansion is due to the moving of current members from a standing territory to a new area, the shire structure would encourage them to actively recruit for our organization as they will know that they need only recruit 4 others and not the more daunting 25 to retain a full level of participation. Given our organization's desire to grow, we should make it easier for new chapters to be recognized rather than discouraging them with unrealistic membership number requirements.

Of course the area in question will have to file all the correct paperwork with the state they are in, per the L.I., before being allowed to operate as an ECS branch.

Submitted by Archon Sir Wolfe

III. New Business

1. Add section II.C.6.

6. Former member fighting privileges:
 - a. may fight in "melees" only at the level of qualification held when membership lapsed.
 - b. may not qualify for a new form of combat even if the member had the requisite points at the end of their membership.
 - c. the local marshallate may require requalification per event on their discretion.

- d. may not participate in any form of ruler selection.
- e. if accepted by the marshals, the final decision to allow participation lies with the autocrat.
- f. the returning fighter MUST sign the limitation of liability and will receive no points or accolades for participation when not paid.

Reasoning - We are shrinking as an organization as the fighter ranks have been decimated. If a former member is allowed to participate on a limited level they may rethink their decision about the organization. With the limited number of fighters that participate, adding extra bodies on the field may help the fighter we still have gain points and have fun.

Submitted by Lord Sir Lassidor

2. Junior Membership

1. Junior Membership - \$15.00 per year.
2. Junior Membership is for children older than the age of eight (8) up to twelve (12) years of age.
3. Junior Membership must be accompanied by Participating membership of a parent or legal guardian.
4. Rights of a Junior Member
 - a. Participate in sanctioned events
 - b. Have points recorded for advancement
 - c. Earn Kingdom and Territorial titles and awards
 - d. Receive an Official Membership Card issued by the Imperial Rolls Officer
 - e. Join an estate, i.e. Household, etc...
 - f. May become a squire or a page
5. Limitations of Junior Members
 - a. Subject to age limitations of the state of residence
 - b. May not enter Ministry Projects or Masterworks
 - c. Cannot achieve Knighthood
 - d. Cannot hold an office
 - e. Cannot run any kind of events
 - f. Cannot be the voting member of an estate, i.e. house lord or house second
 - g. Cannot form any kind of estates on their own
 - h. Cannot hold proxy for an Estates vote holder
 - i. Cannot vote or submit arts in Crown selections
6. These rights are subject to all conditions herein.

Reasoning – This will help with where do the children under the age of thirteen fall within the group and give the feeling of belonging to the group. Also, children who are Junior Members may formally apprentice or squire to officers and knights which will provide a structured way to enrich their education in the areas we cover. As an educational organization, we should have a system for the educating of children already affiliated with our group through their parents/guardians.

Moreover, as many demos are held at libraries and schools, our audience is usually populated primarily by a younger crowd. At many of these demos, we are approached by children, parents in tow, who are interested in our organization. Currently, we offer information on subjects we're demoing to the interested child but sell membership to the parents, who aren't as interested. If we offer Junior Membership, we can bring in the child, who is interested, and this will bring in membership by the parent(s)/guardian(s) who will want to show their child encouragement despite their own lack of interest.

It is also unfair to the people who are required to pay for the rights of membership including the earning of points for advancement while children under the age of thirteen are not required to pay for the same privilege and can earn points for advancement for free.

Submitted by Archon Sir Wolfe

3. Add new section VI. to the Imperial Manual of Combat. Renumber as necessary.

VI. ECS 'HESA' Rules

A. Purpose

The purpose of the following ECS combat style is to provide a safe and realistic form in which to practice and execute Historical European Sword Arts encapsulated within the time period of the Empire of Chivalry and Steel.

B. Authorization

- i. Participants must be 18 years old, and authorized by a Marshal.
- ii. The Marshal holds all powers and responsibilities as per section II. of the IMoC
- iii. Marshals may require participants to declare an historical style that the participant must use during the course of the combat. Historical systems of combat may include, but are not limited to:
 1. MS.133
 2. Italian Longsword
 3. German Longsword
 4. Bolognese
 5. English Shortsword
 6. Italian Rapier
 7. Spanish Rapier

C. Points

- i. While this experimental form is being play-tested, points earned as per section VI of the L.I., may be applied in either 'Rapier' or 'Steel.'
- ii. Points will be allocated towards Rapier when no Proof armor is worn, and to Steel when three or more points are armored (ie: head, left arm/right arm, or chest, left leg/right leg, etc)
- iii. Points will be allocated in this manner until a time where a new point section is created specifically for this style

D. Basic Protection

- i. Protective equipment worn is the same as 'Rapier,' section IV.B of the IMoC
- ii. There is an additional requirement that participants wear heavy hand protection, such as hockey gloves, steel gauntlets or approved equivalent
- iii. Additional protection may be worn at the discretion of the participant. This sort of protective equipment is not proof against blows

E. Sword-Simulators

- i. Sword-Simulators for this style are to conform to section IV.C of the IMoC
- ii. In addition, the following sword-simulators may be used:
 1. Hanwei's Federschwert
 2. Alchem's Safeflex Dagger
 3. Alchem's Curved Schlagger
 4. Alchem's Curved Broadsword

F. Valid Blows

- i. Section I.E.iv is to be observed with the following additions and exceptions:
 1. Cuts: (further definition of section I.E.iv.a) valid when:
 - a. it has traveled an arch of 45 degrees with a two-handed weapon
 - b. it has traveled an arch of 90 degrees with a single-handed weapon
 - c. the majority of the momentum has stopped on a valid target
 2. Draw-Cuts (further definition of section VIII.B.iii)
 - a. A draw-cut is when a cut has traveled less than the minimum required arch, and then the blade is pulled laterally across the target location
 - b. Draw-cuts with one-handed weapons are NOT valid blows
 - c. draw-cuts with two-handed weapons are ONLY valid to the neck and head
 3. Pommel Strikes (addition to section VIII.B)
 - a. are only allowed when the pommel of the sword-simulator is rounded with no protrusions as per section V.C.i.c
 - b. may be only be delivered to the front of the mask
- ii. 'Wounding' blows are considered 'killing' strikes. (like in Poison Blade, First Blood tournaments, etc.) –

G. Grappling (exception to section VIII.B.i and VIII.B.vi)

- i. If a blade has lost the majority of its momentum it may be grappled.
- ii. An open hand may be used to move the blade or the opponent's arms. Do not grab your opponent.
- iii. There will be NO throws, arm bars/locks, grabs, kicks, punches or actions attempting to put the opponent to the ground

H. Proof Armor

- i. Metal armor of historical appearance and weight may be worn and act as proof against ii. Chain armor is proof against cuts but NOT thrusts
- ii. Plate armor is proof against both cut and thrust
- iv. All armor of this sort must be declared and approved by the Marshal and be made aware to all participants
- v. When Proof Armor is worn, a minimum of three points must be armored (ie: head, left arm/right arm, or chest, left leg/right leg, etc)
- vi. Armor standards must meet all qualification of the section V.B. and section VII.C.i.1 with the additional provision that they be realistically weighted and metal
- vii. No plastic or leather may be worn to act as proof against blows, but may be worn as basic protection while sparring

I. Application

- i. This style is NOT to be used in Melees
- ii. The format of the Tournament is to be historically oriented
- iii. All other rules shall conform to the IMoC.

Reasoning - We have a valuable resource in Northwatch that is valiantly researching a completely new manner of period fighting. They have put a great deal of effort into making this both safe and still period. I think it's time that we added such to our fighting styles for all of those interested.

Submitted by Viscountess Dame Mynwyn verch Gruffydd

4. Imperial Exchequer Handbook

Published separately from the Agenda.

Submitted by Lord Sir Lassidor

IV. Discussions

V. Adjournment