

Society For Creative Anachronism

Crown Principality Of Insulae Draconis

Business Plan

**Issue 01
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1 INTRODUCTION

- 1.1 This document is intended to give details on the steps which need to be completed in order for Insulae Draconis to become a full Principality.
- 1.2 The idea of Insulae Draconis was discussed and agreed by the general populace in 2003. What a Crown Principality actually is was explained by Jarl Peregrine on the ID Mailing List on 21 Mar 2003 (see attachment 1 for full email). The definition he gave was:
- a) A Crown Principality is an administrative unit within the kingdom, and is used as an trial period to see if the region is ready to grow into a full Principality.
 - b) A Crown Principality is ruled by the King and Queen. It does not have its own Prince and Princess.
 - c) A Crown Principality must have a complete set of officers, to whom all local officers must report. In turn the Crown Principality officers must report to their kingdom officers.
 - d) A Crown Principality has its own name and device, which must be acceptable to its populace.
 - e) A Crown Principality may have a Regent or Viceroy (and their consort) who represent the region and liaise with the Crown. A Regent is chosen by winning a dedicated heavy weapons tournament, similar to Crown tourney.
 - f) A Crown Principality does not have any laws of its own. Neither can it create and give out armigerous awards of its own. However, with the express permission of the Crown it may be allowed to create non-armigerous awards.
- 1.3 It should be noted that the Society Seneschal's Handbook (<http://www.sca.org/docs/seneschals-hb.pdf> , page 61) says the following about a Crown Principality:

Use "Crown Principality" status to recognize regional development. Where an area is obviously suitable for eventual Principality status, a kingdom can reward and encourage the trend by declaring the area to be a Crown Principality. A Crown Principality is exactly and only a region with a fancy name and a line in the Coronation ceremony--the King and Queen also become Prince and Princess of the pseudo-principality when they assume the thrones. It has no laws but the kingdom laws. Its officers are regional deputies to the kingdom officers. However, the name lends it extra emotional reality. The kingdom can allow it to have a champion and to develop some usages of its own, and these steps will smooth the eventual transition.

All the procedures for creating a Crown Principality are under kingdom control, as long as the kingdom doesn't attempt to hand over functions reserved to the royalty or officers of SCA principalities. (That is, the ceremonial representatives for the Crown within a Crown Principality may NOT warrant subordinate officers, proclaim banishments, or bestow armigerous awards without specific Crown approval for individual recipients.) Please be cautious with the idea, and do some enthusiastic straw polling before advising your royalty to establish a Crown Principality--imaginary though it is, a Crown Principality develops enough personality that it would be very painful for an area if the kingdom later decided to take the status away. . . .

- 1.4 The original vote for establishment of Insulae Draconis as a Crown Principality was taken at around this time, and the results announced on the ID mailing list on 16th April 2003. The results were as follows:
- a) Do you wish the Insulae Draconis region (UK and Ireland) to become a Crown Principality?

YES 91 NO 1 ABS 2. TOTAL 94
 - b) Do you wish the name "Insulae Draconis" to be the official name of the region and thus for the Crown Principality if the decision is made for the region to become a Crown Principality?

YES 87 NO 3 ABS 4. TOTAL 94

- c) Do you wish the heraldry for the region to be "Per fess sable and azure, a half sun in splendour and a laurel wreath, in chief a coronet or" and thus for the Crown Principality if the decision is made for the region to become a Crown Principality?

YES 62 NO 20 ABS 11. TOTAL 94 Spoilt votes 1

From these results it can be seen that initial support for Insulae Draconis to become a Crown Principality was very high.

- 1.5 Following on from this, the Crown Principality was created during a ceremony at the 10 Year event. The Ceremony wording is given in Attachment 2.
- 1.6 Since the creation of the Crown Principality, various concerns and alternative ways forward have been raised. These were discussed in some detail in a Parliament at Rent A Don III, held at Lincoln Castle in Mar 2005. After this Parliament, King Padraig requested that Insulae Draconis as a group consider what we want for the future of Insulae Draconis. The options he asked the populace to consider were:
- i. Stay as we are – i.e. a Crown Principality with the intent to become a full Principality as soon as possible
 - ii. As 1), but with an appointed project leader (e.g. Justicier) instead of the Viceroy and Vicereine for the period of the Crown principality
 - iii. As 1) but with an appointed project leader in addition to the Viceroy and Vicereine to maintain continuity
 - iv. A single Barony
 - v. Multiple Baronies
- 1.7 If i. or iii. are likely, then also to consider whether 6 or 12 months is the correct period in office for the Viceroy and Vicereine at this stage.
- 1.8 The thoughts of the populace on the issue are being gathered and collated by the ID Seneschal.
- 1.9 This document assumes that option i., ii. or iii. will be selected and looks at what work is needed to progress this – both to meet the requirements set by Corpora and Kingdom Law and to complete projects that various Viceregal couples have set in motion
- 1.10 As part of the issues raised at Parliament a document summarising the progress Insulae Draconis has made since becoming a Crown Principality has been compiled by Baroness Mary Verch Thomas, and will be available from the Insulae Draconis web site. Baroness Mary is willing to keep this updated.

2 Requirements From Corpora and Kingdom Law

- 2.1 From Corpora section III C. 5. (<http://www.sca.org/docs/govdocs.pdf> , page 7), the definition of a Principality is:

Principality: Principality is a part of a kingdom which has the right to select a reigning Prince and Princess by armoured combat. A branch or contiguous group of branches within a kingdom may petition for principality status if the resulting entity would fulfil the requirements listed below:

Requirement	Achieved to date?	Comment
At least 100 members	Y	ID has consistently had over 100 members for the past 5+ years. Current membership is approximately 110 (from Sep 05 lists)
Candidates for all Great Officer positions, each of whom is acceptable to the kingdom officer responsible for the direction of that aspect of Society activity, and such other officers as kingdom law and custom may require.	Y	This structure has been in place since Insuale Draconis became a Crown Principality i.e. 2+yrs
A name and device registered with the College of Arms.	N	This has nearly been completed. A poll is currently underway to confirm the name
Consensus favoring advancement in branch status by the members in the proposed principality, demonstrated by procedures acceptable to the Kingdom and Society Seneschals.	Y	See above poll results for initial establishment of the Crown Principality. A recent poll on the way forward only received 9 votes.
A record of well-attended events together with regular study or guild meetings, demonstrations, and other educational activities for the benefit of the members and the community at large.	Y	See Crown Principality Status document (http://www.insulaedraconis.org/files/crown_principality_status.pdf)
Sufficient members of the orders conferring Patents of Arms to foster the development of those orders and the skills they represent within the principality.	Y	There members of the peerage within Insulae Draconis, although some questions have been raised about how active they are. There are 2 native ID knights (Sir Michael de Brad and Sir Arafel), along with 1 permanent incomer (Duke Elffin), none of whom are currently very active within the SCA. There is currently a strong program of heavy training underway across ID, instituted by Master Sigmundr, which is addressing this issue. Similarly there are small numbers of Laurels and Pelicans within ID, most of whom are not very active within the SCA at this present time.
Sufficient fighters of such caliber as to provide appropriate competition for the Coronet.	?	This has been an issue, but is being addressed by the programme of heavy training instituted by the current Viceroy (Master Sigmundr). Viceroy V should provide a guide as to the improvements made.
A body of principality law which provides for the maintenance and succession of the Coronet, and for any other matters delegated or permitted by the parent kingdom. Draft laws, in the form in which they will be presented to the victors of the first Coronet Lists, must accompany a petition for principality status.	Y	Operating Procedures ready to take up this status.

3 Responsibilities For Implementation of This Plan

- 3.1 The overall responsibility for implementation of this plan will reside with the appointed Project Manager. In the absence of an appointed Project Manager responsibility will lie with the Insulae Draconis Seneschal.
- 3.2 The Project Manager's role is to ensure that Insulae Draconis achieves Principality status as soon as possible. Once this is achieved the role is no longer required and all powers devolved to this post will be revoked.
- 3.3 The Insulae Draconis Project Manager tasks and responsibilities:

- 3.3.1 Produce & disseminate the Business Plan for getting to Principality status and ensure that this is agreed with the relevant stakeholders (Crown, Kingdom Seneschal, Insulae Draconis Officers, Viceregal couple)
- 1.3.2 Implement the agreed Business Plan, including assignment of tasks to appropriate individuals (Insulae Draconis officers or members of the general populace)
- 1.3.3 Monitor progress of the tasks against the agreed plan to ensure that they are actioned in a timely manner
- 1.3.4 Report regularly on progress to all stakeholders (Insulae Draconis officers, Kingdom Seneschal, Crown, Viceregal couple, Insulae Draconis populace)
- 1.3.5 Co-ordinate with all Insulae Draconis officers to ensure that:
 - Each officer understands and accepts their responsibilities
 - Each officer fulfils the requirements of their office
 - Each officer has sufficient training to be able to perform their role and train their replacement
 - Each officer provides quarterly reports to Kingdom level (copied to the Insuale Draconis Project Manager) by the due date
 - The officers are encouraged to work together for the benefit of the Principality
- 3.3.6 Ensure that incoming Viceregal couple understand their roles and responsibilities

4 Officers

- 4.1 In order to be a Principality, Insulae Draconis needs to have a knowledgeable and capable set of officers, with deputies in place so that the deputies can be trained to take over when the officer steps down. A list of current officers is given on the following page.
- 4.2 The following steps are needed to ensure that Insulae Draconis can continue with good officers in place:
 - a) Provision of training for officers - for those currently in the role, their deputies, local Shire officers and any members who are interested in taking on an office in the future. Some of this can be provided by current officers training their deputies, but it would also be good to include classes for officers at Collegium and University events, and to encourage officers to write articles etc explaining what the officers job they hold consists of
 - b) Appointment of deputies for each of the officer positions
 - c) Regular officers meetings, so that the officers get to know each other and work together as a group

4.3 List Of Officers

Office	Legal Name	SCA Name	Address	Phone Number	Email Address
Seneschal	Mary Frost	Baroness Mary Verch thomas	1 st Floor, the Priory, 56 Lansdown Road, Cheltenham, GL51 6QB	01242 541120	seneschal@insulaedraconis.org
Exchequer	Kathlyn Pope	Lady Wenllyn	5 Brython Drive, St Mellons, Cardiff, CF3 0LR		exchequer@insulaedraconis.org
Herald	Al Darragh	Lord Robin of Dalriada	30 Bendigo Street, Belfast, Northern Ireland, BT6 8GD	028 9028 5795	herald@insulaedraconis.org
Minister Of Arts & Science	Cathy Smith	Lady Estrid Figh	15 Bridge Street, Saline, Fife, KY12 9TS	01383 851169	moas@insulaedraconis.org
Chatelaine	Mike Pope	Lord Acarin Saint-Cyr	Flat 5, 33 Portway, Warminster, BA12 8QQ	07944 292440	chatelaine@insulaedraconis.org
Marshal	Paul Thane-Clark	Lord Richard Rampant	10, Park Place, Kinghorn, Fife, KY3 9RJ	01592 890299	marshal@insulaedraconis.org
Chronicler	Marina Thonus	Pomestnista Marina Olganova de Thoting Gravenel	1B Avenue Road, Leigh-on-Sea, SS9 1AX	+44 (0)7957 176996	chronicler@insulaedraconis.org
Web Minister	Lord Caradoc of Tisbury	Trevor Houston	9 Green Road, Ballyclare, County Antrim, Northern Ireland	028 9332 4679	webminister@insulaedraconis.org
Chirurgion	Nik Whitehead	Lady Freydis Thorfinnsdottir			Chirurgion@insulaedraconis.org
Rapier Marshal	Johnathan George	Dom Goncalves de Monaes	219 Gower Road, Sketty, Swansea. SA2 9JJ, Wales	01792 425435	Rapiermarshal@insulaedraconis.org
Archery Marshal	Kathy Paton	Lady Geileis Frisale			archerymarshal@insulaedraconis.org
Equestrian Marshal	Leslie Beard	Thomas of Breedon			thomasofbreedon@hobnails.freemove.co.uk
Minister Of The Lists	Jenny Quinn	Lady Genevieve de Glenesk	8 Patons Lane, Montrose, DD10 8JA	+44 (0) 1674 676842	jennadragonfly@hotmail.com

5 Reporting

- 5.1 It is essential that Insulae Draconis is seen to be operating correctly by Kingdom and the greater SCA group. An essential part of this is providing reports in a timely manner.
- 5.2 Steps in doing this are:
- a) All Principality Officers should provide reports to Kingdom by 25th of January, April, July, October.
 - b) All local Shire Officers should provide reports to the Principality Officers by 15th of January, April, July, October.
 - c) The Principality Officers should provide a summary report from their office to the Insulae Draconis Seneschal.
 - d) The Principality Officers should provide a summary report, or failing this, some kind of acknowledgement back to the Shire Officers reporting to them, so that the Shire Officer knows that their report has been received and read.
 - e) The Insulae Draconis Seneschal should provide a summary report of the overall status of the Principality to the other Principality Officers and to the Viceroy and Vicereine.

6 Operating Procedures

- 6.1 At the moment, because Insulae Draconis is a Crown Principality and not a full status principality, Insulae Draconis is not allowed (by Corpora) to have laws. However, it became apparent to the first Viceroy and Vicereine that there was a desperate need for some guidance for the Viceroy/Vicereine, the seneschal, and the officers. It was difficult for officers to know what could or could not be done and things seemed open to abuse and misunderstanding. Realizing that we needed rules and procedures by which to function, the first Viceroy and Vicereine, in conjunction with the ID seneschal and Kingdom Clerk of Law, established a set of “Operating Procedures”. Although informal, they should carry the weight of law within Insulae Draconis, and upon petition for full principality status, should be used as the draft principality laws (with appropriate title changes being made). The Operating Procedures were initially approved by the Crown in May 2004, then significantly revised at Parliament during Summer Tourney 2004, and subsequently revised during Parliament held at Rent A Don III, March 2005.
- 6.2 The current version is available via the Insulae Draconis web site.
(http://www.insulaedraconis.org/files/seneschal/id_operating_procedures_3_mar_05.htm)
- 6.3 These are maintained currently by Master Terafan Greydragon. If any updates are thought to be appropriate, the ID seneschal should be notified and then a date set for Parliament. Changes must be discussed at a Parliament, and then approved by the Kingdom Seneschal and Crown. Rules for calling a Parliament are given within the Operating Procedures.
- 6.4 Steps to be taken:
- a) Maintain the current Operating Procedures by holding a Parliament as and when necessary to update them
 - b) Act upon the rules laid down within the Operating Procedures as though they carry the weight of law within Insulae Draconis
 - c) Ensure that the Operating Procedures are available to any of the populace that wish to read them, and encourage as many of the populace to read them
 - d) Ensure that all Insulae Draconis Officers and local Shire officers are familiar with the Operating Procedures

- e) Review and provide updates (to be discussed at future Parliaments) to add to/change the Operating Procedures to ensure that when ID becomes a Principality there is a viable set of rules in place (e.g. should there be more on responsibilities, privileges and limitations of the Viceregal position, should there be more on uses and claims from the travel fund etc)

7 Finances

7.1 A bank account has been set up for Insulae Draconis. This is held with the Royal Bank Of Scotland, and is administered by the Insulae Draconis Exchequer. This bank account holds both general Insulae Draconis funds and Insulae Draconis travel funds. In order to make decisions on acceptable spending a Council of the Purse has been established. Its members are:

- 1) Viceroy and Vicereine
- 2) Seneschal
- 3) Exchequer

7.2 While strictly speaking this has no legal standing it does mirror the legal restrictions within Drachenwald and allows the officers to say they are operating under the guidance of the Crown.

7.3 Steps to be taken:

- a) The purpose and method of operation of the Council of the Purse to be written up and then posted to the officers list so that they are aware of the implications of the Council. (Including the relevant detail from Corpora) – note that the Council of the Purse has been included within the Insulae Draconis Operating Procedures.
- b) Establish a tradition that Principality events (Viceroy Tourney, Protectors) contribute 50% of any profit they make towards Insulae Draconis funds, in a similar way to that in which profits from Crown Tourney and Coronation go towards Drachenwald funds. Note that this has been included in the Operating Procedures.
- c) Encourage fund raising for general Insulae Draconis funds and for the Viceregal travel fund.
- d) Ensure that any claims for Viceregal travel are received in a timely manner – possibly consider an amendment to the Operating Procedures limiting the time in which claims can be made after the period in office?

8 Recruitment

8.1 In order for Insulae Draconis to become a Principality, it is vital that we attract new members, and groups grow in size. So far this has proved difficult and Insuale Draconis has not increased in membership since becoming a Crown Principality. This is one of the most important areas to concentrate on if we are to reach full Principality status – without increased membership, we will have no increase in the fighting community, no wider pool from which officers can be recruited, and an increasing burden on the members who do take on officer roles or win Viceroy Tourney. A pro-active approach towards recruitment is needed.

8.2 Steps to be taken:

- a) Change the web site so that it can be used as a recruitment tool (see section on Web site below).
- b) Produce a flyer (currently one available on the ID web site) and get this professionally printed and distributed to the Shires.
- c) Encourage demo events, and ensure that these events are supported, and that those who attend to represent the SCA talk to any body who is interested, and explain what the SCA does. Follow-up demos with local events to keep the interest going in potential new recruits.
- d) Throughout ID, target potential market areas such as live action role-playing events and science-fiction / fantasy conventions. The existing flyer or a modified version of it should be distributed

as widely as possible at these events. Wherever possible, a visible presence at these type of events should be encouraged - especially at large LARP events such as the Gathering, where demonstrations of SCA fighting prowess may encourage other LARPer to consider joining the SCA. This type of publicity may not gain any results for several years, but we need to keep pushing the SCA at major events such as the Gathering, Eastercon and any other major SF cons so that people know who we are, know where to find us and know we aren't going to vanish. . Additionally, some thought must be given to the follow up activities that any potential new recruits can attend. Specifically, shires should be encouraged to have a small local event within 3 or 4 weeks of a big demo. See details in the next paragraph.

- e) Locally, posters and flyers should be tailored for local promotion, and tied in with small local events. Obvious target sites for distribution of flyers and display of posters are libraries, colleges and universities. In order to encourage any potential new members, and to show them what the SCA is all about, Shires need to hold small local events showcasing our activities - fighting demos/ practices, small local feasts etc. It is no good having interested potential new members and only giving them the option of going to Shire meetings or an event miles away in 6 months time. There needs to be something fairly local and in a reasonable timeframe to catch people's attention. In a similar vein, thought should be given to how to make any potential new members feel welcome and involved when they attend their first event whether it be a small local event, or a bigger ID wide event. It does not give newbies much encouragement to return if no-one speaks to them or explains some of what is going on!

9 Website

9.1 A website has been established and is available at www.insulaedraconis.org . Email addresses for all the officers and Viceroy/Vicereine are in place. A regional Order of Precedence (OP) has been added to the kingdom OP that provides information only for individuals in ID. A link to the ID OP is on our website. At the moment the website contains much information for those who are already members and want to know something specific relating to contact information or their office, but it is not very good as a recruitment tool

9.2 Steps to be taken:

- a) Totally revise the web-site to make it useable as a recruitment tool. Keep the present pages accessible via a link, but add a glitzy front-end which explains what the SCA is and gives short overviews of our main activities with lots of pictures to capture the imagination of new people..
- b) Ensure that the information on the web site is maintained and up to date.
- c) Encourage the officers to provide articles and links on their pages which can be used to give guidance to the Shire officers of what is expected of them – for example see the Exchequer page with articles on how to be an Exchequer, how to maintain account records, how to complete the Quarterly Report and how to complete the Domesday report.

10 Build Up The Fighting Community

10.1 With a very limited fighting community there will remain a risk of insufficient entrants for the Viceroy tourney to be viable. In order for us to move forward it is therefore vital that new heavy fighters are recruited and encouraged. Within ID there is also a long tradition of fencing and archery and it is equally important that new participants within these martial arts are also encouraged

10.2 Steps to be taken:

- a) Provision of loaner armour for each Shire, in order to enable any who wish to try out fighting but cannot afford their own armour to get started. This may require fund-raising at a Shire and Principality Level in order to fund purchase of cheap, basic armour – or see if armourers within ID can donate items!

- b) Establishment of quarterly heavy fighting training weekends where experienced fighters can teach those less experienced. These should rotate location so that all can get to at least one of the sessions. These should be scheduled on the ID calendar at least 6 months in advance.
- c) Establishment of quarterly fencing training weekends where experienced fighters can teach those less experienced. These should rotate location so that all can get to at least one of the sessions. These should be scheduled on the ID calendar at least 6 months in advance.
- d) Encourage local (Shire level) regular training sessions for heavy fighting, fencing and archery.
- e) Publication of training and kit-making tips, drills, advice on pell-work and group practices in the Baelfyr and on the web site.
- f) Publication of an Insulae Draconis Fighter's Handbook with particular reference to training for isolated persons and groups.

11 Retinue, Regalia and Heraldry

- 11.1 In order to establish the Viceroy and Vicereine (and subsequently the Prince and Princess) as figureheads, regalia is required so that they can be instantly recognisable. A Council of Regalia has been established. Its members consist of:
 - 1) Viceroy and Vicereine
 - 2) MoAS
 - 3) Exchequer
 - 4) Seneschal
- 11.2 The Viceroy and Vicereine can choose to enlist a small retinue. The ideal number is considered to be four people. These are to be deemed as positions of work not positions of award. The Viceroy/Vicereine should choose four suitable members of the populace for the tasks. The Rockall Herald or another herald running court may be considered a member of the retinue during court
- 11.3 Retinue tabards and a herald's tabard have been completed and are available.
- 11.4 Viceroy Tabard: For purposes of identification on the field it is deemed necessary for the viceroy to wear the arms of Insulae Draconis. Formal approval has been granted by their majesties for this to happen. The Viceroy Tabard is completed.
- 11.5 War Banner: To act as a rallying point to the troops in War three (or possibly 4) War banners are required. One has been completed
- 11.6 Steps to be taken:
 - a) The purpose and method of operation of the Council of Regalia to be written up and then posted to the officers list so that they are aware of the implications of the council. (Including the relevant detail from Corpora.) – note that the Council of Regalia is already include in the ID Operating Procedures.
 - b) Ensure each new Viceregal couple are aware of the appointment of retinue.
 - c) The arms belong to the King and Queen, not the new Viceroy and Vicereine. Permission must be sought in order to wear these arms.
 - d) Get another 2 war banners made – The Lady Marina has recently agreed to produce these
 - e) Encourage each Shire to make several War Tabards for their fighters – because many different colours of blue can be purchased, the first Viceroy arranged for a single purchase of blue fabric, and this blue fabric is available from Lady Estrid Figh of Harpelstane

12 Insulae Draconis Book Of Ceremonies

- 12.1 A book of ceremonies is needed to record the oaths and sequence of ceremonies for events such as stepping up and stepping down of Viceroy and Vicereine, swearing of fealty, giving out of Principality awards etc. This book should be maintained by the Rockall Herald.
- 12.2 For the swearing of fealty by Insulae Draconis officers, an individual and group oath was created by Alessandra Melusine and approved by the Crown. It was also sent to the ID officers list so that they could make any comments as to its suitability. This was sworn by all the officers in attendance at Champions of the Isles on the 24th April 2004. A copy of the two officers oaths along with the Viceroy and Vicereine's response have been put into ID book of ceremonies. It should be noted that Drachenwald law does not require the swearing of fealty by regional officers, so it entirely up to each officer if they wish to swear fealty.
- 12.3 The Ceremony for stepping up and stepping down of the Viceroy and Vicereine has been included in the Book of Ceremonies
- 12.4 It should be noted that the Viceroy and Vicereine should swear fealty to the Crown for each new reign. The Viceroy and Vicereine should also confirm with the Crown that they can accept ID officers Oaths of Fealty on behalf of the Crown for each new reign.
- 12.5 Steps to be taken:
 - a) As ID creates orders of merit or other similar awards (to be given with the permission of the Crown), the ID herald and Viceroy/Vicereine should consult with the college of heralds and any appropriate ID peers in order to create ceremonies that bestow the award with the significance it deserves

13 Events

- 13.1 Insulae Draconis has three annual Crown Principality events – October Viceroy Tourney, May Viceroy Tourney and Protectors. Dates for these have been established in the Operating Procedures. When we become a full Principality, the Viceroy tourney events will become Coronet tourney events.
- 13.2 Insulae Draconis is also responsible for hosting Kingdom Level events. These are every third Coronation, and every third Crown Tourney, and occasional Kingdom Universities Arts and Sciences.
- 13.3 In order to fulfil our obligations as far as these events are concerned it is necessary to encourage Shires to bid on these events as early as possible
- 13.4 Steps to be taken:
 - a) Seneschal to encourage bids on forthcoming events – these need to be considered a year before the event because of the increasing difficulty in getting adequate sites.
 - b) A database of potential sites should be maintained and accessible to all members of the populace – autocrats should be encouraged to provide site details and contact information which can be added to this database. This database should be maintained by the ID seneschal or someone appointed by the seneschal.
 - c) TBD

14 Awards

- 14.1 As a Crown Principality, Insulae Dracons cannot give out its own awards. In order to provide some recognition of those members of the populace within Insulae Draconis who excel in certain areas, their Majesties King Padraig and Queen Elsa agreed to a petition made at the Castle of Lincoln on the 6th day of March ASXXXIX, during Rent A Don III which allowed the establishment of

companies for service, Arts & Sciences, the martial arts and all around excellence. These companies will become awards when we become a full Principality

14.2 The awards/companies are:

- Service
- A&S
- Combat
- All round Excellence

14.3 The only one of these with an approved name is the award for Service – the Order of St Ffraid.

14.4 Currently the Viceroy and Vicereine can hand out AOAs if authorised by their Majesties. This authorisation is granted on a person by person basis

14.5 Steps to be taken:

- a) Names and badges for the companies has to be determined and approved. St Ffraid is the only name that has currently been accepted.
- b) A Clerk of Court could be appointed in order to work with the Signet Clerk to ensure scrolls for awards given with Insulae Draconis are available at the correct time.
- c) Build a book to hold scrolls

15 Newsletter

15.1 A regular newsletter, the Baelfyr, is produced and distributed to all subscribers. The Baelfyr is currently a monthly publication with a mixture of articles and event announcements produced by the Principality Chronicler

15.2 Steps to be taken:

- a) Publicise the Baelfyr and encourage as many of the populace as possible to subscribe
- b) Encourage members of the populace to write articles
- c) TBD

16 Book for Viceroy/Vicereine (will become Book for Prince/Princess)

16.1 Since the Viceroy and Vicereine change every six months, a book detailing their roles and responsibilities will enable the incoming couple to pick up the job much more quickly.

16.2 An initial book was produced by the third Vicereine and passed to the fourth Viceregal couple

16.3 Steps to be taken:

- a) Appoint a person to keep this handbook up to date – should it be one of the retinue or the incumbent Viceregal couple?
- b) Ensure that the handbook is reviewed on a regular basis and updated for each incoming Viceregal couple

17 Membership of NAReS (National Association of Re-Enactment Societies)

17.1 The co-ordinating body in the UK for re-enactment groups is the National Association of Re-Enactment Societies Tel. 0117 964 6818. NAReS represents the interests of the re-enactor in the manner of a professional body or trade association and works closely with government bodies, the police etc. Close to 95% of all British re-enactors are members of societies that belong to NAReS. NAReS membership is NOT open to individuals but to groups/societies/clubs.

17.2 This is being investigated by Lord Thomas Flamanc.

17.3 Steps to be taken:

- a) Lord Thomas Flammanc to investigate and report on specific value and cost of joining NAREs
- b) Determine if this is a benefit to Insulae Draconis
- c) If a benefit, then join NAREs and determine if separate (or specific) fund raising is required to maintain annual membership for Insulae Draconis

18 Affiliation

- 18.1 This is for future consideration, several years after Insuale Draconis becomes a Principality, but will not be actioned at this time.

Attachment 1 – Jarl Peregrine’s email defining a Crown Principality:

From: Pete Nash <JarlPeregrine@...>

[peregrine_ma...](#)

Date: Fri Mar 21, 2003 3:31 am

 [Offline](#)

Subject: What it means to be a Crown Principality

 [Send Email](#)

Greetings everyone,

Once again I apologize for the cross posting, but I think this is an important message for everyone to read. With luck it shall not only illuminate you all about what a Crown Principality actually is, but also inform you what the current plans are for setting it up.

So first of all let us start with the description of what a Crown Principality is.

* A Crown Principality is an administrative unit within the kingdom, and is used as an trial period to see if the region is ready to grow into a full Principality.

* A Crown Principality is ruled by the King and Queen. It does not have its own Prince and Princess.

* A Crown Principality must have a complete set of officers, to whom all local officers must report. In turn the Crown Principality officers must report to their kingdom officers.

* A Crown Principality has its own name and device, which must be acceptable to its populace.

* A Crown Principality may have a Regent or Viceroy (and their consort) who represent the region and liaise with the Crown. A Regent is chosen by winning a dedicated heavy weapons tournament, similar to Crown tourney.

* A Crown Principality does not have any laws of its own. Neither can it create and give out armigerous awards of its own. However, with the express permission of the Crown it may be allowed to create non-armigerous awards.

We'll now move onto the questions which were asked by my good friend,
Bob the Codger, a typically urbane, native resident of the Isles... :-)

Q - "Wait a minute, after reading the description above there doesn't seem to be any difference between a Crown Principality and simply continuing as the Region of the Isles!"

A - Well, from the administrative side of things you would be right.

However you do get to have a Viceroy and have lots of fun holding spiffy courts with your own local nobility!

Q - "How long do we have to stay a Crown Principality?"

A - That is entirely dependant on you guys. The trial period lasts between 12 and 24 months. During that time you will have to show a) that the reporting continues to improve in both punctuality and reliability, b) that the Isles produces a regular bi-monthly newsletter, c) that Viceroy tourneys are held every six months and have a large pool of competing fighters, and d) that the populace enjoys the pomp and circumstance of having a local ruler. The more effort you all put in, the shorter the waiting period.

Q - "So what happens at the end of the trail period?"

A - Hopefully, if the Isles has proven itself worthy then it will be elevated to the status of full Principality. However, if the kingdom officers or the Crown feel that the region has not risen to the challenge, then the Isles would be stripped of its Crown Principality status and return to just being a region. After which, there is a mandatory wait of twelve months before you can try for it again.

Q - "What's all this rubbish about not being able to give

awards? Half

the reason I voted to become a principality is so that we'd have our own awards!"

A - Woah. What it says is that you cannot give out armigerous awards.

That's to say Awards of Arms, Grants and Patents. However, the Viceroy can petition the Crown to ask permission to create a non-armigerous award. I wouldn't imagine that the Crown would refuse a reasonable request. Once you are granted full Principality status, you'll have the right to create your own non-armigerous awards, and the right to give out Awards of Arms. Of course in the meantime, the Viceroy being the representative of the Crown might be asked to bestow special awards if their Majesties can't be there in person.

Q - "What's so important about the silly newsletter? It only ends up as a coaster for my tea mug and I never read the damn thing anyway!"

A - The Baelfyr is a vital element of becoming a Crown Principality. It will be the main forum for event announcements, educational articles, regional officer reports, Viceroy diatr... proclamations, and other such fun. :-) The Baelfyr is the glue which sticks the shires together, and should be thought of as the heart and soul of our region. If we don't have a regular newsletter then we are not considered worthy of being a Crown Principality!

Q - "But I never see the Baelfyr... I can't even remember when it was last published!"

A - Actually the last edition of our newsletter handed out at Crown Tourney two weeks ago. The reason why it is so infrequently published is mainly due to a lack of content. The editor, Lady

Melisende

<nimphael@...>, is sorely lacking 'any' articles to put in the next edition. So I suggest that people start writing anything they can for it. It doesn't have to be cutting edge research on period A&S (though that would be nice), but even simple articles on how to make garb, historical stories, anecdotes about chivalry, funny tales, pseudo medieval recipes... anything will do. Its your newsletter. Use it!

Q - "Who pays for the printing costs? Don't tell me I have to pay for it!"

A - Actually you're in luck. The BOD have just agreed to allow newsletters to be distributed in electronic format. As such it will be up to you whether you have it emailed direct, read it on the web site, or continue to receive a paper copy. However if you do want a printed version then you will have to pay a small fee to cover the cost of P&P.

Q - "Oy, how come the Viceroy is chosen by heavy fighting. I never voted for that! I'm a fencer and I want the tournament to be light fighting so I can be a Viceroy too!"

A - I'm very sorry, but its part of corpora that kingdoms and principalities must be fought for, and only by heavy fighters.

Q - "Bugger that! It'll be the same old 'fastest stick jock' wins the pointy hat scenario..."

A - Well, there have been some modifications to the entry requirements for the tourney to encourage entrants to be a little more rounded...

Q - "Eh!? What do you mean?"

A - Apart from the normal stuff of having to spend a year living in the Isles before entering etc., we have borrowed an idea from Nordmark which

requires that the fighter and their consort present a modest, documented A&S project that has been composed or crafted by their own hand(s). These are presented/performed on the day before the tourney, and the documentation/physical items are then put on display for the populace to peruse at their leisure. It is hoped that this will encourage the region to develop yet more skills!

Q - "So, if I win the Viceroy Tourney do I get a pointy hat when I step down?"

A - Err, I'm afraid not. There is no rank given for being a Viceroy. However, during the time when Nordmark was completing their period as a Crown Principality, the rulers were given Court Baronies for their efforts. I would imagine that such a precedent would be followed if the Viceroy performed as well in their roles.

Q - "Sounds like a waste of time to me. Why would I bother if I don't get the pointy hat?"

A - Um, I think you're missing the point. There is a great deal of honour to be won. Whomever triumphs in the initial Viceroy tourney will be the FIRST rulers of Insulae Draconis. You shall forever be remembered as the patriarchs of the region. The first Viceroy and their consort will also have the opportunity to mould the region, design awards, and introduce the traditions which will remain with the Isles for many years to come. Have you ever wanted to force the herald to wear red shoes during court? Or have you ever wanted to arm your champion with nothing but an ostrich feather fan? Or perhaps 'borrow' a leopard from the local zoo and sit in state with it chained to your throne... This is the time to introduce these 'quirks which,

if they
gain popularity, may become set in stone!

Q - "Okay, so what if I don't win the first Viceroy tourney.
What's the
point of entering the next ones?"

A - Have you ever wanted to be king for the day? Well,
imagine being
the next best thing for six months! :-) You can hold courts,
be
pompous, choose who sits at high table, have people serve you
hand and
foot, and have a whole lot of fun which hopefully the
populace will
share with you. Remember, your job is to be a figurehead and
entertain
people. The real work will be done by the Crown Principality
officers.

Q - "Hmm, I'm starting to like the sound of this. When is
this
tournament stuff all going to happen?"

A - That's a very good question. One which all of the Isles
officers
are working hard to answer. We will not know if the Isles
will become a
Crown Principality until we have had the results of the final
acceptance
poll. This should be published in the May issue of the
Dragons Tale.

The poll will ask three questions. The first is whether the
region
should become a Crown Principality. The second is whether the
regional
name should change to Insulae Draconis. The third is whether
the half
sun device should become the regional device. The poll (as
written in
Corpora) is only open to paid members of the SCA. We shall
need a
'high' level of positive response to the first question
before we would
be allowed to progress to Crown Principality. So I strongly
recommend
that everybody responds to this vital poll.

If we pass that hurdle, then in June at the 10 Year

Celebration, their Majesties Matthew and Alienor will officially elevate Insula Draconis to the status of Crown Principality. Hopefully we shall have a large contingent at 10yr to celebrate this news with a suitable lack of decorum.

There are now only two and a half months to go before 10yr, which does not leave enough time to organize a tournament to follow soon after.

The Isles officers have now been working very hard for the last two weeks to find a suitable site to hold the tourney. Taking into consideration the difficulty of finding UK sites during the summer months, the lead time required to publish the event in DT, and allowing some time for our fighters to get into training... we are looking at a potential event in September at the earliest. We currently have four sites we are investigating, and we hope to have made a booking in the next two weeks. Once we know where (and when) it will be, we shall publish the information on the IML.

Q - "So why are you still our seneschal, you grumpy old git? You left the Isles months ago."

A - In actual fact, I tried to pass on the seneschal's position a number of times, and eventually gave up trying to get rid of it. Instead, I focused on guiding the Isles to a point where we could petition to be made Principality, since I knew at this point, according to the law, I would be forced to step down from the office. ;-) To my great joy we succeeded two weeks ago at Crown. However, I failed to charm my deputy into taking over that very night and instead I gullibly allowed myself to be talked into a three month extension. But I WILL be

stepping down
at the 10yr Celebration. At which point you shall fall under
the
experienced hand of Mistress Ariel.

Q - "Humph! I suppose it sounds like a good idea. Is there
anything
else you think we should know?"
A - Yes. There's a few more things I'd like to say about this
exciting
opportunity...

Please remember that this 'is' an opportunity. As a region
you have the
potential to make Principality in twelve months. It'll take
some
effort, but if you all work together you'll do wonders.

Your regional officers are already functioning together as a
team. To
ensure that they can keep working hard on the administrative
side of
things, I would ask that all local officers remember to write
their
reports and send them in on time. Just fulfilling this task
will help
your officers be able to impress the kingdom officers. And in
the long
run it is the kingdom officers who will make the final
recommendations
on whether the Isles is ready to become a full Principality.

For those with a smidgen of skill in the arts and crafts this
is your
chance to make banners, regalia, giant fabric maps of Insula
Draconis,
large hangings in the principality colours, court tabards,
and a hundred
other things. The more you make, the better the court will
look. It is
your chance to create a visual identity for this region.

As for the fighters, well I would ask you all to gather for
this first
spectacular event. This will be a chance for everyone to
fight together
in a magnificent tourney. Just imagine if you will, the image
of every

authorized heavy fighter in the Isles, all participating for the same prize. There are at least forty of you across the region. If you all made yourselves a tabard with your device painted on it, you would be a truly inspiring vision. Go forth, dig up your armour and start polishing some of that rust off. Even if you know you don't stand any chance of winning, you'll be able to tell those young whippersnappers in twenty years time that you fought in the very first Principality Tournament in the Isles. :-)

The Isles now has a chance to show the rest of Drachenwald what real pageantry is all about. I hope you knock their socks off... :-)

Good luck!

Peregrine (Soon to be Ex-Insula Draconis Seneschal)

P.s. If anyone has any questions, then please feel free to email me.

Attachment 2 – Isles Crown Principality Ceremony

(The representative of the Isles is called before the Crown. ROBERT of CANTERBURY, followed by all the Isles members present, marches up slowly to the sound of processional music. ROBERT kneels before the CROWN; everyone else spreads out to the sides to kneel)

KING: We are told that you seek audience with US this day.

ROBERT of CANTERBURY: Your Majesties, that is so. You have spoken of Your intentions to create the Isles as a Crown Principality.

QUEEN: We have, in truth, so spoken. Yet We would know more. Good Lord Robert, can you tell Us why this region at the western edge of Our realm deserves Our attention so closely that We would set a Viceroy and Vicereine as Our hands to rule over you.

ROBERT: I can and shall, Your Majesty

For years I have looked out upon our Isles
And watched them wax in learning and in deeds –
Youths fighting up from pages to strong knights,
Cunning hands that learned, first craft, then art,
And service grown from shires to the realm.
We've raised up rulers, grant us now our own!

We've grown to splendor – not quite on our own,
But lengthy are the sea-roads to the Isles,
And hard to teach, or learn, across a realm.
Yet we have managed still to match our deeds
With other regions famed for every art,
And levied for our Crown our share of knights

From our newest fighters to our knights,
We've held back from You no sword we own,
To use us as You will in war's fine art.
Fair tourneys, too, we've mounted through the Isles,
And brightened with fair chivalry our deeds,
As nobly done as any in Your realm.

Our artists have wrought beauty o'er Your realm,
And proved themselves a match for kings or knights
To win the laurel crown by their craft's deeds,
That those who see their work must bow, and own,
No principedom here stands higher than the Isles
When skill is measured out 'gainst skill in art.

And more, we've proved in service, subtle art
Of giving aid, unsung, to all the realm,
Unheralded, unhailed; here in the Isles
Dwell those who seek no shining fame of knights,
Quest not for praise or glory of their own,
But hold the kingdom up through unseen deeds.

Throughout the years we've served You in our deeds,
With heart and hand and tongue and every art
That through our constant toil we've made our own
We've given all our best to aid this realm,
Our Laurels and our Pelicans and Knights,
And all the folk whose love has made the Isles

Thus, for the deeds that strengthen all the realms,
For service and art and Your loyal knights,
We ask you for our own land of the Isles

QUEEN: We are well aware of the deeds that you speak of, nor does it seem that the Isles lack eloquence in setting this petition before us.

KING: This, however, We would know: is it merely a few who desire that We create Our western shores a Crown Principality? Or is it the wish of all the folks of the Isles, the lesser of title counted equally with the greater?

ROBERT: Your Majesties, all our folk have been heard and heeded in this, and I say truly that of all the voices that have been raised, there was but a single one in our lands who does not wish the Isles to be a Crown Principality now.

QUEEN: Then We are minded to grant your petition, but have one further question. Shall We choose a pair to set as Our representatives over you? Or have you some means in mind to choose Viceroy and Vicereine for yourselves?

ROBERT: Your Majesties, we have. Since early days, it has been common to choose rulers by armoured combat. This we would do; but as rule demands more than skill with a blade, we would also ask something more of those who contend for those seats. A ruler should be a patron of the arts, for it is under the rulers' gazes that art blossoms. Therefore we would ask that each of the couples entering the Viceregal Tourney, one member is able to display something of his or her own art – not that skill be judged, for love need not always produce skill, but to show their care for the arts given them to nurture. And, most of all, rulers must know and heed their folk, for without those folk who make it up, the realm is nothing. Therefore, we would hold that none shall step forward to strive for the post of your representatives, save if they have dwelt in the Isles for a year and taken part in our gatherings and feasts, that they may know and do their best for the people over whom You would set them.

KING: It is clear that much thought has been taken over this, and that is good. We are pleased to see enthusiasm thus matched with wisdom, and tradition with thought for what is needed. Now it seems to Us that the Isles will suffice no more as a name for this Crown Principality: there are many islands in Drachenwald, but a realm such as We would now create must set its borders firmly. Have the folks of the Isles thought upon a name for themselves?

ROBERT: Your Majesties, we have. For the sake of tradition, we would not abandon the name of our islands; and yet, as our loyalty to Drachenwald is not lessened by our elevation, but made more great, we would reflect that as well. Therefore, it is our will, should Your gracious Majesties permit it, to name ourselves *Insulae Draconis* – the Isles of the Dragon.

(QUEEN and KING consult with each other a moment)

QUEEN: That pleases US well. Let it be so. You have a noble name; have you arms chosen to go with it?

ROBERT: An it pleases Your Majesties, we have. A demi-Sun in Splendour, or, field azure, blah blah. By this we show the glory of our western islands where the sun....

KING: That is a well-spoken and honourable quest, worthy of the names and arms you have chosen. SO be it: let it be heard throughout the Known World!

KING and QUEEN together: Here do we, Matthew Rex and Alienor Regina, create the lands once known as the region of the Isles as the Crown Principality *Insulae Draconis*, its arms to be a demi-Sun in Splendour, or, blah blah. Let the Seneschal of *Insulae Draconis* hold this Crown Principality in the name and by the power of the Crown of Drachenwald until such time as a tourney may be held to select the Viceroy and Vicereine who shall rule as Our regents. So we have spoken; so it shall be!

ROBERT: For all the folks of the Isles, I thank your Majesties.

(Robert withdraws; the procession exits to the sound of more processional music)