



The Kingdom of Atlantia Royal Forestry Guild New Members Guide

Welcome to the Kingdom of Atlantia Royal Forestry Guild! As a new or prospective member, you probably have some questions - who knew that a group that likes to go camping and spending time outdoors could be so complicated? As a guild with the larger SCA, this group is designed to appeal to folks who want to incorporate wilderness skills into their SCA experience in a wide variety of ways.

Membership:

The first step in becoming a member is to [submit an application](#), either through the form on our website or by downloading, completing, and emailing a copy to atlantiaforesters@gmail.com. This goes into a file and is used for the membership list that can be made available to Kingdom of Atlantia should they request it. As you earn ranks or receive admission to one of the Houses within the guild, that information too will be recorded.

All applicants must wait a 90 day probationary period before becoming a member of the guild. This period is to allow guild members to get to know you, to allow you to get to know guild members, and to make sure you are still interested! After the probationary period applicants are given the option to swear the forester's oath. This is a promise to obey the laws of Atlantia, to practice environmentally conscious camping, and to help others to do the same.

Independent Foresters: After the probationary period applicants are given the option to swear the forester's oath, witnessed by a guild officer. This is a promise to obey the laws of the Kingdom and the SCA, and to practice environmentally conscious camping and to help others to do the same. It is not required that members swear this oath, however! Some members choose not to make this commitment and are known as "Independent Foresters". They are as much a part of the guild as sworn members and may attend campouts and events, share skills, and participate in our public communications (like on the Facebook page), but independent foresters are not involved in official guild business (such as making changes to the bylaws) and are not interested in being promoted through the ranks or serving as officers.

Affiliates: Affiliate members are members who live outside the Kingdom of Atlantia. As such, they cannot be promoted under our Charter but are considered valuable members who are welcomed at guild events. They may attend campouts and events, share skills, participate in our public communications (like on the Facebook page) and attend any classes or skillshares presented by the guild. Atlantian foresters will also assist out-of-kingdom members to establish their own chartered groups under their respective crowns with the mutual goal of spreading 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 take the Junior Foresters Promise. In some cases, 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.

Novices: A new member who has passed the probationary period may swear the oath and become a novice within the guild. This rank is not necessarily an indication of skill; it may simply mean the individual is a new member and has not had an opportunity to demonstrate the skills required for higher ranks.

Ranks:

Underforester: Members with the rank of Underforester have made an attempt at outdoor-ready garb for their persona and have demonstrated the ability to light a fire and keep it going. They have also demonstrated their commitment to the guild and/or wild spaces through organizing an informal gathering or saunter, teaching a class, writing an article, participating in a litter clean-up or invasive species removal event, or other similar act of service. Members ranked Underforester or above are allowed to vote on guild business.

Forester: The mid-rank of the guild is the Forester. Members with the rank of Forester have demonstrated the ability to start a fire using period-appropriate methods, as well as cook a meal for a small group over a fire. A Forester has also taken steps to further develop their guild persona, in terms of both material culture (“outer” persona) and knowledge (“inner” persona) - they have assembled a complete set of clothing appropriate to their persona and suitable for use in wild spaces, including proper period footwear and additional appropriate accoutrements, and have demonstrated knowledge of natural resource management practices used in their period and place of interest. Foresters are expected to share their knowledge, contribute to guild publications, organize and participate in events, and positively represent the guild to the larger Society.

Master Forester: Not all who join the guild may be interested in becoming a Master Forester. Members only become eligible for this rank after being active in the guild for 5 years, and candidates for Master Forester must possess both a highly-developed kit and knowledge base, owning a highly accurate set of garb and gear for their persona and demonstrating a high level of proficiency in a wide array of outdoor skills. They also share their knowledge, both through teaching and the completion of a masterwork; a detailed arts and sciences project on one or more topics that fall within the guild's focus. 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.

Skills:

There are nearly countless skills one can develop within the focus of the guild. Forestry- or nature resource-related A&S, bushcraft or survival skillsets, and SCA martial arts are all enthusiastically practiced by foresters. Dedication to and development and demonstration of these diverse skills feed directly into the guild Houses, discussed below.

Members are encouraged to take ownership of their own learning, collaborating with knowledgeable individuals inside and outside of the guild. In addition to learning from other foresters, there are countless classes both within the SCA and outside of the SCA where you can develop your skillset(s) and then bring them back to the guild. The spirit of the Atlantia Royal Forestry Guild is one of collaborative exploration, and we encourage you to share your knowledge and seek out what you want to learn!

Officers of the Guild

There are several officers which work on the managing and administration of the guild. Offices will be held by sworn members (Royal Foresters), most of the time those of Forester or Master Forester 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, but may delegate this authority. The Warden will be selected from members of the guild ranked Forester or above. The Warden of the Forest of Atlantia is referred to as Honorable Warden in formal situations. Upon completion of a term as High Warden, members are granted the title "Warden

Emeritus” are expected to be very involved in guild affairs as teachers, advisors, and to assist the officers when needed, including in facilitating oaths and promoting members.

Warden of the North/South: These officers assist the Warden in the administration of the guild within their respective regions. These officers are the points of contact for members of the guild in their region to the High Court. The authority to promote guild members may be delegated to these Wardens by the Warden of the Forest. 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. 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.

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 teaching, participating in A&S displays, organizing track of classes at major events, and offering assistance and encouragement to others.

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.

Houses

Within the Kingdom of Atlantia Royal Forestry Guild are three houses that only accept members from within the guild. These houses are intended to provide a goal for members to work towards and to assist those members in showcasing their talents in guild-relevant areas. The three groups are called **The Woodwards**, **The Regarders**, and **The Rangers** respectively. Selection of new members is done through an application process; guild members may apply after achieving the rank of Forester or higher. Members may only belong to one Forester “house”, though they may complete more than one of the trials, if they wish. While there are different challenges and conditions for membership in each group, their trials are roughly equal in difficulty.

The Rangers: The Order of St. Hubert is for those interested in the Arts and Sciences of the outdoors and living in it. The Rangers are skilled members of the Foresters guild who enjoy medieval camping, primitive skills and outdoor activities, and who organize trips and expeditions other than SCA camping events. Applicants to this house are tested in a special Ranger Trial where they undertake a journey over land or by inland waterway in period fashion, facing trials by fire, flood and foes along the way. If successful, they are given the opportunity to be accepted as Rangers after a lengthy time of reflection. Rangers swear an additional oath and wear a badge of arrows bound by a belt or a stag’s head with a cross.

The Regarders: The Order of St. Eustace is made up of those who regularly practice the SCA martial arts while portraying a forester or outdoorsperson. While they must be skilled at traditional SCA martial activities, they do not need to be recognized through kingdom awards to apply for membership by the Regarders. All Regarders undergo a martial challenge in their discipline where they must prove their resilience in the face of adversity. Regarders wear a crown badge.

The Woodwards: The Order of St. John Gaulbert is made up of members who excel at service and traditional arts and sciences while portraying a guild-related persona. They are enthusiastic promoters of the guild through their work and are instrumental in teaching and assisting others. Typically a member will apply to become a Woodward about the time they present their Masterwork to the guild. A member may also apply after organizing a regional guild chapter or after organizing and running a number of official SCA Forester events. The Woodward Trial is often more individual than the other orders and less formally structured, but all applicants face trials around aiding the guild and their fellow members. Woodwards wear a Fede Broach.

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 Houses are considered to be equal in status within the guild and report their activities to the Warden of the Forests of Atlantia quarterly. The leaders of the groups are called **Chief Ranger**, **Chief Regarder**, and **Chief Woodward** respectively. The leadership of the three houses does not wield any power; the leaders simply report on their house’s various activities to the Warden.