The Book of Laws

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29. **Initial Clarifications**
	1. When a specific membership term is cited, the article in question pertains only to that classification.
		1. The term "member" generically refers to all classes of member, that being:
			1. *Aurrad* (voting member, dues current and in good standing)
			2. *Dílsech* (member in questionable standing)
			3. *Esert* (member on leave of absence)
			4. *Daer-Cheile* (probationary member)
				1. *Duine Idir* (a *Daer-Cheile* voted in and waiting initiation to *Aurrad*)
		2. *Deorad* generically refers to all non-members and non-classified people.
	2. A "Planning Meeting" is defined as a scheduled quarterly business meeting held in compliance of the clan calendar.
		1. Any generic reference to "meetings" in the laws are assumed to be planning meetings unless otherwise specified.
30. ***Féilire*** **(Calendar)**
	1. The calendar year starts at the conclusion of the *Samhain* election.
	2. Calculated dates will serve as the defaults for clan meetings and events.
		1. The calculated meeting and event dates for the coming year are to be presented at the Winter meeting.
		2. Meetings will default to the Sunday of the specified weekend with a start time of 1pm.
		3. Dates shall be calculated using the following rules:
			1. *Imbolc* Event: the first Saturday of February.
			2. Spring Meeting: The weekend of March 7th, or first weekend after if the 7th falls on a weekday.
			3. *Beltaine* Event: The first weekend (full or partial) in May.
				1. Not to be held the weekend of Mother’s Day (2nd Sunday in May) if it needs to be re-scheduled.
			4. Summer Meeting: The weekend of June 7th, or the first weekend after if the 7th falls on a weekday.
			5. *Lughnasad* Event: Is held according to the Pennsic calendar as set by the SCA.
				1. Or on the first weekend (full or partial) of August if the clan prefers not to go to Pennsic.
			6. Autumn Meeting: The weekend of Sept 7th, or the first weekend after if the 7th falls on a weekday.
				1. For clarity, the Monday of Labor Day weekend is a weekday.
			7. Norseland Fall Thyng: (Diplomatic) Set by Norseland, typically the Weekend closest to September 21st.
			8. *Samhain* Event: The weekend of Oct 31st, or the weekend prior if the 31st fall on a weekday.
				1. For clarity, Suffolk County Parks Dept. turn off water service on Nov 2nd, hence the timing to hold the event prior.
			9. Winter Meeting: The weekend of Dec 7th, or first weekend after if the 7th falls on a weekday.
31. ***Cruinniú* (Meetings)**
	1. Meetings are held by authority of the Chieftain.
		1. The *Ard-Druí*, *Fili*, and *Bard*, by joint decision, may authorize meetings if the Chieftain becomes inaccessible or derelict to do so.
		2. The default venue of a meeting is the presiding official's home.
	2. All meetings are open to guests unless specified otherwise.
		1. Meetings, or portions thereof, may be closed to any non-member designations by majority vote or *Rechtgae.*
	3. Quorum is 50% of the total pool of *Aurrad*.
		1. Meetings may be held sub-quorum but are prohibited from voting on protected motions.
		2. Sub-quorum meetings should refrain from decisions likely to be overturned at a later meeting of higher attendance.
		3. Sub-quorum simple majority votes may be vetoed by *Rechtgae*.
	4. An *Aurrad* must wear their torc at meetings.
		1. Non-voting members (e.g. *Esert*, *Daer-Cheile* and *Daer-Fuidir*) are barred from wearing a torc at meetings.
	5. Roster Review is a time set aside for consideration of official clan relation status encompassing:
		1. Probate review for sponsors and *Daer-Cheile* to highlight progress towards Membership.
			1. Any vote called during a Probate review shall remove all *Daer-Cheile* from earshot until Probate votes are concluded.
		2. Member roster and voting status review each Autumnal meeting.
		3. *Cara na dTuath* (Official Friend) and other designations review at the Vernal Meeting in even numbered years.
	6. Scheduling: The time, date, and venue of the next planning meeting and event shall be considered confirmed if no action to reschedule has been taken prior to conclusion of business at the preceding meeting.
		1. The schedule and venue of pending clan functions may be changed as deemed necessary to accommodate venue availability, adequate attendance, or meeting quorum by:
			1. Majority vote at a meeting
			2. *Rechtgae* of the presiding officer between meetings.
		2. If meeting quorum cannot be met by rescheduling, the original date will hold.
	7. Meeting Minutes shall be a record of business conducted:
		1. Excluding:
			1. Any motion and resulting debate and vote made during Probate Review.
			2. Personal Business.
			3. Any item voted to be struck from the record.
		2. Including:
			1. Attendance.
			2. Quorum count.
			3. Any item normally excluded that is specifically voted to be reflected in the record.
			4. The recognition or awarding of Sanctioned Clann Activity Merits (SCAM) during Probate Review (but not the debate and vote results thereof).
		3. Minutes are to be published within two weeks of their generation.
32. **Meeting Format**
	1. The meeting shall default to the following format but may be re-ordered at the convenience of the presiding officer or by majority vote:
		1. Opening Business
			1. Take Attendance
			2. Report quorum compliance percentage
		2. Seasonal blessing
		3. Treasury collections and disbursements
		4. *Aon Scéal* (“what news”) A short (~3 mins per person) verbal report of individuals' clan related activity or obstructions thereof since last meeting.
		5. Fiscal Business
			1. Treasury report
			2. Review clan currency values if Spring Equinox meeting
		6. Calendar Review
			1. *Ard-Druí* calendar presentation if Winter Meeting
		7. Event Planning
			1. Event date, venue
			2. Food and Drink
			3. Activities / Ceremony
			4. Necessary equipment and other expendables
		8. Old Business
		9. New Business
		10. Roster Review
			1. Probate Review
			2. *Statchiste* recommendations for *Esert*.
			3. Member Roster review if Autumnal Equinox meeting
			4. *Cara na dTuath* (Friend of Clan) and other designations review if Vernal Equinox in even numbered year.
		11. Presentations
		12. Personal Business
		13. Adjournment
33. **Voting**
	1. No vote is to be by secret ballot.
		1. Votes during probate review are a slight exception in that they are decided in absence of all *Daer-Cheile*.
	2. Proxy voting is voting in absentia and:
		1. Is only valid for:
			1. Elevation motions (i.e. any change in official relationship status).
			2. "Protected" laws and motions
		2. Must be submitted in writing or email.
34. **Motions**
	1. “Simple Majority” items are “unprotected” in that those motions, laws, and policies are passed, repealed, or amended by majority vote.
	2. “Protected” items are motions, laws, and policies that require a recognized higher level of agreement to pass, repeal or amend. Protected status is typically reserved for items considered foundational or of noted importance.
		1. Items shall be protected if required by law or motioned or amended to specifically include a recognized level of protection.
		2. Protected items need the strictest agreement level they govern or utilize to enact, repeal, or amend.
			1. For clarity: The laws establishing “Protection” status are likewise “Protected”.
		3. Protected item votes (i.e. votes, not the motioning or discussion) may only be called when “Fair Notice” is satisfied.
			1. “Fair Notice” is satisfied as a verbatim proposal announcement (i.e. via meeting minutes or addendum) at least six weeks prior to the meeting of the vote or by meeting attendance in proportion of current total *Aurrad* as the strictest relevant protection.
			2. Subsequent adoption of amendments to a protected proposal will likewise trigger the need for “Fair Notice”.
		4. No item may be protected by an unrecognized level of agreement.
		5. The following are recognized levels protection:
			1. ⅔ Protected (requires ⅔ or greater approval of voters).
			2. ¾ Protected (requires ¾ or greater approval of voters).
			3. Unanimous Protected (requires unanimous approval of voters).
	3. Contradiction: Should a contradiction between laws or policies be found, the older law shall take precedence until properly corrected at a meeting, or temporarily addressed by *Rechtgae*.
	4. Procedural Error: By objection of any *Aurrad*, any decision resultant of a procedural error is void until properly corrected at a meeting, or temporarily addressed by *Rechtgae*.
		1. If no objection is forthcoming within a year of the error, unprotected decisions shall stand as if they were enacted correctly at the end of the 4th planning meeting from the occurrence.
		2. Protected decisions will never be enacted in default of procedural error.
35. **Recognized Motion Procedures**
	1. Top Level Motions are made when the floor is open.
		1. Motion a proposal:
			1. Any *Aurrad* may motion a proposal.
			2. When a motion is made, no other action may be taken unless seconding.
			3. Motions must be worded so that they can be decided by a "yes" or "no" answer.
			4. Suggested wording: "I move [proposal]".
		2. Move for an Election:
			1. An *Aurrad* may call for an election of any clan office, position, or administrative post etc. outside of *Samhain* elections if there is a perceived need.
			2. If the motion passes, the election is governed by the same process as if it were held at *Samhain*.
			3. Suggested wording: "I motion for an election of [position]".
	2. Seconding:
		1. Motions and sub motions require a second to be considered by the clan with the following exceptions:
			1. Tabling “Protected” motions in certain circumstances.
			2. Withdrawal of a motion.
			3. Objecting to a withdrawal.
			4. Nominations.
		2. If no second is reasonably forthcoming, the motion dies.
		3. You may not second your own proposal.
		4. Suggested wording: "I second the motion."
	3. Sub Motions are made when a proposal is already on the floor.
		1. Withdrawal:
			1. An *Aurrad* may withdraw their motion providing the seconder (and only the seconder) does not object.
				1. If the seconder objects, the motion continues.
				2. Suggested wording: "I object to the withdrawal".
			2. If withdrawn, the motion dies.
			3. Withdrawal is useful when absence of support is evident or in light of new information that would render the proposal obsolete.
			4. Suggested wording: "I withdraw my motion."
		2. Move to amend:
			1. A sub motion to change the wording in effort to optimize or clarify intent and scope of the proposal on the floor.
			2. A motion to amend is not for introducing a competing motion, though such may be argued during a motion’s discussion.
			3. Suggested wording: "I move to amend [change]."
		3. Motioning to Table:
			1. Tabling is an attempt to delay consideration of the proposal on the floor. The delay is generally unspecified making the tabled motion eligible to be brought to the floor later the same meeting or for old business at a future meeting.
			2. Suggested wording: "I move to table".
		4. Moving the Previous Question:
			1. A call for a sub-vote to render an immediate decision for the proposal on the floor without further debate.
			2. If the sub-vote succeeds, debate ends, and a vote is called to decide on the motion on the floor.
			3. If the sub-vote fails, debate continues.
			4. Suggested wording: "I move the previous question".
36. **Elections**
	1. Clan officials are voted on annually at the *Samhain* event.
		1. No one may hold more than one office concurrently.
		2. An office and an administrative post may be held simultaneously with the following exceptions:
			1. Chieftain may not be held concurrently with any other position.
			2. *Fili* and *Sencha* may not be held concurrently.
			3. *Sencha* and *Statchiste* may not be held concurrently.
		3. In the absence of willing candidates, an *Aurrad* may be appointed as an "acting" post holder regardless of other posts held until an appropriate candidate is elected.
	2. Retiring officials should be prepared to function in and/or assist with their former position until the conclusion of the *Samhain* event.
	3. The *Fili* shall recite the responsibilities of a position in question prior to the call for nominations thereof.
	4. Elections are held in the Order of Precedence.
	5. When electing an officer:
		1. The incumbent will step down.
		2. The highest post not contending for the given position will officiate.
		3. A newly elected or reconfirmed highest officer shall resume officiating elections.
	6. During an election, an *Aurrad* may:
		1. Nominate a Candidate:
			1. An *Aurrad* may nominate another *Aurrad* or themselves for a position during an election.
			2. Nominations DO NOT require a second but are customarily voiced as a sign of support.
			3. Suggested wording: "I nominate [candidate]".
		2. Refuse a Nomination:
			1. A nominated *Aurrad* may refuse without question.
			2. Refusing a nomination does not require a second.
			3. Refusal is encouraged on grounds of inability, difficulty, or unwillingness to meet the demands of a post.
			4. Suggested wording: "I respectfully decline the nomination".
37. **Clan Officials**
	1. Chieftain: The Chieftain is our executive officer and responsible for:
		1. Holding meetings, their format and agenda.
		2. Upholding the law.
		3. Enacting *Rechtgae*.
		4. State justice.
		5. Representation to other groups and making alliances.
		6. The clan's fighting unit.
		7. The overall wellbeing and safety of participants at clan related activities.
	2. *Ard-Druí* (High-Druid): The *Ard-Druí* is vice-executive and responsible for:
		1. Conducting ceremonies, sacrifices and interpreting omens.
		2. Clan morale and civil dispute resolution.
		3. Representation to the otherworld and mitigation of the supernatural.
		4. Administering the Clan calendar.
	3. *Fili* (Poet/Historian): The *Fili* is third officer and responsible for:
		1. Maintaining the laws of the clan.
		2. Availability of the laws at all clan activities.
		3. Researching Celtic history and historical accuracy.
		4. Writing and reciting of poetry.
		5. Maintaining the list of rank and *log n-enec* of all members.
	4. *Bard*: The *Bard* is fourth officer and responsible for:
		1. Entertaining the clan with music, song, or any other form of period entertainment.
		2. Maintaining and heralding the schedule of activities at clan events.
	5. *Sencha*: The *Sencha* is the clan secretary and responsible for:
		1. Recording and publishing meeting minutes.
		2. Recording attendance.
		3. Calculating Quorum.
		4. Maintaining an archive of past meetings minutes.
		5. Maintaining both snail and email lists of members and important contacts
	6. *Statchiste*: The *Statchiste* is the clan treasurer and responsible for:
		1. Bookkeeping and treasury reports.
		2. Settling accounts receivable and payable
		3. Sale and distribution of clan coins.
		4. Having $50.00 of petty cash available at clan meetings and functions.
		5. Exercising fair policy to grant reprieves or alternate payments for unsettled accounts.
		6. Recommending absentee *Aurrad*s as *Esert* when appropriate.
		7. Informing the *Sencha* of all *Esert*.
	7. *Brewey*: The *Brewey* is the clan hospitaller and responsible for:
		1. Greeting, introducing, and entertaining guests.
		2. Scouting outside activities for the clan.
		3. Invitations and providing directions and event details.
		4. Being phone contact for events.
	8. *Fénnid*: The *Fénnid* is the clan marshal and responsible for:
		1. Recruiting and training of fighters.
		2. Combat Safety.
		3. Knowledge of clan fighting and equipment standards.
		4. Taking charge of the fighting unit when ordered by the chieftain.
		5. Maintaining their own clan standard armor.
		6. Maintaining their competency as a fighter.
		7. Conducting tournaments of martial skill.
38. ***Tús agus Freagracht* (Precedence and Responsibility)**
	1. The Order of Precedence is the rank of clan officials in descending order, that being:
		* 1. Chieftain
			2. *Ard-Druí*
			3. *Fili*
			4. *Bard*
			5. *Sencha*
			6. *Statchiste*
			7. *Brewey*
			8. *Fénnid*
		1. The Chieftain, *Ard-Druí*, *Fili*, and *Bard* serve as officers of the group.
		2. The *Sencha*, *Statchiste*, *Brewey*, and *Fénnid* serve as administrators of the group.
	2. Immediate and Ultimate Authority: Though posts and members may be empowered to make expedient decisions, the clan assembled at a meeting in appropriate quorum is the ultimate authority on any matter.
	3. *Rechtgae*: is an executive decision power for the sake of expediency, when a clan meeting would be inconvenient, inappropriate, or in emergency situations.
		1. A *Rechtgae* is a temporary or one-off edict, lasting enforce until challenged at a meeting.
		2. A *Rechtgae*, or the circumstance leading to it, should be reviewed as new business at the next meeting if of legislative or noted concern.
	4. Absence of officials:
		1. In the Chieftain's absence at meetings and clan events, the next available official in the order of precedence shall assume responsibility as the presiding officer.
		2. If an officer is absent, a higher-ranking officer may assume the responsibility, or it will default to next lower ranking officer.
		3. If an administrator is absent, the presiding officer will temporarily appoint the position to an able member.
	5. When assuming the mantle of an absentee official or assuming a delegated responsibility:
		1. Endeavor to maintain a continuity with the policies and directives of the absentee if they are known.
		2. Do not hesitate to act in the best interest of the clan in time sensitive opportunities or pressing matters. However, endeavor to defer decisions until the return of the official in question if it is not impractical to do so.
	6. When resuming responsibility after another filled in for an absence:
		1. Endeavor to maintain continuity with the decisions made on your behalf.
		2. You may countermand or alter directives made on your behalf; however, consider doing so only to correct oversights, optimize limited resources, or to capitalize on an otherwise lost opportunity.
	7. A person may delegate their responsibilities to a willing party by formal proclamation.
		1. The original person is still ultimately responsible for their duties despite any delegations.
		2. No person may delegate punitive powers.
39. ***Béasa agus Táilli* (Dues and Fees)**
	1. Annual Clan dues are renewed each *Samhain* with a grace period extending to 269.
		1. Annual Dues are $150 per year.
		2. *Aurrad* dues cover the member site fees of our *Samhain*, *Imbolc*, and *Beltaine* events.
		3. *Cara na dTuath* (Friend of Clan) and children of members may optionally pay $50 by *Imbolc* to cover all site fees for the year.
	2. Event (Site) Fees are expected of all attendees.
		1. Guests and *Cara na dTuath* (Friend of Clan) event fee is $25.
		2. Children 14 and older pay full rate.
		3. Children under 14 attend free.
		4. A "Day Tripper" is an attendee not camping and not partaking of the main feast.
			1. The Day Tripper fee is $5.00.
			2. Day Trippers may participate in all other activities of the day.
			3. Day Trippers are welcome to day board and refreshments.
40. **Transactions**
	1. All purchases made on behalf of the clan need prior approval of the assembled clan, or prior approval by *Rechtgae*.
		1. Any purchase made without such approval or exceeding an approved amount is made at risk of incomplete or non-reimbursement.
	2. All reimbursement transactions require a receipt submitted to the *Statchiste*.
		1. Claims without a receipt risk incomplete or non-reimbursement.
41. ***Airgeadas* (Clan Coins)**
	1. A silver clan coin shall be minted at 1/24 of an ounce and be named a "screple".
		1. The obverse of the coin shall be of a Celtic style bull and the reverse the clan sun symbol.
		2. The value of the screple is $2.00.
	2. A bronze coin shall be minted at x/x of an ounce and be named a "pingin".
		1. The obverse shall be an xxx and the reverse the clan sun symbol.
		2. The value of the pingin is 1/8 of a screple.
	3. The value of clan coins shall be reviewed at each Spring Equinox meeting.
42. ***Esert* (Inactive Status)**
	1. *Aurrad*s wishing a leave of absence or wanting to go inactive may notify the *Statchiste* to designate them as "*Esert*". *Esert:*
		1. May attend and participate in clan activities.
		2. May optionally pay dues; otherwise, are responsible for individual event fees.
		3. May not vote.
		4. Are not counted for quorum.
		5. Has half their normal honor price.
		6. May regain *Aurrad* status if their dues are current and by formally notifying the *Sencha*.
	2. Any member that has not paid or has not made alternate arrangements with the *Statchiste* shall be designated as *Esert* by default at the Spring meeting.
43. ***Beartas Aoi, Óstáil, agus Cara na dTuath* (Guest Policy, Hosting and Official Friends)**
	1. *Aurrad*s are entitled to invite guests to clan events and open meetings. A hosting *Aurrad* is responsible for:
		1. Their guest's introduction to the group and other attendees.
		2. Being the prime source of hospitality for their guests.
		3. Encouraging their guest's participation in activities where appropriate.
		4. The actions of their guests in that they comply with our rules and customs and are not burdensome, a detraction, or a liability to the group's purpose, atmosphere and general harmony.
	2. At non-clan activities where the group establishes a unified presence, *Aurrad*s must discretely obtain permission for any guest they intend to invite that has not previously attended a clan activity.
	3. A *Cara na dTuath* (Friend of Clan) is a person or group that has an open invite as a guest of the clan rather than that of a specific member.
		1. A *Cara na dTuath* is welcome to participate in events and other activities where the clan presents a unified presence unless otherwise informed.
		2. *Cara na dTuath* Status Elevation is considered during a planning meeting's Roster Review by motion of a sponsoring member.
		3. To be elevated to *Cara na dTuath*, the candidate must:
			1. Not need the mentoring influence or liaison of a hosting *Aurrad*.
			2. Have multiple independent social connections to the group.
			3. Be approved by a 2/3s majority vote.
		4. *Cara na dTuath* Status may be revoked by majority vote.
	4. A group invited by the Chieftain shall be considered a guest of the clan as a whole for the duration of the given event.
	5. *Deorad*s participating or camping more than three days with the clan are expected to contribute their fair share of communal chores and expenses.
44. **Martial Activities**
	1. The clan champion tournament battle is to be held each *Beltaine*.
	2. *Gaiscidheach* (i.e. "Champion" or *Aire Echta* "Lord of Blood Vengeance" if noble): Is the winner of the champion's battle and must:
		1. Own armor that meets clan standards.
		2. Be a clan competent fighter.
		3. Be responsible for clan fighting unit when ordered by the Chieftain.
		4. Avenge insult when ordered by the Chieftain.
		5. Defend the title at the annual tournament and when so ordered by the Chieftain.
		6. Claim the champion’s portion at feasts.
		7. Not be the Chieftain.
	3. Unsafe participants or those exhibiting un-sportsman like conduct will be removed from combat.
	4. Unsafe conditions for combat will be corrected or combat will be postponed.
	5. Unsafe weapons and equipment will be prohibited.
	6. Clan standards for fighting equipment and rules of combat are currently defined as the same as SCA East Kingdom standards unless otherwise described in these laws.
45. **Regalia**
	1. The Celtic Sun is the Clan Symbol.
	2. Clans folk should inform the *Brewey* of spare equipment they are willing to lend out.
	3. Any crest that a clansman intends to display in association with the clan must have that crest approved by the *Fili* for historic accuracy.
	4. Clans folk attending events without proper garb are subject to fines.
	5. The Hospitality tent is available for guest use by prior arrangement.
		1. If unclaimed by a guest, an *Aurrad* may rent the Hospitality tent for 3 screples per event.
	6. Weapons and equipment are not to be thrown, used or strewn haphazardly around camp.
	7. Unnecessary and distractingly mundane items are banned from common areas.
		1. Tools and materials for period or clan projects are provisionally exempt so long as they are removed or hidden when not in use.
46. ***Dlithe* (Laws)**
	1. All are to follow mundane law in addition to clan law.
	2. All are to respect the laws of any entity we have a treaty with while in their territory.
	3. Members will never physically provoke or attack another member.
	4. Members will avoid physical conflict with outsiders but will defend clan when physically attacked, right or wrong.
	5. Members are required to provide three days of hospitality to members in need.
	6. Hospitality will be granted to outsiders and consist of:
		1. Friendliness.
		2. A drink.
		3. Spare food.
		4. Help in emergency situations.
		5. An offer of a bath.
47. ***Rialacha Iompair* (Code of Conduct)**
	1. The Code of Conduct is a collection of clan-approved traditions, manners, and decorum.
		1. Failure to abide by the code of conduct may result in reduction of Honor price if negative consequences precipitate.
	2. Clansmen are to treat the clan as their second family.
	3. No person shall be oppressed in his difficulty.
	4. Only the *Fili* may possess a copy of the laws at events or meetings.
	5. Unpaid debt is an honor blemish.
	6. Any warrior exceeding the girth of the average warrior's belt must pay *Ramhar Cáin* (fat tax).
		1. Any person contending for Clan champion is considered a warrior.
		2. Any noble relying on the "Warrior Set" is considered a warrior.
	7. Clansmen should request their leave from the Chieftain (i.e. let the chief know if you will be off site or out of camp for a significant period, particularly if you are going to miss a clan sponsored activity).
48. ***Troscud* (Litigation)**
	1. *Log n-Enech* (the price of face) is the payment due to an *Aurrad* when their honor has been besmirched, violated, or otherwise made to suffer undue embarrassment or hardship.
		1. Disputes of honor are settled by *Troscud*.
		2. Honor price is the maximum payment allowed and often adjusted down in proportion to the severity of the violation.
		3. Holding a grudge after receiving *Log n-Enech* is an actionable honor violation.
	2. *Troscud* (fasting) is the form of litigation in the clan.
		1. The *gearani* (plaintiff) may enact suit:
			1. At an event by giving notice to the *cosnoir* (defendant) then sitting and fasting at the *cosnoir*'s dwelling or designated spot.
			2. At personal business attended by the *cosnoir* by giving notice then relocating to a convenient spot for involved parties to sit, fast, and negotiate.
		2. *Cosnoir*s are honor bound to fast and negotiate until the parties reach an agreement or impasse.
			1. A refusal to fast defaults payment of the *gearani*'s *Log n-Enech*.
		3. If deadlocked, the matter is referred to the *Ard Druí* for judgement.
	3. An offence against a guest is an offence against the host.
		1. An *Aurrad* may enact suit on behalf of their guest or for a *Cara na dTuath*.
			1. The *Aurrad*'s Log n-Enech will stand as reference for damages, with ¼ of any reward due to the guest or *Cara na dTuath*.
49. **Sanctions and Punitive Actions**
	1. A 2/3 majority is needed by the clan assembly to enact a sanction or punitive action against an *Aurrad*, *Dílsech*, *Saer-Fuidir*, or *Daer-Fuidir*.
		1. Only a simple majority is required to enact a punitive action against a *Daer-Cheile*.
		2. Honor price reduction is a punitive action.
	2. When sanctioning, the clan must consider and specify:
		1. The terms of reversal as being:
			1. By duration (until a certain date)
			2. By condition (the competition of a task or payment of fine)
			3. Indefinite with a set date for review
			4. Some combination of the above
		2. The terms of the sanction (i.e. the loss of privileges and/or fines). The clan may designate the party in question as one of the following commensurate with the level of offense:
			1. *Dílsech*
				1. Intended for those with minor infractions, defaulted vows and neglected debt.
				2. Reduced in honor price (typically half normal).
				3. May enact lawsuits on their own behalf.
			2. *Saer-Fuidir*
				1. Intended mainly for those who have abused, neglected, or mishandled invitation privileges, hosting, or sponsorship but also for those with moderate infractions.
				2. Reduced in honor price (typically half normal).
				3. May not sponsor or invite guests
				4. May enact lawsuits on their own behalf.
			3. *Daer-Fuidir*
				1. Intended for serious infractions short of revoking membership.
				2. Needs a "guarantor" to represent them in legal matters or enact suit. Their honor price is half of their representative but must surrender half of any reward as payment to the guarantor.
				3. May not sponsor or invite guests
				4. May not vote, bring motions, run for elected positions nor wear a torc at meetings.
			4. A customized status more befitting the offense should the above designations prove inadequate or inappropriate which may include anything from a verbal chastisement to loss of membership.
	3. *Indarbthach* (non-grata) or *Bibdu* (enemy) status is designated or repealed by a 2/3s majority vote.
		1. May be applied to an individual or a group.
		2. Are unwelcome at any Tuatha de Bhriain gatherings or encampments.
		3. No *Aurrad* may invite said individual (or group) until the status is repealed.
		4. No clan matters are to be discussed with *Bibdu*.
50. ***Comhaltas agus Ardim* (Membership and Elevation)**
	1. Vortigern Clause: The Tuatha de Bhriain's purpose is to reenact Celtic culture as it existed in 5th century AD Ireland. While other ethnicities of the period may be reflected in the membership, the purpose of the group shall not change. This law is protected by unanimous agreement.
	2. Dual Citizenship: All may be members of other re-enactment organizations so long as any conflict of interest is resolved equitably or in favor of the Tuatha de Bhriain.
	3. Any motion to change official relationship status or honor is a question of Ardim (elevation) and may only be considered during Roster Review of a planning meeting.
	4. A "potential" is a non-member individual or group that:
		1. May be of any age.
		2. Has attended at least three clan functions as a guest or is a *Cara na dTuath*.
		3. Shows interest in the group, its purpose, goals, and desires to participate as an *Aurrad*.
		4. Is believed to be a potential asset to the clan without undue conflict or burden.
	5. An *Aurrad* may officially sponsor a potential's elevation to *Daer-Cheile* (probationary member) by obtaining a 2/3 majority approval and administering the "*Daer-Cheile*'s Oath" to the intended.
		1. An *Aurrad* who is or becomes a *Saer-Fuidir* may not sponsor.
		2. An *Aurrad* may drop sponsorship at any time but must notify the *Daer-Cheile* and clan at earliest convenience.
		3. Though not a law, there is a tradition to defer sponsorship of personal friends to other members so that new relationships might be fostered in the group.
	6. The *Daer-Cheile*'s Oath must be answered in the affirmative by the intended potential to be officially raised to *Daer-Cheile*:
		1. "Do you swear to work towards the goals of the group and participate in its activities in good faith and in a reasonably harmonious manner?"
	7. A Sponsor is accountable for their *Daer-Cheile*'s:
		1. Oath fulfillment.
		2. Wellbeing at clan functions.
		3. Social integration into the clan.
		4. Respect for the atmosphere and aesthetic we strive for.
		5. Assistance in completion of elevation requirements.
		6. Navigation of the elevation process.
	8. *Daer-Cheile* to *Aurrad* Elevation Requirements: A *Daer-Cheile* must satisfy the following before a sponsor can initiate their elevation:
		1. Reach their 18th birthday.
		2. Read and understand the Laws of the clan.
		3. Participate in camp life, help organize and host clan events.
		4. Establish a working knowledge of the culture of 5th century AD Ireland.
			1. Choose an appropriate persona name.
			2. Create a realistic persona suitable for 5th century AD Ireland.
			3. Obtain approval from the clan *Fili* for their persona.
			4. Recite their persona story to the clan.
		5. Obtain all the equipment of the "*Ocaire Set*".
		6. Render payment of their acquired fines and debts of honor.
		7. Maintain the promise of the *Daer-Cheile*'s Oath.
		8. Obtain 21 SCAM points.
		9. Periodically demonstrate their progress towards elevation.
		10. If the sponsor becomes a *Saer-Fuidir*, the *Daer-Cheile* must seek a new sponsor before any further progress towards Membership.
	9. Sanctioned Clan Activity Merits (abbr. SCAM) are awarded for participation.
		1. SCAM points are awarded for attending as thus:
			1. Quarterly Planning Meeting: 3
			2. Clan events (i.e. *Samhain*, *Imbolc*, *Beltaine*, *Lughnasadh*): 2
			3. Planned Workday or Activity (i.e. planned at a meeting / announced by Chieftain): 1
			4. Pennsic camping and assisting with landgrab: 1
			5. Pennsic camping and assisting with camp break down: 1
		2. A gap of 2 years from the last SCAM earned will reset a *Daer-Cheile*'s SCAM.
		3. SCAM may be awarded for unsanctioned activities by majority vote during Probate Review
			1. The activity should benefit the clan in similar manner to a planned workday.
			2. The motion should not be made too long after the activity in question.
	10. *Daer-Cheile* to *Aurrad* Elevation Process:
		1. Each phase of the process occurs during Probate Review at successive meetings.
			1. Only the sponsor or their delegate may motion the initial phase of the elevation process.
			2. Subsequent phases may be continued by proxy or postponed without penalty.
		2. The initial phase of the process is enacted by the sponsor announcing their intention to call for an elevation vote. The subsequent phases are:
			1. First approval vote.
			2. Second approval vote.
			3. Third (and final) approval vote.
		3. If the sponsor perceives a lack of support at any time prior to the final vote, they may halt the process to reconsider the bid.
			1. The bid can start anew at a future time.
			2. Sponsorship may be dropped.
			3. The sponsor may opt to motion for *Cara na dTuath* status if appropriate.
		4. If all three approval votes pass with a ¾ majority, the Elevation bid is successful.
			1. If the first or second approval vote passes unanimously, the Elevation bid is immediately successful.
			2. On a successful bid, the *Daer-Cheile* will become a "*Duine Idir*".
		5. Should any approval process vote fail to obtain a ¾ majority, the Elevation bid is defeated.
			1. The *Daer-Cheile* returns to *Deorad* (non-member) status.
			2. A sponsor may consider a motion for "*Cara na dTuath* " status if appropriate.
			3. The *Deorad* may re-seek sponsorship after stronger relationships are nurtured with the clan.
	11. Initiation: To become an *Aurrad*, the *Duine Idir* must recite the "Oath of a Kinsman" at a ceremony held at the next clan event or Pennsic camp of convenience.
	12. The Oath of a Kinsman:

	"I \_\_\_\_\_\_\_ swear before all assembled:
	To obey the laws of the clan, to defer to its leaders, to assist my clan folk, to contribute to the clan good by all reasonable means, to settle grievance by clan law and custom, and to fulfill in deed that which I set before me.
	May the earth split and consume me,
	May the sky fall and crush upon me,
	May the seas rise and swallow me should I falter from this vow."
51. **Persona Death**
	1. All *Aurrad*s have the right to declare themselves dead.
		1. The persona dead lose all status, privileges, membership, and post.
		2. The persona dead may seek membership under a new persona.
52. ***Teaghlach* (Households)**
	1. A household is a subordinate group of members based on a familiar relationship (real or imagined).
	2. *Aurrad*s have the right to form their own household given a minimum of two *Aurrads*.
	3. A household must have a *Cenn Urra Ti* (Head of the Household).
		1. Households may choose their *Cenn* in any manner they wish so long as the *Cenn* is an *Aurrad*.
	4. A household may create its own traditions and rules so long as they are consistent with period culture and don't conflict with clan law.
53. ***Ceardchuallacht agus Coláiste* (Guilds & Colleges)**
	1. A guild or college is an officially recognized group of members with a common interest in a period craft or discipline and committed to enhancing the atmosphere of the clan by furthering its practice.
		1. Guilds refer to crafts.
		2. Colleges refer to academic disciplines.
		3. Hereafter, "guild" will be used as a term of convince to represent either.
	2. A guild is officially recognized with a 2/3 majority.
	3. A guild must have a *Sao re Ceird* or *Scolaire* (master).
		1. The master will be chosen by a method decided by the guild members.
	4. A guild may create its own traditions and rules so long as they are consistent with period culture and don't conflict with clan law.
	5. A guild's activities will be open to all clan members whether they belong to the guild or not.
	6. A guild must create one item a year to present to the clan at *Imbolc*.
		1. The presentation may be equipment that the guild will maintain stewardship over
	7. All those who have served as *Ard-Druí*, *Fili*, or *Bard* are members of the Druidic college.
		1. The current *Ard-Druí* is *Sao re Scolaire* of the Druidic college
54. ***Rang agus Log n- Enech* (Rank and Honor Price)**
	1. Rank and its associated *Log n-Enech* reflects the amount and quality of period atmosphere a member brings to clan activates by way of period items, performance, or in recognition of efforts that facilitate these activities.
	2. An *Aurrad* may increase their rank by making a claim, by grant of the clan, or by virtue of position held.
		1. To make a claim, the required deeds are verified, and equipment is presented for review to the Chieftain, *Fili*, and *Bard* to verify its quality and period compliance at an event or Roster Review.
		2. A grant is intended as recognition by the clan for outstanding contribution, service, or tenure. It is proposed by a motion at a Roster Review and requires 2/3 majority to pass.
			1. Though an *Aurrad* may start with a higher title and honor price through the nature of fortune or grant, they may not make a claim for higher rank until they have satisfied all the normal requirements of their present rank.
		3. An *Aurrad* assumes the honor price associated with a post when elected and reverts when vacated.
		4. The *Fili* shall make note of the increase and the *Fili*, *Bard*, or Chieftain are encouraged to announce the increase in status at an auspicious moment.
	3. Members of groups that have established a treaty recognizing mutual legal rights with the *Tuatha de Bhriain* may have their *Log n-Enech* evaluated by equivocating their station to clan standards as needed.
	4. All items specified as a requirement for rank need to be period items.
		1. Period items are researched material goods consistent with 5th century AD Ireland and other cultures of proven or probable contact in construction, form, style, and material.
			1. Though modest variations for artistic or practical reasons are permissible, items shall have no obtrusively anachronistic attribute.
	5. The Noble sets are defined as:
		1. Aristocracy set
			1. Sword (live weapon)
			2. Javelin (live weapon)
			3. Shield (live weapon)
		2. Warrior set
			1. Spear (live weapon)
			2. Clan standard heavy weapons tournament armor (full suit)
			3. Clan standard heavy weapons tournament sword
			4. Clan standard heavy weapons tournament shield
			5. Any *Aurrad* claiming honor price with the warrior set must contend for champion when the annual tournament is held.
		3. Hospitaller set
			1. Serving platter
			2. Serving bowl
			3. Serving pitcher
			4. Woven basket
			5. A period tent furnished to receive visitors
55. ***Log n-Enech* (Honor Price)**
	1. Children
		1. Up to and including 7 years of age = 7 *séts* = 84 coins
		2. Ages 8 to 13 years old = ¼ their father's or mother's honor price
	2. *Esert* - an *Aurrad* on leave of absence ½ normal honor price
	3. *Dílsech* - a member under sanction reduced in normal honor price (typically half).
	4. *Daer-Cheile* - a probationary member of the clan ¼ of sponsor's honor price.
	5. *Bothach* - a *Daer-Cheile* of the clan that owns a tent 1/3 sponsor's honor price
	6. *Fer Midboth* - A youth of the clan or an *Aurrad* not meeting the *Ocaire* requirements.
		1. Ages 14 to 17 = 1 *dairt* = 6 coins
		2. Ages 18 and older = 1 *colpthach* = 8 coins
	7. *Ocaire* = 3 *séts* = 36 coins
		1. A set of garb.
		2. Feasting gear
		3. Eating utensils
		4. Drinking vessel
	8. *Boaire* = 5 *séts* = 60 coins
		1. All previous
		2. A simple rectangular cloak or shawl
		3. Cloak Fastener
		4. Tablecloth (for use at *Imbolc* or the "Great Table")
	9. *Boaire Febsa* = 6 *séts* = 72 coins
		1. All previous
		2. 3 sets of period garb
		3. Footwear
		4. A table section of the great table
	10. *Gaiscidheach* (Champion) = 7 *séts* = 84 coins
		1. Winner of the Champion tournament
		2. If the champion is a noble, the title becomes "*Aire Echta*" (lord of blood-vengeance) and their honor price shall be that of his noble station plus 2 *séts*
	11. *Mruigfer* = 7 *séts* = 84 coins
		1. All previous
		2. A Tent
		3. Lighting (i.e. Candles, oil lamps)
		4. *Aurrad* for at least 1 year
	12. *Flaith Aithig* = 8 *séts* = 96 coins
		1. All previous
		2. Knife or Dagger
		3. Embody exceptional clan spirit
		4. Hold any office or administrative position for 1 year
	13. *Aire Deseo* = 10 *séts* = 120 coins
		1. All previous
		2. Flaith Aithig for 3 years
		3. A banner
		4. One set from the Noble List
		5. One year as either Chief, *Ard Druí*, *Fili*, or *Bard*
	14. *Aire Ard* = 15 *séts* = 180 coins
		1. All previous
		2. One year as Aire Deseo
		3. Tent furnished to keep mundania out of site
		4. Two sets from the Noble List
		5. Two years as Chief, *Ard Druí*, or *Fili*
	15. *Aire Tuiseo* = 20 *séts* = 240 coins
		1. All previous
		2. One year as Aire Ard
		3. Three years as Chief or *Ard Druí*
	16. *Aire Forgill* = 30 *séts* = 360 coins
		1. All previous
		2. One year as Aire Tuiseo
		3. Four years as Chief
	17. *Bard*
		1. *Taman* = 10 *séts* = 120 coins 4 individual presentations
		2. *Drisiuc* =15 *séts* = 180 coins 8 individual presentations
		3. *Oblaire* = 20 *séts*= 240 coins 12 individual presentations
		4. *TigernBard* = 30 *séts* = 360 coins 16 individual presentations
	18. *Fili*
		1. *Macfuirmid* = 10 *séts* = 120 coins 4 individual presentations
		2. *Dos* = 20 *séts* = 240 coins 8 individual presentations
		3. *Cano* = 30 *séts* = 360 coins 12 individual presentations
		4. *Cli* = 40 *séts* 480 coins 16 individual presentations
	19. *Ard Druí* / Clan Druid = 36 *séts* = 432 coins
	20. *Ri Tuatha* / Chieftain = 7 *cumals* = 504 coins
56. **Official Status Summary**
	1. *Aurrad* (Voting Member in Good Standing)
		1. Must pay dues
		2. May vote
		3. May motion new laws
		4. May enact lawsuits
		5. May sponsor Aoi
		6. May sponsor *Daer-Cheile*
		7. Has honor price as per the Honor Price list
	2. *Esert* (Member on Leave)
		1. Half normal honor price
		2. May attend any clan activity
		3. May not vote
		4. May not motion new laws
		5. May enact lawsuits
		6. May not sponsor *Daer-Cheile*
		7. Must pay site fees if not paying dues
	3. *Dílsech* (Member in reduced standing)
		1. May enact lawsuits
		2. Has reduced Honor Price
	4. *Saer-Fuidir* (Member with suspended invitation privileges)
		1. May enact lawsuits
		2. Has reduced Honor Price
		3. May not sponsor *Daer-Cheile*
		4. May not invite guests
	5. *Daer-Fuidir* (Member with suspended voting rights)
		1. Has reduced Honor Price
		2. May not sponsor *Daer-Cheile*
		3. May not invite guests
		4. May not wear a torque at meetings
		5. May not motion new laws
		6. May not vote
		7. May not run for any clan position
		8. Must have another member enact a lawsuit on their behalf
	6. *Daer-Cheile* (Probate)
		1. May speak at meetings
		2. Honor price is a proportion of the sponsoring *Aurrad*
		3. Not required to pay dues
	7. *Deorad* (Any nonmember or unclassified individual)
		1. Must provide for themselves.
		2. Must not disrupt proceedings
	8. *Cara na dTuath* (Official “Friend of the Clan)
		1. Has a standing invite from the clan as a whole
		2. May speak at meetings
		3. Not required to pay dues
	9. *Aoi* (An invited guest nonmember)
		1. Must be specifically invited by an *Aurrad*
		2. Must respect the atmosphere we create
		3. Must not disrupt proceedings
	10. *Indarbthach* (Unwelcome persons)
		1. Barred from clan events
		2. Barred from established clan encampments
		3. Not entitled to hospitality
	11. *Bibdu* (Persons of hostile disdain)
		1. Barred from clan events
		2. Barred from established clan encampments
		3. Not entitled to hospitality
		4. Clan members are to oppose this individual whenever prudent