

The East Kingdom Foresters Guild Constitution

The Constitution of the Foresters

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- 1 **Purpose:** The East Kingdom Foresters Guild is a camping and outdoor living guild within the East Kingdom of the SCA that seeks to research and educate others about no trace camping, protecting the green spaces, self-reliance, wood craft, camp craft, bush craft, overland travel, inland water travel, outdoor cooking, survival, and other outdoor skills, all in period fashion; to research, demonstrate, and recreate period skills, objects, and crafts used by medieval foresters; and to research and learn about ancient forest law and the royal forests within the SCA time period, prior to 1600CE.¹
- 2 **Members:** There are six classes of members: 1) sworn members, 2) regular members, 3) honorary members, 4) demitted members, 5) independent members, and 6) affiliated members.
 - 2.1 **Sworn members** have applied to and been accepted by the Guild Membership, and have sworn the Forester's Oath/Affirmation. Sworn members may be promoted and may vote in meetings and assemblies. Members who have attained the rank of Underforester or above may be appointed to any office except Keeper or Warden. Sworn member status remains constant so long as the member remains active within the Guild. Sworn members by virtue of their oath to the crown are to be called "royal foresters".
 - 2.2 **Regular members** have filed an application with the Guild and have all the privileges of sworn members. They may take part in court activities with the permission of the Warden. However, they cannot be promoted in rank and do not have the right to vote or to participate in official business discussions for at least 90 days from the receipt of the application. Once the 90-day probationary period has elapsed, the applicant may take the Forester's Oath/Affirmation at the next available opportunity and so become a sworn member. Regular members are announced by the Warden at an appropriate meeting or on social media after they apply for membership. Unsworn members are to be called "foresters".
 - 2.3 **Honorary members** are recognized by proclamation of the Warden for their excellent service to the Guild without having applied for membership. They may, at a later time, submit an application for sworn status and do not need to wait the 90 days probationary period if that time has already elapsed. Honorary members cannot be promoted or vote.
 - 2.4 **Demitted members** or **inactive members** do not attend meetings or events. Any member may request a demit at any time so long as it is done in writing. After a period of inactivity of two years or more, members are automatically demitted and removed from the "active" membership list of the Guild. Demitted members are honorably released from their duties as a forester and to the Guild. If at any time a demitted member wishes to rejoin the Guild, s/he must reapply for membership. Any promotions the demitted member had earned are lost and must be earned again. Scrolls and badges are not reissued.

¹ For those personae prior to the year 600CE, forest dweller and forest user research and portrayal are acceptable.

- 2.5 **Independent members** are friends or family of foresters who participate in forestry activities but have not filed an application with the Guild. Independent members may not hold office.
- 2.6 **Affiliated members** are applicants from other kingdoms who are not subject to the charter of the kingdom they are affiliated with, nor do they vote on forester business in that kingdom. They may be assisted in setting up their own Guild if one does not exist in their kingdom, should they decide to adopt the East Kingdom Foresters Guild standards for their own. Affiliated members may also be from border regions and be active in multiple kingdoms but may take the Forester's Oath/Affirmation in only one kingdom, whereupon they are no longer considered "affiliated", but rather "sworn" members with all the rights and privileges that pertain. In the event a member resides in a kingdom with an established Guild but wishes to take the Forester's Oath/Affirmation in another, it must be agreed upon by both kingdom Wardens.
- 2.7 **Transfers** or members who move from one kingdom to another may affiliate with the new kingdom and maintain their Royal Forester status in the former kingdom. Should they wish to take the Forester's Oath/Affirmation in the new kingdom they must receive a letter of permission from the Warden in their old kingdom releasing them from their duties. This will allow them to be an affiliated member in their former kingdom and to maintain any rank and title earned. If for whatever reason the Warden does not release them from their duties, they may remain a Royal Forester in their old kingdom and an affiliate of the new or may ask for a demit of membership and apply anew in their new kingdom of residence.
- 3 **Structure and Hierarchy of the Foresters Guild:** The Foresters are organized into a Guild as defined by the SCA and fall under the Kingdom Minister of Arts and Sciences for oversight.
- 3.1 **Royalty:** Royalty is at the top of the hierarchy. The Foresters Guild looks to sitting Royals as the figureheads of the Guild. The King and Queen are ultimately the leaders of all Royal Foresters, and Barons and Baronesses are Their regional representatives. They may call upon Wardens to give voice to Their wishes amongst the membership.
- 3.2 **Elected positions or offices²:**
- 3.2.1 **The Kingdom Principal Officer, or "Warden",** is elected every two years from among the Master, Highmaster, and Grandmaster Foresters. The primary duties of the Warden are to make quarterly reports to the Minister of Arts and Sciences, to travel to kingdom meetings, to promote all worthy members, to appoint Deputy Kingdom Principal Officers (Deputy Wardens), and to uphold and defend the Constitution and customs of the East Kingdom Foresters. The Warden is responsible for leading the kingdom guild and appointing all officers within their guild except as described under Deputy Kingdom Principal Officer below. The Kingdom Principal Officer shall be referred to as "The Honorable Warden of the Forest" and/or "Honorable Warden of (kingdom)".
- 3.2.2 **Secretary ("Chronicler") and Treasurer ("Constable")** are required only if the Guild holds funds in excess of \$100. They are elected from among the ranked members, Underforester and above and serve two-year terms in conjunction with the Warden. If a regional group requires a Chronicler and Constable, those elected officials are responsible to the Warden and to the Guild Chronicler and Constable, not to the regional Keeper, although there is no reason to exclude a Keeper from any conducted business. The Constable records any matters having to do with finances and the Chronicler records meetings, elections, and business in general.
- 3.3 **Appointed positions or offices:** Appointed positions are largely ceremonial and are for a term as determined by the Warden or Deputy Warden, to a maximum of two years per

² For details on elections, see §9.

term. Appointees may serve multiple terms. Officers are appointed and dismissed at the will and pleasure of the Warden. Officers can be installed at any time throughout the year.

- 3.3.1 Unless otherwise specified herein, officers are to be appointed from those foresters ranked Underforester or above. Honorary, affiliated, and unsworn regular members may temporarily act as an officer but cannot be appointed permanently to any office. Independent members may not hold office.
- 3.3.2 High Officers³ shall be appointed by the Warden. Regional Officers may be appointed by the Warden or, with the Warden's permission, by a Deputy Warden.
- 3.3.3 If a kingdom is large, up to four **Deputy Kingdom Principal Officers, or "Deputy Wardens"** may be appointed by the Warden from those ranked Forester and above to administer guild business in the local groups and regions of their area. Deputy Wardens have the same powers and responsibilities as the kingdom Warden and are equally bound by the Constitution of the Foresters Guild. Deputy Wardens report to the Warden. With the permission of the Warden, Deputy Wardens may appoint Regional Officers, including Keepers of the Forest, and initiate and promote members. A Deputy Warden shall be referred to as "Honorable Warden of the (geographic region – e.g., North, Lake, Maritimes)".
- 3.3.4 **Keepers of the Forest** are the local leaders of chartered regional groups, appointed by the Warden or Deputy Warden from among members who have achieved the rank of Forester or higher. The term of office is two years or until dismissed by the Warden, whichever is shorter. Keepers collect information from their region to be submitted in the Guild quarterly reports and send it to the Warden, or to the Deputy Warden, if any. Keepers may swear in new members with permission from the Warden. A Keeper shall be referred to as "Honorable Keeper of the Forest" in their jurisdiction, shire or barony.
- 3.3.5 Chartered regional groups may appoint a **Chronicler** and **Constable** to act as assistants to the Keeper. Should at any time a group amass funds over \$100, the Chronicler and Constable of the Guild must be elected at the next meeting.
- 3.3.6 Each High Court and Court of the Forest shall have a **High Sheriff** or **Sheriff** with a sword of office to herald meetings.
- 3.3.7 All other Officers of the Guild are for ceremonial purposes only. Deputy Sheriffs, Stewards, bailiffs, and sergeants at arms, and more are all possible to suit any kind of business or court drama that may arise.

4 **Meetings:** There are two types of official meetings, regular and emergent.

- 4.1 **Regular meetings** are held for fun at any SCA event. They are public, meaning that anyone who is at the SCA event may attend, regardless of Guild membership. Typically, they are lighthearted and involve SCA "schtick" or occasionally some business such as swearings-in and promotions. If five or more members are present, including the Warden, Deputy Warden and/or Keeper, business or financial matters may be discussed at the discretion of the Warden. A regional regular meeting may be called by the Keeper, but if a Warden or Deputy Warden is present, the Keeper will cede to them control of the bench to conduct Guild-wide business before conducting regional business or fun.
- 4.2 **Emergent Meetings**, or business meetings, are typically held in private and can be called by the Warden at any time. Such meetings can be held at SCA events or

³ For a list of High Officers, see §17, *Definitions*.

elsewhere to conduct elections, discuss planning and finances, or conduct other business specific to the guild, but not for promotions or swearings-in. They should include the Warden and a minimum of four other members for quorum. At least two weeks' notice should be given for emergent meetings and elections. Keepers are under no obligation to hold emergent meetings but may do so at the behest of the Warden.

- 5 **Regalia and Dress:** All members of the Foresters Guild will dress according to the ancient traditions of medieval foresters for meetings and court occasions.
 - 5.1 **Working and meeting dress** should be of wool and or linen of forest or dark green and of a style befitting an outdoorsman of the commonly portrayed SCA time frame of pre-1600 CE. Grey may be substituted in the winter months. Boots and leather accents may be of a style appropriate to a forest user from the same time period. Court attire should be the same as meeting attire but can include refinements not typically worn into the forest or to Forester campsites.
 - 5.2 **Regalia** is limited to the ranked members of the Guild.
 - 5.2.1 The hunting horn is a symbol of authority and rank and as such is not to be carried or displayed by any unranked member. Members are encouraged to make their own hunting horns.
 - 5.2.2 The hunting horn *badge* is only to be worn by Foresters and above as recognition of their dedication and services to the Guild. The badge should be prominently displayed, typically on a hat or the cowl of a hood.
 - 5.2.3 The hunting horn badge suspended from a "wreath of pine" may be worn by Master Foresters, Highmaster Foresters and Grandmaster Foresters to show their rank.
 - 5.2.4 St. Hubert's badge of arrows bound by a belt may be worn only by members of the Order of St. Hubert, known as Rangers.
 - 5.2.5 The crown badge may be worn only by members of the Order of St. Eustace, known as Regarders.
 - 5.2.6 The Fede ring badge or brooch may be worn only by members of the Order of St. John Gualbert, known as Woodwards.
- 6 **Application for Membership:** Any person wishing to join the Foresters Guild may submit an application to the Warden, or to any forester, who will in turn forward it to the Warden. The applicant is considered a regular member once the application is accepted by the membership at a meeting or posted on social media; however, the 90-day probationary period begins when the application is received by the Warden. During the 90-day probation, any member who has reservations about the applicant may come forward to the Warden. Once the probationary period has elapsed, the accepted member may then apply verbally to a Keeper or Warden for sworn membership.
 - 6.1 An applicant may only be refused if a forester attests that the person submitting the application will be disruptive or deleterious to the Guild. Upon receipt of such a claim, the Warden may conduct an investigation. It is an offence in the Guild to refuse to vouch for a person known to be of good character.
 - 6.2 Once accepted, new regular members will be introduced to all present at the next meeting of the Guild they attend. Once the probationary period has elapsed, new applicants may take the Forester's Oath/Affirmation as part of their initiation.
- 7 **The Forest Courts:** There are two organized levels within the East Kingdom Foresters Guild, known as "courts": the High Court of the Forest (aka Warden's Court), and the Regional Court (aka Keeper's Court).

- 7.1 **The High Court of the Forest** is kingdom-level. It is comprised of all foresters in the kingdom. It initiates its own members and is overseen by a Warden.

The High Court of the Forest may convene meetings for a number of purposes.

- 7.1.1 A meeting convened by the High Court of the Forest for business purposes is to be referred to as The High Court in circuit, as the warden travels from place to place.
- 7.1.2 A High Court of Justice is when an SCA trial of outlaws and criminals is taking place for fun.
- 7.1.3 A Woodmoot or Swainmoot is when elections are held.
- 7.2 **Regional Courts** are semi-independent local courts of Guild members that look to the kingdom guild to assist with the initiation of their members. They may operate under a letter temporary issued by the Warden during their formation but will receive a distinct charter from the High Court of the Forest when their formation is complete. While Regional Courts may act largely independently, they are bound by the rules, regulations and Constitution of the East Kingdom Royal Foresters Guild. Failure to uphold the laws of the Guild will lead to revocation of the regional charter. Regional Courts will be named after the barony, shire, canton or borough in which they are formed (*e.g.*, Seashire Forest, Lyndhaven Forest, Royal Forest of Endewearde, etc.) and are run by Keepers. Once a Regional Court has a charter, it will incorporate “Royal” into its name.
- 7.2.1 The Warden shall appoint a Keeper for a chartered Regional Court. The Keeper may conduct regional meetings and collect information for the quarterly reports. The Keeper cannot promote members (unless also a Grandmaster and with the Warden’s permission) but may conduct all other regional business, including the swearing in of new foresters.
- 7.2.2 The Regional Court may hold money up to \$100 but must report the sum to the Warden. These funds are to be used for food and other supplies used at SCA and forester events. Should a Regional Court hold more than \$100, those funds must be held in trust by the kingdom guild bank officers. Regional Court bank accounts are not permissible, unless they are sponsored by the kingdom guild bank officers who can reclaim the account funds should the Regional Court dissolve.
- 7.2.3 Regional Courts may voluntarily surrender their charter to the Warden at any time. In the event a Regional Court drops below five active members, the Warden may ask for the charter to be returned until such time as the Regional Court is once again stable and functioning. The Warden may suspend a chartered Regional Court in the event it becomes unconstitutional by not obeying the customs and regulations. While a surrendered charter may be reissued at any time, a suspended charter is null and void and is reported to the kingdom Minister of Arts and Sciences.

- 8 **Promotion of Members:** Members of the Guild enter as a Novice and are promoted based on merit and skill as well as enthusiasm for both the SCA and the Foresters Guild. Members who show a willingness to learn, pass on skills, and prove excellence in historical accuracy and personal deportment will be recognized through promotion in rank. To be promoted, a regular member must take the Forester’s Oath/Affirmation and become a sworn member, or Royal Forester. All promotions are awarded by sitting Wardens, or by Highmasters or Grandmasters with the permission of the Warden of the Kingdom.

- 8.1 Upon taking the Forester’s Oath/Affirmation, a member is accorded the title of **Novice**. Novices are full members of the Guild and may participate in all Guild activities, but are unranked and cannot hold office or vote.

- 8.2 The rank of **Underforester** is earned by attending a camping event and demonstrating the core outdoor skills of fire-lighting, self-reliance, outdoor cooking, and low-impact camping. This will be observed by the membership and brought to the attention of the kingdom Warden, who will then promote the member. Underforesters have full voting rights and can hold most regional offices.
 - 8.3 The rank of **Forester** is earned by demonstrating fire lighting without matches or a lighter and cooking a group meal (3 or more persons) upon an outdoor fire. Furthermore, the highest level of historical accuracy in garb and accessories is expected. Foresters are required to have a head to toe "forester outfit", minimally a Lincoln or forest green tunic or dress (grey is acceptable in the winter months), and period leather footwear. An historical persona is also a requirement, including at a minimum time period, culture and social class.
 - 8.4 The rank of **Master Forester** is earned by promoting and proliferating the period skills of the foresters by being a mentor, teaching classes, submitting forester Arts and Sciences projects in competitions, supporting the SCA through martial activities, and taking an office in curia; by demonstrating a willingness to use outdoor skills; and by maintaining excellence in garb, historical accuracy, and personal deportment. The member is not required to do all things but should be a very active and serious member of the SCA with historical quality clothing, footwear, and equipment in order to be promoted to the Master level. A Master Forester candidate must submit a masterwork or long-term project to the Guild for assessment and the whole process should take about five years.
 - 8.5 The rank of Highmaster Forester is awarded to a former Deputy Warden who has served a full two-year term as the deputy leader of a kingdom guild.
 - 8.6 The rank of Grandmaster Forester is awarded to a former Warden who has served a full two-year term as the leader of a kingdom guild.
- 9 **Election of Officers:** Elections are only required for the Warden position and, if a group (kingdom or regional) holds funds in excess of \$100, for Chronicler and Constable.
- 9.1 Qualified candidates for any position may be nominated by any member who has achieved the rank of Underforester or above. Nominations must be seconded by any member, Novice or above.
 - 9.2 Any qualified members may offer themselves for nomination, but self-nominated candidates require two seconders, at least one of whom is ranked Underforester or above.
 - 9.3 Nominated members will be elected or rejected at a special Woodmoot held at an SCA event or another event between May 1st and July 12th.
 - 9.4 **The Kingdom Principal Officer: The Warden of (Kingdom Name):** The Kingdom Principal Officer of the Guild (or Warden of the Forest) will be elected every two years from among members who have achieved the rank of Master Forester or above and are in good standing with the Guild. Elections will be held at an event or special Woodmoot between May 1st and July 12th and the Warden elected must be officially installed no later than November 3rd. The position of Warden will not require a formal election if no more than one candidate comes forward to accept nomination. In this case the High Chronicler will cast one vote for the willing member.
 - 9.4.1 In the event a Warden is unwilling or unable to complete their two-year term for any reason, an election can be called at the pleasure of the retiring Warden, or by the Keepers and membership. The newly-elected acting Warden (usually a senior Keeper or Deputy Warden) will serve until no later than July 12th of the next calendar year, by which time a new election must be held.

9.4.2 In the event no Master Forester is available to fill the role, the highest-ranking officer available will do so and will be referred to as Acting Warden until and unless promoted and elected. For new kingdom-level groups without a rank structure, the leading organizer may assume the title of Master Forester after 5 years' service, and so officially become Warden. If that individual is sponsored by a Warden from another kingdom, this time may be reduced.

9.4.3 To remove a Warden from the position before s/he has completed a two year term in the event of un-foresterlike conduct, failure to uphold the Constitution, gross negligence, criminal conviction, or mental incapacitation, and there having been no successful resolution reached through diplomatic and mediation efforts, there must be a former Warden willing to assume the position upon the removal, and a unanimous consensus among all former Wardens, Deputy Wardens and Master Foresters that the removal is necessary. A letter must then be drafted and signed by the new acting Warden, together with the statements of all of the former Wardens and Master Foresters involved in the removal, as to why it was necessary. The letter and supplementary statements are then to be sent to the Kingdom Minister of Arts and Sciences. The new acting Warden must then hold an election at an event in May or June or before July 12th of the next calendar year.

10 **The High Orders of Merit:** The High Orders of Merit within the Foresters Guild act as households for SCA purposes. Members of these Orders are the elite of the Foresters Guild but are not considered to be a separate rank, and the three Orders are considered to be equal in status within the Guild. While bound by the Guild Constitution, the Orders may operate as they see fit, electing their own leadership and developing their own customs. Induction of new members to the Orders is done through an application process that includes a trial specific to each Order. No Guild member can apply to or belong to more than one Order. Order members look to the Warden of the East for leadership and report to the Warden quarterly, whether or not the Warden belongs to that Order. Order membership lists are maintained by the Warden of the East Kingdom.

10.1 **The Rangers:** The Order of St. Hubert is for those more interested in the arts and sciences of the outdoors and living in it than in courts and business meetings. They are members who enjoy medieval camping, primitive camping and outdoor activities outside of the usual SCA camping events and who organize trips and expeditions other than SCA camping events. Rangers may wear a badge of arrows bound by a belt, or a St. Hubert's badge, and must meet high standards in garb and gear as a Forester. Their garb and gear need not be pretty but must be tried and tested. Would-be Rangers must be sworn members of the Guild with a rank of Underforester or higher, and be tested in a special Ranger Trial where they conduct themselves upon a journey over land or by inland waterway in period fashion without the use of modern items and face several trials. If successful they are accepted as Rangers and take the unpublished Ranger's Oath.

10.2 **The Regarders:** The Order of St. Eustace is for members who are loyal martial artists for the Crown of the Kingdom and for the East Kingdom Foresters Guild. Regarders may wear a crown badge to identify themselves and must meet high standards in garb and gear as a Forester. They must be skilled at and excel in one or more traditional SCA martial activities, but need not be officially recognized therefor. Would-be Regarders must be sworn members of the Guild with a rank of Forester or higher, and face a martial trial in the discipline of their choice as part of their initiation rites. If successful they are accepted as Regarders and take the unpublished Regarder's Oath.

10.3 **The Woodward:** The Order of St. John Gualbert is for members who excel at service and traditional arts and sciences. Woodward wear a distinctive Fede ring badge or brooch to identify their household and dress with impeccable standards for both garb and persona. They are enthusiastic promoters of the Guild through their work and are instrumental in teaching and assisting others. Would-be Woodward must be sworn members of the Guild with a rank of Forester or higher. The Woodward trial is either

prolonged service or an arts and sciences challenge; serving two years as the Warden satisfies this requirement. If successful they are accepted as Woodward's and take the unpublished Woodward's Oath.

- 11 **Participation in Guild Activities:** The Foresters Guild engages in a wide range of activities that include but are not limited to camping and outdoor living, arts and sciences, and martial activities. All persons participate at their own risk and are expected to perform their own risk assessment based on their own experience and level of skill. If they cannot do so, they are not to participate in the activity. By participating in a Guild activity, members attest they have the skills and experience to do so and accept that they are solely responsible for their own personal safety and that they hold no person or group of persons responsible for their conduct or safety save themselves. No member is required or expected to engage in activities they view as unsafe or for which they do not have adequate equipment or skills, and each member is personally responsible for deciding whether or not to participate.

Any member seeing any unsafe and unprepared person or persons engaging in, or planning to engage in, an unsafe act, has a personal responsibility to inform the person or persons of the unsafe or potentially dangerous conditions and any potential for injury or mishap, but has no power to stop them should they insist on continuing. Members who give warning of an unsafe condition and are ignored must report the incident to the Warden and are advised not to engage in the activity with the unsafe member. A member putting themselves at risk is also putting others at risk and is guilty of un-foresterlike conduct and will be suspended if found guilty.

- 12 **Finances:** The Kingdom's High Court of the Forest will be the custodian of all Guild funds under the oversight of the Warden, the Chronicler and the Constable, if any. Biannual financial reports will be included in the Guild reports to the Kingdom Minister of Arts and Sciences and made available to the membership for questioning and examination. If the funds exceed \$100 or there is a need to pay monies to any other group, an elected Chronicler and Constable must record such transactions for the Warden and for the records.

- 12.1 Fund raising efforts and funds held should remain small-scale unless larger projects are to be undertaken. Should Guild funds exceed \$100, the election of kingdom guild Chronicler and Constable must be held immediately and a bank account opened in the name of the kingdom Foresters Guild. The signatures of both the Warden and the Constable should be necessary for any and all withdrawals from the account. As new persons are elected to those positions, the bank chosen to hold the Guild funds will be made aware of the changes in account access.

- 12.2 **Kingdom Funds:** The Foresters Guild may raise and hold funds at the Kingdom guild level, and at the regional level by permission of the Warden. Keepers who wish to access Kingdom guild funds must petition the Warden, who will in turn call for a vote of the membership and grant or deny the request based on the will of the membership. Persons claiming expenses to be reimbursed by the Guild should submit receipts to the Constable and be paid by check. The receipts and a record of payment for goods will be placed into a report and be submitted to the Chronicler for the Guild records. These will be added to the reports given to the kingdom Minister of Arts and Sciences as needed.

- 12.3 **Regional Funds:** Regional Courts may receive donations or raise funds so long as they do not exceed \$100. If any regional group holds more than \$100 in funds, the excess is to be held in trust by the Kingdom guild on the regional group's behalf, and the regional group must elect a Chronicler and Constable to manage the accounts. In the event a regional group who has funds held in trust by the Guild is dissolved, the Kingdom guild will take ownership of the regional group's funds. It is recommended that regional groups avoid holding funds unless necessary.

- 13 **Proper Conduct and Discipline:** Foresters shall obey the laws, rules and regulations governing the SCA as well as all Guild rules. Many of these rules are common sense and are known

throughout the whole of the SCA; however, as the Foresters Guild seeks to elevate themselves and set an example for newcomers, a few other rules are adhered to at all times.

- 13.1 No Forester will smoke tobacco, marijuana, or any artificial tobacco-like product within the Foresters camp or cooking site unless cleared to do so by the senior forester present, but will instead go to the designated smoking area designated by the site's event steward or the Foresters present. Smoking around the campfire will generally be permitted when no cooking is taking place.
- 13.2 **Social Media:** Foresters should conduct themselves in proper fashion on social media and will not engage in behavior that is shameful or degrading to the Guild on SCA social media sites. Excessive posting of inappropriate, dramatic, religious, political, or unfactual materials on SCA or Guild social media sites is grounds for immediate suspension. Furthermore, social media is considered to be a meeting place and so all Foresters will conduct themselves according to the Guild's code of conduct or be guilty of un-foresterlike conduct. Guild members' private pages are their own concern so long as they are not linked back to SCA or Foresters Guild pages.
- 13.3 **Un-foresterlike conduct:** A Forester accused of un-foresterlike conduct will be given the right to a fair, private hearing and be given the chance to defend themselves in front of the Warden. If guilty, depending on the severity of the transgression, the Forester may be suspended from the Foresters Guild for an indeterminate amount of time ranging from one event to life. The final decision will be reached by the Warden and his/her advisors. In the event of a conflict of interest, the Warden may recuse himself/herself from the decision and appoint an advisor to judge the case. If no decision can be reached and the transgression is of a very serious nature and involves SCA regulations, it is the duty of the Warden to report to the Minister of Arts and Sciences for further direction. Likewise, if the transgression is of a serious and illegal nature, it is the Warden's duty to report the crime to the proper authorities.
 - 13.3.1 No forester shall knowingly or wantonly disturb, destroy, or harm the green spaces and natural environment, or be guilty of un-foresterlike conduct.
 - 13.3.2 No forester will refuse to vouch for an applicant knowing them to be of good character, or be guilty of un-foresterlike conduct.
 - 13.3.3 No forester will speak slander, libel, or defame another Forester, or be guilty of un-foresterlike conduct.
 - 13.3.4 No forester shall make false accusation or bear false witness against another forester, or be guilty of un-foresterlike conduct.
 - 13.3.5 No forester shall wrong, cheat, or financially defraud another forester or any Forester Court, or the Guild itself, or be guilty of un-foresterlike conduct.
 - 13.3.6 No forester shall commit an unsafe act, encourage others to do so, or disregard the safety of themselves or others, or be guilty of un-foresterlike conduct.
 - 13.3.7 No forester shall indulge in excess of alcohol to the point where they endanger the safety of themselves or others, or be guilty of un-foresterlike conduct.
 - 13.3.8 A member of the Guild is guilty of un-foresterlike conduct if convicted of a criminal act or any serious offence while they are a member. In the event of a conditional sentence the forester will be suspended until the sentence is served; in the event of a major sentence the forester is suspended until the warrant has expired and/or a pardon is granted, at the discretion of the Warden in consultation with his/her advisors. An applicant who is convicted of a criminal act or serious offence will not be accepted as a member of the

Guild while still under sentence but may be admitted at the Warden's discretion after the warrant has expired and/or a pardon is granted.

13.4 Suspensions: A member may only be suspended in the event of un-foresterlike conduct, as described above. Suspensions may be for a specific period of time, indefinite, or permanent, at the discretion of the Warden. Should the suspension be for criminal or very serious activities, suspended members will be reported to the kingdom Minister of Arts and Sciences and all curia officers concerned.

13.4.1 Suspended members may, under certain circumstances, reapply directly to the Warden. If the suspension was temporary and for a period of less than two years, and the suspension period has elapsed, the former member is allowed to reapply to the Warden with no loss of rank or privilege. A suspension may be for two or more years only if the member is convicted of a criminal offense.

13.4.2 In the event of a criminal matter, warrant expiry and a pardon are grounds for a former member to reapply. The former member may be eligible to rejoin the Guild at the Warden's discretion. If the member is found eligible then they may reapply as a normal applicant. Any former ranks, titles or offices they held are lost and must be earned again from Novice. Scrolls and badges are not reissued.

14 Constitutional Amendments: Amendments and edits to the Constitution may be proposed by any sworn member of the Guild. Once proposed, the amendment is opened for discussion and debate within a meeting or meetings, online or in person, for a period of one year. The proposed amendment may then be retracted, amended again, or carried as it stands. If carried, the proposal is tabled for another calendar year, then reintroduced and opened for discussion. If carried on second reading, the proposal is once more tabled for a calendar year. Should the amendment withstand debate and discussion, the Warden will call for a vote. The proposal is then voted on by the High Court. If passed, the Constitution is amended accordingly. If not, the proposal is considered defeated.

14.1 Only the member who proposed the original amendment can be called upon to amend their proposal to change the Constitution.

14.2 All members of the High Court will be allowed to vote on constitutional amendments. When the vote is held, a two-thirds majority is needed to pass the amendment. The Warden will not typically vote but may do so at their own discretion.

15 Ceremonies: The Warden should commit to memory the ceremonies of the Foresters as they may be called upon at any meeting to swear in or promote members or install court officers. A Warden may add their own touches to the ceremonies and personalize them to individuals but to maintain consistency, the Constitution outlines the bare minimum for each ceremony.

15.1 **Swearing in a new member:** New members may be sworn in by the Warden, by any former Warden, or by a sitting Keeper. New members will place their left hand upon a sword and their right upon their heart while taking the Forester's Oath/Affirmation. The Oath is perhaps the most important ceremony and should be read to the new members for them to repeat in order to prevent error.

THE FORESTER'S OATH/AFFIRMATION

"I, (NAME), do solemnly promise and vow that I will protect the Green and educate others to do so, that I will continue to better myself at the Foresters' arts and sciences, that I will obey the laws, rules and regulations of the Guild of Foresters and its Masters, Grandmasters, and the Warden of the Forest, together with the laws of the SCA, so long as they be lawful. I promise that I will assist my fellow Foresters if they are in need, so long as I am able. To all this I solemnly vow to keep true."

The person swearing in the new member should shake their hand and congratulate them on becoming a "Royal Forester."

- 15.2 **Promotion to Underforester:** For the rank of Underforester, it is traditional to give the member a contract. This does not need to be illuminated as it is a legal contract, it may be black ink only. It is signed by the member and the Warden. It is a promise on the part of the member to work and learn, and on the part of the Warden to see to it that the member will be instructed as required. The contract should be read to the member and, if they agree to the terms, they should touch a sword and sign the contract to consent.

"I, (NAME), of the Forest of (FOREST NAME) in the Kingdom of (KINGDOM NAME), in good faith and without equivocation, do place myself in the service of and engage myself to work for the Royal Foresters as an Underforester, to learn the art and science of forestry, promising to be faithful to the Warden and Guild in all things and not to wrong, cheat, or defraud them, to tell them the truth and to be faithful to them in all that I do. I also promise to undertake a masterwork to prove my skill at our craft to the Warden and to the Guild. All this do I affirm upon the Sword of the Forest."

"And I, NAME, Warden of the Forest of the KINGDOM NAME Foresters Guild, accept and promise by this agreement to help aid and assist you, NAME OF FORESTER, and to see to your instruction in the woodland arts and sciences. "

The Warden inducting the new member should shake their hand and congratulate them on becoming an Underforester.

- 15.3 **Promotion to Forester:** There is no established custom for the promotion to Forester; Wardens are encouraged to personalize to the individual member. As a symbol of their authority, the Forester should be presented with either a hunting horn badge to be sewn onto their hat, hood, or coat, or with an actual hunting horn.
- 15.4 **Promotion to Master Forester:** There is no established custom for the promotion to Master Forester; Wardens are encouraged to personalize to the individual member. Once the member is promoted, all Foresters present must salute him or her by placing their right hand upon their heart.

Warden: "Fellow Foresters; Behold the Master Forester and salute him/her by placing your right hand upon your heart and bowing slightly."

The Master Forester may be awarded a badge of rank of a pine wreath and hunting horn. If so, it should be described to those assembled as, *"An evergreen wreath of pine, symbolic of the tree that stays true through the harshest of winters and the emblem of long life and resilience in the face of adversity, and the Foresters horn, the symbol of all Foresters and their badge of office."* Pin badge upon the member's right breast.

- 15.5 **Promotion to Highmaster and Grandmaster:** There is no custom for this as it is not a promotion but a 'thank you' on behalf of the Guild. The member is invited to the front and thanked for their years of work within the Guild.
- 15.6 **Installing an officer:** Installing officers such as Deputy Warden Wardens, Keepers, High Sheriffs, etc. may be done formally or informally. If there is an implement or badge of office, it should be given to them at the time of the installation.
- 15.7 **Installing the Kingdom Warden:** This may be done in Royal Court with the permission of the sitting King and Queen. It may be completed by the outgoing Warden or any Grandmaster. If it is done in Royal Court, the Kingdom Guild Charter and the Horn of Office are given to the Royals by the outgoing Warden or Guild representative, to be bestowed upon the new Warden after a brief ceremony:

The High Sheriff will instruct the new Warden to kneel and face the crowd assembled. The installing officer then asks,

*“Do you promise to preserve and protect the charter of the Royal Foresters?
“Do you promise to judge wisely and be lawful?”*

Should the new Warden answer in the affirmative, the installing officer will call for the Sword of the Forest from the High Sheriff and place the side of the blade upon the new Warden’s neck and recite the following:

“You feel upon you, as will any you condemn, the Sword of Justice; as Warden you seek to grasp its hilt and mete justice. Judge wisely and lawfully that no innocent be smitten by its edge, lest you suffer that same fate.” The installing officer returns the Sword to the High Sheriff and continues:

“Arise, Honorable Warden, and remember that, while for a time you are elevated above your fellow Foresters, know that you are elevated by them and that your success depends upon them. Foresters present, behold your new Warden and acclaim him/her.”

Foresters may blow their horns or shout ‘vivat!’.

The King and Queen will present the new Warden with the Charter and the Horn of Office and may do whatever else they wish. Should the Royals not be involved, the installing officer will present the Charter and Horn of Office and then step aside.

The last words from the installing officer should be: *“Honorable Warden, your Foresters await instruction.”* The new Warden will ask the Royals, if present, for permission to exit Royal Court, or will take over Forest Court and install his or her high officers.

- 15.8 **Initiation into the High Orders of Merit:** Any member having passed the challenges for one of the three High Orders of Merit will, at an event that is convenient, be given time to reflect upon the ramifications of the decision before them, as arranged by the senior members of that Order. Should the candidate decide to join the Order, their friends and other members may be invited to their initiation, which takes place at nightfall. A sacred grove will be set up with a fire where none but sworn foresters may enter. Others may watch from a distance but may not enter the sacred space during the initiation ceremony, conducted in accordance with the traditions of the Order.

16 Definitions

Affiliated Member: An applicant from outside the Kingdom. An affiliated member has not sworn the Forester’s Oath/Affirmation in any kingdom and has the same rights and privileges as a regular member. Generally, they affiliate in order to facilitate the creation of a Guild of Foresters within their own kingdom.

Bailiwick: An unofficial group of foresters in an area, whether a city, province or state, that have not organized or requested a charter. Alternatively, any group of foresters in a geographic area drawn together by friendship, geography, or special interest. A bailiwick may operate as a “household” as defined by the SCA with its own customs and traditions so long as they are lawful and constitutional. They are generally named after the local shire, canton, etc.

Chronicler: An officer of a local, chartered group who acts as secretary.

Constable: An officer of a local, chartered group who acts as treasurer.

Court of the Forest: Local group at the shire, barony, or province level formed with the permission of the Warden of the kingdom guild. Courts are named after the shire, barony, or province in which they were formed. Under Guild law the Court of the Forest will hold at least one business meeting per year and submit quarterly reports.

Deputy Kingdom Principal Officer (Deputy Warden): Warden of the (geographic region). Deputies to the Warden that have any and all responsibilities assigned by the kingdom Warden.

Deputy Sheriff: An appointed officer of a local, chartered group, who acts under the direction of the Sheriff or in his/her stead as required.

Forester (capital F): A mid-level rank within the Foresters Guild. The Forester has proven an ability to light fires without matches or lighter and to plan and cook a meal on an open fire, as well as proving to be a steadfast supporting member of the group. A Forester displays a high degree of historical authenticity in all garb and gear and in personal deportment.

Forester's Oath/Affirmation: All sworn foresters are obligated by taking the Oath to protect the green spaces of the world and to obey the laws of the SCA.

Grandmaster: The title given to a former Warden who has served a full two-year term as the leader of a kingdom guild. Grandmasters are honored members who act as advisors and teachers to new officers and members.

High Chronicler: An officer appointed by the Warden who acts as secretary to the kingdom guild. The High Chronicler submits reports quarterly to the Warden or to the Deputy Warden, if any.

High Constable: An appointed officer of the Warden who acts as treasurer to the kingdom guild. The High Constable submits reports quarterly to the Warden or to the Deputy Warden, if any.

High Court of the Forest: The High Court of the Forest oversees the Regional Courts ("Courts of the Forest") and acts as the governing body of the kingdom guild. Led by the Warden, it receives reports and new business from the Regional Courts and deals with any issues arising from them. The High Court is the only court that can preside over the initiation of Keepers and high officers. It is also the duty of the High Court and its officers to form a procession at Royal functions to escort any forester called before Royal Court when so asked, and to make report to the Royalty when so invited.

High Deputy Sheriff: An appointed officer of the Warden who acts under the High Sheriff or in his/her stead as required.

Highmaster: The title given to a former Deputy Warden who has served a full two-year term as the deputy leader of the kingdom guild. They are honored members who act as advisors and teachers to new officers and members. They can with the permission of the Warden of the Kingdom promote and initiate members.

High Sheriff: An officer appointed by the Warden who serves in the High Court to keep order and to announce and introduce the Warden on all occasions of Forester business. The High Sheriff also acts as a herald in Royal Court to announce and introduce the Warden should s/he have Royal business.

High Steward: A hospitality officer who arranges camp space and table settings for members of the High Court, the Guild at large, and all friends of the Guild.

High Undersheriff: An appointed officer of the Warden who acts under the High Sheriff and the High Deputy Sheriff.

Honorary Member: A Forester who, without applying, has been made a member by the Warden for their service to the Guild. Honorary members are unsworn and therefore cannot be promoted or vote.

Independent: A friend or family member of a forester who has made significant contribution to the Guild and is a true asset but has not applied to become a member. They cannot be promoted or vote.

Keeper of the Forest: An appointed official who has reached the rank of Forester and who conducts all the business within a Court of the Forest with the exception of initiating candidates, except by permission of the Warden or Deputy Warden. A Keeper can be appointed for multiple terms if required and is considered an Assistant Deputy Kingdom Principal Officer. The Keeper submits reports quarterly to the Warden or Deputy Warden, if any.

Kingdom Principal Officer: Warden of the Forest, Warden of the Kingdom - The highest officer within the Guild according to SCA Kingdom laws governing guilds. The Kingdom Principal Officer is elected from among those who have earned the rank of Master Forester. The main responsibilities of the Warden are to act as a speaker for the group, to initiate and promote new members, conduct meetings, and to file reports with the Kingdom Minister of Arts and Sciences.

Master Forester: A senior rank within the Foresters.

Novice: An entry-level sworn member of the Foresters Guild.

Ranger: A sworn member who has entered into the Order of St. Hubert for successfully passing a ranger trial according to the traditions of the Order.

Regarder: A sworn member who has entered into the Order of St. Eustace by virtue of successfully passing a martial trial according to the traditions of the Order.

Regular Member: A person who has submitted an application to join the Foresters Guild but has not taken the Forester's Oath/Affirmation.

Royals: Royalty for the Foresters Guild is defined as: The King and Queen of the Kingdom, The Prince and Princess, as well as landed Barons and Baronesses.

Sheriff: An officer appointed by the Keeper of the Forest, who keeps order and announces the Keeper on all regional occasions of Forester business.

Steward: A hospitality officer who arranges camp space and table settings under the high steward for members, the Guild at large and all friends of the Guild.

Sworn Member (Royal Forester): A Guild member intent on being promoted through the ranks who has taken the Forester's Oath/Affirmation as a full member of the Guild.

Underforester: A junior level rank within the Foresters Guild.

Undersheriff: An officer appointed by the Keeper of the Forest who acts under the direction of the Sheriff and Deputy Sheriff.

Woodward: A sworn member who has entered into the Order of St. John Gualbert by virtue of successfully passing a trial according to the traditions of the Order.

Walk: An unofficial subdivision of a bailiwick, forest or royal forest. All members are assumed to have a forest walk for which they are responsible, should they want it. It may be named according to their personal preferences. It is generally assumed that it is their patrol jurisdiction and may be the responsibility of a person or a family of foresters.

Warden: See "Kingdom Principal Officer".

Youth: Members under the age of 18.

Musings of Llwyd Forester, Founder

The Foresters Guild is more than an outdoor living guild. We do not focus on one particular art or science but instead aspire to be generalists, as that is what is required to live and survive in the outdoors. The Guild embraces outdoor skills such as camp craft and fire lighting along with myriad other traditional skills such as textiles and leather work and repair, forest lore and knowledge, wood and metal fabrication, and a great many more. As ancient foresters were called upon to do battle with outlaws and bands of criminals, today many SCA foresters take an interest in the martial arts practiced in the SCA. Others are more interested in the day-to-day running of the Guild and the Society and are drawn to positions that allow them to govern and shape the group. The Foresters Guild does not aspire to be all things to all people; however, it is diverse enough to encompass most SCA pursuits. Because ancient Foresters did everything from farming to fighting to running courts of law, we the SCA Foresters can draw on this rich history to be as diverse as they were.

- ◆ **On Ranks:** In ancient times there were apprentices, journeymen craftsmen and masters. Ancient foresters' ranks were determined more by class and influence than anything else but we in the SCA Foresters are a meritocracy. Members are promoted according to their actions and dedication to the Guild.
- ◆ **On Rangers:** Rangers stubbornly resist organization. Rangers excel at doing things and not talking about things. The skills needed to be a ranger are quite demanding and so typically experienced bush crafters and wilderness travelers are attracted to this Order. They elect or select one among them as "Chief Ranger" to speak for them and report to the Warden as needed.
- ◆ **On Regarders:** Regarders are foresters that also excel in archery, armoured combat, fencing or thrown weapons. They enjoy competition and being part of a team. They elect or select a "Lord Regarder" to speak for them and report to the Warden as needed.
- ◆ **On Woodward:** Woodward are foresters who are dedicated to service and/or the arts and sciences. They are often experienced officers within the group and typically are those who make the business end of the Guild run smoothly. They select or elect a "Master Woodward" to speak for them and report to the Warden as needed.