

LEGIS IMPERIUM

EMPIRE OF CHIVALRY AND STEEL

VERSION 17 – 2019

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SECTION I: STATUTES OF MUNDANE ORGANIZATION

A. NAME, DEVICE, AND PRINCIPAL PLACE OF BUSINESS

1. Name

The name of this non-profit educational corporation is the Empire of Chivalry and Steel, Inc., also known as the E.C. S., or the Empire.

2. Device

The armorial device of the Empire shall be a gold fleur-de-lis with a gold wreath on a white field with a gold border.

3. Motto

The Motto of the Empire is, "For Honor and Chivalry", also known as the Legend.

B. PURPOSE

The purpose of this nonprofit educational corporation is to study the ideals, history, and arts specifically covering the geographic boundaries of Europe from the Year 800 AD to the Year 1650 AD, and to teach to the general public by providing an organized effort in the collection, interpretation and distribution of Historical data through publication and demonstration. Any non-European culture shall be limited to the extent that such contact can be documented.

C. POLICY ON RELIGION

Religion was an important part of the middle Ages. Due to the rebirth of interest in the various faiths and beliefs of the medieval times, the following policy is necessary:

1. The Empire of Chivalry and Steel shall neither establish nor prohibit any system of Belief among its members.

2. All ceremonies held at ECS events will be secular in nature where possible. If a particular ceremony is unavoidably religious, this fact will be announced to the populace prior to commencement and no member of the populace shall be required to attend or participate.

3. Any member shall have the right to a religious or clerical persona. However no member, regardless of their rank or station in the Empire shall assume a title that implies nobility, leadership or divinity in or of a religious organization.

a. your persona could be a monk or priest not an Arch Bishop or High Priest.

b. your persona could serve a God or Gods, but only at a mundane level.

4. No ceremony shall be conducted intending to cause magical or psychic effects to a person or persons.

D. LIMITATION OF LIABILITY

1. Empire of Chivalry and Steel, Inc. And its associated affiliates shall require the following Waiver of Responsibility to be signed by each participant at any and all sanctioned events:

"I hereby acknowledge that I am fully aware of the nature and purpose of the Empire of Chivalry and Steel, Inc. I understand that these activities are potentially dangerous and I agree to waive any claim for liability for any injury to myself or damage to my property as a result of my participation in ECS activities, and to hold harmless the ECS, its officers, officials and members. I further agree to be bound by the rules and regulations of the ECS and to obey the direction of the governing officials at ECS events. In the event of any legal action arising from my participation, I agree to be bound by the laws of the State of Arizona and subject to its jurisdiction. The undersigned affirms: I have read and understand this statement and acknowledge that I waive all claims arising from my participation in ECS events to the extent permitted by law."

2. Any person who will not acknowledge this by affixing their legal signature shall not allowed to participate in any manner. Persons, who intentionally avoid acknowledging the waiver and nevertheless, still participate in an event under the pretense of acknowledgment, will not be granted any consideration for any and all liabilities arising from their participation.

3. In order to participate, members under the age of 18 must have a waiver signed by their legal guardians and notarized, on file with the Marshallate of the Territory and Empire.
4. In order to participate in Combat Arts, specific waivers shall be required for each event or to be on file.

E. AUTHORITY

1. The Authority of all rulings are considered in the below order:
 - a. Mundane Law I.E. Applicable Federal, State, and Local Laws;
 - b. The Corporate Bylaws, regarding mundane issues;
 - c. Decisions of the Board of Directors, regarding mundane issues;
 - d. the most recent publication of the Legis Imperium as well as all approved Imperial Manuals-which are considered appendixes to the Legis Imperium;
 - e. Decisions of the Imperial Estates;
 - f. Kingdom Laws;
 - g. Sovereign decrees and the decisions of the Kingdom Estates;
 - h. Decrees of the Territorial ruler, and decisions of the Territorial Estates;
 - i. Event Autocrat;
 - j. Senior Estate Holder available;
 - k. Kingdom/Territorial Officers and their deputies as available;
2. The senior titled noble, with authority descending with their order of precedence.
3. If rules of equal Rank conflict, the most recent shall supersede the older ruling.
4. All rules must be appropriately recorded and once recorded shall remain in effect until amended, rescinded, superseded, or expired as written.

F. ENABLING CLAUSE

1. The Legis Imperium may be amended as stated in Section V.B.6.a.
2. The Secretary of the BoD is authorized to make spelling & grammatical changes, but All such changes must be approved by a vote of the Imperial Estates.
3. This Legis Imperium supersedes all others and shall take effect immediately upon approval and publication.
4. At no time may the Legis Imperium affect a member's rank or standing retroactively; in such cases, the member is assumed to have already met any revised requirements as necessary for the rank/title in question.
5. The satisfaction of additional requirements stated for continued advancement (i.e. second level Knighthood requires 100 points attained in a particular sub-area, and first level requires 50, only the increase of 50 is required).

SECTION II: MEMBERSHIP & DUES

A. MEMBERSHIP DUES ARE:

1. Prospective

A free one-time three month conditional membership granted to a person new to the Empire, so that they may experience ECS activities with no commitment to join.

 - a. For the founding members of newly forming chapters, the prospective period is waived and attached as three extra months to their paid memberships with the approval of their Sovereign Crown.
2. Participating Adult membership \$30.00 per annum.
3. Participating Family membership \$25.00 plus \$15.00 per additional family member (spouse, domestic partner, minor child or dependent as determined by the IRS), with no maximum cap.
4. No dues for children 12 years of age or younger;
5. Payment to be made by check, cashiers check, or money order only.

B. DUE DATE FOR MEMBERSHIP DUES

The date for payment of all memberships will be no later the March 31. Any individual membership received after that month will be pro-rated in the following manner: \$3.00 x # of months remaining until March = total prorated amount due. (At no time will an individual be charged more than \$30.00 per year). Family Memberships will be prorated

in the following manner $(\$3.00 + \$1.25/\text{family member}) \times \# \text{ of months remaining until March} = \text{total pro-rated amount due}$.

C. MEMBERSHIP RIGHTS AND LIMITATIONS

1. The rights of Participating membership are:
 - a. Hold office;
 - b. Participate in sanctioned events and attend open meetings;
 - c. Have points recorded for advancement;
 - d. Earn Imperial and Territorial ranks and titles;
 - e. Estates membership and voting representation;
 - f. Receive Local Newsletters without additional fees;
 - g. Access to Imperial and all Territorial points Rolls without additional fees, though copying and mailing costs may be charged to the requesting member.
 - h. Access to Imperial and Territorial financial matters without additional fees; though copying and mailing costs may be charged to the requesting member.
 - i. Receive a Official Membership Card issued by the Imperial Rolls Officer; and,
 - j. Participate in Sovereign Selection at no cost, but optional activities including camping or feasts may be restricted to those paying site fees.
2. The rights of Prospective membership are limited to the rights listed in b, c, f, and g above.
- a. If a Prospective member does not become a paid member after the Prospective period ends; all points are voided for the prospective period.
3. The rights of Participating members from age 13 to 17 are limited to
 - b, (subject to age limitations),
 - c (but not enter Ministry Projects or Masterworks),
 - d (save Knighthood),
 - e (but cannot be the voting member, i.e. house lord or house second), f, g, h, I, And j.
4. These rights are subject to all conditions herein.
5. Any former member who renews within the grace period will be considered to have retained their 'member in good standing' status.

D. QUALIFICATIONS FOR MEMBERSHIP

1. A person at least 13 years of age shall be granted membership upon Prospective application or payment of dues subject to the conditions herein. Upon reaching the age of 13, a child may petition the Kingdom where they reside for membership and for their previously recorded points. The Kingdom where the child resides may request that the points be officially recorded by the appropriate Imperial Minister.
2. Participating membership is automatic upon the conclusion of the prospective period and payment of dues barring objection from a Participating member.
 - a. Such an objection must be submitted in writing to the appropriate territorial officer 14 days prior to the expiration of the perspective's trial period.
 - b. Upon receipt of an objection, the question of acceptance or rejection is decided by majority vote of the territorial Estates General.
3. If a Prospective Member wishes to waive the free period, they may petition the Estates for approval after one month with the same vote required for acceptance.
4. Former members may be reinstated upon application in a satisfactory form to the Territorial Estates where the member currently resides.
 - a. A 3-month grace period will be extended to former members beginning on the date of expiration of their membership. Any former member who renews within this grace period will be reinstated with the automatic approval of the Territorial Estates provided that the member currently resides in the territory wherein their membership lapsed.
 - i. The member's points and ranks will not be reduced.
 - ii. At the discretion of the Territorial Marshall, the member can be required to 're-qualify' in any previously qualified fighting styles.

- iii. The member does not receive any of the Rights of Membership (as explained in Section II-C.1. until such time as they renew their membership. Any points or awards earned during the grace period are null and void.
- iv. If a former member fails to renew within the above time frame they lose all points and titles, which may be returned by a 2/3 or better majority vote by the kingdom estates save knighthood which has the additional requirement of passing all appropriate peer circles.
- b. These provisions do not apply to anyone who has voluntarily requested a refund of their membership dues.
- 5. In the event of the death of a member, Household and other levels of membership (i.e. Baronial and above) enjoyed by the deceased member will continue for remaining term of the current paid membership or three months whichever is longer, to allow household to replace member. Household membership rolls will not be considered below required membership numbers during this time period.

E. RESIDENCE REQUIREMENTS

- 1. New Members to the Empire become members of the Territory that they physically reside in.
- 2. Existing Members that move from one Kingdom to another Kingdom may choose to:
 - a. Become a member of the Kingdom\ Territory to which they moved and to receive all of the rights of membership in their new Kingdom\Territory; or
 - b. With approval of both the Sovereigns of both Kingdoms, remain a member of the Kingdom from which they moved, retain all of the rights of membership in their original kingdom\Territory and decline all rights of membership in the Kingdom\territory to which they moved; or,
 - c. In the event of disapproval, an appeal may be made to the Imperial Estates.

F. EXPENDITURES

- 1. Expenditure of Territorial treasury funds under \$200.00 may be approved by the Sovereign Crown or Territorial ruler when authorized by the Sovereign crown. A Sovereign Crown or Territorial ruler (even when authorized by their Sovereign Crown) may not use this capability for travel except as allowed by Kingdom Laws.
- 2. Expenditure of Territorial treasury funds in amounts over \$200.00 must be approved by a majority of the Territorial Estates.
- 3. Expenditure of Imperial Funds shall require a majority of the Imperial Estates unless otherwise provided for in the Legis Imperium.
- 4. No ECS (Territorial or Imperial) funds may be used to purchase gifts for individuals.
- 5. Membership dues may be increased only by 2/3rds of the Imperial Estates.
- 6. Territorial Funds are to be used to sponsor events and purchase supplies to run the Territory.
- 7. The Corporation Funds shall be used to maintain all legal and financial responsibilities of the Empire.
- 8. The unexpired portion of membership dues for a current member may be refunded upon receipt of a written request for refund from said member.

G. Debts & Fees

- 1. Any member who incurs debts to the Empire during a membership year will be responsible to pay those debts in full before the acceptance of membership renewal. All other membership rules apply. Debts include, but are not restricted to, membership dues, feast and site fees, and monies presented to autocrats for events, as well as other unspecified fees due and owing to the Empire.
- 2. Individuals writing checks for a group.
 - a. In the case of an individual who writes a check to cover fees for more than one person (non-family), the author of the check is solely responsible for any fees or penalties incurred as a result of a check presented against insufficient funds as well as the original amount. The author of the check continues enjoy current membership privileges as long as they make

- arrangements with the Sovereign Crown and the arrangement are approved by the Kingdom Estates for repayment of the debt.
- b. In the case of a group (non-family) check for membership, only the author of the check is responsible for non-sufficient funds fees. Individuals may make separate payment to make their membership current. The ECS will deduct that member's payment from the amount due from the check's author. However, the private debts among individuals are not the concern of the ECS.
3. Individuals writing checks for families.
 - a. If a member writes a check for fees for a family unit, the author of the check is solely responsible for the check. The author's membership cannot be renewed until the debt is paid. Individual family members can renew their memberships as individuals and are not responsible for the family debt, except when the debt is for the previous year's membership.
 - b. If a family membership check is returned for non-sufficient funds, the entire family is responsible for the repayment of the debt and no member of the family may renew his membership until the family membership debt is paid. The membership debt and responsibility belongs to the family as a whole.
 4. Lifetime members.
 - a. Lifetime members who bounce a check will have their membership privileges revoked as of March 30 (the renewal date) if they have unpaid fees dues to the club. Membership privileges are fully restored upon payment of the debt.
 5. All other checks, paid to the Empire on behalf of a group by a single author are the responsibility of the author of the check.

SECTION III: EVENTS

A. EVENTS

1. An Official Event is any meeting of the membership which:
 - a. is sanctioned by the Territorial Ruler prior to publication;
 - b. is sponsored by a Chartered Subdivision;
 - c. is announced to the membership through official publication no less than 14 calendar days in advance of the event.
 - d. And is open to all members.
2. Other Official events Include but are not limited to, Estates Meetings, Demonstrations, Courts and peer circles which are exempt from the above requirements but subject to conditions stated in their respective Sections.
3. Events not meeting the specifications above are unofficial, and no official business may be conducted.
4. Reports
 - a. Event Autocrats shall complete and submit the Autocrat's Event Packet, which is detailed in the Ministry Manual, to the Territorial Lists Officer, by the due date set by the Territory.
 - b. The Territorial Lists Officer shall process the Autocrat's Event Packet and submit the points earned to the Crown Lists Officer within fifteen (15) calendar days of receipt. It is at the Sovereign's discretion to extend the time.
 - c. The Crown Lists Officer shall record and submit the points earned to the Imperial Minister of Lists within fifteen (15) calendar days of receipt. It is at the Sovereign Crown's discretion to extend the time.
 - d. Submission shall be deemed effective by personal delivery, postmark or electronically transmitted document.
5. Events shall include, but are not limited to, the following:
 - a. Single Combat Tournaments;

- b. Melee Combat;
- c. Wars;
- d. Arts Tournaments;
- e. Feasts;
- f. Demonstrations;
- g. Classes;
- h. Collegiums;
- i. Meetings and Emergency Meetings of the various Estates and Board of Directors;
- j. All Courts; and
- k. Awards Presentations.

B. CLASSES, COLLEGIUMS AND DEMONSTRATIONS

1. A class, required for advancement in the Knightly Ranks, shall be:
 - a. An Official event;
 - b. held at a Regular Practice, scheduled Collegiums or published location and time.
 - c. Open to all qualified members;
 - d. In the autocrat's area of advancement.
 - e. of legitimate educational value; and
 - f. Approved by the Territorial Ruler.
2. A Collegium shall be:
 - a. An Official Event;
 - b. Held up to twice a year, at a published location and time;
 - c. Consisting of at least one to three classes in each of the areas, combat, ministry and Arts; and
 - d. Approved by the Territorial Ruler.
3. The Requirements and Definitions for Demonstration Events shall adhere to the following:
 - a. Demonstration shall be:
 - i. an Official Event, exempt from the publication requirement;
 - ii. attended by at least ten (10) people, including at least (3) paid members;
 - iii. of legitimate educational value, which includes promoting the Empire of Chivalry and Steel and its activities and must conform to the Purpose (as per Section I, B); and,
 - iv. Approved by the Territorial Ruler.
 - b. Any event that the public at large is specifically invited to for the purpose of education or recruitment shall be classified as a Demonstration Event regardless of any other ECS activities taking place at the event and shall be subject to these requirements as well as any requirements that apply to any other ECS activities being held there. This shall include, but is not limited to, all events held at Shopping Malls, Renaissance Festivals, Arts/ Crafts Fairs, City/State/County Fairs, Carnivals and Highland Games.
 - c. All aspects of the Demonstration Event shall be based on the cultural history of Europe between the years of 800AD - 1650AD.
 - d. Any non-European culture shall be limited to the extent that such contact can be documented. Such documentation shall be submitted for approval to the Sovereign of the Territory in which the demonstration is to be held at least 10 working days in advance of the date of the Demonstration Event.
 - e. While these requirements do not include events that are held in locations such as public parks, where members of the public are not specifically invited but may view our activities, it is highly encouraged that all Members strive to uphold the Purpose (Section I,B) of the Empire of Chivalry and Steel, Inc. at all official events.

- f. Note that other events may be held under the auspices of demos. Tournaments, even wars, may be held during/at demos and the participant may receive points in Ministry (for the participation in the demonstration) as well as Arts and/or Combat (for participation in the various competitions.) Meetings of the Membership are Official Events.

C. MEETINGS

1. Meetings of the Imperial Estates
 - a. This body is composed of all members of the Board of Directors, Imperial Electors, and Royal Estates.
 - b. Imperial Electors consists of those members obtaining a vote through retiring title or service as royalty and all Imperial Knights (K3).
 - c. Meetings of the Imperial Estates will be held at least once per calendar year, each at a date, time and location to be decided by a majority of the Imperial Estates.
 - d. The meeting time and complete agenda shall be published at least 60 days in advance of the meeting.
 - e. Agenda items may be submitted by any member any up to 15 days prior to the Publication deadline.
 - f. Members entitled to a vote by virtue of Rank or Office whose dues are not current will not be allowed to vote.
 - g. Any member who wishes to attend may do so.
 - h. Each voting member may hold one vote, regardless of titles or ranks, except for proxies
 - i. The Imperial Estates may amend the Imperial Bylaws by 2/3rds.
 - j. The Imperial Estate may call an Emergency Meeting with the approval of a majority of the Imperial Estates. All such meetings shall be coordinated through the office of the Secretary of the Board of Directors.
 - k. Royal Estates consists of Kingdom and Principality representatives (King/Queen, Prince/Princess, etc.)
 - l. Any member may hold and vote legitimate proxies.
2. Meetings of the Crown Estates or Kingdom Estates
 - a. The Crown Estates consists of the Crown(s), Knights of the second Level and above, and all landed and non-landed Nobles holding voting status in the Crown and Subject Territories.
 - b. Meetings of the Crown Estates shall be held at least semiannually or as deemed necessary by the Sovereign or Crown Estates.
 - c. The meeting time and complete agenda shall be published in the Crown Territory's official publication at least twenty days in advance of the meeting, with the exception of emergency meetings.
 - d. Any member who wishes to attend may do so.
 - e. Voting members whose dues are not current shall not be allowed to vote.
 - f. Each voting member may only hold one vote regardless of Ranks or Titles, except for proxies.
3. Meetings of the Territorial Estates
 - a. The Territorial Estates are composed of the Territorial Ruler (Crown, Duke or Duchess, Marquis or Marquessa etc.), the Landed Estate holders, Knights of at least Second Rank (KBn, KM, KCv), and non-landed Ranks holding Estates voting status within the Territory.
 - b. Meetings of the Territorial Estates shall be held at least semiannually and as deemed necessary by the Territorial Ruler (Crown, Marquis, or Marquessa etc.) or Estates.
 - c. The meeting time and complete agenda shall be published in the Territory's official publication at least twenty days in advance of the meeting, with the exception of emergency meetings.
 - d. Voting members whose dues are not current shall not be allowed to vote.

- e. Any member who wishes to attend may do so.
- f. Each voting member may only hold one vote regardless of Ranks or Titles, except for proxies.

D. PROXIES

It is the right of any member entitled to a vote to give a written proxy to one of their vassals or any other Estate member attending the meeting. E-mail proxies shall be legal and valid throughout the Empire. Proxies must conform to one of the options noted herein:

1. **Restricted Proxy:** A proxy presented by a member with voting rights to their duly appointed representative which specifically addresses and votes on each agenda item. During the actual meeting, if an item on the agenda is modified to any extent from the original intent of the item, then the vote on the proxy automatically becomes an abstention vote. Other than specifically addressing each agenda item, there are no special requirements for this proxy.
2. **Limited Proxy:** A proxy presented by a member with voting rights to their duly appointed representative which specifically addresses and votes on each item. A limited proxy is, in actuality a Restricted Proxy, accompanied by a document that lists general guidelines on how to vote if an agenda item is modified, allowing the representative to actually change the proxy's indicated vote, if the modification falls within the guidelines shown on the document. If an item on the agenda is modified to any extent from the original intent of the item, and the item is not listed within the document, then the vote on the proxy automatically becomes an abstention vote. Other than specifically addressing each agenda item and providing guidelines for acceptable or unacceptable modifications to each agenda item (if desired), there are no special requirements for this proxy.
3. **General Proxy:** A proxy presented by a member with voting rights to their duly appointed representative. The proxy also specifically names and authorizes the appointed representative to "vote and act in my, and my Estate's best interests, on all items noted hereinafter." The representative is free to speak and vote on those items noted in the proxy as if they were the voting members.

E. QUORUM AND MARGIN OF APPROVAL

1. Quorum

- a. For the purposes of determining quorum for any meeting, a majority (50% +1) of the elected/landed voting members, including proxies, must be present in order to hold any meeting in which official business is to take place.
- b. The proxies of a Subject Territory carried by an Ambassador, selected by the Ruler of the Subject Territory, shall be considered physically present for meetings of the Crown Estates.
- c. Non-landed electors are not counted for quorum. However, Non-landed electors are counted towards passage requirements normally. Business may only take place, if quorum is met. For instance:
 - i. On the Imperial Estates, The positions of the Board of Directors and the Sovereigns of each Kingdom and Principality are elected. A majority of these voting officials must be present (either physically or via proxy) in order for official business to take place. Imperial Electors do not count towards quorum, but are counted normally during the regular voting process.
 - ii. On the Kingdom Estates, the Sovereigns and all other Landed Nobility are elected to represent the populous. A majority of these voting officials must be present, as above. Non-Landed Nobility (Viscounts and up) and 2nd and 3rd Level knights do not count towards quorum, but are counted normally during the regular voting process.

- d. In the event that Quorum, as defined above, does not exist at a meeting, no official business may be conducted. This in no way affects a sovereigns' right to make, remove, or modify Crown Decrees.
2. Margin of Approval
- a. Where the terms majority, simple majority and 2/3rds majority are used within the Legis Imperium, the margin of approval refers to the number of valid votes cast by members in attendance as well as valid written proxies.
 - b. Majority or simple majority is defined as 50% +1 or more of all valid votes. 2/3rds majority is defined as 66.6% of all valid votes.
 - c. Abstentions are not valid votes; therefore abstentions do not affect the outcome.
 - d. If an Estate Holder does not attend the meeting or provide a written proxy as allowed, that Holder's vote shall not be considered as part of the voting base for the meeting.
 - e. Each member may only hold one vote, regardless of Titles or Ranks, except when carrying proxies.

SECTION IV: OFFICERS

A. QUALIFICATIONS

1. The minimum qualifications for all Officers are:
 - a. Age of majority in state of residency;
 - b. Either appointed by the local ruler for the territory and warranted by their superior officer or by 2/3rds of the Imperial Estates for Imperial officers.
 - c. Willing and able to serve a full term of office.
 - i. For Imperial Officers, this is a term of 2 years.
 - ii. The term for Officers of territories shall be noted in their local laws.
2. It is the preference of the Imperial Estates that the candidate for Imperial office hold appropriate Knighthood, mundane qualifications, and Territorial experience.

B. DUTIES OF OFFICERS

1. Imperial Officers have the following powers and responsibilities:
 - a. Shall regulate all territorial officers to insure adherence to the Legis Imperium and all Imperial Manuals.
 - b. Shall have the authority to make Interim Regulations, to be approved or rejected by the Imperial Estates.
 - c. Shall collect from their warranted Kingdom level deputies a complete contact list to include the mundane name, legal signature, persona name, and date of authorization of all members of the ECS who are warranted to act as deputies of the Officer at official events. No unwarranted member may act in the capacity of an Officer until duly warranted.
 - i. A warranted deputy refers to a person authorized by an Officer to assist in the performance of the duties of that office and who must report to their superior no later than the last day of each quarter of the calendar year.
 - d. Shall publish and keep updated the manuals necessary for the smooth functioning of their office. These manuals will require a 2/3rds approval by the Imperial Estates.
 - e. Shall formally report to the Imperial Estates at each Imperial Estates Meeting. These written reports should include pertinent happenings since the last report.
2. All Kingdom and territorial Officers have the following powers and responsibilities and shall fulfill the same duties as the Imperial Officers at the Kingdom level unless noted otherwise:
 - a. To appoint/regulate their official deputies to insure adherence to Imperial and local rules;

- b. Shall have the authority to make Interim Regulations, to be approved or rejected by their superior authority (Crowns, rulers, superior Officer or their respective Estates);
 - c. Shall serve as the local authority having jurisdiction for all matters concerning the office within the Kingdom/Territory;
 - d. Submit a written report to, and be encouraged to attend each Meeting of their respective Estates General.
 - e. Shall formally report to their Imperial level counterparts on at least a quarterly basis. These reports should include pertinent happenings since the last report to include decisions made on a Kingdom level. More frequent reports are encouraged and may be required by various offices as delineated in sections IV C. through IV I. of the Legis Imperium.
3. Territories may name or combine the duties of the above Officers as they deem necessary for their area of jurisdiction.
- C. MINISTRY OF COMBAT (MARSHALLATE)
- 1. The Minister of Combat shall:
 - a. Promulgate rules and regulations governing the art of Combat within their area of jurisdiction as noted in the Imperial Manual of Combat.
 - b. Serve as the chief officer in charge of testing new weapons and recommend approval as noted in the testing section of the Imperial Manual of Combat.
 - c. Publish and maintain the Manual of Combat, which shall contain the Rules and Standards for all recognized Combat forms.
 - d. Be required to attend or be represented by a Warranted Deputy at all Combat events.
 - 2. The Kingdom/Territorial Minister of Combat shall:
 - a. Be responsible for issuing Fighter Authorization Cards;
 - b. Be in charge of all scenario generation for Sovereign Selection events, if any, in their Territory/kingdom and shall be politically neutral.
 - c. Be required to attend or be represented by a Warranted Deputy at all Combat Events.
- D. MINISTER OF ROLLS
- 1. The Minister of Rolls shall:
 - a. Maintain membership rolls (current active or paid members and an archive list of inactive members, i.e. “lost fighters”);
 - b. The Imperial officer shall issue Membership Cards;
 - c. Record and archive points of achievement of all members;
 - d. Publish and maintain the Manual of Ministry which shall:
 - I. include the Ministry Rules, which shall provide a complete description of operating procedures, criteria governing the awarding and recording of Ministry points, and appropriate forms; and,
 - ii. include the Ministry Handbook, which shall provide examples to assist officers and members.
 - e. Provide current member standings quarterly to the Imperial Web Minister who will publish them at least once a year.
 - 2. The Kingdom/Territorial Minister of Rolls shall:
 - a. Be required to attend or be represented by a Warranted Deputy at all Official (i.e. point awarding) Events
 - b. Report to the Imperial Minister each month or to the Crown Territorial Minister if not a Sovereign Territory.
 - c. Provide a list of updated points to the Crown and Territorial web and Chronicler Officers quarterly.
 - d. Shall also be required to keep a separate list of points for participating family members below the age of 13.
- E. MINISTRY OF ARTS AND SCIENCES
- 1. The Imperial Minister of Arts and Sciences shall:

- a. Be responsible for the standardization of Arts judging within their area of jurisdiction, and;
 - b. Publish and maintain the Manual of Arts and Sciences, which shall include the Imperial Arts Rules and the Arts and Sciences Handbook that shall provide a complete discussion of rules and judging criteria.
2. Each Territory shall have an Arts officer who shall:
- a. Be required to attend or be represented by a Warranted Deputy at all official Arts events.

F. MINISTRY OF THE EXCHEQUER

- 1. The Imperial Exchequer shall:
 - a. Publish and maintain the Manual of the Exchequer which shall provide a complete description of operating procedures.
 - b. Submit a written report to, and is encouraged to attend, each Meeting of the Imperial Estates.
- 2. Each Territory shall have an Exchequer who shall:
 - a. Be the officer of the respective territory responsible for all financial obligations of the territory.
 - b. Be required to attend or be represented by a Warranted Deputy at all events and shall be responsible for collecting all moneys, and advising the Crown and/or Ruler in regard to monetary affairs; and
 - c. Must be qualified in bookkeeping or accounting; and
 - d. Submit a written report to the Imperial Exchequer quarterly, and is encouraged to attend each Meeting of the Territorial Estates.

G. MINISTRY OF THE SOVEREIGN OF ARMS (College of Heraldry).

- 1. The Sovereign of Arms shall:
 - a. Be the chief heraldic officer of their area of jurisdiction; and
 - b. Determine whether to accept or reject Arms submitted by the members within their area of jurisdiction based upon the boundaries of the current published Manual of Heraldry.
 - c. Publish and maintain a Manual of Heraldry, which shall list the methods of design and submission of Arms.
- 2. Each Territory shall have a Sovereign of Arms who shall:
 - a. Be the local authority having jurisdiction for all matters regarding the review of Heraldic Arms within the Territory, but final approval shall be reserved to the Imperial sovereign of Arms to insure that no conflicts occur between Territories.

H. MINISTRY OF CHRONICLES (IMPERIAL CHRONICLER DELETED BY IMPERIAL ESTATES 10-23-2004)

- 1. The Chronicler shall:
 - a. Publish and distribute the electronic (or printed) Newsletter of their area of jurisdiction which :
 - i. Shall be published at least three times a year;
 - ii. Shall be the official source to the Populace for any rule, law, handbook or manual changes.
 - iii. Includes minutes of all Official Estates and mundane business meetings where applicable.
 - iv. Publishes quarterly the points of all members within their area of jurisdiction.
 - v. Publishes information about all events taking place throughout the Empire
 - vi. Includes submissions from Officers;
 - vii. Includes submissions from paid members and,
 - viii. Submissions deemed unprintable by this Officer shall be returned to the submitter for revision. The submitter may have the decision of the Officer reviewed by Sovereign.
 - viv. Includes other issues that pertain to the Territory;

- b. Report all expenditures related to the production, publication and distribution as necessary, and
- c. Be required to attend or be represented at all Official events.

I. MINISTRY OF THE WEB

1. The Imperial Web-minister shall:
 - a. Be the Officer responsible for the Empire of Chivalry and Steel's Web presence and its electronic presentation to the public;
 - b. Publish and maintain a Manual of Web Procedures, which shall:
 - i. Provide standards of Web Publication;
 - ii. Contain operating procedures for all official web presences throughout the Empire;
 - iii. Require the approval of the Imperial Estates by 2/3rds to do any amendments.
 - c. Submit a written report to the Imperial Estates and is encouraged to attend each Meeting of the Imperial Estates.
2. The Territorial Web-minister shall:
 - a. Be the local authority having jurisdiction over all things related to the territory's presence on the Web.
 - b. Operate and maintain the Territory's Web presence in conjunction with the Imperial Standards set forth by the Imperial Manual of Web Procedures;
 - c. Submit a written report to Imperial Web-minister as required by their office.
 - d. Submit a report to and is encouraged to attend meetings of the Territorial Estates.

SECTION V: THE IMPERIAL SOCIETY

- A. The Empire shall be arranged as a feudal society. There are four categories of organization within the Empire:
 1. Imperial Government, including the Board of Directors.
 2. Territories, including Kingdoms and Subject Territories.
 3. The Crown and Territorial Estates
 4. Guilds
- B. IMPERIAL GOVERNMENT
 1. The Imperial Government oversees the Empire and consists of:
 - a. The mundane Board of Directors;
 - b. The Royal Estates;
 - c. Imperial Electors;
 - d. Imperial Knights.
 2. The Board of Directors
 - a. The Board of Directors are the mundane officers of the corporation and are elected by all Estate holders of the Empire every two years, and as necessary to fill vacancies.
 - b. Descriptions, requirements, and duties of the 5 director's positions (President, Vice-President, Secretary, Treasurer and Sergeant of Arms) can be found in the ECS Corporate bylaws.
 - c. The only Imperial requirement for the Board of Directors in addition to those in the corporate bylaws is that the candidate be a Knight in one of the three available areas. It is preferred that the Treasurer of the Board of Directors have mundane qualifications and/or experience in bookkeeping or accounting.
 - d. Each member of the Board of Directors is granted one vote each upon the Imperial Estates.
 - e. The Board of Directors may amend the Imperial Laws in conjunction with the Imperial Estates as required to maintain the Empire in good standing with the mundane world,

- f. Be reimbursed 50% of their travel expenses to attend any official meeting of the Board of Directors over 100 miles from their home addresses not to exceed \$200.00 each, and;
 - g. Have the right to wear a gold chain of state denoting their vote upon the Imperial Estates.
3. The Royal Estates
- a. These are comprised of the Sovereign Crowns of a Kingdom and the Subject Crowns of a Principality.
 - b. Each Kingdom is granted a vote that counts as 3 votes to be wielded by their Royal Crown upon the Imperial Estates while the Subject Crown of a Principality is granted a vote that counts as 2 votes on behalf of their Principality.
 - c. The selection of the Royal Estates is determined by the laws of the Kingdom or Principality in question.
4. The Imperial Electors
- a. Imperial Electors are granted this title by the Imperial Estates for service as Sovereign Crown of a Kingdom for terms cumulative to 32 months or more.
 - b. Imperial Electors are granted 1 vote each to cast upon the Imperial Estates.
 - c. The sumptuary right of an Imperial Elector is a gold chain.
5. Imperial Knights
- a. Imperial Knights are Peers who have attained the third rank of Knighthood in their chosen field (Knight Doctor, Knight Champion, Knight Premier).
 - b. Imperial Knights are granted 1 vote each upon the Imperial Estates.
 - c. The sumptuary rights of an Imperial Knight are detailed in Section VII.
6. The rights of all Imperial Estates members are to:
- a. Amend or interpret the Legis Imperium by 2/3rds;
 - b. Spend Imperial Funds by a majority vote;
 - c. Appoint Imperial Officers by 2/3rds;
 - d. Issue directives to Imperial Officers by 2/3rds;
 - e. Approve Ministry projects for Imperial Officers and Estates Members by 2/3rds;
 - f. Submit projects for the benefit of the Empire for consideration as Ministry Projects to the Imperial Estates;
 - g. The sumptuary rights defined in Section VI, in addition to the right to wear a Black Cape bearing the Imperial Device with a front closure of Gold Chain;
 - h. Grant by a majority the non-landed title of Lord or Lady of the Empire for exceptional service to the Empire; the Holder of this title may wear a Silver Coronet of one-half (1/2) inch with the Imperial Badge, a one and one-half (1 1/2) inch Roundel bearing the device of the Empire which may be worn on any Coronet the recipient is entitled to wear; and,
 - i. The right to adjudicate disputes not resolvable between Territories.
7. Chair and Precedence.
- a. The President of the Board of Directors shall act as the Chair for Imperial Estates Meetings.
 - b. The Order of Precedence for speaking and voting at Imperial Estates Meetings shall be:
 - i. Comment (but no vote) from the nonmembers,
 - ii. Then the Board of Directors,
 - iii. Then the Imperial Electors in order of admission to the Imperial Estates;
 - iv. Then the Imperial Knights in order of admission to the Imperial Estates;
 - v. Then the Subject Crowns of Principalities in order of admission to the Imperial Estates; and

- vi. Finally the Sovereign Crowns of Kingdoms in order of admission to the Imperial Estates.
 - c. Co-rulers of a Sovereign Territory, representing their Crown in the Imperial Estates hold one vote between them (that counts as 3 votes for Kingdom, 2 votes for Principality) and shall designate which of them shall cast it.
8. In the event that a member holds multiple voting privileges in the Imperial Estates due to elected position or Crown, the member shall be limited to only voting in a single elected capacity; all others are forfeit-
- a. This does not preclude the member from holding another member's proxy.
 - b. A Board of Directors position must be the predominant position and anyone holding multiple votes must forfeit all save the Board of Directors Position and vote for the duration of holding the Board office.

C. THE CROWN ESTATES

1. The Crown or Kingdom Estates consists of the Kingdom Crown(s), Knights of the second Level and above, and all landed and non-landed estate holders of the pertinent Kingdom entitled to a vote as noted below.
2. The following rules apply to the formation of all Landed Estates
 - a. A landed estate is formed when a group of members meeting the minimum requirements outlined below petition the appropriate superior to form an estate as noted in the Legis Imperium.
 - b. The group must be in agreement as to who will serve as their representative on the Estates and what oaths will be used for the formation of the Estate.
 - c. The formation of the estate must have the consent of the Crown, consent will be given absent just cause to the contrary, refusal to consent shall be appeal able to the Kingdom Estates; and,
 - d. Membership in a Kingdom Estate is limited only by residence within the permanent boundaries of the kingdom where the estate is located. The estate is considered to belong to the subject Territorial Estates where the majority of the members of the Estate reside.
3. Kingdom

A Kingdom is considered a Landed Estates within the Empire therefore only a. and b. from above apply. A new Kingdom must have the permission of the Kingdom that it resides in and the Imperial Estates to form.

 - a. King or Queen-Sovereign Crown of a Kingdom, defined as at least 125 paid members in a geographically specific region set by the Imperial Estates.
 - i. Kings & Queens, as rulers of Sovereign Kingdoms, may wear Royal Crowns, defined as the Coronet worn by the Sovereign Crown of a Kingdom, decorated as deemed appropriate by the Kingdom Estates, though at least 4 points is recommended.
 - (a) The Sovereign's Crown denotes the upper limit of 'elaboration' of Coronets in the Kingdom; no other noble may have a 'greater' coronet (greater as defined by the Crown College of Arms).
 - ii. A gold chain of state, denoting their vote upon the Imperial and Crown Estates.
 - iii. A cloak of state, and
 - iv. A sword of state.
 - b. Crown Princes and Crown Princesses are temporary titles held by those who have gained the throne of their Kingdom but have not yet been installed in the position of a Sovereign Crown.
 - i. Crown Princes and Crown Princesses may wear Crowns befitting their station, as determined by the Kingdom.
4. Landed Estates of Kingdoms and subject Territories

Are defined as Estates within a Kingdom that hold voting power on one or more Estates based on numbers of people represented as noted below.

 - a. Prince or Princess – Subject Crown of a Principality, defined as a

- geographically specific region within a Kingdom as defined by the Crown Estates of that Kingdom and containing at least 75 paid members over and above the numbers needed to maintain a Kingdom.
- i. Princes and Princesses, as rulers of Principalities, may wear a Principality Coronet, which is the coronet worn by the rulers of a Principality, determined by the Kingdom Estates.
 - ii. A gold chain of state denoting their vote upon the Imperial and Crown Estates.
- b. Duke or Duchess -Ruler of a Duchy, which is defined as a geographically distinct region within a Kingdom or Principality containing at least 50 paid members.
- i. Dukes and Duchesses, as rulers of Duchies, may wear a Ducal Coronet, which is a coronet decorated with Gold Strawberry Leaves.
 - ii. A black chain of state, denoting their vote upon the Estates.
- c. Marquis or Marquessa - Ruler of a March, defined as a geographically distinct Territory within the boundaries of a Kingdom (as defined by the imperial estates) and consisting of at least 25 paid members in residence.
- i. Marquis and Marquessa, as rulers of Marches, may wear a Simple Coronet with One point, ornamented as appropriate. This coronet may not have any 'minor' points.
 - ii. A black chain denoting their vote upon the Kingdom and there.
- d. Castellan- an appointed deputy of a Crown or ruler, whose duty is to oversee a Province on behalf of their liege. The Castellan acts as a non-voting representative of their liege and must refer all matters of governance to their superior. This power of appointment can be modified as per Kingdom Law.
- i. The sumptuary right of the Castellan shall be a belt favor with a gold key emblazoned upon it.
 - ii. The Castellan has no voting rights upon any Estates inherent in their office.
- e. Count or Countess - Ruler of a County, a numeric Landed Estate defined as a group of two or more Baronies numbering 30 or more paid members.
- i. Counts or Countesses may wear either of the following coronets:
 - (a) A Six Pointed Engrailed Coronet, in precious metals, ornamented as deemed appropriate with uniform points; or
 - (b) A Coronet with one Major point, ornamented as appropriate. This coronet may have as many total points as desired, as long as the Primary point is of obviously greater stature than the rest.
 - ii. A black chain denoting their vote upon the Crown and appropriate Territorial Estates.
- f. Baron or Baroness - Ruler of a Barony, defined as a numeric Landed Estate consisting of a minimum of two Households with a total of at least 15 paid members.
- i. Barons and Baronesses may wear a Baronial Coronet, which must be a 'Flat' topped coronet; defined as any points or protrusions be of uniform height, ornamented as seen fit.
 - ii. A black chain denoting their vote upon the Crown and appropriate Territorial Estates.
- g. Lord or Lady - Ruler of a Household, 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.

- a. Preside over courts if given permission by their Crown.
 - b. Petition the Board of Directors and Imperial Estates; and,
 - c. Submit agenda items to the Imperial Estates.
8. The members of the Crown Estates shall have the rights to:
- a. Elect the Sovereign of their Territory by 2/3rds;
 - b. Reject rulings by High Courts of Justice by 2/3rds;
 - c. Extend or reject Crown Judgments/ Decrees by 2/3rds;
 - d. Issue directives to the Sovereign by 2/3rds;
 - e. Enact fees by 2/3rds;
 - f. Enact or amend Crown or Kingdom laws by 2/3rds;
 - g. Adopt Interim Laws or Crown Decrees as Crown Ordinances by a majority;
 - h. Approve or reject Territorial Ordinances by a majority;
 - i. extend Crown Writs of Banishment by a majority;
 - j. Grant non-landed Titles to retired Estate Holders (see Section V.C.5) or the title of Lord or Lady of the Court for service by a majority;
 - k. Hold a Crown Estates Meeting without Sovereign approval at the next Official Event by presenting a petition to the Senior Estate Holder available containing the signatures of a majority of the Estates;
 - l. Approve expenditures by majority;
 - m. Hold Courts of Low Justice (see Section VIII);
 - n. Serve as Presiding Noble at Official Events:
 - o. Approve a Sovereign's requests to attempt to succeed themselves by a 2/3rds majority;
 - p. Determine the length of term for Landed Nobility (Sovereign, Prince/Princess, Ruler of a Territorial Division), from six months to one year; and,
 - q. Determine whether the Landed Nobility shall receive a Pax Regium, defined as a period of time in which they cannot be challenged for their rule, and if so the length of such.
9. In the event that a member holds multiple voting privileges in the Crown or Territorial Estates the member shall be limited to one vote only, the others shall be forfeit, this does not apply to proxies.

D. THE TERRITORIAL ESTATES

- 1. The Territorial Estates consists of the territory's liege, the local Ruler of the Territory, Knights of at least the second level who reside in the territory, and all landed and non-landed estates entitled to a vote on the territorial estates.
- 2. The members of the Territorial Estates shall have all rights of the Crown Estates with the following limitations:
 - a. The exercise of the powers of the Territorial Estates is limited to within the boundaries of the Territory in which the local Estates reside and governs.
 - b. Unlike Crown Estates, Territorial Estates may not bestow any title or awards with Imperial Precedence.
 - c. All such decisions of the Territorial Estates may be overturned by the subject territory's Sovereign Crown or Crown Estates.
 - d. No rulings of a Territorial Estates may overturn or contradict the rulings of their liege the Crown Estates or the Imperial Estates.

E. CROWNS SOVEREIGN AND SUBJECT

- 1. The qualifications for a Sovereign/Subject Crown shall be:
 - a. At least 1 year of membership in good standing with current dues paid;
 - b. Knighthood in one of the three available areas plus at least 100 points in one of the remaining areas of advancement.
 - c. A knight's right to challenge for the throne of a Kingdom or Principality can not be restricted in any way. The pertinent rules for selection of the sovereign must allow for this.

- d. The Crown Estates shall convene to consider the suitability of each candidate for Crown including Co-rulers, at least 40 days prior to the selection.
 - e. A member judged as unfit by 2/3rds of the Estates shall be notified in writing as to the reason and shall have the right to appeal this decision immediately upon notice to a Court of High Justice.
 - f. Contenders shall not be prevented from campaigning for support from the Populace or discussing goals and policies; bribery-defined as the offer of any goods or favors in exchange for support is expressly prohibited. If the allegation is found to be valid in a Court of Chivalry, the convicted candidate will be stripped of all Knighthood(s).
2. The Territorial Laws must include the following limitations:
- a. The Crown of a Kingdom or Principality may be awarded by a method of selection chosen by the Kingdom Estates, and stated in the Crown Bylaws.
 - b. Selection of the Crown shall not occur until all challenges are resolved. Any appeals to the Imperial Estates must be declared within 10 days and acted upon within 15 of the appeal.
 - c. The Estates of the territory in question (Kingdom or Principality) maintain the right to elect or remove a Crown by a 2/3rds majority.
 - d. Territories may choose to allow for Consorts to the Crowns. If so, no awards granted for service as such carry Imperial Precedence.
3. The rights of Sovereign Crowns (King and/or Queen) are to:
- a. Make Interim Laws, rules equal to Crown Decrees, until they can be approved or rejected at the next meeting of the Estates;
 - b. Approve monthly Ministry points and authorizes elevation in Rank of any member attaining the requirements (see Section VII) as advised by the Minister of Lists;
 - c. Knight (KB, KA and KMn) one member who does not meet the minimum point requirements of first Rank, in any one of the three areas of Knighthood (without points) once per reign, with the agreement of the pertinent Peer Circle for the area;
 - d. Bestow Awards as allowed by Crown Law, including awards of Court Nobility;
 - e. Call for meetings of the Estates of their Lands;
 - f. Represent their Estates at meetings of the Imperial Estates;
 - g. Be reimbursed 50% of their travel expenses to attend any Imperial Estates Meeting over 100 miles from their home addresses not to exceed \$200.00 per meeting;
 - h. Banish any member from participation in events and suspend their Ranks and Titles until such time as a High Court of Justice can be convened within 30 days of Banishment, (mandatory) to determine if the Banishment shall be lifted or will be upheld;
 - i. Preside over Courts of High Justice;
 - j. Act on any matter as required when a state of emergency is declared by 2/3rds of the Territorial Estates;
 - k. Consent to the formation of a landed estate or provide just cause to the contrary appeal able to the Territorial Estates;
 - l. Reign for a length of time determined by the Crown Bylaws, from six months to one year, after which Crowns must retire unless permitted by 2/3rds of the Estates to succeed themselves.
 - m. Approve expenditures of Territorial Treasury funds up to \$200.00;
 - n. Appoint Crown Officers;
 - o. Approve formation of a Territory and grant the title of the Ruler of that Territory with approval of the pertinent Territory's Estates or Populace; and,
 - p. Grant the Estates of a Territory the right to award Ministry points to their

- Ruler when having at least 5 local estates votes upon their Crown Estates or provide for popular election with a minimum of 15 paid members in residence.
4. The rights of a Subject Crown (Prince and/or Princess) are the same as a Sovereign Crown with the following limitations:
 - a. Appointment of Officers, granting of Awards, Crown Decrees, Banishment and Presiding over Courts of High Justice must be authorized by the Sovereign Crown prior to implementation by the Subject Crown.
 - b. Any other powers listed under Section V.E.3. not covered by “a.” above are limited to the Subject Crown’s Territory (Principality).
 5. The rights of retired, abdicated or deposed Sovereign and Subject Crowns are:
 - a. Not granted to a Sovereign or Subject Crown who has served less than six months unless approved by a majority of the Crown Estates;
 - b. upon serving 32 months as a Sovereign Crown, they may petition the Imperial Estates for the title of Imperial Elector as noted in Section V.B.4.
 - c. Attempt to succeed themselves upon approval of a 2/3rds majority of the Crown Estates and subject to all other qualifications, but no Crown shall serve more than two consecutive terms.
 6. The rulers of Subject Territories oversee their lands as the representatives of their ‘liege’ defined as the ruler of the Kingdom or Subject Territory that the smaller Subject Territory is part of.
 - a. The qualifications for a Ruler of a Subject Territory shall be:
 - i. Membership in good standing with current dues paid; although when the Territory reaches an age of 2 years the requirement shall change to a minimum of 1 year membership with current dues paid.
 - (a) This requirement may be modified by the Crown Estates.
 - ii. Approval by a majority of the Territory’s Estates or Populace and granted by their liege.
 - b. The rights of Rulers of Subject Territories, except for Rulers of a Castellan, are the same as Crowns with the following exceptions?
 - i. The exercise of the powers of the Ruler is limited to within the boundaries of the Territory in which the Ruler holds as a vassal to their liege.
 - ii. Awards: Rulers may grant the following award(s) during their reign:
 - (a) Prince/Princess may grant awards as per a Sovereign (see Section V.E.4.)
 - (b) Duke/Duchess may grant the title of “Lord/Lady of the Court” for exceptional service to the Duchy twice during their reign.
 - (c) Marquis/Marquessa may award the title of “Lord/Lady of the Court” for exceptional service to the March once during their reign.
 - iii. The Ruler may hold Courts (Royal, not Judicial) for official business to be held, although Provincial Rulers must gain the approval of their Territorial Ruler and/or Crown to do so.
 - iv. Any decision of the ruler may be overturned by the ruler’s liege, the Territorial Estates (by 2/3rds), or the Crown Estates.
 - v. No decisions of a Territorial ruler may overturn or contradict the decisions of their liege the Crown Estates or the Imperial Estates
 - vi. The Ruler shall reign for the time set by the Kingdom\Crown estates, and all other procedures regarding reigns and Crown or Civil Wars are similar to the appropriate sections in regards to a Sovereign.
 - c. Provincial Rulers may only call local meetings and authorize events; their liege must approve all other actions.
 - i. Province (Metro Chapter) – A region, as defined by the parent kingdom, with a minimum population of five (5) members. The

respective Sovereign rules this territory. With Sovereign approval, nominal ruler ship may be given in Fief to a Provincial Ruler(s) (Castellan) who represents the Province's wishes to the Kingdom Estates, although such rulers have no vote on the Estates, representing their populace through the Crown. The Sovereign may allow appointment of Provincial Rulers by whatever means allowable by Kingdom Law.

F. GUILDS

1. A Guild is a non-voting association of members who meet on a regular basis to practice and teach a specific activity related to the specified purpose of the E.C.S as stated in section 1, B.
2. Rights and Responsibilities
 - a. Guilds are not landed estates and do not hold a vote on any estate.
 - b. The guild has the right to develop its own charter and regulations, though such cannot supersede or contradict Estates law, decrees or Ordinances. The territorial estates must approve said charter.
 - c. The guild has the right to submit its name and device with the local Sovereign of Arms.
 - d. The guild may award its own titles or awards to guild members, though such cannot conflict with Territory or Imperial precedence nor violate Imperial laws on religion or persona
 - e. Guilds may hold fund-raisers to raise money to fund guild activities, though all guild funds made in this way must be maintained by the local territorial exchequer;
 - f. Any funds made in this way or property purchased with these funds of the Guild is considered the property of the Guild and owned by no single member.
 - g. The Guild must keep accurate records of all Guild funds and property with the Crown Exchequer; and
 - h. Any Guild funds and property purchased with Guild funds remains the property of the E.C.S.

SECTION VI: POINT SYSTEM

A. POINTS IN GENERAL

It is the policy of the Empire to reward members based on merit. Therefore, finite requirements for advancement in each field of endeavor are set to determine eligibility for advancement.

1. A maximum of fifty (50) points may be earned per field (arts/ministry/combat) in a month.
2. If a member exceeds 50 points in any field in a month, they will determine which points are forfeit; and
3. The Territorial Minister of Lists shall keep records of every member and notify the Sovereign when a member is eligible for advancement.

B. COMBAT POINTS

1. A War is defined as:
 - a. A sanctioned combat event fielding, at least 25 Participants in a Sovereign Territory; or,
 - b. An Official Event fielding at least ten (10) Combatants and attended by 70% or more of the paid members in a Subject Territory. At least ten of the Participants must be paid members.
2. A Tournament is defined as:
 - a. Any event featuring single Combat in successive rounds to determine a victor of the field, and
 - b. Shall have no less than three (3) combatants entered to be Official; and
 - c. Tournaments may still occur with 3-5 fighters. In this case there will be no

- additional points awarded for first and second place, and no knightly list.
3. A Melee is defined as:
 - a. any event featuring group Combat in successive rounds to determine a winning team, group or “captain”; or
 - b. a combat event that neither meets the requirements of a War as listed in 1a/1b, nor is announced as a War event.
 - c. An Official Melee shall have no less than eight (8) combatants within a large territory at least duchy size.
 - i. An Official Melee shall have no less than six (6) combatants for smaller territories. When the minimum number(6 or 8) of combatants is waived, there will be no bonuses of any kind awarded, base points only.
 4. Combatants may gain points from only one tournament that they participate in any given day, and the choice will either be made before the tournament begins or default to the highest form fought in order of Shinai to Synthetic to Rapier to Steel (lowest to highest).
 - a. Only when a Shinai tournament is the only official list available may points for a Shinai tournament be earned by Sergeants or higher.
 5. Point Allocation.
 - a. Single Combat Tournament points are:
 - i. 2 points for each Tournament entered;
 - ii. 2 points for each victory in a Tournament round;
 - iii. 1 point for each round in which a fighter commits one or more acts of true Chivalry;
 - iv. 5 points for placing second in a Tournament; and,
 - v. 10 points for placing first in a Tournament.
 - b. Melee Combat points are:
 - i. 2 points for each melee round entered;
 - ii. 5 points for participating in a resurrection melee round;
 - iii. 1 point for each winning team member of a melee round or Resurrection melee round; and,
 - iv. 1 point per melee round for commanding a unit of 10 or more people.
 - c. War points are:
 - i. 3 points for each War melee entered;
 - ii. 8 points for participating in a resurrection melee;
 - iii. 1 point for each member of the winning side of a melee;
 - iv. 1 point per melee for commanding a unit of 10 or more people;
 - v. 2 points for being supreme commander of any army for an entire War; and,
 - vi. 3 points for each Single Combat Tournament entered.

C. ARTS POINTS

1. Arts points are awarded for participation in Arts competitions and for the submission of Masterworks.
2. The procedure for judging Arts entries is described in detail in the Imperial Manual of Arts.
3. 0 to 30 points are awarded per entry.
4. Each participant may enter three submissions in the Arts per judging event.
5. Masterworks:
 - a. are submissions demonstrating Mastery of a specific Arts Area;
 - b. are submitted separately from Tournament Entries;
 - c. are judged on a pass or not pass basis;
 - d. are awarded 50 points for passing, included in the fifty (50) points per month maximum for Arts;
 - e. may be corrected and resubmitted if not passed; and,
 - f. may be entered in a subsequent tournament if not passed.

6. A members' Rank in the Arts is determined by the point total, subject to all other conditions.

D. MINISTRY POINTS

1. The amount of points awarded per month shall be approved by the Sovereign except as noted.
2. Point Allocation.
 - a. Sovereign Crowns shall be awarded points through a blind vote of the Crown Estates averaged together, with a minimum of 10 and a maximum of 50 points per month;
 - b. Rulers of subject territories shall be awarded points (10-50) by their liege Sovereign Crown(s). This right can be transferred to the subject territories estates upon attainment of five (5) landed estates votes in the territory.
 - c. Any War, Feast, Collegium or other approved Ministry Project that passes shall be awarded 50 points. Offices that pass receive their points while performing the office and do not apply to this;
 - d. 1 to 50 War, Feast or Collegium autocrat points shall be awarded by averaging the votes of the Kingdom Estates members who attended;
 - e. 1 to 10 points shall be awarded for a full day of marshaling War Combat or judging War Arts Tournaments as recommended by the Autocrat;
 - f. 1 to 10 points shall be awarded to Event or Class Autocrats by averaging the votes of the Kingdom Estates members who attended;
 - g. 1 to 10 points shall be awarded for a full single day Demonstration to the the Autocrat by averaging the votes of the Kingdom Estates members who attended;
 - h. 0 to 10 points shall be awarded for service as an Officer or Landed Estate Holder per month, recommended by the appropriate Liege Lord;
 - i. 0 to 10 bonus points may be recommended for exceptional performance of each of the above by the member's direct superiors;
 - j. 0 to 5 points shall be awarded for marshaling Combat Tournaments or judging Arts per entire day recommended by the Autocrat;
 - k. 0 to 5 points shall be awarded for serving as Warranted Deputy to an Officer per month, recommended by the Officer; and
 - l. 0 to 5 points shall be awarded per accepted submission of an article or artwork to an Official Publication, recommended by the Chronicler.

SECTION VII: ADVANCEMENT & KNIGHTHOOD

- A. Knighthood in the Empire of Chivalry and Steel is an Earned Privilege based on merit and proper demeanor. Knighthood is offered, not requested, and as such it is the duty of the Crown to offer Knighthood to all qualified individuals.
 1. Knighthoods of the First and Second Level are Kingdom-Level awards. Third level Knighthood is an imperial level award.
 2. Prior to accepting the title of Knight, members must have their personal device submitted to the territorial Sovereign of Arms.
 3. The Prospective Peer maintains the right to construct a unique ceremony. While the prospective Peer may choose any knight to present to them the buffet and regalia of Knighthood, the Sovereign Crown remains the bestower of knighthood.
 4. The Minister of Rolls shall keep records of every member and notify the Kingdom Sovereign(s) when a member is eligible for advancement.
 5. The Sovereign(s) will notify the appropriate Peerage in that tier Combat, Arts, or Ministry, and rank 1st, 2nd or 3rd who shall contact the member and inform them that they are qualified to have a peer circle called to consider them for advancement as stated in section VII subsection B.
- B. Kingdom and Imperial Peer Circles
 1. In the case of advancement to any of the Ranks of Knighthood, the appropriate Peerage of that Tier and Rank shall hold a Peer Circle.

- a. For the first and second ranks of Knighthood, the Peers of the Kingdom where the petitioner resides shall sit in Circle to determine the petitioner's eligibility for advancement. The petitioner shall have the right to present their case for advancement to this Peer Circle, this can be done in person, print, or electronically - whatever is deemed appropriate by the Peers. Any approval of a candidate must be made by 2/3 majority of the Peers in attendance either in person, by phone, or by proxy. The votes of all Peers not in attendance shall be considered as abstentions. Abstentions are not valid votes, Abstentions do not affect the outcome. In the case of advancement to third level, the Prospective must write a letter and pass it on to a current third level Knight. This will be disseminated to the Imperial Peers. Barring any objections to the Perspective's advancement by the Peer Circle, the prospective shall receive notification of approval after 30 days of uniform receipt (after all Peers receive the Perspective's case), but no later than 60 days. Any objections will lead to a Peer Circle discussion, in some format, after 30 days of receipt of the Perspective's argument, but before 60 days as well.
 - b. For the third rank of Knighthood (Imperial Knight: Knight Champion, Knight Doctor, Knight Premier), the current Imperial Peers (of all tiers) shall sit in Circle to determine the petitioner's eligibility. This Grand Peer Circle shall be held in accordance with Section VII.B.
 - c. Decisions of a Peer Circle can be appealed in the following manner:
 - i. Decisions of the Kingdom Peerage; to
 - ii. Decisions of the Imperial Peerage; to
 - iii. The Imperial Estates.
2. Knighthood may be revoked by any of the following actions:
 - a. By a Conviction by a Court of Chivalry, or High Justice;
 - b. By a Conviction of violating the Bribery Clause regarding Crown Wars;
 - c. By the Knight through revocation of their Knightly regalia; or
 - d. By lapse in membership dues for 3 or more months.
 3. If revoked in any of the above manners, Knighthood may not be re-attained without satisfying the following requirements:
 - a. A member of the Peerage in good standing within the petitioning member's tier must request of the Crown reinstatement of the petitioning member.
 - b. The petitioner must submit to another Peer Circle as if a new Peer.
 - c. be knighted in a ceremony as per Section VII A3 & C3.

C. THE RIGHTS OF KNIGHTHOOD

A Knight of any Level shall have the rights to:

1. Take Squires and Pages for training;
2. Bear live steel weapons before their Sovereign Crown at Royal Courts; and,
3. When receiving Knighthood,
 - a. be dedicated to any religious or secular body.
 - b. be Knighted by the Sovereign Crown or any other willing Knight; and,
 - c. compose an original Knighthood Ceremony that includes the Sovereign as official representative of the Kingdom.

D. STANDARD AND GUIDELINES OF CHIVALRY TO BE USED BY ALL PEERS OF THE EMPIRE OF CHIVALRY AND STEEL

1. All Peers shall be courteous to all persons regardless of rank or station during general event attendance.
2. The Peerage shall be the Champions of the Populace, protecting their interests and upholding the rules and laws of the Empire to the best of their ability in all matters;
3. The Peerage shall support, uphold and defend the decisions of the Officers, which are officiating at an event.
 - a. If a Peer believes the Officer to be incorrect, they have the responsibility to take the issue to the Sovereign Crown and ask for their support to correct the

Officer.

4. Peers shall maintain and present a good example to the Populace and Spectators of appropriate courtly grace, language (no swearing in the presence of children) and control of public display of abusive emotions.
5. During combat Tournaments, all members of the Combatant Peerage will give Chivalry, or a warning that they do not, to all combatants.
6. During Melee Combat, Combatant Peers may choose to exhibit Chivalry as noted above but are not required to.
7. All other items under General Event Attendance apply to Combatants even while on the Field.

E. THE NON KNIGHTLY COMBAT RANKS

1. Ranks and Rights.

- a. Yeoman- A yeoman is a fighter who is not eligible to participate in official Shinai combat due to age (12 or under) but may engage in the training of Shinai at official practices supervised by a warranted marshal, with a completed parental consent form.
- b. Man at Arms (1 to 49 points) is a fighter qualified by a Marshall who is entitled to participate in all shinai combat and Synthetic combat with the permission of the Territorial Combat Marshal
- c. Guardsman (50 to 124 points) is an experienced fighter entitled to be qualified in Rapier and Synthetic combat as per the Imperial Manual of Combat.
- d. Sergeant (125 to 299 points) is a seasoned Combatant entitled to:
 - i. be qualified in Steel combat as per the Imperial Manual of Combat;
 - ii, wear a black baldric to denote their rank.
- e. Master at Arms (300+ points) achieved the highest Combatant level short of Knighthood and is entitled to;
 - i. Wear a White Sash with a black stripe bearing the Territorial Device; and Maintains this rank until eligible for Knighthood in the Combat arts.
- f. The Empire recognizes that many members may have prior experience or extended experience in the E.C.S. or other medieval recreation before they joined the Empire. Therefore the Sovereign may grant an appropriate Rank less than Knight without awarding points.
This level should equate to their skill level based on the judgment of the appropriate Crown and or Territorial officers.

F. THE KNIGHTLY COMBAT RANKS

1. A Knightly List is defined as any single Combat Tournament in Rapier, Synthetic or Steel in which at least one opposing Knight Combatant is entered. Victory in a Knightly List is defined as placing first in any such tournament.
2. Trial by Combat may replace the victory of a Knightly List as it pertains to the Qualifications for becoming a Knight Combatant.

- a. In a Subject Territory without a Knight Combatant, any member, upon Reaching 300 Combat points, may request a Trial by Combat from the Knight Combatants of their Kingdom.
 - b. The Knight Combatants are then required to assure said member a Trial by Combat within six (6) months of the request (said member may either travel To an event within a Knight Combatant's Territory or request a Knight Combatant is sent to said member's Territory).
 - c. If the Trial by Combat is a failure, the qualifying member may make another Request; only one Trial per member, per visit is allowed.
 - d. In Trial by Combat, an available Knight of the kingdom, and the qualifying Member shall engage in "one-on-one" Combat between each other for three Rounds in 3 of the weapon forms of the Empire (Shinai, Synthetic, Rapier, and Steel); the qualifying member must be victorious in at least one round per weapon form chosen to "Pass".
 - e. Once at least one member of a Subject Territory achieves the Rank of Knight Combatant, Trial by Combat shall no longer be available for other members Residing in the Subject Territory in the future (this permits all challengers their chance during the Trial).
3. Knight Bachelor ("KB"; 350 to 849 points) is the first Rank of Knight Combatant.
 - a. Elevation to KB shall require;
 - i. 350 Combat points, with at least 50 in shinai, 50 in rapier and or Synthetic, and 50 in steel.
 - ii. 100 War Combat points;
 - iii. one (1) victory in a Knightly List;
 - iv. one (1) class auto crated, or equivalent as determined by the Peer Circle; and,
 - v. Passage of a Peer Circle within the member's Kingdom.
 - b. The sumptuary rights of a Knight Bachelor are:
 - i. a Royal Blue Belt with the inscription "For Honor and Chivalry" in Gold upon it;
 - ii. a Medallion with the Imperial symbol of Knight Combatants upon it; and
 - iii. Silver Spurs.
 4. Knight Bannerette (KBn) (850 to 1349 points) is the second rank of Knight Combatant.
 - a. Elevation to KBn shall be attained upon the completion of:
 - i. 850 Combat points, with at least 200 in rapier, Synthetic, and steel.
 - ii. 200 War Combat points;
 - iii. five (5) victories in Knightly Lists;
 - iv. three (3) classes auto crated, or equivalent as determined by the Peer Circle; and,
 - v. Passage of a Peer Circle within the member's Kingdom.
 - b. The sumptuary rights of a Knight Bannerette are:
 - i. a silver chain that denotes their vote upon the crown Estates of their kingdom and the Territorial Estates that they reside in.
 5. Knight Champion (KC) (1350+ combat points) is the third rank of Knight Combatant.
 - a. Elevation to KC shall be attained upon the completion of:
 - i. 1350 Combat points, with at least 300 in rapier, Synthetic, and steel;
 - ii. 300 War Combat points;
 - iii. ten (10) victories in Knightly Lists;
 - iv. five (5) classes auto crated, or equivalent as determined by the Peer Circle; and,
 - v. Passage of a Peer Circle comprised of all Imperial Knights of the Empire.
 - b. The sumptuary rights of a Knight Champion are:

- i. a gold chain that denotes their vote upon the Imperial Estates
- ii. gold spurs.

G. THE NON-KNIGHTLY ARTS RANKS

1. The methods of judging Arts & Sciences within the Empire shall be detailed in the Imperial Arts Manual.
2. A Masterwork is defined as a documented work of master quality judged:
 - a. separately from any Tournament;
 - b. by three (3) judges. These judges shall be chosen in the following manner from among the Artisan peers:
 - i. The artisan submitting the piece shall choose one judge;
 - ii. The Knights Artisan shall choose one judge; and,
 - iii. The Sovereign Crown shall choose one judge.
 - c. Passage requires 2/3rds approval from the judges.
 - d. Failure still allows the artisan to resubmit the item again as a Masterwork after corrections) or to an A&S judging for normal arts points.
 - e. in a Kingdom without any Knight Artisans on the Rolls, the Knight Artisans from another ECS Territory may serve as judges at the discretion of the Sovereign Crown of the requesting Kingdom;
 - f. if there are no Knight Artisans willing or available, then an expert witness who is a member of the ECS and has not yet achieved the rank of Knight Artisan may be selected, at the discretion of the Peers and the requesting Kingdom.
3. The definition of Documentation and its uses can be found in the Imperial Manual of Arts.
4. Ranks and Rights.
 - a. Novice (1 to 49 points) is a beginning Artisan within the ECS.
 - b. Journeyman (50 to 124 points) is an intermediate Artisan and has attained a minimum of 50 points in the arts.
 - c. Craftsman (125 to 299 points) is an experienced Artisan who is entitled to wear a shoulder braid in colors selected by the Territory and has attained a minimum of 125 points in the arts.
 - d. Master of Arts (300 To 349 points) has achieved the highest Arts level short of Knighthood and is entitled to wear a rimless Black Master's Cap with a White Feather. The Master of Arts has completed:
 - i. 300 points in the arts; and,
 - ii. Maintains this rank until eligible for Knighthood in the arts.

H. THE KNIGHTLY ARTS RANKS:

1. Knight Artisan ("KA"; 350 to 849 points) is required to teach Arts and Sciences to the Populace and aid the Arts Ministry to promote artistic medieval recreation.
 - a. Knight Artisan shall be attained upon the completion of:
 - i. 350 points in the arts, which shall include:
 - ii. 100 points earned in War competition;
 - iii. one (1) Masterwork worth 50 points as noted in the Imperial Manual of Arts;
 - iv. one (1) class auto crated, or equivalent as determined by the Peer Circle; and
 - v. Passage of a Peer Circle within the members Kingdom.
 - b. The sumptuary rights of a Knight Artisan are:
 - i. A Royal Blue Mantle, Cloak, or Cape with the inscription "For Honor and Chivalry" in Gold upon it;
 - ii. a Medallion with the Imperial symbol of Knight Artisans upon it; and
 - iii. Silver Spurs.
2. Knight Master ("KM"; 850 to 1349 points) is the second rank of Arts Knighthood.
 - a. Elevation to Knight Master shall be attained upon the completion of:
 - i. 850 points in the arts, which shall include:

- ii. 200 points earned in War competition;
 - iii. four (4) Masterworks worth 50 points as noted in the Imperial Manual of Arts;
 - iv. three (3) classes auto crated, or equivalent as determined by the Peer Circle; and
 - v. Passage of a Peer Circle within the members Kingdom.
- b. The sumptuary rights of a Knight Master are:
- i. a silver chain that denotes their vote upon the crown Estates of their kingdom and the Territorial Estates that they reside in.
3. Knight Doctor (“KD”) 1350+ arts points) is the highest rank of Arts Knighthood.
- a. Elevation to KD shall be attained upon the completion of 1350 arts points, which shall include:
- i. 300 War arts points;
 - ii. seven (7) Masterworks as noted in the Imperial Manual of Arts;
 - iii. five (5) classes autocrated, or equivalent as determined by the Peer Circle; and,
 - iv. Passage of a Peer Circle comprised of all Imperial Knights of the Empire.
- b. The sumptuary rights of a Knight Doctor are:
- i. a gold chain that denotes their vote upon the Imperial Estates; and
 - ii. gold spurs.

I. THE NON-KNIGHTLY MINISTRY RANKS

1. Advancement in Ministry is based on service to the Empire, Kingdom, and Territory. The Ranking Noble immediately superior to a member shall be responsible for reporting service to the Territorial Minister of Rolls.
2. A Ministry Project is defined as a sanctioned, documented service to the Empire judged to be sufficient, including:
 - a. at least six (6) months service as Sovereign Crown, or Officer of the Empire or Territory-though such a project is judged as pass/fail only and no further points are awarded beyond the monthly points granted for the office;
 - b. autocrating a War, Feast or Collegium with attendance of at least:
 - i. 25 paid members of a Territory, or
 - ii. 70% of the paid members, but no less than ten (10) paid members of a Subject Territory; or,
 - c. a special project that does not conform to the above definitions, but benefits the Crown, Territory or Empire and has been sanctioned by the Sovereign Crown and approved by the Ministry Peer Circle of the Territory, or of benefit to the Empire as determined by the Imperial Estates.
3. A Ministry Project shall be judged by three (3) judges in the following manner:
 - a. Shall be judged as pass/fail and judges shall award no points.
 - b. Ministry Project judges have 60 days from the time the judges have officially been notified of the project’s completion to return a decision if the project passes or If no decision is made by the judges within said 60 days, the project shall be considered to have passed.
 - c. In the event the proposed project does not pass the candidate must be provided in writing with a clear and concise reason for the disapproval and guidance towards correction.
4. Ranks and Rights.
 - a. Clarke (1 to 49 points) is a beginning Minister within the ECS.
 - b. Rector (50 to 124 points) is an intermediate Minister and may hold any office up to and including Crown level offices.
 - c. Seneschal (125 to 299 points) is an experienced Minister who is entitled to wear a red scapula and may hold Imperial level offices.
 - d. Chamberlain (300 to 349 points) has achieved the highest Ministry level

short of Knighthood and is entitled to wear a Heraldic Tabard bearing the Territorial Device, and has attained:

- i. 300 points in Ministry, including
- ii. 50 Ministry points earned at Wars, Feasts or Demonstrations.

J. THE KNIGHTLY MINISTRY RANKS:

1. Knight Minister ("KMn"; 350 to 849 points) is required to teach Ministry to the Populace and aid the Ministry to promote service within the ECS.
 - a. Knight Minister shall be attained upon the completion of:
 - i. 350 Ministry points which shall include:
 - ii. 100 points earned in War, Feast, or Demonstration events;
 - iii. one (1) Ministry Project, and
 - iv. one (1) class autocrated, or equivalent as determined by the Peer Circle; and
 - v. Passage of a Peer Circle within the member's Kingdom.
 - b. The sumptuary rights of a Knight Minister are:
 - i. A Royal Blue Baldric with the inscription "For Honor and Chivalry" in Gold upon it;
 - ii. a Medallion with the Imperial symbol of Knight Ministers upon it; and Silver Spurs.
2. Knight Civil ("KcV"; 850 to 1349 points) is the second rank of Ministry Knighthood.
 - a. Elevation to Knight Civil shall be attained upon the completion of:
 - i. 850 Ministry points which shall include:
 - ii. 200 points earned in War, Feast, or Demonstration events;
 - iii. Four (4) Ministry Projects worth 35-50 points as noted in the Imperial Manual of Ministry;
 - iv. three (3) classes autocrated, or equivalent as determined by the Peer Circle; and
 - v. Passage of a Peer Circle within the members Kingdom.
 - b. The sumptuary of a Knight Civil are:
 - i. a silver chain that denotes their vote upon the crown Estates of their kingdom and the Territorial Estates that they reside in.
3. Knight Premier ("KP") 1350+ Ministry points) is the highest rank of Ministry Knighthood.
 - a. Elevation to KP shall be attained upon the completion of:
 - i. 1350 total points, which shall include:
 - ii. 300 War, Feast or Demonstration Ministry Points.
 - iii. seven (7) Ministry Projects worth 35 to 50 points as noted in the Imperial Manual of Ministry;
 - iv. Five (5) classes autocrated, or equivalent as determined by the Peer circle; and
 - v. Passage of a Peer Circle comprised of all Imperial Knights of the empire
 - b. The sumptuary rights of a Knight Premier are:
 - i. a gold chain that denotes their vote upon the Imperial Estates; and
 - ii. gold spurs.

K. NON-RANKING TITLES

1. The title of Page may be accorded to any person under the age of 10 by any Noble or Knight. The duties of a Page are defined in their Oath of Service.
2. The title of Squire may be accorded to any member at least 10 years of age by any Knight. The Squire will serve the Knight as defined in their Oath of Fealty.
 - a. The Knight's minimum responsibility is to train the Squire in the Knight's areas of expertise.
 - b. A Squire is entitled to wear a red belt, mantle, or baldric as determined by the Knight and Squire.
3. The rank of Apprentice defines a non-binding student-teacher relationship

Between any two members of the Empire that does not rise to the level of Page or Squire. As such, an apprentice may be such to a multiple number of teachers.

SECTION VIII: COURTS JUDICIAL

A. COURTS OF LOW JUSTICE

1. A Court of Low Justice may be called by any Landed Estate holder.
2. The Landed Estate holder shall serve as Presiding Noble, One Juror shall be chosen by the accused and the accuser. The two selected Jurors shall select the third Juror.
3. No witness shall serve as a Juror or Presiding Judge.
4. If the accused is found guilty, the Noble shall render a sentence, which must be:
 - a. Medieval in nature;
 - b. performable at the next event; and,
 - c. appropriate to the offense.
5. No sentence issued by a Court of Low Justice may affect a member's status or rank within the Group.
6. If the accused feels that the sentence is too harsh, the sentence may be appealed to the Sovereign Crown for a revised sentence.
7. The Sovereign Crown's decision may be appealed to the Crown Estates.
8. The Court shall be convened within thirty (30) days.

B. COURTS OF HIGH JUSTICE

1. A Court of High Justice may be called by the Sovereign Crown or 2/3rds of the Crown Estates if:
 - a. A member is accused of disrupting the activities of the Territory to an extent requiring the Sovereign Crown's or the Crown Estates involvement in its resolution;
 - b. a member is accused of committing an Act of Treason against the Sovereign Crown or the member's Liege Lord; and,
 - c. evidence is presented to the Sovereign Crown or the Crown Estates that a member has voluntarily violated appropriately recorded rules.
2. Treason is defined as the taking of any action or assisting others that violates the rights of the member's Sovereign Crown or Liege Lord. However, exercising the member's right to participate in Sovereign Selection, or to legally depose a Noble shall be exempt from a charge of Treason.
3. The Court shall be held in the manner of a Court of Low Justice except that:
 - a. the Sovereign shall preside;
 - b. the three (3) Jurors shall be Peers of the Realm;
 - c. the Court shall be capable of rendering any verdict up to and including Banishment; and
 - d. Appeals shall be heard by the Crown Estates with 2/3rds required to overturn the Court's decision.

C. COURTS OF CHIVALRY

1. A Court of Chivalry may be called by any Estate Holder, Knight or the Sovereign at the request of any member desiring resolution of an issue regarding Chivalry.
2. The court shall be held in the same manner as a Court of High Justice except that the Ranking Peer available shall preside and at least one of the Judges will be a Peer in the area in question.
3. The areas concerned are specific conduct in Combat, the Arts, or Ministry; or, unchivalrous conduct, which concerns all three.
4. Each side will present its view of the issue, calling witnesses as appropriate, and then the Court shall render a ruling.
5. In the case that the accused is found guilty, the Court shall have the right to cause the member to be reduced in Rank and Points as deemed appropriate by the Court or to render a sentence as noted for a Court of Low Justice.
6. If the member feels that the sentence is too harsh, they may appeal to the Crown Estates to overrule the Court's decision by 2/3rds.

D. CHARGES BROUGHT AGAINST A SOVEREIGN OF A TERRITORY

1. Charges may be brought against a Sovereign(s) of a Territory without fear of direct repercussions for the accuser and the Sovereign(s) shall be excluded from the judging or mediation of the Court, provided such charges are not frivolous. The procedures are further detailed in the Imperial Manual of Court Procedures, and that work takes precedence over these laws.

E. RULES CONCURRENT WITH BOTH COURTS OF HIGH JUSTICE AND COURTS OF CHIVALRY

1. All requests for, notifications of, and judgments of Courts of High Justice and Chivalry shall be sent by Certified Mail Return Receipt Requested and must be published in the territory's newsletter.
2. The Court shall be convened no less than 14 days and nor more than 30 days from the date of the certified return receipt. If there is a date that is mutually acceptable to the presiding officer, the accuser, and the accused, which is outside the specified time period, then that date is acceptable.

F. BANISHMENT

1. The Sovereign shall have the right to banish a member from Events and degrade their arms, rights and Awards in their Kingdom or Principality until a High Court of Justice is convened, that shall:
 - a. Be held within 30 days; and,
 - b. Remove the Banishment or continue it for a period not to exceed one year.
2. The Crown Estates may:
 - a. Extend a Banishment for up to three years by a majority; or,
 - b. Lift Banishment by 2/3rds.
3. The Imperial Estates may:
 - a. Lift Banishment by 2/3rds;
 - b. Issue Permanent Banishment by a unanimous vote; or,
 - c. Remove Permanent Banishment by a unanimous vote.
4. Upon expiration of Banishment, the member may again participate and the Sovereign may restore any of the individual's Awards and Ranks.
5. If Banishment is not approved by the Court, the Member's Awards and Ranks are immediately restored.

SECTION IX: POLICIES OF THE IMPERIAL ESTATES

- A. Policy is defined as a decision of the Imperial Estates that does not rise to the Level of an Imperial Bylaw.
- B. The Policies adopted by the Imperial Estates are as follows:
 1. Where as it is organizationally necessary to maintain the Kingdom of Galandor, said Kingdom is exempt from the minimum membership requirement (in the Legis Imperium) Date of Approval on 4/25/90.
 2. It is the Policy of the Empire of Chivalry and Steel, Inc. that the E.C.S. shall not own armor, weapons, tools or other dangerous Instruments. Materials, prizes or group purchases are not prohibited. Approved by the Imperial Estates on 9/24/94.
 3. The Secretary shall have twenty-one (21) calendar days to prepare the Minutes and send copies to each member of the Imperial Estates. The members shall have fifteen (15) days to review, correct, sign, and submit the Minutes to the Secretary. The Secretary shall have seven (7) calendar days to submit the corrected Minutes and Bylaws updates to the Chronicler for publication in the Imperial Newsletter. The Minutes shall stand approved unless written objections and corrections are forwarded to the secretary in fifteen (15) calendar days of receipt. Approved by the Imperial Estates 9/24/95. Amended by the Imperial Estates on 1/18/97.

4. No variation from the combat rules shall be permitted regardless of rank. Approved by the Imperial Estates on 9/14/96.
5. The Empire of Chivalry and Steel, Inc. hereby recognizes such organizations and endorses reciprocal courtesy of recognition of member's rank and titles with any historical re-creation organizations that extend the same to our members. Such recognition alone shall not confer privileges of rank or title beyond courtesy. Approved by the Imperial Estates on 9/14/97.
6. Individuals wishing to volunteer to render First Aid at an Official E.C.S. Event shall register with the Marshal-in-Charge of the Fighting, or, if it is a non-combat Event, the Autocrat of the Event, presenting evidence of medical training and certification. In the case of treatment being required and rendered at an Event, the Medical Volunteer shall prepare a brief summary of the incident including the name of the person injured (E.C.S. and mundane), their address, injury, how the injury was received, treatment, resolution, and name and address to the person treating. This incident summary shall then be turned over to the Office of the Imperial Marshal of Combat for archiving. Approved by the Imperial Estates on 1/18/97
7. Combatants shall be responsible for providing their own First Aid kits. Approved by the Imperial Estates on 1/18/97.
8. Effective immediately, all membership dues are to be paid directly to the Imperial Exchequer P.O. Box. It will be the responsibility of the Imperial Exchequer to update the address section on the membership form and to send it to all appropriate officers. On a weekly basis, the Imperial Exchequer will process all memberships received and will transfer the original signed copy of the membership form to the Imperial Rolls Officer, keeping a photocopy of the form on file for the Imperial Exchequer's office. The Imperial Rolls Officer will then, on a monthly basis, update the rolls information and send out Imperial membership cards directly to the members. It is the responsibility of the Imperial Rolls Officer to provide updated information to the Territorial Rolls Officer on Chroniclers on a monthly basis. This can be done by either sending out mailing labels to each, or the information can be transmitted electronically, and it will be their responsibility to update their files. Approved by the Board of Directors on 2/1/98. Amended and Approved by the Imperial Estates in November of 2007.
9. Each sovereign territory shall exchange courtesy copies of their newsletter with the other territories. Combat, Arts, and other events shall be posted on the Imperial Calendar and be published in the sovereign territory's newsletter including date, event name, a contact name and number, and email address if available. Approved by the Imperial Estates.
10. We need to register as a foreign corporation in each of the states that we have chapters in. The founding member of that territory will be the statutory agent for the state unless that member is an active ruling noble in another recreation organization or is holding a mundane office in that body. The founding member must continue to be a current paid member in good standing with residency in that state. In cases where the founding member moves or membership lapses, the board of directors can appoint a new statutory agent for that state. Approved by the Board of Directors on 02/01/98.
11. Limitations on the use of membership lists:

- A. Without the consent of the board of directors, no person may obtain or use a membership list or any part of the membership list for any purpose unrelated to a member's interest as a member.
 - B. Without the consent of the board of directors, the membership list or any part of the membership list shall not be:
 - i. Used to solicit money or property, unless the money or property will be used solely to solicit the votes of the members in an election to be held by the corporation.
 - ii. Used for any commercial purpose.
 - iii. Sold to or purchased by any person.
12. Due to Insurance considerations, the Empire of Chivalry and Steel shall not co-sponsor events with other organizations unless that organization can provide us with proof of insurance coverage greater than or equal to ours. When a chapter wishes to sponsor a joint event they must submit an official request in writing including a copy of the full insurance policy of the other organization to be in attendance. The request must be submitted at least 3 months in advance of the event. The approval of the Board of Directors and the Sovereign(s) of the hosting Territory is required for the event to be sanctioned by the Empire of Chivalry and Steel, Inc. Any event held without this approval is not an Official Event and no liability will be accepted by the Empire of Chivalry and Steel, Inc. Approved by Imperial Estates on 3/27/99 and Revised by the Imperial Estates on 4/8/00.
 13. All children under the age of 13 are considered to be prospective members and the 3-month limit does not apply. This way they can earn points but not count towards the formation of political entities. Points earned do not count towards knighthood. Children's rolls are to be kept separate at the kingdom level and not sent to the Imperial Rolls officer. Approved by Imperial Estates on 3/27/99.
 14. The Order of St. Jude is an Imperial-wide guild dedicated to the promotion of historical research and Authenticity within the organization. This order carries no Imperial precedence or voting power. Approved by Imperial Estates on 3/27/99.
 15. As of January 1, 2000, all permissions granted to other organizations or individuals who are not members, if any, to use the copyrighted property of the Empire of Chivalry and Steel, Inc., in whole or part, for purposes outside our organizations are hereby revoked. Any future use of Empire of Chivalry and Steel, Inc. materials shall be considered to be hostile and will be pursued to the full extent of law. Approved by Imperial Estates on 4/8/00.
 16. Imperial votes of every Sovereign are to be recorded and reported in the minutes of the Meetings of the Imperial Estates. Approved by Imperial Estates on 4/28/01.
 17. The Kingdom of Vega is hereby granted statehood for life. As such, Vega maintain their status as Kingdoms regardless of their populations and are exempt from the minimum membership requirement (Legis Imperium). Approved by Imperial Estates on 4/28/01. This policy has been revised and superseded by the Imperial Estates in November of 2008 as set forth in Policy Number 24 below.
 18. As it is not the intention of the ECS, Inc. to deny the right of a Sovereign Territory to regulate its membership for the betterment of the territory, any dues paid to the ECS corporation grants membership in the corporation, but the member must still fulfill the requirements of membership within their territory as defined in the Legis Imperium. Failure of the member to fulfill these requirements voids the member's rights as a participating member until such requirements are fulfilled at the Kingdom level. Any member feeling that such requirements are unreasonable may appeal such

Kingdom Estate decisions to the Imperial Estates. Approved by Imperial Estates on 10/12/02.

19. Kingdoms may request funds from the Imperial for emergency reasons only. These requests will be reviewed on a case by case basis by the Board of Directors to be approved or declined by simple majority within no more than 60 days. Published in January of 2003. Revised and Approved by the Imperial Estates in November of 2007.
20. The meetings of the Imperial Estates shall be conducted in a telephonic style conference. The Imperium shall provide enough telephone lines in the meeting so that each Territory within the Empire shall have an opportunity to participate in the meeting. If a Territory wishes to have additional lines available for its use, it may do so at its own cost. These meetings shall be coordinated through the Office of the Secretary of the Imperial Board of Directors. E-mail proxies shall be allowed in any official meetings. E-mail proxies shall be delivered to the President and/or the Secretary of Board or Directors of the ECS no less than three (3) days prior to the meeting of the Imperial Estates and require confirmation of receipt of the proxy prior to the meeting. Approved by Imperial Estates in November of 2006.
21. If a lifetime membership is permanently revoked by action of the Imperial Estates or the Board of Directors, the Imperial Estates may choose to refund all or a portion of the membership on a case by case basis. Approved by Imperial Estates in November of 2006.
22. The "Map of the World" showing the areas of influence for each of the three Kingdoms is to be researched and redrawn by Duke Don Sir Miguel of the Kingdom of Vega and HRM Mina Vaughn of the Kingdom of Galandor. This "Map of the World" is to be presented at the next Imperial Estates meeting where it can be reviewed and discussed at said meeting. Approved by the Imperial Estates in November of 2007. This policy has been modified and superseded by the Imperial Estates in November of 2008 as set forth below in Policy Number 23.
23. The "Map of the World" has, in the past, determined which Kingdom has right to specific geographical areas. This system will no longer be used by the ECS. A forming Territory will be allowed to designate which Kingdom it wishes to be mentored under. If the forming Territory is unable to, or unwilling to choose a specific Kingdom, then the existing Kingdoms will take turns in accepting any forming Territory under their rule. Approved by the Imperial Estates in November of 2008.
24. The Kingdom of Ostgard's lifetime statehood is hereby revoked. Any existing members in the geographic areas once controlled by Ostgard will be reformed into proper Territories as set forth under Policy No. 23. Approved by the Imperial Estates in November of 2008.
25. The Kingdom of Galandor shall have permission to waive the 125 person requirement as set forth in the L.I. in deciding whether or not to make the Territory of Northwatch a principality. Approved by the Imperial Estates in November of 2008.
26. The Imperial Post Office Boxes shall be moved from Tucson, Arizona to the Phoenix Metro Area. All necessary forms shall be adjusted accordingly. Approved by the Imperial Estates in November of 2008.

27. All Crown and Cornets for landed estate members shall henceforth be gold in color and all crowns and cornets for non-landed estate members shall be silver in color.
Approved by the Imperial Estates in November of 2008.