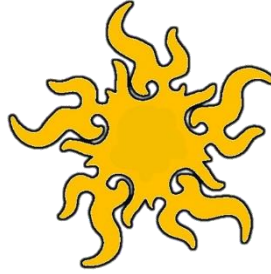
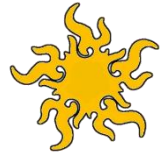


# Charter of the Principality of Solara



*Live with Honor - Serve with Humility*

- I. Mission Statement
  - a. Our goals are to foster new members, encourage historical research, and most of all provide a community that is inviting, creative, and inspiring.
  - b. Time period / Place: The Principality of Solara acknowledges and includes within this charter the time periods and historical location of each Branch based upon their specific charter.
  - c. Physical Location: The Central Location of Ashland, Kentucky, USA and within the hearts of our citizens.
- II. The Arms of the Principality of Solara
  - a. Argent, Or Sun in splendor, S hatching.
  - b. All citizens of the Principality of Solara are encouraged to fly, emblazon, or bear proudly our Principality banner in any appropriate and fitting manner.
- III. The Arms of the Coronet
  - a. Argent, Or Coronet, over Or Sun in splendor, S hatching.
  - b. The Royal Coroneted Sun may only be displayed by the sitting Coronet.
- IV. Member States
  - a. All Member Branches of the Principality of Solara are accorded all rights and privileges of their status including Lords holding a seat on the Council of Light, working for the betterment of the Principality.
  - b. Member States and Membership
    - i. All Member Branches must meet the membership requirements under Empire Law.
    - ii. If at any time a Branch falls below required membership:
      1. The Coronet and the Council of Light shall work with the Lord(s) to aid in membership including recruiting, event planning, et. al.
      2. The Lord may continue to sit upon the Council of Light and will continue to have a voice in matters of State, but will not hold voting rights, per Empire Law, until such time as they meet the requirements of membership.
      3. Upon such a time as Branch membership meets the requirements, all rights and privileges will be restored.
      4. If a Branch is dissolved by choice or by Empire Law, the citizens of that Branch are welcome to join any Principality Branch as they so desire to ensure they are provided representation within the Principality.
      5. If the receiving Branch's membership now elevates them to a higher level, they may not be immediately approved for such elevation, until the former Branch's dissolution is final and all other Empire requirements have been met.



- c. Member Charters
    - i. New group charters and changes to existing charters must follow the following procedures:
      - 1. Submission to the Lawspeaker (Steward) for review.
      - 2. Once approved by the Lawspeaker, the charter will be sent to the Coronet for review and approval.
  - d. Petitions to Join the Principality
    - i. Any non-member branch of any level may petition the Coronet to become a member of the Principality.
    - ii. The Coronet will connect the petitioning Lord with the Lawspeaker for charter review and the process of membership into the Principality.
    - iii. The Lawspeaker will report back to the Coronet and the Council of Light and make recommendations.
  - e. Petitions to Form a Group from Citizens of an Existing Group
    - i. As groups grow, it is good practice for the health of the Principality to form new Branches to allow citizens to enjoy participation in the manner, culture, and time period they desire.
    - ii. All citizens who desire to leave their current Branch and form a new Branch must obtain release by their current Lord.
    - iii. If the new Branch desires to maintain Principality membership, the charter must be submitted to the Lawspeaker for review and approval of the Coronet.
    - iv. A formal treaty of full membership will be signed by the Coronet and the Lord of the new group.
    - v. If the new Branch desires to leave the Principality, the Lord of the new Branch must petition the Coronet for release.
  - f. Petitions to Leave the Principality
    - i. Any Branch requesting to leave the Principality must petition the Coronet in writing for formal release.
    - ii. It is required of any Branch considering a petition of withdrawal from the Principality to hold Assize with the Coronet.
      - 1. It is expected the Lord of the Branch will work with the Coronet to make known any grievances.
      - 2. The Coronet will in return work with the Lord to address said grievances, giving remedy, if possible.
      - 3. Empire Law membership requirements for vassal states within the Principality to be taken into consideration in determining if release will be granted at the time of the request.
      - 4. All final decisions are at the will and pleasure of the Coronet.
    - iii. On or before Domesday, Lords must inform the Coronet of changes, including withdrawal of Principality membership.
- V. The Council of Light (House of Lords)
- a. The Principality of Solara is governed by the Coronet.
  - b. The Lords of each Branch within the Principality will be members of the Council of Light. They, along with the Coronet, will convene to discuss and decide upon Matters of State.
  - c. Qualifications for Lordship within the Principality
    - i. All Council of Light Lords must be members of Solara.
    - ii. Lords must be a member of the Principality for not less than one (1) year. Exceptions are:
      - 1. Newly formed groups.
      - 2. Established Branches who have joined or are joining the Principality.
      - 3. New Lords of current Principality Member Branches as seated per the Branch Charter.
    - iii. We desire that all Lords have a Chancellor who is trained, or in the process thereof, to carry out their duties if needed.

1. While they may not always be privy to certain confidential matters, they are provided with the training and knowledge to ensure that they can assist their Lord as needed and step up if the need arises.
  2. Chancellors may be called to participate in the Council of Light meetings but hold no voting privileges except by proxy of their Lord.
- d. Responsibilities of the Lords to the Principality
- i. All Lords must abide by Principality and Empire Law.
  - ii. Representation:
    1. Each Lord is a representative of the Principality and should always present themselves accordingly.
  - iii. Governance of their Branch:
    1. Always remember you are servants of the Principality and the people of your Branch.
    2. The governance of their Branch is defined by their Branch Charter, Laws of the Principality, Laws of the Kingdom, and the Rules of the Empire.
    3. Foster the betterment of the Empire and of Solara.
  - iv. Voting:
    1. Ensure that their votes align with the voice of their people on Matters of State.
      - a. If there is an upcoming vote and they have not had opportunity to speak with their citizens, they may request a stay on the matter.
      - b. They may give their proxy to their Chancellor or any other sitting Lord to vote on their behalf.
    2. Each Lord carries the weight of their citizenry and will hold one (1) vote for every five (5) members for formally called vote on Matters of State.
      - a. A 2/3rds majority is required to pass a Principality Rule or Law.
      - b. Likewise, a 2/3rds majority is required to veto or repeal any Principality Rule or Law.
    3. Kingdom House of Lords:
      - a. The Coronet may not demand any Lord to vote for or against any Kingdom matter with the Kingdom House of Lords.
  - v. Activity and Event Attendance:
    1. Be active in their Branch.
    2. Oversight of Branch events and grow event staff by providing opportunities for others' involvement in planning and running the event.
    3. Be active on the Council's message boards (Facebook, Discord, et al) to stay connected to each other and the Coronet.
    4. Attend events of their companion Branches and encourage their citizens to attend by sharing events on their respective social media pages.
  - vi. To bring concerns to the Council of Light and/or the Coronet for assistance or Counsel of Light as needed.
  - vii. To keep the Coronet abreast of activities, awards, events, and other glorious deeds.
  - viii. Recruiting:
    1. Assist with recruiting for the growth of the Principality.
    2. Assist with other Branches recruiting efforts, such as joining with them for events, demos, or directing new prospective members to Branches in their locale or interest.
  - ix. Recognition and Awards:
    1. Lords are responsible for ensuring their Citizens are recognized for their labors and efforts by the Coronet through the Accolade system.

- x. Commission and creation of Solara Regalia and accoutrements.
  1. Branches are encouraged to assist in the beautification of the Court. Such gifts are kept in perpetuity for succeeding Coronets.
  2. Branches and Artisans will be shown gratitude and recognized for their contributions.
- xi. Defense:
  1. Defend the Principality from all threats and respond with what troops they can send when called upon in times of need.
  2. Create and maintain relics to present at Coronet Wars (Tournament of the Fire) and Winter War (Tournament of Ice (Usurpers)).
  3. War: All Lords reserve the right to fight for, or pledge their relic to, whomever they choose in both Solara Coronet Wars and Kingdom Crown Wars.
- e. Council of Light Meetings:
  - i. The Coronet may call a meeting of the Council of Light as they desire.
  - ii. Lords may request meetings as needed.
  - iii. Formal matters will be posted on the message board (Discord) for all Lord's to review and comment. Most matters are determined through discussion on the boards; however, votes may be called by any Lord at any time.
    1. A formal vote must be called and seconded.
    2. The formal matter will be posted for vote and/or comment.
    3. After seven (7) days, any Lord who has not voted (or requested the vote be extended) will be considered abstained.
  - iv. The Annual Council of the Light Gathering will be held at Tournament of Fire (Coronet War).
    1. Formal agenda items for the annual meeting must be received no later than seven (7) days prior to the commencement of War.
    2. Lords may attend formal meetings electronically.
    3. Any Lord who must be absent from the annual Council meeting may give their proxy to any other sitting Lord in attendance. This proxy must be in writing or announced in the Council of Light prior to the meeting.
  - v. Disputes and Grievances are to be discussed with the Coronet. All disputes that cannot reach resolution will default to the Challenge Laws.
- VI. The Coronet of the Principality of Solara
  - a. Coronet Rights and Responsibilities
    - i. The Coronet is expected to be strong, courageous, fair, kind, benevolent, and always give voice to Their Lords. The individual strengths of our citizens and our Branches are what create our magnificent Principality.
    - ii. The Coronet's Word is law within the Principality. The intent is to create a medieval feudal structure for exploration and realization of Medieval recreation activity.
    - iii. Upon winning the Coronet, the Lord must resign from their current position within their Branch and may not hold both offices simultaneously.
    - iv. The Coronet is accorded the right of precedence and should be afforded all honors and courtesy appropriate to Their station.
    - v. The Coronet is responsible for the guidance and direction of Solara, including but not limited to:
      1. Harmonize the Member Branches of the Principality to create unity among the lands and citizens.
      2. Lead the Council of Light.
      3. Manage and maintain positive health within Solara.
      4. Defend Member Branches from all threats.
      5. Maintain good communication and work with the Lords to determine the correct course for the Principality.

6. Strive to grow the realms of the Principality.
7. Review, assist, and approve Branch Charters. The Coronet will not seek to materially change any Branch Charter except where it is determined there is a conflict with Principality, Kingdom, or Empire Law.
8. Propose such Principality laws that increase the functionality and prosperity of the Principality and the enjoyment of the people.
9. Act as an appellate body for any Principality citizen.
10. Foreign Relations
  - a. Maintain good foreign relationships with the Kingdoms of the Empire.
  - b. Create treaties and allies with foreign lands.
  - c. Negotiate alliances during Kingdom Wars and/or pledge the Solara banner as agreed upon with the Council of Light (House of Lords).
  - d. Call for support to aid treated allies.
- vi. Work with the Lords to schedule Royal visits to their Lands and events.
- vii. Review and approve bids for The Tournament of Fire (Summer War) and Tournament of Ice (Winter War (Usurpers)) event sites.
- viii. Officers
  1. Appoint and direct Officers of the Principality and provide them with additional support when needed.
  2. While this charter shall name certain offices, the Coronet may create other offices or not fill offices at their leisure.
- ix. Martial Activities
  1. Promotion of all martial activities.
  2. Recognition and promotion of warriors for prowess and chivalry.
  3. Coordination with the Warlord and Branch Lords on military strategies. This may be delegated to the Warlord.
  4. Planning and oversight of Principality Tournament of Fire (Coronet War) and Tournament of Ice (Winter War (Usurpers)).
- x. Arts
  1. Promotion of the arts.
  2. Recognition and promotion of artisans and encouraging events that provide competition for our artisans.
  3. Promotion of classes and other learning opportunities for our artisans to learn and grow their skills and obtain new skills.
  4. Encourage artisans to participate at the Principality level and to create such things as to beautify the court.
  5. Encourage citizens to create guilds with the Solara Agora for greater learning opportunities.
- xi. Service
  1. Set forth the example that all citizens are in service to the Principality and are equally important.
  2. Encourage both martial and non-martial citizens to participate and contribute within their groups and the Principality at large.
  3. Recognition and promotion of those who serve with distinction.
- xii. Awards, Accolades, and Honors
  1. Oversight and presentation of Awards, Accolades, and Honors utilizing a tiered system to encourage growth of the arts, martial, and dedication in service.
  2. Awards shall be given based on the deeds of individuals.
  3. Accolades shall be given based on deeds of renown.
  4. Honors are the highest commendation presented for individuals who embody the heart of the Principality in both deed and service.

5. Acknowledgement of local Branch awards.
- b. Consort, Royal Court, and Retinue
  - i. Consort
    1. A consort may be selected from any citizen of the Principality.
    2. They must be a member of the Principality for a minimum of one (1) year.
    3. Consorts may be called upon to endow awards upon the citizenry on behalf of the Coronet, especially in the areas of arts and service.
    4. Consorts may not sit on the Council of Light, nor will they have any voting rights on matters of state. However, their counsel may be requested in the areas of accolades, awards, and the areas of arts and service.
  - ii. Retinue
    1. Both Lords and Citizens may be requested to join in the Royal Court and/or Retinue.
    2. Lords and citizens may be selected for special Patents of Office for the tenure of the reign. Such titles may include, but are not limited to: Court Herald, War Captains, Ladies in Waiting, and other such appointments that may please Their Highnesses.
    3. At events at which the Coronet attends, attending Lords may send one (1) or two (2) citizens to serve in the Royal Retinue for that event. Each attendant will be honored with a token of appreciation.
  - iii. All members of the current Coronet's retinue during the course of their reign may wear a green ribbon or belt favor to denote their station within the retinue.

## VII. Selecting the Coronet

- a. The Coronet is won by right of arms during the Tournament of Fire (Coronet War) and/or Tournament of Ice (Usurpers War).
- b. The seated Coronet may only defend their seat at the Tournament of Ice and may only retain their seat if no contenders declare at the Tournament of Fire.
- c. Coronet War will be held:
  - i. Coronet War: Tournament of Fire - Spring/Summer of each year.
  - ii. Usurper's War: Tournament of Ice – Fall/Winter of each year.
  - iii. All rules of engagement are based on Empire Law unless otherwise posted by the Coronet prior to War.
- d. Contenders of Coronet War
  - i. Current Coronet: If no Contender declares, the sitting Coronet will retain their seat until such time as they retire or are defeated.
  - ii. Contenders:
    1. All Contenders for the Coronet must be:
      - a. Current members of Solara for a minimum of one (1) year.
      - b. Current Solara Lords or former Lords of the lands now under the Solara banner who, prior to declaring:
        - i. Have been a Lord of their branch for a minimum of one (1) year or a Co-Lord of a Solara Branch for a minimum of two (2) years successfully.
    2. Co-Coronet: The Coronet Contender may elect but is not required to have a Co-Coronet (co-ruler).
      - a. Requirements for Co-Coronet
        - i. A Co-Coronet must meet all the requirements of the Coronet Contender.
        - ii. A Co-Coronet is considered a co-contender and must be declared at the time of declaration as they hold the same rights and privileges as their counterpart.
        - iii. A Co-Coronet does not gain extra voting privileges.
        - iv. A Consort is not a Co-Coronet.

*Note: Year One Coronet War, only Cornerstones may contend for the Coronet.*

- iii. Declarations of Intent to War
  - 1. All Contenders must make their declaration no later than thirty (30) days before Coronet War.
    - a. Co-Coronets must be declared as well.
    - b. The current Coronet must make their intention known if they choose to defend their seat at the Tournament of Ice (Winter War (Usurpers)).
  - 2. Two or More Contenders
    - a. If two or more Contenders declare, a Tournament will be held until there are only two Contenders.
    - b. Lords not allied with either winning contender will have thirty (30) minutes to determine for which side they will fight or if they will abstain.
    - c. Challengers who are non-combatants may utilize a champion for the Tournament. Champions are limited to one representation per year.
    - d. If there is only one Contender who declares, they will be the Heir Apparent. War will still be held for the enjoyment of the people.
- iv. All Contenders for War must:
  - 1. Be in armor and upon the field on the day of the battle.
    - a. Non-combatants are not required to fight but must meet minimum armor standards and lead their armies to the field.
  - 2. Carry and display their personal battle standard at the field.
    - a. NOTE: Standard Bearers may not fight, nor may they be hit but are required to be in full armor at all times whether on the field or sideline.
    - b. A Standard Bearer may be killed by pointing a weapon and announcing to them their death.
    - c. The Standard Bearer must then pass their banner to another to hold upright during the war.
    - d. An unattended Banner may be stolen, giving a war point to the captors for the following battle.
  - 3. The victor of The Tournament of Fire (Coronet War) or Tournament of Ice (Winter War (Usurpers)) will be crowned the same day and begin their reign.
- v. Solara Citizens War Combatants (SCWC):
  - 1. An SCWC:
    - a. Must be a citizen of Solara for no less than thirty (30) days prior to Coronet War.
    - b. All fighters must meet Empire armor requirements and have knowledge of the Rules of War.
  - 2. Solara Citizens may choose for which Contender they fight regardless of the Branch affiliation or at-large status.
  - 3. Fighters of both armies will be appropriately marked with color upon their helms for recognition of their side. Citizens may not be admonished nor given cause to be aggrieved.
- e. Reliquary Law
  - i. The intent of this law is to create a Relic system with the focus of individual event contests, arts and science competition, thematic tournaments, or war combat between fiefs.
  - ii. Under Solara Law, each fief must fabricate a Relic that will be a symbol of their domains, a great treasure of their holdings, and a testament to the artisans.
  - iii. Each Lord may bring one (1) relic to each Coronet War and will give each Lord a War Token for each Relic they possess.
- f. Hosting War
  - i. Branches who wish to host the War should place their bids to the seated Coronet no later than six (6) months prior to the event for planning and preparation time.
    - 1. Exceptions may be made by the Coronet on the drop-dead date for bids.

2. Groups entering bids must provide an estimated date for the event in which they have assurance they can achieve and any other special consideration which they wish to submit to enhance their bid.
3. The Coronet will accept these bids and choose one to be the location for the next Coronet event.
  - a. Coronet will receive 25% of the net profit from Coronet Events.
  - b. Net profits are determined during the post event reporting due no later than thirty (30) days following the close of the event.

#### VIII. Abdication - Resigning Coronet– Interim Governance

- a. In the event that the Coronet is unable to fulfill their reign, the Council of Light will be called to address the vacant seat.
  - i. The Council of Light may appoint any former Coronet, Duke/Duchess, or Count/Countess to fill the seat as regent until such time as a Coronet War can be held.
- b. Pilgrimage
  - i. There are times in a Prince/Princess' life when they must concern themselves with their personal homestead and/or spiritual matters.
    1. During this time, if a Prince/Princess must step away from their duties for a period not to exceed three (3) months:
      - a. A Co-Lord will automatically assume all responsibilities.
      - b. Or they may name a Regent to serve in their stead.
    - ii. The selected regent would have the voting privileges as carried by the Prince/Princess on pilgrimage, but they are not de facto ruler.
    - iii. If the Prince/Princess returns within or at three (3) months, they will resume their position.
    - iv. If the Prince/Princess cannot return in this time period, the Council of Light will determine the best course of action based on the laws under resignation/abdication.

#### IX. Allegiance and Rebellion

- a. Allegiance
  - i. The Principality of Solara does not require fealty nor oaths from its citizens.
    1. Your membership within your local branch is your demonstration of your Honor to the citizens of the Principality.
    2. Upon the seating of a new Coronet, Allegiance is not something sworn to them, but something that is demonstrated through continued service to your group and membership within the Principality and thusly, by default to the Coronet.
    3. Loyal Branches to the Coronet are under the protection of the Coronet and receive favor from Them.
- b. Concerns, Disputes, and Loss of Faith in the Coronet
  - i. The largest threat to any Principality is unresolved issues that fester. This can lead to misunderstandings, hurt, up to potentially having individuals and/or groups leave the Principality or even the Empire completely.
  - ii. In the event of a dispute or concern the matter will be presented to the Coronet for discussion. The Coronet has thirty (30) days to review and respond to the matter.
- c. Rebellion
  - i. If the Loss of Faith cannot be resolved, or if for any other reason there is cause for any Branch to withdraw their formal support from Solara, this may be considered by the Coronet and the Council of Light as an act of rebellion.
  - ii. There are two ways to demonstrate Rebellion.
    1. Withdraw of the Branch treaty outside of the stated Law, or
    2. Openly declaring the Branch as a free state not subject to Coronet Law.



- iii. The Coronet may call for a Rebellion War to bring such Branch back to the fold of the Principality if the request for withdraw of the treaty is not accepted.
      - 1. All citizens who meet the requirements for Coronet Rebellion War may choose for which side they fight after the event has been announced that a Rebellion War has been deemed necessary.
      - 2. The Coronet may NOT choose their own home field for such a war but must choose a location that is at least central within the Realm.
      - 3. A Rebelling Branch has the right to demand their home field be used.
    - iv. Principality Law is not suspended, nor is a Lord in active rebellion removed from the Council of Light.
    - v. If the Rebelling Branch is defeated, they must promise not to rebel again for a period of no less than six (6) months before requesting release of their treaty.
  - d. Civil War would be declared if more than sixty (60) percent of the Branches rebel.
    - i. In the event of a Civil War, the rules would default to the same as a Coronet War with tournaments and the raising of two armies for the field of battle.
    - ii. The Civil War battle would be held at the closest Coronet War date.
- X. Intra-Principality Battles
  - a. Intra-Principality Battles may not usurp lands of citizens in conquest of one another.
  - b. These events may be tournaments or melees for the betterment of our standing army.
  - c. It is for bragging rights and training and is encouraged to keep our fighters in top shape and unified as the Warriors of the Sun.
  - d. Relics may be challenged for if both Lords are in agreement.
- XI. Rights and Responsibilities of the Citizens of Solara
  - a. To follow the rules of the Empire, the Laws of the Principality of Solara, and the laws of their Branch.
  - b. The right to choose their side for the Tournament of Fire (Coronet War) and Tournament of Ice (Winter War (Usurpers)).
  - c. The right at Domesday to choose to which Branch they will join within the Kingdom.
  - d. As a citizen, it is greatly encouraged that you develop a persona, including a name to which you will be known, and clothing appropriate to your persona's time period.
  - e. For individuals engaging in the martial arena, there are Empire standards of armor and weapons that are required and must be abided by for the safety of all fighters.
  - f. At events, we do ask individuals to make a good effort in their costuming, encampment, and mannerism to create a Medieval community and culture. (i.e., leave the mundane world at the gate).
  - g. All citizens with children are responsible for them and should work to help them learn about Medieval history and the community of Solara and your chosen Branch.
  - h. As citizens, our actions reflect not only the Principality but the Empire as a whole. We endeavor to show a gracious and hospitable environ to each other, our guests, and visitors.
  - i. We must all take responsibility for our actions and ensure that above all else and at all times that we be Excellent to one another.
- XII. Changes to the Charter and Amendments
  - a. Changes to the written Charter, including any amendments, which are the laws of the land, must be ratified by a 2/3rds majority of the Council of Light.
  - b. The Charter will be reviewed annually.
  - c. The Coronet may be presented with suggestions for changes to the Charter at any time.
  - d. All laws not written herein default to the Laws of the Kingdom and the Empire.

## AMENDMENT 1 – OFFICERS

- I. Officers are Administrative Positions only.
- II. The Coronet may entitle them for the duration of their service as they deem appropriate.
- III. Each Officer position must make themselves available to the branches within the Principality as a resource as well as attend the Coronet and the Principality as a whole.
- IV. Officers may be Lords of a group but hold no further voting power.
- V. Offices may be held by the Royal Consort with the exception of the Master/Mistress of Coin.
- VI. Officers do NOT have voting rights in the but must be available for assisting the Coronet and the Council of Light and may offer advice, recommendations, or opinions.
- VII. Officers must take unto themselves an Aide (2<sup>nd</sup>) who can carry out official duties of the office if needed. The Aide is not required to be within the same Branch as the Officer.
- VIII. Officers may include:
  - a. Warlord
    - i. The Warlord is the Master of the Army, under the direction of the Prince/Princess
    - ii. Responsibilities include, but are not limited to:
      1. Oversight of the army on the field
      2. Assisting Lords with training and recruiting
      3. Assisting the Coronet in raising armies for War
      4. Coordinating with the Lords for War strategies
  - b. Master/Maistress of Coin
    - i. Under the supervision of the Prince/Princess, the Master/Maistress of Coin maintains the Royal treasury and oversees expenditures for travel, Regalia, accoutrements of the Royal Coronet, and other such matters that affect the purse.
    - ii. The Master/Maistress of Coin oversees collection of any imposed taxes.
    - iii. The Master/Maistress of Coin may not be a member of the Prince/Princess' mundane household (related to).
    - iv. All non-petty expenditures (over \$100) must be approved by the House of Lords.
    - v. The Master/Maistress of Coin does have veto power over any expenditure that would create undue hardship upon the Principality or be in violation of non-profit mundane rule. A veto by the MC will be returned to the Council of Light for final determination.
  - c. Master/Maistress of the Arts for maintenance of arts and sciences
    - i. Coordinates and oversees all Principality level guilds, competitions, and arts events.
    - ii. Works with Branches in research, local events, and other such matters upon request.
    - iii. Encourages the arts among the Branches.
    - iv. Assist citizens with development of personae and eventing.
  - d. Master/Maistress of the Hearth for coordination of the Service Corp
    - i. Coordinates and oversees all Principality level events, courts functions, and waits upon the Coronet as a member of their retinue.
    - ii. Works with Branches in research, local events, and other such matters upon request.
    - iii. Encourages service among the Branches.
  - e. Lawspeaker (Steward/Historian)
    - i. Is the "voice of reason" who has a non-voting permanent position within the Council of Light to assist with interpretation of Empire, Kingdom, and Principality law and other such matters.
    - ii. Serves as New Groups administrator to assist with Charters and understanding of the Law.
    - iii. Serves as historian for any awards, accolades, and the history of the Principality.
  - f. Ambassador
    - i. The Ambassador will be responsible to carry the proxy votes of Lords unable to attend the General Meeting in the western lands.
    - ii. Assist with facilitating treaties.
    - iii. The Ambassador is a Dignitary of State and should be treated with all respect and privileges thereunto.

- g. All officers must take unto themselves an Aide de Campe and teach them the duties of the office. The Aide is not required to be within the same Branch as the Officer.

## AMENDMENT II - Accolades, Awards, and Honors

As with all feudal societies, it is the citizenry of that society who bring together their varied prowess, skills, and artistry to ensure the security of the land and the prosperity of the people.

Such awards are not given lightly and are solely based upon the service of the individuals who deserve such recognition by their respective Lord and/or the Coronet.

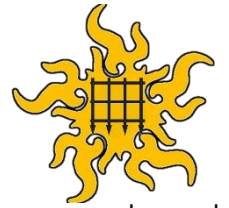
- I. Service is considered any contribution (martial, arts, or service) an individual makes to their Branch or to the Principality.
  - a. By supporting their own native lands, the people thereby support the Principality and are not required to serve the Principality at large to receive an award.
- II. All recognition should be reported to the Coronet so that we too may share in their joy.
- III. Definition of Accolades, Awards, Honors, and Orders
  - a. Accolades (All Levels)
    - i. All Lords may give accolades to their citizens. This is recognition and gratitude for their hard work and contribution.
    - ii. An Accolade is a recognition of service that shall be known to all the people within their lands.
    - iii. Accolades are not an Award but may be given a specific name for the accolade to define it (ex: First Mate, Sheriff, Hearth Keeper, or other titles within the Branch).
    - iv. As with all recognition, the Accolade should be specific to the person and the service they bring to their lands and thusly, to the Principality.
  - b. Awards (Barony and above)
    - i. An Award is a recognition of service that shall be known to all the people within their lands.
    - ii. Awards should be done in a formal manner and shall be accompanied by a proclamation of the deeds and service, so that both the individual and the citizenry may know of its merit.
    - iii. Except as otherwise stated in the Branch's charter, Awards do not come with titles.
    - iv. Examples of Awards may be "Award of the Arts" or "Award of Hospitality", etc.
    - v. The individual may wear upon their person, or augment into their arms, the symbol of the Award received.
  - c. Honors (County and above)
    - i. An Honor is a high recognition of service that shall be known to all the people within their lands and throughout the Principality.
    - ii. The Coronet shall be notified, and the Honor shall be written in the annals of the Principality.
    - iii. Honors must be given in a formal manner and shall be accompanied by a proclamation of the deeds and service, so that both the individual and the citizenry may know of their merit.
    - iv. Counties and Duchies may make knights (armored combat), masters (non-armored martial), maisters (arts), and adjutants (service) within their County / Duchy.
  - d. The Coronet may bestow Honors to its citizens.
    - i. Level 1 Honor may be bestowed to individuals who have shown worthiness in their chosen field.
    - ii. Level 2 Honor may be bestowed to individuals who have shown high skills in their chosen field.
    - iii. Level 3 Honor may be bestowed to individuals who have shown high skills in their chosen field, service to their Fief, willingness and ability to teach, demonstrates knowledge and expertise. These may be Knights, Maisters, and Adjutants acknowledged at the Principality level.
    - iv. Any Lord may petition the Coronet for recognition of their citizens.
- IV. Orders of the Sun
  - a. The Coronet may choose, in recognition of service to the Principality within any discipline, to induct individuals into the Orders of the Sun as defined below.

- i. The power to bestow or deprive any individual's entry into an Order and bestow title within the Principality flows solely from the Coronet.
  - ii. Individuals whom the Coronet deems to have earned such recognition enter into a greater responsibility to the Coronet, the Principality, and the citizenry. And while awards are at the pleasure of the Coronet, the Coronet will not promote based on personal association with any individual but will judiciously and thoughtfully select individuals who merit such honors.
- b. It is the responsibility of the Lords of the Sun to bring those worthy of recognition to the attention of the Coronet, though any citizen may do so.
  - i. If the Coronet so desires to bestow Their favor upon a citizen, the Coronet shall consult with their respective Lord for agreement. Although not required, the Coronet may additionally choose to poll the Council of Light for comments.
    - 1. The Council of Light may make such approvals for or arguments against the recognition.
    - 2. The Coronet has final determination in all matters of recognition at Principality level.
- c. Induction into any Principality Order is for individuals whom the Coronet determines not only to have mastered their area(s) of skill in the Principality, but further teach, encourage, recruit, assist, and embody the spirit of the Principality.
  - i. All members of the Principality Orders listed herein are chosen, sanctioned, and released by the Coronet in consultation with their respective Lord and the Council of Light.
  - ii. Members of the following Orders enter into a great responsibility to the Coronet, the Principality, Kingdom, and the citizenry. It is not a commission to be taken lightly, as selecting individuals to join the Orders.
  - iii. Such appointments are honorary and in recognition of service in the many aspects of the Principality.
  - iv. Individuals must have shown dedication and service to the Principality over time without fail. (Except in situations of undue hardship, ill health, or other such grievous events in their life as to warrant their period of absence.)
  - v. Members must continue to serve the Principality with the same dedication shown prior to their induction.
  - vi. The various accolades of the Principality of Solara confer rights and responsibilities above and beyond those entitlements granted by citizenship. These are detailed within the descriptions of each award.
  - vii. All actions, whether to bestow or deprive, concerning accolades of the shall be witnessed by the citizenry of the Empire and recorded by the Lawspeaker's office.
  - viii. Members inducted into Orders of the Principality may wear their Order badge upon their person or as an augmentation of arms.
- d. Responsibilities
  - i. Allegiance:
    - 1. Members of the Orders of the Principality are expected to give their Allegiance to the Citizens of the Principality.
    - 2. They must resign their commission if they are no longer able or willing to serve.
  - ii. Members are expected to assist with and attend their respective Branch's events, as well as serve the Principality.
  - iii. Members may take on apprentices to train.

e. Members of all Orders may add Honorable to their name.

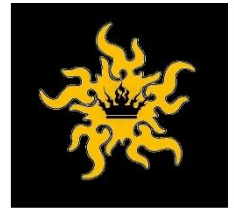
f. Order of the Aegis Solis

- i. The Coronet may invite any eligible citizens to become a member of the Aegis Solis.
- ii. The Aegis Solis are citizens who have shown their dedication to the Principality and /or their respective Branch.
- iii. Membership into this Order comes with great duty and responsibility to be a learned Elder of the people in one or more areas of the Principality, such as martial, arts, service, and/or governance.
  1. Individuals who have shown mastery in the arts or dedication through their service may also be chosen for this Order.
  2. Knights of the realm may be invited to join this Order through their dedication to teaching and not by their prowess alone.
- iv. It is not through talent or service alone that garners the Coronet's favor for this Order, but in dedication and the willingness to assist others in various ways.
- v. Responsibilities are to continue to be a good citizen, a member of the Empire and the Principality, willingness, and ability to continue through service, willingness to teach and train others, and willingness to meet the needs of the Principality and/or Branch.
- vi. No order of precedence is established as a member of this order.
- vii. No additional privileges or voting rights are established as a member of this order.
- viii. The Coronet or Lord may call upon any member of the Aegis Solis for consultation on their area of expertise the citizen may have.
- ix. In the event a member cannot continue to fulfill their duties, they may retire from the Order as a Regium Emeritus.



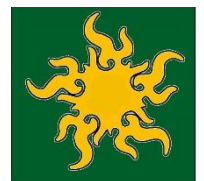
g. Order of Scepter Nova (Former Coronets)

- i. The Order of the Scepter Nova are individuals who have served as Coronet.
  1. This is not intended to put them above the citizenry, but to acknowledge their past contributions to the Coronet and Principality of Solara as an honor for their service.
  2. Members may wear a Golden Sun on a black field.
  3. Members of the Scepter Nova may utilize the Coronet sun as augmentation of their personal arms.
  4. It is expected that these individuals continue as they have ability to teach and assist the Principality of Solara and the Coronet when called upon, to assist with growing their respective groups and the Principality of Solara, and to assist new members with their years of knowledge.
- ii. The Coronet retains the right to call upon these members at any time for service to the Principality of Solara and the citizenry.



h. Order of the Solis Radius (Coronet Retinue) (Ray of the Sun)

- i. This Accolade is represented by a Golden Sun on a green field.
- ii. This Accolade is designed to recognize a member of a Coronet Coronet's retinue for their service and truly going above and beyond expectation in service to the Coronet during their reign.
- iii. Only one may be awarded per successful reign at the conclusion of the Reign.



IV. Principality Recognition of Citizens

- a. The Coronet may bestow recognition upon the citizenry of the Principality to reward and encourage them. These may be given for extraordinary deeds, service, or to artisans who impress the Coronet.

- b. It is the responsibility of the Lords of Light to bring those worthy of recognition to the attention of the Coronet, though any citizen may do so.
  - c. The Principality Recognitions are not a precedence but are specific to the individual and to the great deed for which they are being recognized.
    - i. Examples may include, but are not limited to, an individual who serves above and beyond as an Event Planner, a Feast Maven, an Artisan who teaches or brings beauty to the Principality, a fighter who impresses whether knight or knave.
    - ii. All recognition is based upon service and not talent or prowess, although there will be times when talent and prowess are too remarkable to go unrewarded.
    - iii. All recognition is given based upon the deed and not through personal association to the Coronet.
    - iv. Recognition may be event specific as well as overall service, such as Best of the Day in any field of service.
  - d. All awards of the Principality shall be recorded by the Lawspeaker's office.
  - e. The award must include the deeds and the signature of the Coronet. However, the recognition may be announced to the citizenry at the time of the deed with scrolls of recognition to follow signed by the Coronet.
- I. Titles of Service
- a. The Coronet may grant upon citizens other Titles of Service as the Coronet deems fit for service. Such titles would include:
    - i. Maven of Feasts: during the progress of a feast.
    - ii. Chamberlain: individual in charge of planning and executing an event.
    - iii. Constable of the Field: individuals in charge of setting up tourney lists and necessary accoutrements for war.
    - iv. Captain of the Field (or specific unit): individuals in charge of specific groups of warriors on the field, such as a unit of archers.
    - v. Marshall of the Pitch: individuals in charge of running archery and thrown weapons competitions or a' plaisance pitches.
    - vi. Judge: individuals selected to judge tournaments or arts.
    - vii. Herald of the Court
    - viii. A title during a specific day or event as encouragement or reward or for a winner of a competition among the citizenry.
      - 1. For example, at a specific event, the winner of an Arts Contest may be known as the Artisan Solara during the course of that event, not to exceed that event. This is for encouragement and would not be an award of permanence.
  - b. Titles of Station
    - i. The Coronet may grant upon any citizen other Titles of Station.
    - ii. Officers of the Coronet may be granted the use of the Official Titles of Station during their service.
- II. Accolades, Awards, Honors, and Orders are not given to place any citizen above another. They are meant in the spirit of recognition and to afford the individual the right to bear the symbol of their accomplishment to let others know to whom they can speak with to learn and grow their own talents and abilities.