



Charter of the Atlantia Bowman's Guild

Signed by Barry and Simone, 16th Monarchs of Atlantia, in their first Court, September 24 AS XXIII (1998)

Slightly modified by Lord Janyn Fletcher of Lancastreschire, Guild Master 2015 – 2017

Updated 4/20/2015 (correct original typos and geographic structure)

PURPOSE:

The following are the stated purposes for this guild:

1. The guild will attempt to advance the practice and study of archery and all skills relevant to archery.
2. To assist any local group that requests to have archery as a part of its activities either through events, demos, or classes.
3. To encourage widespread teaching and research of Medieval Archery, its history, techniques, equipment, and proper use within the SCA.
4. To educate and train a company of archers that will loyally serve the Kingdom in combat and on the live range.

STRUCTURE:

The guild will be composed of three levels: Masters, Journeyman and Apprentices. The Masters of the Guild form the Guild Council. One Master of the Guild, elected from the Guild Council, serves as the Guild master. In addition to these levels, it is possible to be an Associate Member of the Guild. An Associate member is a member of the Guild, but does not participate in the Master / Journeyman / Apprentice structure.

FUNCTIONS OF THE GUILDMASTER:

The Guild Master shall administer the voting of the Guild Council. He shall keep the mailing list of active Masters. He is responsible for the administration of all votes by email, and must declare the results to the Guild Council. He must keep strict records of the responses. All Guild voting shall be private ballot sent to the Guild Master. The results will be private within the guild council. The Guild Master shall also keep the roles of members of the Guild, including names, status in the Guild, and dates of elevation of every member of the Guild. The Guild Master shall serve a term of two years, and may not serve two times in succession.

FUNCTIONS OF THE GUILD COUNCIL:

The Council shall make decisions by majority vote. Each Master in the Guild has a single vote for the following areas:

- Changes in the Charter of the Guild
- Elevation of a Journeyman to Master
- Elevation of an Apprentice to Journeyman
- Election of a New Guild Master

These votes shall be done by email when possible. If a meeting of the Guild Council is announced, and a quorum of 60% of the Masters of the Guild are present at the meeting, then votes may be taken in person of the Masters that are present. The Guild Master is responsible for informing all Masters not present at the meeting of the minutes of that meeting.

GUILD CHAPTERS:

Guild Chapters: In order to allow for active participation at all levels of service within the Guild, it will be separated into geographic regions within the kingdom boundaries. As the Guild is a loyal servant of the Realm, each chapter will be a sworn "reach" and its region indicated by its name. For example; members from the region of the kingdom which encompasses the Barony of Bright Hills, Barony of Highland Forde and Barony of Lochmere, etc would be known as The Northern Reach of the guild. Local groups in the Central / Southern Maryland and Virginia area will be considered the "Central Reach." Local groups in the North Carolina, South Carolina and Northern Georgia areas will be considered the "Southern Reach."

The Kingdom of Atlantia will have 3 Guild Chapters:

- The Northern Reach
- The Central Reach
- The Southern Reach

SURCOATS AND BADGES:

All members in the Guild are entitled to wear the Device of the Guild on a Surcoat or Baldric, as appropriate to their rank in the Guild.

GUILD RANKING REQUIREMENTS:

REQUIREMENTS FOR A MASTER:

A Master in the Guild is expected to exhibit the following attributes:

- They must be an example of constant and exemplary courtesy
- They should advance the art of Archery in Atlantia through teaching and their own contributions to the A&S aspects of archery
- They should be adept at either Combat and/or Target archery and at least competent with the other skill
- They shall have shown, through participation in Atlantian archery and other efforts, devotion to the ideals espoused by the Guild

REQUIREMENTS FOR A JOURNEYMAN:

A Journeyman in the Guild should exhibit the following attributes:

- Courtesy, as is expected of all gentles in Atlantia
- Competence in either Combat or Target Archery
- Devotion to the ideals espoused by the Guild

REQUIREMENTS FOR APPRENTICE:

An apprentice in the Guild must have the following attributes:

- Courtesy, as is expected of all gentles in Atlantia
- A willingness to learn all aspects of archery including the art and science

ON BECOMING A MASTER:

A journeyman may be elevated to Master in the Guild by a favorable vote of the Guild Council shows that such elevation is appropriate. A Master may wear the badge of the Guild on a blue field.

ON BECOMING A JOURNEYMAN:

An apprentice shall be elevated to journeyman when a favorable vote of the Guild Council shows that such elevation is appropriate. Journeyman may wear the badge of the Guild on a red field.

ON BECOMING AN APPRENTICE:

Any gentle may become an apprentice in the guild by showing to a Master of the Guild that they exhibit the necessary requirements. This gentle shall become an apprentice when the Guild master receives a notice signed by the apprentice and the Master. Apprentice may wear the badge of the Guild on a green field.