

Bylaws of the Kingdom of Atlantia Royal Forestry Guild



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Article I – Purpose

The Royal Forestry Guild is a camping and outdoor living guild within the Kingdom of Atlantia in the SCA which 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 and primitive skills, all in period fashion. It is the purpose of the guild to research, recreate, educate and demonstrate historical tools, methods, equipment and techniques for living, camping, traveling and cooking, in the outdoors or in wilderness locations.

Article II – Membership

As a guild within the SCA, membership is open to all who reside in the Kingdom of Atlantia and have a desire to learn the skills of the forest. Interested persons will portray a period persona of a forester, hunter, poacher, outlaw, a land or river traveler, or other wilderness user. Applications should be submitted to the High Chronicler via email for processing. Once the application has been submitted, the new member will begin a 90 day probationary period during which the guild can observe the new members. This time also provides the new member a period of reflection during which they can decide whether to continue pursuing membership in the guild.

Independent Foresters - After the probationary period applicants are given the option to swear the forester's oath. This is a promise to obey the laws of the Kingdom and the SCA, and to practice no trace camping and to help others to do the same. However, it is not required that members swear this oath. Those who choose not to are known as "Independent Foresters". They are encouraged to take part in guild activities and are respected and valued participants, but they cannot be promoted in rank and may not vote on official guild business, such as the election of officers or amendments to governing documents.

Affiliates - Affiliate members are members who live outside the Kingdom of Atlantia. They cannot be promoted under the existing Charter or vote on official guild business, but they are considered valuable contributors. They are encouraged to attend campouts and events, share skills, participate in online communications, and attend any classes or skill shares presented by the Kingdom of Atlantia Royal Forestry Guild. The Kingdom of Atlantia Royal Forestry Guild

will also assist affiliate members in establishing their own chartered groups under their respective crowns with the mutual goal of spreading Royal Forestry Guilds society-wide.

Junior Foresters - Junior Foresters are members who are between the ages of 12-17. A parent or legal guardian must be a member of the guild as well and takes responsibility and oversight for the Junior Forester. Junior foresters are not subject to a probationary period as their parent or legal guardian is already a member of the guild. They are considered a “Royal Junior Forester” and will have the option to also make the Junior Foresters Promise. In some exceptions, the Junior Forester may be considered for promotion into Underforester after their 16th but before their 18th birthday if they demonstrate advanced forestry skills and knowledge to the guild officers.

Sworn Members - Members who swear the forester’s oath may be promoted and, once they earn the rank of Underforester, they may vote on official guild business and hold most regional offices.

Sworn Member Ranks:

Novice - A new member who has passed the probationary period may swear the oath and become a Novice within the guild. This rank is typically not an indication of skill, but rather an indication of a new member within the guild. Members ranked novice and above are addressed as <RANK> <NAME> during guild activities

Underforester - Those considered for the Underforester rank have completed the probationary period and made the decision to continue developing their forester knowledge. They must have an attempt at period forester garb for their time period. The requirements for advancing to the rank of Underforester rank are:

- An attempt at period forester/outdoors garb for their chosen persona/time period of interest.
- Proven service to the guild or wild spaces. Guild members seeking to fulfill this requirement are advised to communicate their plans with an officer to determine if the activity they have in mind is appropriate and what sort of documentation would be necessary. Examples of service include, but are not limited to:
 - Reporting on a demonstration at an event or writing an article presenting original research (citing at least 3 appropriate sources) for the guild newsletter, Hurst and Horn
 - Teaching a class on a topic related to guild activities/interests
 - Organizing unofficial gatherings of forester-folk (garb hikes, fire-making/cooking days, etc.)
 - Organizing/participating in a litter clean-up effort
 - Participating in organized/approved efforts to remove invasive species from public lands or remove invasive and/or plant native species on lands commonly used by the Guild, such as Elchenburg Castle Farm (as service to the guild and the Kingdom as a whole).
- Demonstrate ability to light a fire using modern methods (matches or lighter)

These requirements and skills will be demonstrated to officers of the guild (a local

Keeper, if available, or members of the High Court of the Forest of Atlantia) and, if successful, the officer will notify the Warden. The Warden will give the member the option at the next Guild meeting/gathering to accept promotion to Underforester. All members of the guild ranked Underforester or above are allowed to vote on guild business.

Forester - Foresters have demonstrated some camping-relevant period skills and possess garb appropriate to their persona. Foresters are expected to continue to improve their own outdoor skills as well as teach others, mentoring newer members and coaching others in the outdoor skills, no trace camping, and woodland safety. They are also expected to contribute content (articles, photos, artwork, etc.) to the Kingdom A&S newsletter, the guild blog, or guild newsletter once a year. Requirements for attaining Forester rank are:

- Possess a complete set of clothing in earthtones (shades of green, brown, or grey) appropriate to their persona and suitable for use in wild spaces; proper period footwear; and additional accoutrements for a forester or outdoorsperson of their time and place. Fabrics used in this set of clothing must be natural (cotton, leather, linen, wool, etc.). Winter garb in shades of greys, browns and whites is encouraged as well but not mandatory.
- Demonstrate the ability to start a fire without the use of modern means (flint and steel, friction, and solar fire making are all acceptable methods).
- Demonstrate the ability to cook a meal for a group (minimum of 4 people) over a campfire
- Demonstrate knowledge of management of natural resources in their period and place of interest. This might be a familiarity with 13th-14th century forest law administration for a late medieval English persona, an understanding of the historic use of controlled burns for an Eastern Woodlands indigenous North American persona, or knowledge about Sassanid hunting parks for a late antiquity Persian persona. The goal of this requirement is for guild members to learn more about how a persona from their period and place of interest might fit into the overall focus of the guild.

Once the requirements are demonstrated to an officer of the guild, the member will be considered for promotion to Forester. Most officers of the guild are expected to be of Forester rank.

Master Forester - Master Foresters have proven their service to the guild and will have been an active member of the guild for 5 years. In addition to a history of service to the SCA and the guild, candidates for Master Forester are required to:

- Own and maintain a highly accurate set of period forester or outdoorsperson clothing and gear
- Demonstrate a high level of proficiency in a wide array of outdoor skills such as, but not limited to: shelter building, fire starting, foraging, survival, wilderness navigation, campfire cooking, hunting, leatherwork, tracking and evasion, land and water travel, flora and fauna, map-less orienteering, cordage, knots, plant

dying, container making or weaving (examples include a gourd or leather water carrier or a woven basket), bone or stone tool making, felting, tanning, bow and arrow making, etc. A Master Forester does not need to demonstrate mastery of every skill on this list, but they must display a wide range.

- Have an established history of teaching classes on outdoor or guild-related arts, sciences, or skills.
- Complete a masterwork; a detailed arts and sciences project on one or more aspects of the forester skills and roles. The masterwork is a long-term project, and when a member feels that their Masterwork is completed they may inform the guild officers and present it to them.

Master Foresters are expected to continue their service to the SCA and the guild, setting the example for others in and out of the guild to follow. They are expected to mentor junior members and offer advice to officers when needed. They will continue to improve their skills and dedicate themselves to the education of others.

Guild Houses

Within the Kingdom of Atlantia Royal Forestry Guild are three houses that only accept members from within the guild. Acceptance is not guaranteed, but for those that work hard, and have a great enthusiasm for the guild, one of the three may be attractive. They are only houses for SCA purposes however, and so do not have specific colours, heraldry or structure. It is hoped that these houses provide a goal for those that strive for excellence to work towards and a path to assist members of all interests in showcasing their talents as a guild member. The Houses can be thought of as orders of high merit for guild members. As the Kingdom of Atlantia rules concerning guilds allow for the giving of awards not sanctioned by the Kingdom of Atlantia College of Heraldry, these houses are similar to SCA awards in general, with the exception that they may be applied for by the individual. The three groups are called The Woodwards, The Regarders, and The Rangers respectively.

While these groups are bound by the guild bylaws, they may run largely as they see fit, electing their own leadership, and developing their own customs. The leaders of the groups are called **Chief Ranger**, **Chief Regarder**, and **Chief Woodward** respectively. Selection of new members is done annually through an application process in all cases. Applicants may apply after achieving the rank of Forester or higher.

Joining a house requires intense dedication, and that dedication does not end after being accepted. Those who join one of the Guild orders are expected to continue to work towards the goals of their house and the Guild at large by continually improving their skills, teaching others, and aiding those who would follow them into membership. As such, joining a house is something to be considered carefully, and although they are permitted to take more than one trial, Guild members may only belong to one of the three houses. House members still look to the High Warden of the Forests of Atlantia for leadership, as they ultimately command the houses of the guild. The Houses are considered to be equal in status within the guild and report their activities to the High Warden of the Forests of Atlantia quarterly. The leadership of the three houses collectively may be referred to unofficially as the “Triumvirate”, but they do not wield power; they simply report the houses’ various activities to the Warden.

The Rangers - The Order of St. Hubert or the Rangers are members who enjoy medieval camping, primitive skills, and outdoor activities, and who organize trips and expeditions other than SCA camping events while portraying a forester or traveler/wilderness user. Would-be Rangers are tested in a special Ranger Trial where they must be able to complete a journey over land or by inland waterway in period fashion (without use of modern items) and face several trials. If successful they are given the opportunity to join the Rangers after a lengthy time of reflection. Rangers wear a badge of arrows bound by a belt or a stag's head with a cross between the antlers and have demanding garb and outdoor gear standards.

The Regarders - The Order of St. Eustace or the Regarders are members who regularly practice the SCA martial arts while portraying a forester or traveler/wilderness user. They must be skilled at and excel in traditional SCA martial activities but need not be officially recognized on a Kingdom level to join; if the member is an enthusiastic supporter of the guild on the field at archery, armoured combat, fencing, or thrown weapons, then they are eligible to apply for membership by the Regarders. All Regarders undergo a martial challenge in their discipline where they are tested in a special Regarder Trial where they face and overcome adversity in their discipline. Regarders wear a crown badge to identify themselves and have demanding garb and martial gear standards.

The Woodward - The Order of St. John Gaulbert or the Woodward are members who chiefly identify as a forester or traveler/wilderness user and excel at service and traditional arts and sciences. They are enthusiastic promoters of the guild through their work and are instrumental in teaching and assisting others. Woodward apply to be members after years of excellent service, such as organizing a regional guild chapter or after autocrating a number of Forestry Guild events, or demonstrating the quality of their work in guild-related arts and sciences, perhaps through the presentation of their masterwork. The Woodward Trial is often more individual than the other orders and less formally structured. Woodward wear a Fede Broach to identify themselves and maintain impeccable standards for both garb and persona development.

Article III – Officers

There are several officers who work on the managing and administration of the guild. Offices will be held by sworn members, most of the time those of Underforester rank or above. Offices requiring the rank of Forester or Master Forester may be held by an Underforester if no Forester or Master Forester is available. During the time an Underforester holds an office requiring Forester rank they will be considered to be equal in rank to Foresters, though will not wear the Forester badge of rank. Officers serve for a period of two years and may serve no more than two consecutive terms. Officers may not hold more than one position simultaneously at any given level (High or Regional Court), though may hold a single position in the High and Regional Court if necessary, though it is strongly discouraged.

The High Court of the Forest of Atlantia

High Warden of the Forests of Atlantia: This is the primary officer of the guild. The Warden is responsible for the day-to-day activities of the guild and all reporting to the Kingdom on guild activities. The Warden is responsible for the promotion of members of the guild, which may be done at any meeting the Warden is attending. The Warden will be selected from members of the guild ranked Forester or above. The High Warden of the Forests of Atlantia is referred to as Honorable Warden in formal situations.

Warden of the North/South: These officers assist the Warden in the administration of the guild within their respective regions by performing the following duties:

- Contacting the Chatelaines/ Chroniclers or other Points of Contact for each of the Baronies within their Jurisdiction twice yearly and
 - introducing the Kingdom of Atlantia Royal Forestry Guild
 - introducing themselves as a regional Point of Contact for the guild and providing their emails or FB contacts as a way for people in those baronies to reach out to them.
- Attempt a presence at regional SCA events (budget allowing). Public outreach materials are available from the High Chronicler for this purpose.
- Conducting 4 quarterly regional meetings at the following cross-quarter months: February, May, August, November. These will be informal fellowship meetings at first (meeting other forester folk for a meal or skill share, for example), then including more formal regional courts in the meeting as the Regional Warden becomes more comfortable.
 - Regional courts will follow the template provided by the High Warden.
 - Regional Courts will allow for oathing in of new members
- A report of each meeting or gathering must be filed with the Warden one week after the meeting.
- Leading Saunters, skill shares and other activities as able outside of meeting gatherings at least 4 times a year.
- Report on activities at the Kingdom Quarterly Moot and submit (perhaps more detailed) reports for publication on the guild website or in the Hurst and Horn (the guild newsletter)

These officers are the points of contact for members of the guild in their region to the High Court. The Warden of the North is responsible for Virginia, Maryland and DC while the Warden of the South is responsible for North and South Carolina. The authority to promote guild members may be delegated to these Wardens by the Warden of the Forest. The Wardens will be selected from the members of the guild ranked Forester or above. Wardens of the North/South will be referred to as Honorable Warden in formal situations.

High Constable: The High Constable serves as the guild's treasurer and maintains any guild finances, filing reports as required by Kingdom law.

High Chronicler: The High Chronicler is the secretary and historian responsible for maintaining the records of the guild including membership lists, promotions, activities, and the minutes of meetings, as well as monitoring the guild website and email address

(atlantiaforesters@gmail.com). The chronicler is also responsible for gathering submissions for, formatting, and distributing website blog posts and the guild newsletter, Hurst and Horn.

High Steward: The High Steward is responsible for identifying camping space, feast seating, and crash space as necessary for foresters at SCA and guild events. The High Steward is also expected to assist event stewards/autocrats and to serve as the liaison between the guild and event staff.

High Sheriff: The High Sheriff is the master of ceremonies at all guild courts/meetings and directs people to the Warden as required.

High Preceptor: The High Preceptor encourages teaching and the sharing of skills within the guild by performing the following duties:

- At least once a year, the preceptor will
 - Teach a class on a guild-related topic at University of Atlantia (online or in-person) and assist with submissions for a guild-related track of classes at all University sessions
 - Write one article that carefully examines a topic relevant to the guild's focus and references at least three sources or extant objects for publication in the kingdom A&S newsletter, in the guild newsletter, Hurst and Horn, or as a blog post on the guild website
 - Submit a short article, book review, photo report of a craft, or similar to the blog on the guild website or the guild newsletter, Hurst and Horn
 - Enter an A&S competition or non-judged display (online or in-person) with a project related to the guild's focus
- Quarterly, the preceptor will
 - Assist with submissions for a guild-related track of classes at all University sessions and at War of the Wings
- As needed, the preceptor will
 - Encourage and assist guild members in developing classes, including, but not limited to
 - brainstorming class topics or ideas for executing them
 - providing feedback
 - acting as a TA in virtual classes
 - helping with the minutiae of proposing a class through the UofA website
 - Encourage and assist guild members in developing entries for A&S competitions and displays
 - Review and assist in developing masterwork proposals before they are submitted to the High Warden for approval
 - Assist the High Chronicler with generating content for the guild website
 - Assist the High and regional Wardens with skills demos
 - Share crafting photos, articles, period artwork, or information on extant objects relevant to the guild's focus to the guild Facebook group with the goal of sharing information and fostering discussion

Regional/Local Forest Courts

Keeper of the Forest: Regional Forest Courts at the Barony or local group level will be headed up by a Keeper of the Forest. This officer is the Warden of the Forest's direct representative at the regional and local level. They are responsible for observing new members during their probationary period and swearing in these members once the period has elapsed. The Keeper is referred to as Honorable Keeper.

The Keeper is assisted by a Constable, Chronicler, Steward, and Sheriff. These officers have the same duties as their counterparts in the High Court but are only responsible for their regional/local group activities.

Article IV – Meetings

Meetings of the full guild will be difficult due to the Kingdom-wide nature of the guild. There will be an annual meeting of the guild at **War of the Wings** in October for the discussion of and voting on issues which impact the guild as a whole. Any issues requiring a vote will need the presence of at least 51% of the registered members of Underforester rank or higher. In order for a vote to be successful, there will need to be a 2/3 majority in favor of the action. Any action or changes voted on during the meeting at **War of the Wings** will take effect on January 1st of the following year, to allow time for the information to be published to the members. If the required numbers of members are not available at this annual meeting, any business requiring a vote of the members will be conducted online through an electronic polling method. This electronic polling will still require at least 51% of the membership to respond and must have a 2/3 majority to pass.

Additional meetings are recommended to be held at least at regional level quarterly with all results to be reported to the High Warden of the Forest and the High Chronicler. Regional meetings will not involve guild wide issues other than the swearing in of new members and the recognition of promotions of the members to Novice level.

Article V – Events and Activities

The guild will strive to advance the outdoor arts and sciences through research, teaching and demonstration. Foresters will be expected to conduct demonstrations and classes when possible. Foresters should make their presence known at as many SCA events and activities as possible.

In order to have an official guild presence at an SCA event, the following steps must be taken. These are not necessary if members of the guild wish to attend an event as individuals (even to meet up and do guild-related activities), or if a group of members wishes to plan/gather at a non-SCA, unofficial event. The following is only required if a group wishes to attend an event as representatives of the guild.

1. At least 3 oathed members must be planning to attend the majority of the event (preferably from at least 2 mundane households), with at least one ranked Underforester

or above. If members need to leave early or arrive late, that should be communicated before the event and plans should be made accordingly.

2. These members must then notify a guild officer that they would like to represent the guild at an event. Depending on the location of the event, the following officer must be notified:
 - a. If there is a local forest, the Keeper of the local forest should be notified.
 - b. If there is no local forest, the Regional Warden should be notified.
 - c. If the appropriate regional warden office is vacant, the High Warden should be notified.
3. Within a week of being notified, the officer should create a private Facebook event in the KARFG Facebook group (or other appropriate virtual space) for planning purposes. The officer may also delegate this role to an attendee, if they so choose, but this should be clearly communicated and the event page should still be created within one week.
4. All planning for the guild's presence at the event (attendance, planning of camping and classes, questions, notifications of unexpected changes, etc.) should occur in the private Facebook event (or other virtual space), rather than on the main guild Facebook group.
 - a. If using a Facebook event, the person who creates the event should ensure that guests have posting privileges within the event (the default is often that only the host has posting privileges).
 - b. Attendees should indicate themselves as "going" ("interested" individuals will be assumed to not be attending) and turn on notifications for the event.
 - c. Advertising classes/activities or posting the private event page to the main Facebook group is encouraged, but preferably with a reminder that planning is to be discussed in the private event.
 - d. If an attendee is not able to attend the event, they must find another attendee to cover any classes or other responsibilities they may have for the event. Activities should be planned with this possibility in mind. If this is not possible, any classes or activities that must be outright canceled should be communicated to any relevant event coordinators such as the class coordinator in addition to the autocrat by the attendee.
5. Within a week after an event, the officer notified in step 2 should be informed about how the event went and of anything that would be helpful for future events or of any concerns. This will be done by the highest ranked attendee (ties will be decided between the members in question or default to the individual that has been a guild member the longest).

In addition to scheduled SCA events, local and regional groups are expected to schedule a minimum of one Foresters specific event annually for the advancement of skills of foresters and others. These events should be open to any who are interested and may be held either in or out of period forester's clothing, though the focus should be on improving outdoor living skills.

Article VI – Requirements for Establishing a Local Group

Semi-independent regional courts of guild members may be formed when sufficient numbers of members are present in a local or regional area (Barony, Shire, Canton, etc.). They may operate under a letter temporary written 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 Forest Courts may act largely independent they are bound by the rules, regulations and charter of the Kingdom of Atlantia Royal Forestry Guild. Failure to uphold the laws of the guild will lead to revocation of the regional charter.

The first requirement for starting a Forest Court is the request for a Letter Temporary. A minimum of 5 persons is required but they do not need to be ranked or sworn members. The only requirement is that they have a current application submitted to the guild. A letter to the Warden must be written, outlining what the regional group wishes to achieve with their group and what they propose to do for their area and what events they would like to host or be part of. The letter must be signed by all the proposed members of the regional group and it will be delivered to the Warden. An electronic scan in .jpg or .pdf format is acceptable. The letter should include the proposed name of the regional group and if the group is formed in a province or Barony it should include the names of other sub groups within such as cantons. Once the letter is received the Warden will consult the membership and decide if a letter temporary is to be drafted or not. A letter giving support from the local Baron and Baroness may accompany the request in the event the group is formed in a barony however it is not mandatory.

The Warden will draft or cause to be written a letter in the form of a temporary charter allowing the regional group to form and conduct limited business. Under a letter temporary the members of a regional group officially become foresters but are not yet a forest court. This distinction is similar to an incipency period. Under the letter temporary the regional group may not hold funds or conduct forest court but may hold informal meetings to form and assist in the creation of the group. Likewise, they are encouraged to create and attend events and activities. If the word "Foresters" is to be attached to an event, especially a public one or one announced on social media, the Warden must be consulted and permission granted.

Under the letter temporary the group will be allowed to function unofficially until such time as a leader emerges and is promoted to the rank of Forester. When a ranked Forester and at least (4) sworn members exist, the Warden may appoint the leader to be the Keeper or deputy Warden of the regional group. At this time the group becomes semi-official. The Keeper may conduct meetings and forest courts within the region to deal with business and any SCA matters that arise. The Keeper, like all other officers, is appointed for two years. The new group is advised to consider creating or acquiring some regalia for the region during this time. A minimum would be a hunting horn slung on a baldric.

As the Royal Forestry Guild of Atlantia is chartered by the King and Queen of Atlantia, so too the regional group will be chartered by the guild. When a regional group has proven itself stable and active it may apply to the Warden for its own charter. Again a minimum of (5) persons is required but they must all be sworn members ranked Underforester and above. At least (1) Forester is required. The petition is delivered in writing or in person to the Warden who will consult with the officers of the High Court and decide whether to accept or reject the petition. If accepted the charter will be signed by the Warden and High Chronicler of the Royal Foresters. In the event that the charter is issued to a group for an established Barony, the Baron and Baroness will also be asked by the Warden to give their consent and sign the charter. This is not a guarantee. When this is done the Keeper appointed to be in charge will be presented with the charter. At this point the regional group is styled the Forest of <GROUP NAME> (or Royal

Forest of <BARONY> if formed at the Baronial level with Baron/Baroness support) and may freely use the badges and symbols of the guild.

Article VII – Communication

Primary communication to the guild as a whole will be through electronic means. General information will be disseminated through the use of the guild Facebook page and website. The results of any events, forest courts, or articles of interest to the guild membership will be published on the guild website as a blog post or in the Hurst and Horn, an electronic newsletter. All members are welcome to submit articles and reports to the High Chronicler for inclusion in the newsletter or publication on the guild website.

Article VIII – Amendment Procedures

Amendments to this charter will be advanced to the officers of the High Court at least three months prior to the annual meeting. This allows the proposal to be reviewed and published to the members for discussion through electronic means. At the annual meeting, the members will conduct the final discussions of the proposal. Voting will be conducted at the annual meeting if sufficient registered members are in attendance. Any issues requiring a vote will need the presence of at least 51% of the registered members of Underforester rank or higher. In order for a vote to be successful, there will need to be a 2/3 majority in favor of the action. Should there be an insufficient number of members, the voting will be handled through electronic means. This electronic polling will still require at least 51% of the membership to respond and must have a 2/3 majority to pass. If approved, the amendment will be published to the members and will take effect on January 1st of the following year.

Article IX – List of Substantive Amendments

2021 – The camping requirement for the rank of Underforester (“Proven ability to camp at an SCA or forester event using period or modern equipment for an entire weekend without having to retreat to other accommodations, and to practice ethical leave no trace camping.”) was replaced by: “Proven service to the guild or wild spaces. Guild members seeking to fulfill this requirement are advised to communicate their plans with an officer to determine if the activity they have in mind is appropriate and what sort of documentation would be necessary. Examples of service include, but are not limited to: Reporting on a demonstration at an event or writing an article presenting original research (citing at least 3 appropriate sources) for the guild newsletter, Hurst and Horn; Teaching a class on a topic related to guild activities/interests; Organizing unofficial gatherings of forester-folk (garb hikes, fire-making/cooking days, etc.); Organizing/participating in a litter clean-up effort; Participating in organized/approved efforts to remove invasive species from public lands or remove invasive and/or plant native species on lands commonly used by the Guild, such as Elchenburgh Castle Farm (as service to the guild and the Kingdom as a whole).”

2024 – The following amendments were approved:

- The Underforester requirement “Agreement to begin research and study on a masterwork project to be submitted to the Guild at the point the member is considered for Master Forester rank. The exact nature of the work does not need to be decided at this point” was removed.
- The following changes were made to the Forester rank:
 - "They are also expected to contribute content (articles, photos, artwork, etc.) to the Kingdom A&S newsletter, the guild blog, or guild newsletter once a year" was added to the rank description.
 - The garb requirement for the rank of Forester was changed from "Possess a complete set of clothing consisting of a green tunic/cote, hood or cloak; remaining clothing appropriate to their persona and suitable for use in wild spaces in woodland colors (shades of green, brown, or gray)..." to " Possess a complete set of clothing consisting of clothing appropriate to their persona and suitable for use in wild spaces in earthtones (shades of green, brown, or gray)..."
 - The Forester rank requirement "Demonstrate knowledge of forest law and the role of foresters in period" was changed to "Demonstrated knowledge of management of natural resources in their period and place of interest. This might be a familiarity with 13th-14th century forest law administration for a late medieval English persona, an understanding of the historic use of controlled burns for an Eastern Woodlands indigenous North American persona, or knowledge about Sassanid hunting parks for a late antiquity Persian persona. The goal of this requirement is for guild members to learn more about how a persona from their period and place of interest might fit into the overall focus of the guild."
- The Master forester rank requirement "Have a thorough understanding about forest law and the roles and responsibilities of medieval foresters and other officers of the forest court" was removed.
- Guild members are limited to joining only one of the guild houses. The "Members may belong to more than one Foresters 'house', though it requires immense time and dedication on their part. Members cannot request that their Masterwork or Trials count towards more than one house. House Brothers and Sisters..." was changed to "Joining a house requires intense dedication, and that dedication does not end after being accepted. Those who join one of the Guild orders are expected to continue to work towards the goals of their house and the Guild at large by continually improving their skills, teaching others, and aiding those who would follow them into membership. As such, joining a house is something to be considered carefully, and although they are permitted to take more than one trial, Guild members may only belong to one of the three houses. House members..."
- A detailed list of duties was added to the description of the office of Regional Warden.
- The position of High Preceptor was added to the High Court of the Forest of Atlantia.
- A list of steps was added for organizing an official guild presence at an event.