

# KARFG: 2024 Proposed changes to our Guild governing document

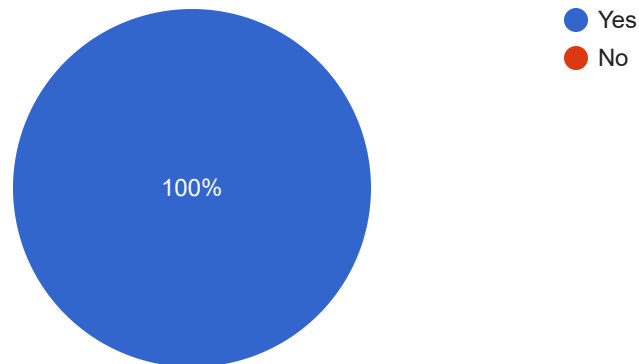
15 responses

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Please confirm that you are eligible to vote in guild business (Underforester rank or higher).

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15 responses



Substantive changes

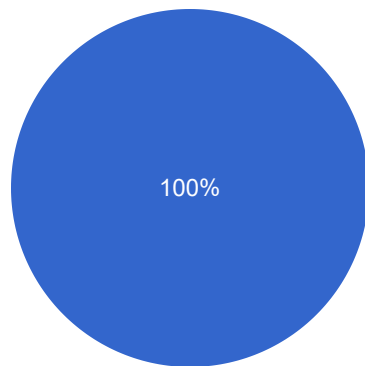


**Proposal: Remove masterwork agreement from Underforester requirements** (page 3, fuchsia)

The proposed change would remove the following from the Underforester rank requirements - "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, but sworn members should begin discussing their ideas with officers as soon as possible."

Rationale: Novices/soon-to-be-Underforesters may not have settled on a focus within the guild, so it seems a bit early to be asking about masterwork projects. This requirement has been altered and proposed as part of the requirements for promotion to the rank of Forester (see "Forester rank Masterwork proposal requirement" below).

15 responses



- Yes, remove the masterwork agreement from the requirements for the rank of Underforester
- No, keep the masterwork agreement as part of the requirements for the rank of Underforester

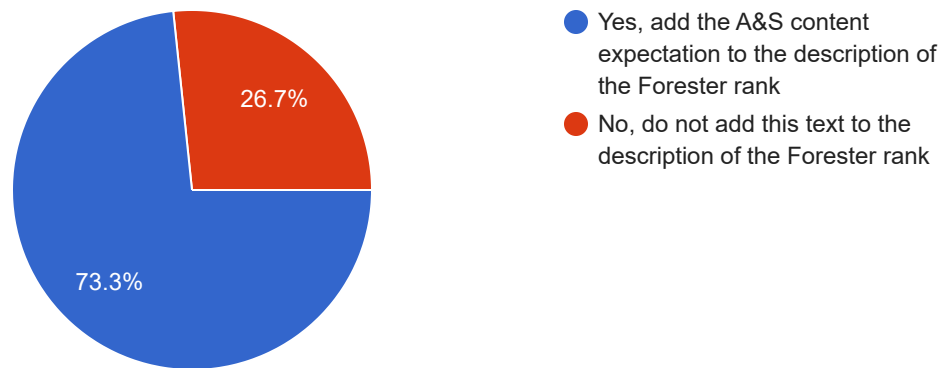


**Proposal: Addition of Forester rank A&S content expectation** (page 3, green)

The addition of the following to the description of the Forester rank has been proposed - "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."

Rationale: Members of forester rank are expected to be active members and mentors within the guild. One way to do that is by sharing their knowledge or areas of interest through SCA websites and publications. This change asks foresters to contribute guild-relevant content (articles, photos, artwork, etc.) to either the guild website or newsletter, or to the kingdom A&S newsletter (whichever is more appropriate) at least once a year.

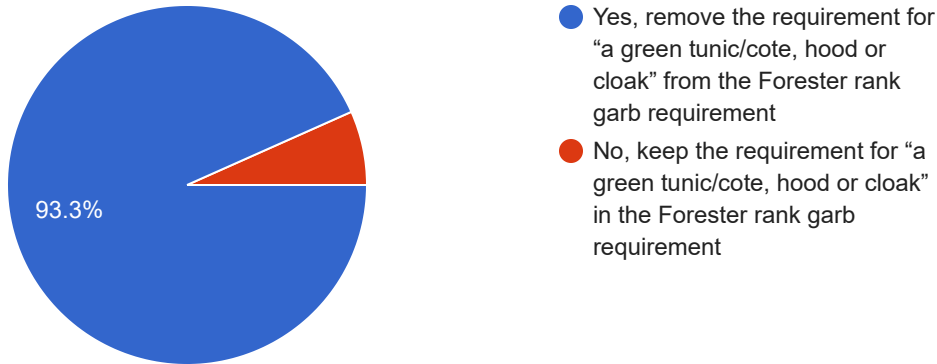
15 responses



It has been proposed to change the garb requirement for the rank of Forester 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 woodland colors (shades of green, brown, or gray)..."

Rationale: Our current bylaws require foresters to possess a complete set of persona appropriate clothing, with the added requirement of "a green tunic/cote, hood or cloak". These sorts of garments are not necessarily appropriate for all personas, and green is not necessarily an appropriate color for all personas (either due to custom/law or pigment availability). Changing the requirement to "clothing appropriate to their persona and suitable for use in wild spaces in woodland colors (shades of green, brown, or gray)" would also help make the bylaws less Euro-centric by allowing for a greater variety of garments, while still requiring woodland colors to present a unified "look" at formal guild occasions.

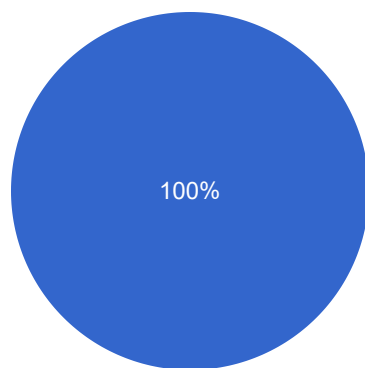
15 responses



The proposed change would alter the Forester rank requirement "Demonstrate knowledge of forest law and the role of foresters in period" 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."

Rationale: As not all members portray foresters, requiring all members to demonstrate an understanding of forest law (a term generally applied to European, and especially English practices in the medieval period) isn't in keeping with the general theme of the Forester rank requirements, which are aimed at improving one's impression and deepening persona skills. Changing this requirement to "knowledge of management of natural resources in their period and place of interest" would preserve the "knowledge" element of the requirement, while making it more broadly applicable.

15 responses



- Yes, change the Forester rank knowledge requirement to "Demonstrated knowledge of management of natural resources in their period and place of interest"
- No, keep the Forester rank knowledge requirement as "Demonstrate knowledge of forest law and the role of foresters in period"



**Proposal: Add Forester rank Masterwork proposal requirement** (page 3, fuchsia)

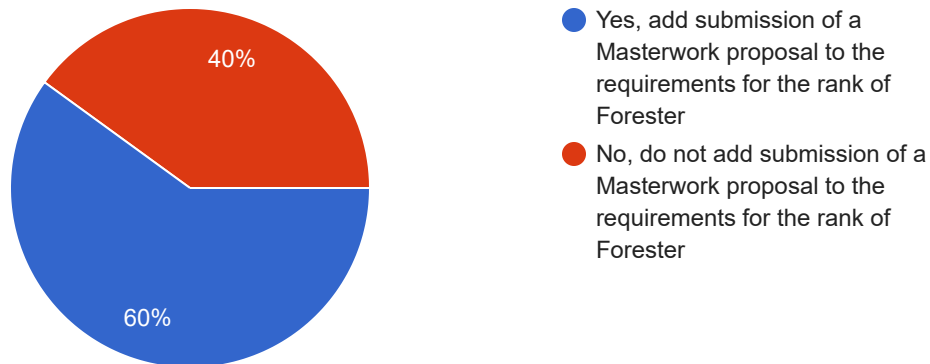
The proposed change would add the following requirement for earning the rank of forester - "Submit a proposal for their masterwork project, to be completed and presented to guild officers as part of the requirements for the Master Forester rank. The exact details of this project may still change, but some initial research and planning should be completed."

Rationale: By moving the masterwork-related requirement from Underforester to Forester and asking for more detail, this requirement becomes about "what's next". This change would mean that part of demonstrating readiness to become a Forester is looking ahead to the rank of Master Forester.

If this change is adopted, a "proposal worksheet" will be created to provide guidance for fulfilling this requirement.

Note: Guild members who have earned the rank of Underforester prior to adoption of this change will not be required to submit a proposal if they fulfill all other requirements for the rank of Forester within 6 months of this change going into effect.

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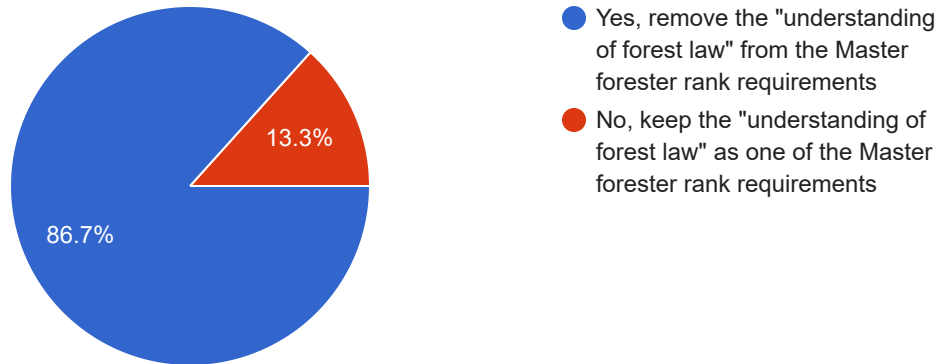


**Proposal: Removal of Master forester rank knowledge requirement** (page 4, green)

The proposed change would remove the following from the Master forester rank requirements - "Have a thorough understanding about forest law and the roles and responsibilities of medieval foresters and other officers of the forest court."

Rationale: If the change to the Forester-rank knowledge requirement (see "Forester rank knowledge requirement" above) is adopted, this becomes a bit superfluous, and is again very Euro-centric as-written.

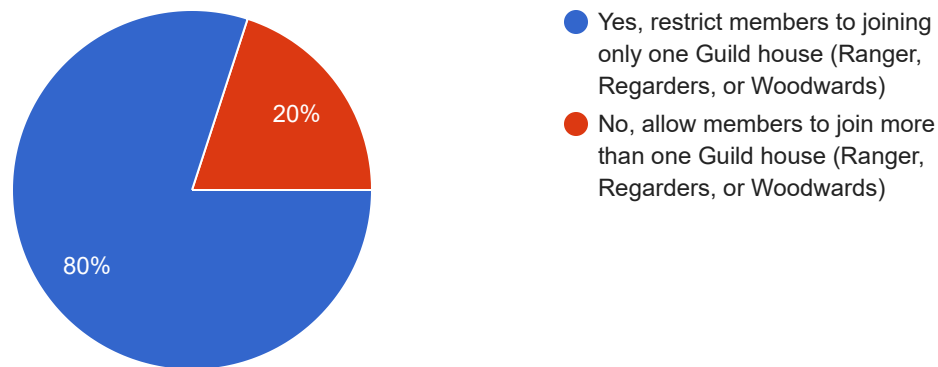
15 responses



This would change the following text about houses within the guild from "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..." 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..."

Rationale: When members join one of the houses within the guild (the Rangers, Regarders, and Woodwards), they then take on the role of prepare others within the guild to join that house – teaching relevant skills, serving as a mentor, and participating in the trials of future applicants. This is no small task! Limiting members to only one guild house would also hopefully encourage applicants to take the decision to join a house (and which house to join) very seriously.

15 responses



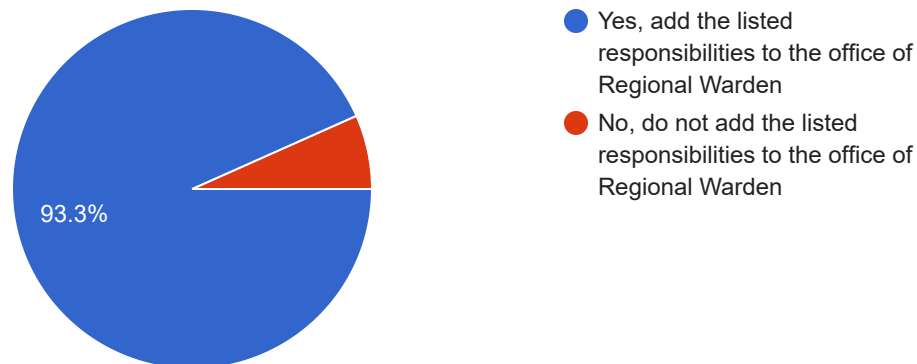


This change adds the following responsibilities to the description of the office of Regional Warden:

- 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)

Rationale: This list provides guidance for those serving as regional Wardens, and also (hopefully!) will increase activities on a local level.

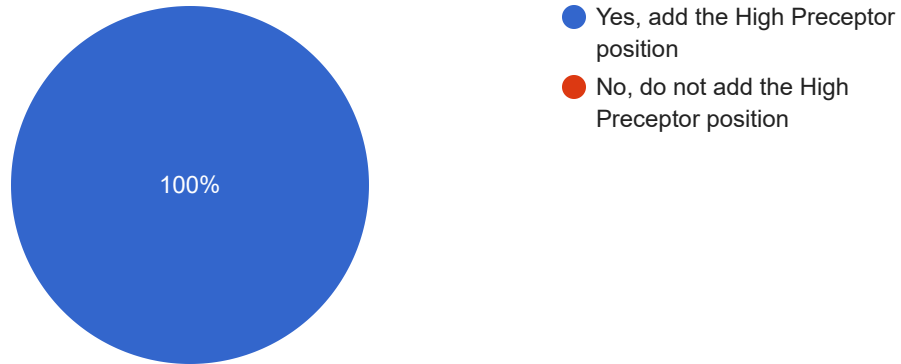
15 responses



This proposed change adds the position of High Preceptor (who "encourages teaching and the sharing of skills within the guild") to the guild governing document and lays out the responsibilities thereof.

Rationale: The High Preceptor position has been around for several years and has evolved to cover the listed responsibilities; this change brings the bylaws into agreement with guild practices.

15 responses

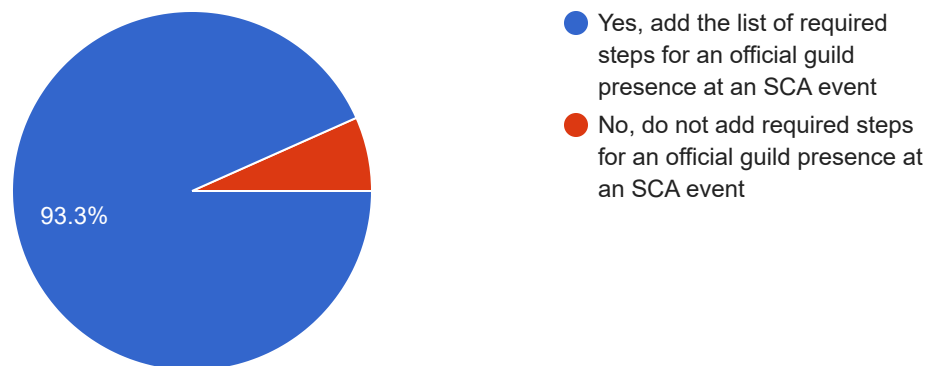


**Proposal: Protocol for organizing an official guild presence at an event** (page 8, yellow)

This proposed change adds steps "to have an official guild presence at an SCA event... 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 steps are "only required if a group wishes to attend an event as representatives of the guild."

Rationale: This list of steps was put together to provide some structure and make who has various responsibilities clearer. In a few cases, a single member has signed up to represent the guild at an event, and then had an emergency and had to miss the event. These processes will make it less likely that the guild will go unrepresented in such cases (by requiring multiple members) and create a mechanism for lessons learned to be shared and built upon.

15 responses



Changes that reflect current protocol

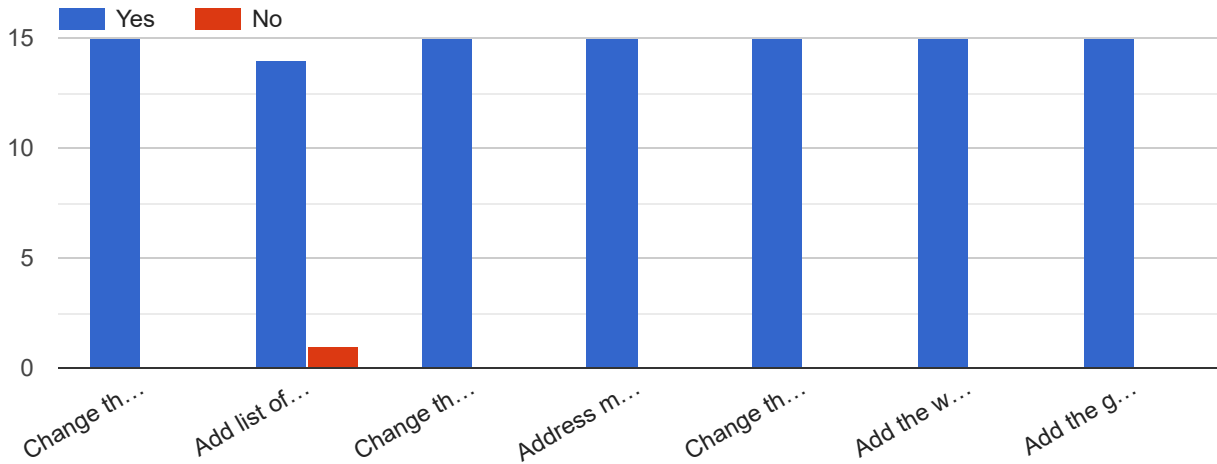


These changes would bring the outlined protocols into agreement with current guild practices. Check "Yes" if you agree and "No" if you do not.



See post on guild blog for rationales -

<https://karfg.atlantia.sca.org/proposed-changes-for-2024-guild-vote/>

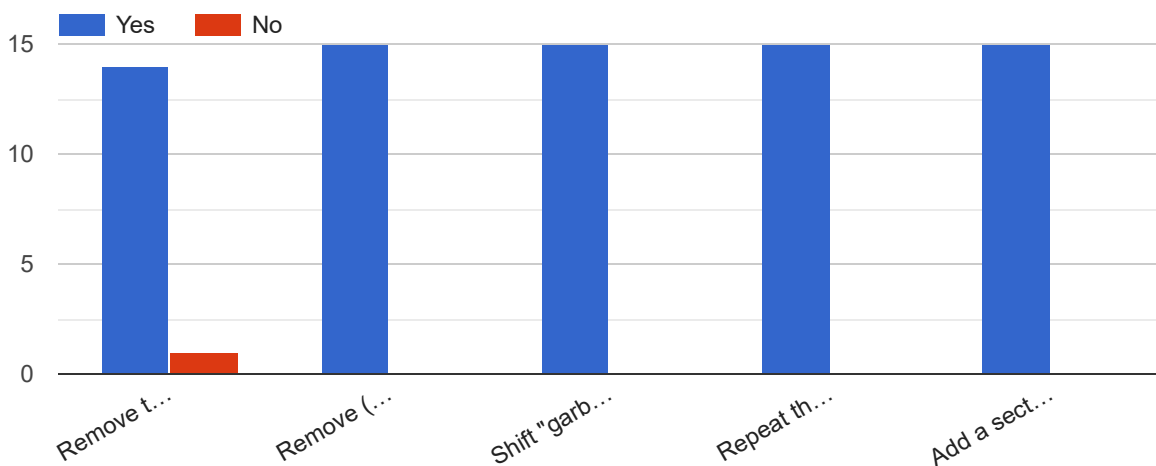


### Clarifying changes

These changes would not actually alter the outlined protocols or practices, but provide clarification or address points of prior confusion. Check "Yes" if you agree and "No" if you do not. See post on guild blog for rationales -



<https://karfg.atlantia.sca.org/proposed-changes-for-2024-guild-vote/>



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