



The Kingdom of Atlantia Forestry Guild

Summary of Membership Progression

Updated January 10th, 2025

BEGINNING

- Apply for Membership by completing the Kingdom of Atlantia Forestry Guild Application (see “Joining the Guild” on the website).
- All members must then observe a 90-day probationary period (which starts when an application is submitted).
- After 90 days pass, you may:
 - Swear the Foresters Oath and be given the rank of **Novice** before testing for additional ranks.
 - Choose to not swear the Foresters Oath and become an **Independent Member**. While considered and welcomed as members, these individuals are not involved in the guild’s business and are not promoted through the ranks.
 - Become an **Affiliate** member if you live outside the Kingdom of Atlantia. Affiliate members cannot be promoted under our existing Charter but are considered valuable members who are welcomed as brothers and sisters.
 - Make the Junior Foresters Promise if between the ages of 12-17 and become a **Junior Forester**.

RANKS

After you become a member, you may begin advancing in Ranks. Skill demonstrations are held at SCA or private Forester Events and will be organized by Wardens or other officers.

- Underforester
 - Makes an attempt at forester/outdoor-ready garb for their persona
 - 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).
- Demonstrates ability to light a fire using modern methods (matches or lighter).
- Forester:
 - Possesses 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 appropriate accoutrements. Fabrics used in this set of clothing must be natural (cotton, leather, linen, wool, etc.)
 - Demonstrates the ability to start a fire without the use of modern means.
 - Cooks a meal for a group (minimum of 4 people) over a campfire.
 - Demonstrates knowledge of management of natural resources in their period and place of interest .
 - Foresters are expected to help other members, participate in events, and contribute guild-relevant content (articles, photos, artwork, etc.) to the guild's (or other Atlantian) website or newsletter
- Master Forester:
 - Must be in the Guild for a minimum of 5 Years.
 - Proven history of service to the SCA and the Guild.
 - Owns and maintains a highly accurate set of period outdoorsperson clothing and gear.
 - Demonstrates a high level of proficiency in a wide array of outdoor skills.
 - Has an established history of teaching guild-relevant classes.
 - Completes a masterwork; a detailed arts and sciences project on one or more aspects of the forester skills and roles
 - 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

GUILD HOUSES

After you become a Forester, you may apply to one Guild House, if you wish.

- The Rangers: Focus is on outdoor living, primitive skills, wilderness survival.
- The Regarders: Focus is on SCA Martial proficiency.
- The Woodwards: Focus is on A&S and service.

After applying, you will undertake a relevant trial. If you complete the trial successfully, you will be invited to join the House. You may only belong to one of the Guild Houses.

OFFICERS

After you become a Forester, you may apply for an Officers position. Note that if NO Foresters exist in the guild at the time, then an Underforester or novice may hold the position.

- High Warden of the Forests of Atlantia: Responsible for the day-to-day activities of the guild and all reporting to the Kingdom on guild activities.
- Warden of the North/South: These officers assist the Warden in the administration of the guild within their respective regions. 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 and Georgia.
- High Constable: Guild treasurer, maintains any guild finances, filing reports as required by Kingdom law.
- High Chronicler: Responsible for maintaining the records of the guild including membership lists, promotions, activities, and the minutes of meetings.
- 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 also expected to assist event stewards/autocrats and are 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 coordinating Forestry tracks with the University of Atlantia, writing in-depth articles on guild-relevant topics, and assisting with developing classes and A&S displays.
- Keeper of the Forest: Keepers lead forest courts at the Barony or local group level, serving as the High Warden's direct representative. The Keeper is assisted by a local Constable, Chronicler, Steward, and Sheriff.