**Bylaws of the Free Kingdom of Drakenfjord**

Last updated September 1, 2013

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Section 1 : **The Bylaws**

The Bylaws govern the out-of-game business of the Kingdom, memberships, officers and their selection process, and the method of maintenance of the Bylaws themselves. The Bylaws are beyond the scope of game events and activities.

Althings = An Althing is a business meeting of the Kingdom. All players may attend and speak, but only Members may vote. Althings are managed by the Chancellor. The Kingdom will hold no less than one and no more than six Althings per 6-month reign.

* The announcement of the impending Althing must be made no less than four weeks before the Althing is scheduled by the most efficient means available.
* A Bylaw can be changed or removed, or a new Bylaw added, by delivering a petition to the Chancellor. The petition must include the proposed wording and the signatures of at least 20% of the Members. The Chancellor places the petition on the agenda for an Althing to be held between four and thirteen weeks from the time of the submission.
* At least 55% of the Members at the Althing must approve. Results are announced at that time and within a week by official online media.
* If there is a conflict between two Bylaws, the newer Bylaw takes precedent and the older Bylaw is re-worded to reflect that change. This is not voted on, and the results must be announced within one week by official online media. If the Chancellor decides a simple alteration is not adequate, the conflict will be brought to an Althing.

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Section 2 : **Kingdom Officers**

There are two types of officer of the Kingdom: Sovereign and Associate Officers. Sovereign Officers are chosen in a general election by the Members after a six-month reign. Associate Officers are (generally) chosen from among applicants by the Sovereign Officers, act under the authority and supervision of a Sovereign Officer, and must be reappointed after each reign.

Sovereign Officers include Monarch, Regent, Chancellor, and Guildmaster of Reeves. All Sovereign Officers must have attended at least one meeting per month for the past 6 months, be full Members, legal adults, and pass a Qualifications Exam prior to running for office. Additionally, each candidate must meet the following special criteria:

* The Monarch must be a certified Reeve, have completed at least one previous term as an officer, and have reliable internet access.
* The Regent must be a certified Reeve.
* The Chancellor must have reliable internet access.
* Guildmaster of Reeves must be a certified Reeve.

The Monarch (King, Queen, or similar title) is the chief executive officer of the Kingdom. As such, his powers and duties include:

* shall represent the Kingdom when dealing with other Kingdoms, organizations, and the mundane authorities.
* may perform any duty that does not conflict with the other officers.
* may appoint pro-tem officers to fill vacant offices if there is no designated successor until an election can be held.
* The Monarch must assume responsibility for that office until that appointment is made or the election is held.
* presides over all official functions and courts of the Kingdom, with the exception of Althings and elections.
* may grant awards, honors, and titles at his discretion.
* may create new awards, honors, and titles as special rewards for unique service to the club. These are not added to the standard award list and are not used to fill suggested requirements for other honors or awards.
* may create or dissolve, with the agreement of the Regent, new Associate Officer positions. Any conflict or overlap in responsibility with another office will be clarified at the time the office is created.
* may make decrees to Kingdom Law and remove non-ratified Decrees.
* may make temporary changes to the governing documents (except for the Bylaws) with the agreement of the Regent which shall be in effect for the duration of one meeting.
* may submit matters to an Althing without need for petition.

The Regent (Prince, Princess, or similar title) is the designated successor to the Monarch and oversees all Arts and Science activities in the Kingdom. As such, his powers and duties include;

* assumes the duties of Monarch if the monarch is temporarily unavailable, and formally assumes the office of Monarch should that office be prematurely vacant for the duration of the Monarch's reign.
* is responsible for overseeing the creation and availability of the non-governing documents of the Kingdom.
* may grant awards at his discretion up to eighth (8th) level, including Crown Awards.
* may create or dissolve, with the agreement of the Monarch, new Associate Officer positions. Any conflict or overlap
* in responsibility with another office will be clarified at the time the office is created.
* may make temporary changes to the governing documents (except for the Bylaws) with the agreement of the
* Monarch which shall be in effect for the duration of one meeting.
* may appoint a Deputy to assist in his duties as long as those duties do not conflict with those of another office.

The Chancellor is the administrative officer and oversees the non-game aspects of the Kingdom's business and operation. As such, his powers include;

* oversees collection of dues.
* oversees the maintenance of Kingdom treasury records.
* maintains player records (class credits, memberships, and awards).
* presides over Althings and elections.
* oversees the collection and updating of all contact and emergency information.
* may submit issued to an Althing without a petition.
* may appoint a Deputy to assist in his duties as long as those duties do not conflict with the duties of another office.

The Guildmaster of Reeves (GmoR) oversees the conduct of battlefield activities. As such, his powers include;

* organizing routine battlefield activities and overseeing special non-event activities.
* oversees the safety of all battlegame equipment, including the field itself and any props being used.
* inspects all weapons, armor, and accessories to ensures they meet minimum safety rules. May remove such items if they are deemed illegal or unsafe.
* examines all non-standard game equipment for compliance in safety and class availability.
* oversees the training and conduct of Reeves.
* may appoint a Deputy to assist in his duties as long as those duties do not conflict with those of another office.

Removing a Sovereign Officer follows a three-step process: First, a petition for removal signed by at least 20% of the Members is delivered to the Chancellor. If the Chancellor is the subject of the petition, it is delivered to the Monarch who appoints an Arbiter to oversee the process. Second, an emergency Althing is called for between two and four weeks. At least two weeks notice must be given to the populace. Third, at least 55% of the total Membership must approve (this includes those not present or not voting). If the Althing approves, the office is immediately vacated. For Monarchs, the Regent immediately becomes the Monarch for the rest of the reign. For others, an election is held in two weeks to choose a new officer for the rest of the reign.

Associate Officers are appointed by a supervising Sovereign Officer to deal with a specific function that demands greater attention than that Sovereign officer can easily provide, that require special skills or knowledge, or that does not easily fit into his authority. Examples that have been used in the past are:

* Herald (under Chancellor) = keeps records of awards and titles, makes on-site announcements, and overseas the operation of court activities.
* Exchequer (under Chancellor) = oversees the Kingdom currency system and economic role-play.
* Hospitaller (under Regent) = assists new players in getting started in the game and provides information to interested parties.
* Champion (under GMoR) = assists in organizing combat activities, maintains the Kingdom's regalia and keeps the lost-and-found.

Sovereign officers are elected at the end of each six-month reign. Associate Officers must be reappointed after each

reign. ===================================================================================

Section 3 : **Tests and Qualifications**

Anyone wishing to hold office must first pass a Qualifications exam. This exam may be taken at any time and is available to Member and non-Member players. It is built and given by the Chancellor with the assistance of the members of the Order of the Pheasant. The exam covers the Bylaws, Kingdom Law, and any addendums.

Players must be able to show knowledge of the governing documents and how they are applied to Kingdom operations. This test is a pass/fail grade with no precise score recorded. Results are kept on record for two years. A failed test maybe retaken after no less than one month has passed and may be retaken as many times as desired. The test has two parts:

* Written Test = This uses a variety of multiple choice, fill-in-the-blank, matching, and other testing methods. It tests the player's knowledge of the "word of the law". Players have the option of taking this as an open-book test with a time limit, or unsupported with no time limit.
* Oral Test = The player is asked one question regarding some aspect of Kingdom policy. He has five minutes to give a full and detailed answer not only about how the policy is applied, but why it exists at all and its effects on the Kingdom. It tests the player's understanding of the "spirit of the law."

Reeve certification is required by some officer positions, and is required of anyone reeving in a battlegame. The test is designed by the GMoR and can come in whatever format he chooses. It is a pass/fail test with no precise score recorded.

* Failed tests may be retaken after no less than one week and may be taken as many times as desired.
* Results are valid until the end of the GMoR's reign.

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Section 4: **Kingdom Operations**

Treasury Policies =

Dues are paid to the Chancellor.

The Monarch and Chancellor may each spend up to 10% of the treasury each reign to run the Kingdom.

April and October events may each have up to 50% of the treasury assigned without Althing approval.

Other events must submit budget for Chancellor approval and may have up to 25% of the treasury assigned. Expenditures greater than those listed above require Althing approval.

Membership Policies =

To be a full Member of the Kingdom, a player must pay annual dues of twelve dollars. Dues expire after exactly one year.

There is no pro-rating. Members may vote in Althings, hold office, submit items for Althings, and request a redress of grievance by the Monarch (if the matter is in the Monarch's authority). Members are expected to participate in the governmental matters in an honest and legitimate manner, to assist the non-member players in governmental matters, and abide by the rulings of the Monarch when a redress of grievance has been made.

Province Policies =

When players are separated by significant distance from the Kingdom's primary meeting area, those players may request permission to form a Province (sub-chapter). Provinces must be approved by the agreement of a majority of Sovereign Officers, with the Monarch breaking any tie. The details of the Province's operations must be negotiated in good faith between the Sovereign Officers and the Shire's representative on a case-by-case basis. This agreement cannot be later altered without the agreement of the leadership of both Province and Kingdom.