

HOW TO START A KINGDOM WIDE GUILD

The following is from the An Tir Handbook:

There are a number of guilds currently active in An Tir: Arachne's Web (Society-wide lacemakers), Armorers Guild (Kingdom-wide armorers, metalsmiths, weaponsmiths, and jewelry-makers), Black Kettle (Kingdom-wide culinary), Costumers Guild and its two sub-guilds: Embellishers and Weavers, Herbal Guild, Moneyers Guild, and Spiritmakers Guild.

To start a new guild, first get a bunch of like-minded folks together and while you're sharing your common interest talk up the concept of guildhood; meet regularly. When you feel you're ready to start the process to become an official kingdom guild, write up a proposal for presentation to the Crown and the Kingdom Arts & Sciences Minister. In the proposal include the purpose of the guild, its structure, the first officers, activities, the limits of the guild, and proof of at least five Sustaining Members in two different branches.

If your guild is approved by the Crown and the Arts & Sciences Minister, you will go through an incipency period of six months to three years. If the Crown and the Arts & Sciences Minister are satisfied that you are a viable guild and will be an asset to the Kingdom, you may petition the Crown to execute a charter making your guild official. If your guild produces a newsletter, you should send complimentary copies to the Royalty and the Kingdom Arts & Sciences Minister.

TO FORM A NEW KINGDOM GUILD OR COMPANIE: The proposed guild should not conflict with an existing guild. The field of interest must be period, and involve people throughout the kingdom. You must have at least ten interested people to start with, from at least three groups. These people should submit a signed proposal to the Crown, describing the guild's purpose, plans and proposed structure. The Crown will consult with assorted people, including the KMoAS, and may then grant "incipient" status, which means that the guild may be listed on the CRIER's guild page. The guild should expect to be incipient for at least two years, during which time it should seek members from throughout the kingdom. They should hold meetings at Crown events, write a charter, elect officers, and pursue its field of interest in a way that demonstrates its benefits to the kingdom. If it will be handling money, the guild must contact the Kingdom Exchequer. If it will be putting out a publication, it must contact the Chronicler for rules on subscription reserves, copyrights, etc. After a suitable period of time, after it has proven its viability and usefulness, a guild may ask the Crown to have "incipient" removed from its name. Guilds should report in writing near the end of each reign to the KMoAS, so their activities can be included in the report to the upcoming royalty. Guild heads are warranted as deputy Kingdom A/S officers. A guild may be dissolved: if it becomes inactive; is too divided; or at the will of the Crown. If this happens, all debts must be paid, money for unsent subscriptions returned, and any guild money or properties disposed of to other SCA groups or guilds, as appropriate.

HOW TO START LOCAL GUILDS, COMPANIES, AND COLLEGES

There are no Kingdom-wide rules for setting up a local guild; it is entirely up to your barony or shire, etc., to establish any procedures or customs for guilds, companies and so on. Following is an excerpt from 'THE LAWS AND CUSTOMS OF MADRONE', a good example of a Baronial level guild policy. It is given as an example only, each local group should have their own if they need them. I. Forward: The following regulation is for the protection and encouragement of craftsmen and artisans in the barony.

- A. Guilds shall be a group of craftsmen who share an interest in the creation of objects.
- B. Companies shall be a group of citizens who share an interest in some activity.
- C. Other titles may be used as appropriate, provided that they are not in conflict. with any other title in the SCA
- D. Guilds and companies shall be of three kinds:

1. Royal -having a charter signed by the King and Queen.
2. Baronial -being designated so by the Baron and Baroness. 2.1 Incipient -a proposed guild or company.
3. A guild or company may exist outside the baron's protection, but it shall not be considered a baronial guild or company.

II. Prerogatives and Requirements: Royal guilds and companies are outside the jurisdiction of the Baron and Baroness and report directly to the Crown. Baronial guilds and companies may have a representative at baronial court and will have their name published in the Madrone Leaf. They will not be required to submit regular reports or have a complete set of officers, but are requested to maintain a semblance of organization.

Only baronial guilds and companies may use the name "Madrone" in their titles and may use the baronial badge in their badge. Use of this name will be rescinded if the group becomes inactive for an unreasonable period. Incipient guilds and companies may become baronial by petitioning the Baron and Baroness and by having at least three members. Any new guild or company may be required to have evidence that their formation will not be at cross-purposes with any existing guild or company in the barony. This evidence can take the form of a letter from the members of the other group concerned. Incipient guilds and companies will report to and be encouraged by some officer or the Baron and Baroness as appropriate.

Practically, the Madrone guilds and companies function with varying degrees of independence, participation, and organization. Most meet at least monthly, with one officer (called a Guild master/mistress, or just Dance mistress, or something else appropriate to the activity of the guild or company), but some have two. The guild officer MAY be the most skilled, but s/he may also just be someone who well organized or has a big living room, or failed to say NO fast enough. The performing groups are generally invited to display their talents at baronial events, but it is up to the individual autocrat.

A local A&S guild should make sure that the local MoAS is kept aware of what is going on with the group, so that the MoAS can include these activities in his/her reports. S/He should also report regularly to the local council on activities and meetings, and have a contact person in the local newsletter. For the MoAS: if there is interest in forming a new guild in your group, share the above info with them. If you know of additional potential members (through surveys, etc.) or resources, tell the guild planners.

If there is a Kingdom-level guild with the same area of interest as your local group, you may want to consider contacting them or having a local guild member become a kingdom guild member. Nothing says you have to, and the Kingdom guilds have no jurisdiction over local guilds, but you all might benefit from shared information and resources.

To start a guild you should have at least 3 people showing sustained interest in the subject who want to be in a guild. Draw up a brief charter or petition stating your proposed name, purpose, plans, and organizational structure, sign it, and submit it to your Baron/ess or council.

Example:

Charter Of The Lilly Gilders Guild Of The Shire Of Hellangone

PURPOSE: To study, practice and encourage the Medieval art of gilding lilies within our shire.

ACTIVITIES: To meet regularly to study and practice gilding lilies, to hold classes and workshops, to sponsor contests at local events, to provide gilded lilies for the edification and enhancement of our shire.

ORGANIZATION: A guild master/mistress, to be called the Lily Gilders Guild Gilt master/mistress, who organizes, publicizes, and finds sites for meetings, keeps the Guild library (If

any), and performs other such duties as required. A treasurer, to be called the Lily Gilders Guild Guilder Guider, who manages Guild money (if any), buys gilding supplies in bulk for resale to members at cost plus 10%, and other such duties as required. These officers are to be chosen by election from the Guild members, and serve a two year term of office. After an officer has been in office for two years, an election will be held; current officers may run for re-election. Anyone who shows evidence of interest in the Guild will be considered a member.

IN THE EVENT OF THE GUILD BEING DISBANDED, all Guild money shall revert to the shire, and any guild property shall be given to the shire or to other groups with similar interests within the Kingdom.

SIGNED: Lady Gilda Lilly, JdL, AA, Gildmistrcss (proposed)

Lord Guile de l'Isle Lca. AA, Guilder Guider (proposed)

Members: Lady Ester Lili, AA

Lord Walter L`YJly, AA

LillyO'Davali

Lily of Theefield

Plan to be incipient for at least a year to see if people remain interested, Then revise and renew your charter before finalizing it. You can ask your baronial/shire council for start-up money, but you should probably plan on doing some fundraising yourselves, if you will need money long-term. If you are going to be handling money, talk to your exchequer or seneschal about tax numbers, bank accounts, reporting, etc. It would be a good idea to do some research on medieval guilds, particularly if you want your guild to have more structure, such as ranks of apprentice, journeyman, master, or to be similar to medieval guilds with the same interest. Guilds should plan to report monthly (verbally should be fine) to their local MoA or MoS and council on their activities.