

The Empire of Medieval Pursuits

Branch Structure

The individual branches of the Empire are designed to be as versatile as possible, allowing each group of individuals to customize their branch as much as possible. For instance, a group of five early period types want to design their group after a Celtic village, so their Lord is called the chieftain and their charter reflects a council of Elders that make the core decisions for the branch. Their name, heraldry, and events are themed to their culture and time period.

Another group of five later period swashbuckler sorts wants to style their branch as a privateer fleet. With only five they elect a Captain (Lord) and have one ship, as they advance they and reach level two they may have a Flotilla and eventually a fleet. And on and on, the choices are myriad.

All of these groups can easily be accommodated by the structure of branches within the Empire. Following are the rules regarding Branches within the Empire. If you have any questions please feel free to contact our

Branch Coordinator:

Carrie Carrillo

emp.branchcoordinator@gmail.com

The Empire shall be organized as a feudal hierarchical society. Branches within the Empire shall be divided to allow for local participation and contribution with the Crown fostering those within its vassalage and the membership supporting the Crown in this pursuit.

A. Chartered Branches

Chartered branches within the Empire consist of four levels. These levels can have varying nomenclature descriptive of the feudal status and society that they represent. Branches are strongly encouraged narrow the field of interest in their branch to a specific time, place or activity. The name chosen should reflect those thoughts. The rules for Level 1 Branches are as follows:

1. Level One: Shires, Hamlets, Villages, Outposts, Abbey, and Fiefs...

a. Definition and Requirements of a Level One Branch

- i. A Level One branch is considered the entry-level subdivision to the Empire.
- ii. Shall consist of and maintain at least five members.
- iii. Must have a well-defined territory of geographic jurisdiction not to exceed 50 miles in radius that may overlap with the borders of another Chartered branch.
- iv. Must maintain a website with pertinent information about contacting members of the branch.
- v. Must host a minimum of one published event per calendar year.
- vi. Must have a charter defining the customs, laws, and tradition of the Branch.

Which must include a method for selection/replacement of the Lord and/or Lady of the Branch.

vii. Shall be governed by a Lord or Lady selected from within its populace by the mandate of its charter.

Rights and Responsibilities of Branches

i. All branches within the Empire must have a name and arms.

ii. Every branch has the primary responsibility to see to the preservation of the interests of the empire, kingdom, and populace.

iii. All branches must host at least one event a year.

iv. All branches of the Empire must maintain a web site with pertinent contact and scheduling information that is connected to the primary Empire site by means of a link.

v. All branches have the right to choose a ruler in a manner consistent with their ethos and charter.

vi. All branches shall be entitled to a seat or seats in the House of Lords.

vii. All branches must have a charter defining the customs, laws, and tradition of the Branch. Which must include a method for selection/replacement of the Lord and/or Lady of the Branch.

viii. All branches must continue to meet the requirements of its charter or it may have its charter revoked by the House of Lords upon notification by the Crown.

1. Level One: Shires, Hamlets, Villages, Outposts, Abbey, and Fiefs...

a. Definition and Requirements of a Level One Branch

i. A Level One branch is considered the entry-level subdivision to the Empire.

ii. Shall consist of and maintain at least five members.

iii. Must have a well-defined territory of geographic jurisdiction not to exceed 50 miles in radius that may overlap with the borders of another Chartered branch.

iv. For each five members within a level one branch; one vote may be cast up to a maximum of four (4) within the House of Lords. These votes are to be held in trust by the noble responsible for the branch.

v. Shall be governed by a Lord or Lady selected from within its populace by the mandate of its charter.

2. Level Two: Barony, Keep, City State, Burg, and Caliphate...

a. Definition and Requirements of a Level Two Branch

i. In order to be recognized as a Level Two Branch, a class one branch must be in continuous existence for at least 6 months and be judged as acceptable by the House of Lords.

ii. Shall consist of and maintain at least 20 members.

iii. Must maintain and support its membership.

iv. Must have a well-defined territory of geographic jurisdiction not to exceed 100 miles in radius that may overlap with the borders of another Chartered branch.

v. For each five members within the branch one vote may be cast within the House

of Lords. These votes are to be held in trust by the noble responsible for the branch.

vi. Shall be governed by a ruling noble selected from within its populace by the mandate of its charter.

vii. The ruling noble of a level two branch may recognize outstanding achievement and merit through the creation of specific orders within their demesne. These orders must be incorporated into the branch charter.

3. Level Three: Principalities, Emirate, Jarldom, Duchy, Shogunate...

a. Definition and Requirements of a Level Three Branch

i. Must be successfully chartered as a class two branch for at least 6 months and be judged as acceptable by the House of Lords.

ii. Shall consist of and maintain at least 75 members.

iii. Must have well-developed ministries capable of handling all aspects of its activities.

iv. Must have a well-defined territory of geographic jurisdiction not to exceed 200 miles in radius.

v. Shall be governed by a ruling noble chosen from amongst the populace who meets the requirements set forth in that entities Charter and is approved of by the Crown.

vi. A level three branch may enact codicils that do not conflict with the Bylaws, and which must be submitted within fourteen (14) days of enactment to the Crown for ratification.

vii. The ruling noble of a level two branch may recognize outstanding achievement and merit through the creation of specific orders within their demesne. These orders must be incorporated into the branch charter.

4. Level Four: Kingdoms

a. Definition and requirements

i. A Kingdom must be successfully chartered as a level three branch for at least 6 months before it may be recognized by the Empire. This requirement may be waived by a 2/3 vote of the House of Lords.

ii. Shall consist of and maintain at least 200 members.

iii. A Kingdom is styled as a sovereign entity, having the right to create laws and codicils unique to itself that do not conflict with the by-laws.

iv. A Kingdom must have well-developed ministries capable of handling all aspects of its activities.

v. A Kingdom must have a well-defined territory of contiguous geographic jurisdiction. This territory may include any number of lower level branches that have bound themselves to the Kingdom. It may not overlap the boundaries of any other level four branch.

vi. A Kingdom must continue to meet all the requirements of this Article and its charter or may have its charter revoked.

vii. Shall be governed by a Crown who meets the requirements set forth in the Kingdom Charter.

viii. Must have a charter defining the laws of the Kingdom, which must include a

method for selection/replacement of the Crown.

ix. A Kingdom must provide an annual date and event for the selection of its Crown, and approximately 6 months later an annual opportunity for insurrection. If none choose to rise against the Crown then the event scheduled for this date may be used for an alternative Crown venue including conquest.

x. The Sovereign or Crown shall have the right to enact Royal Writs, Codicils and Laws that do not conflict with the Bylaws, and which must be submitted within thirty (30) days of enactment to the House of Lords. All Laws of the Crown are subject to veto by a 2/3 majority vote of the House of Lords.