

BARBARIAN

FREEHOLD

ALLIANCE

Member Handbook Vol. I

4th Edition -- 2011

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Previous Editions

1 st	1991
2 nd	1995
3 rd	1998

Editors of the 4th Edition:

Chief Timotheus
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Dedication

To Ereko

For the vision of Household and Family that has helped so many people over the years.

To the remaining Founders and the Chiefs

For their many years of hard work keeping everything running smoothly.

To Braggi and Dielle

For picking up the Freehold when it stumbled and pushing it forward to renewed heights.

To all Freewomen and Freemen everywhere

For being, for needing, for learning, for growing, for spreading your wings and leaving the Freehold and becoming a valued asset to your Kingdoms.

Welcome to **The Barbarian Freehold Alliance Member Handbook**

Explanation and acknowledgments from the Project Directors

The Barbarian Freehold Alliance Member Handbook has been written and printed for the amazement, enjoyment and knowledge of the members of the Barbarian Freehold Alliance, a household of households playing within the structure of the Society for Creative Anachronism. Because it was meant specifically for our members and not as a general guide to creating or running SCA households in general, those not of our membership may find that it is irrelevant and, frankly, uninteresting. For this we make no apologies. (If you are not of our membership and want advice on running a household, just ask -- any and all of us will gladly give you advice, probably more than you want or need. We Barbarians are nothing if not opinionated!) We hope, however, that our members, whether part of a large household or members at large will find this member handbook a useful tool.

We have come a long way since Erekoose Von Dragasus first started the Barbarian Freehold Alliance in the principality of CAID (Southern California) of the West Kingdom back in 1974.

The Barbarian Freehold Alliance (The Freehold, for short) evolved from a small personal household of Erekoose in 1974, to a great household of over 200 members in 1979. In 1991 The Freehold was two small holds in Arizona and southern California then back up to ten households today (2010). As we write this, we have active holds in five Kingdoms, and have many members-at-large spread across the country.

During the time the Freehold has been in existence, our traditions, history, and philosophy have been passed on by word of mouth, as befits a barbarian culture. But the Freehold has been around so long now that we're beginning to see more of our members who don't remember "the old days" than those who do. So, as we move into another period of growth in the Freehold, we thought it was time to document some of this lore and knowledge so it isn't lost or irrevocably changed as some old-timers pass into legend and some newcomers enter to take their places. It is our hope that this book you're reading fits the bill. This basic "Barbarian's Guide to the Known World", as it were, is meant to help new and not-so-new members alike become better Freeholders by preserving our store of traditions, history and expectations.

Although we do have a vast written background in the 15 plus years of our newsletter publication, The Runestaff (back issues are available), it is our wish to provide a single written reference that will relate our history and guide you in our philosophy. It's not a text to be memorized and quoted, nor is it to be an exhaustive work including everything we know of costume, feasting, war tactics or world history. Those things can be found in other books available to members of the SCA. This is an assemblage of information chosen to guide all members. We hope that it will help us continue to be one Freehold, united in our vision of what it means to be a Freeholder.

We know that what we've chosen to put in this fourth edition may not include everything you'd like to see here. But we hope you'll find it interesting and informative. More than that, we hope you'll enjoy reading it as much as we did writing and editing it. If not, tell us, and no doubt we'll change it for the next edition!!!

Please check out the other publications that the Freehold has to offer, such as The Runestaff, History of the Freehold, Hold Newsletters, song books, and others.

For their work on this latest edition of the Freehold Member Handbook, we'd like to especially thank Chief Robert L. Tye and many of our members for their input and for their many suggestions. Also, thanks go to Chief Morgan mac Maelain for the multitude of hours spent on the phone and at the keyboard in helping to transform the Third (1998) edition of this book into the Fourth (2011)(and much improved if we do say so ourselves) edition. We have divided this edition into two volumes; vol. I is the meat of the Handbook, Vol. II is the appendixes and associated material.

May the wind be at your back and your light remain 'til you're done reading!

-- Timotheus Zacharia von Schloss Zwilling
High Chieftain of the Barbarian Freehold Alliance
January 2011

Now that you've joined the Freehold

Message for our new Members

So, you've decided to take the plunge, to wear the Freehold Badge and "be a Freeholder." What now, you may be wondering?

If you're new to the SCA, you may find things a little confusing at first. And if you've already been playing in the SCA, you may still find things a little confusing at first. Remember that even if you're new to the Freehold or even to the SCA itself you're not alone. The Barbarian Freehold Alliance is one of the oldest and largest households within the SCA, being over 30 years old and over 225 members strong. And we want you to know that we welcome you among us, Freeholder.

Because one of the Freehold's missions is to teach and encourage new members of the SCA, we've made up this special page of suggestions so that you may better experience what we call the "Current Middle Ages". We are also going to share with you a few of our laws so that you don't get yourself or us into any danger.

Please read this Handbook as if this was our "Constitution," as it were. It will help you understand how the Freehold works. It is also helpful to read your Kingdom Law and the Society's Corpora as we interface with various Kingdoms.

Because we call ourselves "Barbarians", there are some who may believe that we have no rules. That's not true. What rules we have are based on years of experience. We try to keep them simple and unobtrusive so that we can spend our time having fun.

We have two sets of laws. The first set, the High Chieftains, are the ones you are about to read. The second set are Laws made by the Althing (the people's Parliament) and whatever the local Chieftains use in the running of their holds.

High Chieftain's Laws

Law #1 Multiple Holds within the Freehold are Permitted.

When the Freehold was created, there was only one Hold. The original High Chieftain and Chiefs were part of this Hold. As the Freehold grew not only in people, but also in geographical diversity, it became apparent that there needed to be an expanding of Holds in the Freehold. Thus this law was created.

The following Laws exist because the High Chieftain had to take action in these areas.

Law #2 No Illegal Drugs

Both the SCA and the Freehold uphold all Federal, State and Local laws including those laws pertaining to the use and/or sale of illegal drugs. There are Freehold members; military, teaching, and law enforcement professionals, who are required to report all illegal drug activities; their livelihood could be at risk if they do not. The Freehold and the SCA do not condone the use or sale of any illegal substances at Freehold and/or SCA events. Violators will be escorted off site. Additionally, the person or persons will lose their Freehold membership.

Law #3 Inappropriate Sexual Conduct that Violates Federal, State or Local Laws is Prohibited

Both the SCA and the Freehold uphold all Federal, State and Local laws including those laws pertaining to any inappropriate and/or abusive sexual conduct between adults and/or minors. There are Freehold members, military, teaching, and law enforcement professionals, who are required to report any such conduct; their livelihood could be at risk if they do not. The Freehold and the SCA do not condone any abusive or inappropriate behavior at Freehold and/or SCA events. Violators will be escorted off site. Additionally, the person or persons will lose their Freehold membership.

Law #4 Pull Your Own Weight

The Freehold and the SCA endure through the commitment of its members to positive interaction and cooperation. Sharing knowledge and ability are important, but just as important is the effort in maintaining camp, being financially responsible and helping others. This means picking up your own mess in camp and at meetings, pay your own way to events, giving a hand to help others set up or take down and help at camp, when needed, be checking the camp work-need sheet. Let our motto join with the SCA, "Leave a site cleaner and better than it was!"

Law #5 Act with Honor and Courtesy

As a member of the Freehold and the SCA, we strive to be the best that we can. Please be mindful of others sensitivities **before** exposing them to possible harm, i.e., offering alcohol to a minor, a recovering alcoholic or someone with medical issues. Remember that any dishonorable act or lack of courtesy that occurs reflects on the entire membership of the Freehold.

Law #6 Observe Event Camping and Feast Hall safety rules.

Kingdom feast hall rules are made for all our benefit. This is an extension of courtesy and honorable behavior. If you do not know the rules- find out! They not only insure our safety, but that we'll be able to return to this site another time.

Law #7 High Chieftainship Succession.

This is a law regarding unusual circumstances, and while necessary, isn't something that really needs to be a concern. See the High Chieftains Book for the text of the law and an explanation.

Please, Have Fun

To have fun and really enjoy the Freehold and the SCA, you must put first things first: Be responsible. That means putting your real world life first. Don't buy a sword or pay dues if you need to be paying rent. Don't skip work or school to go to events or meetings. If you should be studying instead of playing, please study. If you should be looking for a job or improving a skill or mending a relationship, please take care of those things first.

It's very easy to get caught up in the Dream, to pretend to yourself that the Freehold and the SCA are more important than those boring everyday concerns. (And its lots less scary to play than to do the harder things we need to do.) But even if the support Freeholders give one another is real, the Dream, the game we play within the SCA is a fantasy. It won't put bread on the table (even if you're a merchant) and it won't sow the seeds of the easier life you want. Also, Freeholders are not freeloaders; you must take the necessary steps to support yourself/family. Freeholders must support themselves first in the mundane world; otherwise they will have trouble carrying on the Freehold Tradition of helping others. A Freeholder acting irresponsibly puts an undue burden on other Freehold members. So, please do first things first -- handle the things you really need to do in the real world so that you can truly enjoy playing in the SCA.

Put these rules to use, follow the Traditions and Philosophy in this handbook, and you will be at the events having a great time fighting, autocrafting, being an artisan or even having a great time at the party at the war.

Suggestions for new Freehold Members

We strongly suggest that all Freehold members become members of the SCA. This way you'll learn what's going on in the area, and you'll be eligible to register your name and device (shield design) with the College of Heraldry.

You'll also be able to win accolades, to fight if you're so inclined, and to hold offices within the SCA. We ask you to fill out our membership form so we can put you on the mailing list. We also ask you to get your own copy of the Freehold Member's Handbook which we've put together with information on the Freehold, a camping list and other useful bits of knowledge.

We encourage our members to develop their persona (the historically accurate personage you are playing at being). Please note that a “gaming” or fantasy persona isn’t the same thing, and unless you’ve done a lot of independent research, you may want to start over and keep your gaming name/persona separate from your SCA/Freehold name and persona. We will help you develop this, and even if we don’t have the resources at hand, we can suggest possible sources for you. (The Library is one!)

We encourage all Freehold members to wear garb to events (Clothing appropriate to their persona). If you have no garb, there is “loaner” garb available at events from the SCA Gold Key office, and we will help you make or arrange to obtain your own garb at the first available opportunity. When you dress in persona, you lend the Dream substance.

We encourage all members to design a device (shield and banner design) and to research and document both your name and device so that you can register them with the College of Heraldry. This means no one else can use your name or device.

We also very strongly encourage that you interact not only with the Freehold but with the SCA at large. Although the Freehold is large enough so that sometimes it seems that we are a world unto ourselves, we are a group within a group. Therefore, we ask that you become familiar with the SCA’s customs, traditions and structure. Volunteer to help. Help is always needed: from the troll who takes the money at the gate, to the heralds who make announcements, to the constable who stands watch, to the surgeon who mends our cuts and scrapes, to many more people who make the Dream come alive. In giving service, you’ll gain knowledge and friendship and skills useful far beyond the scope of the SCA. Learn an Art or a Skill, or deepen one you have, and then share it with others.

And finally, I remind you to go slowly at first. Don’t try to gulp us down in one bite by doing, making, being everything today. You don’t have to hurry to be involved. We’re here for the long haul. Enjoy, look around, ask for advice. THEN take the steps to be more fully a Freeholder. That way, you’ll savor today and not wonder tomorrow where this day went and why you’re so tired. Remember, History is made one day at a time.

I speak these words, with additions by the current High Chieftain, in hope that they will make your transition into the Freehold an easy one.

If I have not answered your questions, quelled your apprehension, made the way a little clearer, please come to your brothers and sisters, or your Chiefs; Atar, Charissa, Elric, Lynnette, Morgan, Siobhan, Tomas, Ulfblood or myself. We will do our utmost to answer you.

I am,
Dielle Duinnleibhee the Storm Singer
Honorable Chief
in service to the Barbarian Freehold Alliance
The SCA
and the Dream

I re-affirm the above.
Please read these and take them to heart.

-- Timotheus Zacharia von Schloss Zwilling
High Chieftain of the Barbarian Freehold Alliance

A Message for all Freeholders Old and New

Communication is all-important. All Freemen and Freewomen need to talk to their Chieftains, Chiefs, and the High Chieftain. The Hierarchy of the Freehold needs to be completely informed of the problems and of the ideas of the members so that things can happen.

I have brought back some of the offices that existed in the 1st and 2nd decades of the Freehold to help this happen. During the 3rd decade of the Freehold these offices were not used and this contributed to the burnout, and some of the problems of the High Chieftains. Participation is also an issue and having some rotating offices helps to help bring participation up within the Freehold.

There are a number of changes in this version of the Handbook.

- 1) I took all of the fluff out; let's not make things unclear.
- 2) I have added as many definitions as possible.
- 3) I have listed officer positions and a brief listing of their duties
- 4) The Histories that everyone should read will be a separate document.

Let us all communicate and go forward to bring about an even greater Freehold.

High Chieftain Timotheus

Freehold Basics

We are the Barbarian Freehold Alliance. We are a household of households within the SCA.

We are set up like a clan or a tribe instead of a medieval hierarchy.

Although we call ourselves a "Barbarian" alliance, we don't limit members to barbarian personas, nor do we act uncivilized. We do act like barbarians, but barbarians had customs, rules, and structured societies.

Structure:

1. High Chieftain
2. Chiefs
3. Hold Chieftains
4. Freemen & Freewomen

This is our basic authority structure but we also have other positions and offices.

We are friendly with an open philosophy. We encourage newcomers. We have big pavilions to let new people and visitors get to know us. And we don't make people wait around for years to be members.

We are a large extended **family**, where members support each other in both the SCA world and the mundane world.

Freeholders learn as many skills as possible, to be able to share with others, Freeholder and non-Freeholder alike. We each strive to be self-sustaining, and pledge to continue learning and sharing.

Positions in the Freehold are ones of service and teaching, not power.

We have the reputation for having as members some of the best artisans in the Known World, but we also have great fighters and highly dedicated service people. Proud as we are of this, we're not snobs - you don't have to be an "expert" anything to join.

We're a "doing" household. We don't just sit and waste away the day. We plan activities to involve all members, and have even been known to instantly invent fun activities and projects at events.

Members strive to learn and use the utmost courtesy, tact, and good manners. Our research revealed that the real historical barbarians were more highly evolved than many other so-called civilized nations. We do not follow the Hollywood or common stereotype of an uncivilized Conan the Barbarian type of character, but instead adopt a persona that is carefully researched and portrayed wherever possible. Members strive to have the most accurate personas possible, in keeping with the high standards of the Barbarian Freehold Alliance.

Members often wear special "rune" belts, or other language of choice in keeping with their personas, with their name and Holds written on the belt. This is not required, but is one of those "nice touches", and most of the members of the Barbarian Freehold Alliance make and wear their own rune belts

We wear favors with the "Jolly Zigfried," our Freehold symbol on it. It is a white skull with horns, smiling, with a sword thrust up through the middle, shown on a simple black background. The horns symbolize wealth (cattle), the sword symbolizes science and industry; the skull symbolizes manpower and is laughing to remind us life's too short to take ourselves too seriously.

The Freehold gives out its own awards for achievement in the various disciplines:

The Silver Axe for service;

The Silver Sword for the arts

The Silver Mace for fighting.

By tradition, Freeholders try to camp as a group. We set up as period a camp as possible with a grand entrance and the Jolly Zigfried flying in the breeze. However, there are times when the Freehold members have commitments at large events, like wars. If those commitments are going to keep members at opposite ends of that event, we have to camp in several places

When the Freehold fights, it is usually as a group, and is not split up among the warring forces unless there have been special commitments made that come into play.

Members are highly individualistic, but since the Freehold is about participation, a member is expected to participate either within a hold, with the Freehold at large, or start a hold themselves. Any qualifying Freehold member can start their own Freehold group, called a hold, with the High Chieftain's approval.

Freeholders can join additional households if they wish, and we do not require every member of a hold to be a member of the Freehold. However, with everyone working together you will want your primary household allegiance and participation to be with the Freehold.

Freehold Philosophy

You will get a different answer from each Freeholder as to what this means.

Basically, it is an expression of high value for the individual, that their own personal beliefs are to be respected, but not at the expense of the others or the group.

A BRIEF LIST OF SOME OF OUR BELIEFS/PHILOSOPHY

- All members are equals, free men and free women. Our chieftains are serving their hold or ship, and we reserve the right to question their decisions. An oath of fealty is to the Freehold (with one exception), not the High Chieftain, chiefs or chieftains.
- We place a high value on all Society skills and we respect all cultures religions and beliefs. But we do emphasize and give preference to the non-traditional barbarian cultures of island, fjord and steppe; the barbarian way is how we teach, play and live.
- We try to extend the Freehold family into the mundane world, helping, counseling and donating where and when we can for our members who need it.
- We believe all members take responsibility for their own actions. We try to avoid politics; we favor a direct approach to solving problems and doing so as quickly as possible.
- We strive to create a fun and safe environment, including activities for our young people. If we are carrying a steel weapon, we do it safely and never pull it in jest.
- We believe in being self-contained and being able to make what we need. Therefore we try to learn as many skills as possible. This includes Chief Alfred's 'rule of three', "make one to use, one for spare, and one to sell or trade."
- The Barbarian Freehold Alliance has been in existence since the early days of the Society. We believe in flying the Freehold banner and/or wearing the Freehold favor to show our pride in the Freehold.

Freehold Basics Pt. 2

Additional Traditions

MEMBERSHIP: Freehold membership is open to all. Members usually bring in new prospective members as guests, but Chieftains may recruit new members on the spot for some holds, or holds just starting. We tend to be composed of members from "non-traditional" cultures such as Huns, Mongols, Vikings, Celts, Gypsies, but are not limited to any one group. All traditions/cultures including traditional European are welcome. These guests/prospective members are encouraged to participate with the hold, to see if this is a family they like and find compatible. It is then left up to the prospective member to ask the Chieftain for membership. There is no time limit for how long a prospective member has to participate prior to joining a hold or group.

In the past, some Holds have held elections for new prospective members (Ravenhold did this), or in the case of Freya's Hold, you had to attend at least three meetings, actively participate, and be willing to learn Freehold history and traditions.

New members have a special fealty ceremony to honor their membership. These persons kneel before their Chieftain, pledge their loyalty to the hold and Barbarian Freehold Alliance on the hold's sword, axe, or staff, stand up before the group as freemen or freewomen and are formally welcomed into the hold's family.

GENERAL: We are a "doing" household. We don't sit and just talk. We believe in being self contained; each hold strives to have its members learn as much as they can/wish on a wide variety of subjects and art forms. Each hold has its own artisans, fighters, and service people. Tradition of 3's: We make items in threes, "One to use, one for spare, and one for sale" (idea invented and shared by Chief Alfred the Smith). We believe in holding fun events open to the populace with lots of contests.

HOLD NAMES: Names of holds have in the past been Viking/Norse or Celtic style names such as Ekhamn's Fjord, Bjornsdaleholm, Ravenhold, Freya's Hold, Tyr's Hold, and House Bifrost. We don't know where this tradition got started, but new holds do not have to follow this tradition if they do not wish to. For example, two recent holds are Clan Dana, and Macha's Hold.

FEASTS: We traditionally have feasts that are the talk of the Known World, and pride ourselves on our cooking ability. For the past many years, and continuing today we hold a Harvest Feast, a private party for Freeholders, guests, and respected enemies. We'll discuss this further in the Freehold Events chapter

BARDS: Bards are given special hospitality, and new bards are always welcomed around our Bardic circle campfires. We encourage the performing arts and are known for our Middle Eastern dancers and fighter-poets (skalds) and for having Bardic Circles 'til dawn. We have a reputation for throwing the best parties/Bardic circles around, with minimal drinking to boot. (In the Freehold. we don't discourage or encourage drinking but we do discourage drunkenness. You'll enjoy the party more if you're not falling into the fire or following the evening with a horrible hangover.)

PASSING THE HELM: Holds are self-supporting, and they can pass the helm (hat) at meetings to raise monies for their activities. Also, fundraisers can be done. In the past, the holds have held raffles for large items such as armor and pavilions, and awesome auctions in order to raise funds.

FREEHOLD OFFICERS: Traditionally, we have officers appointed/elected every 2 years, around the Spring or Fall Equinox. Each Hold elects or has appointed (whatever they decide) any of the following:

Lawspeaker: Keeps meetings running and may act as herald for the hold.

Rune Keener: Secretary

Keeper of the Danegelt: Treasurer

Runespeaker: Historian/editor of a Hold or group's local newsletter.

Lieutenants: Chieftain Assistants. We haven't had any of these in years, but just in case ...we might. A larger hold or group with many members might have lieutenants to help members and keep things running smoothly.

Warlord: In the past, Holds have had contests of skill at arms, with winner acting as the trainer for the fighters/archers of the hold. The Warlord contest takes place twice a year, by tradition near the summer and winter solstices.

Freeholds and Freeholders

Freeholds

The Freehold is very mobile and changes constantly. The number of Holds is in flux and a hold may appear for a year, two years, 5 years, or might be around for many years. It depends on the need of the Freeholders in the area. At the time of this printing there are 11 Holds in the Alliance. Due to the speed things sometimes change we will not list the holds.

Alliances

There are three types of Alliances. It is best to know which Alliance is being used for which group.

The standard occurrence is that a Hold joins the Freehold Alliance. This is much like a state joining the Union. They are now a part of the Alliance. To leave the Alliance they would have to discuss the procedure with the high Chieftain.

A Hold Alliance is made with an independent Hold and the Freehold and it is done at an Althing or brief meeting. This is much like a special Treaty. This unit is now basically a Hold in the Freehold for a temporary time period, usually about 2 years.

An Allied Clan is like two nations that are allied together that recognize all of the ranks and privileges of their fellow Allies. Their High Chieftains sit with ours. Their Chieftains are equal to ours. This form of Alliance is usually permanent until both sides think it should be dissolved.

Freemen and Freewomen

In the early days of the Freehold, members referred to themselves as "Freemen" or "Freewomen". Freehold members borrowed these titles from the traditions of the ancient Norse (the Norse used the terms to differentiate between free-born peoples and thralls). However, due to the custom of the SCA referring to each other as Lords and Ladies, we now only used the terms **Freeman** or **Freewoman** amongst ourselves. During our own events such as the Harvest Feast and Althing, you may be called to gather together by a herald or Freeholder crying "Freemen and Freewomen!"

The general populace of the SCA is *very* sensitive about titles, and many years ago, there were those outside the Freehold who took a dim view of our practice of calling ourselves Freemen and Freewomen, since it conflicted with the SCA's custom of considering all members as being of noble birth. As a courtesy to the SCA-- the group we primarily play in-- we do not insist that others outside the Freehold call us Freemen or Freewomen. And in return, we always acknowledge the SCA-given titles of both non-Freeholders and Freeholders alike. (We have among our membership many SCA peers, barons that are both landed and non-landed, as well as those with awards of arms and various arts, service and fighting awards. As we've mentioned in another chapter of this book, we **don't** just sit around and do nothing.)

Freeholders are all members of the Great Household of the Freehold. Should a member move away from their local hold, they do not become members without a hold, but instead, they are considered members of the High Chieftain's personal household. We do not have any "rogue" members without a place to call home. Freehold members always have a place to pitch their tent and graze their herds of cattle. Members not attached to a Hold, or an officially recognized Freehold group, are a member of the High Chieftain's personal household until they join another Hold, or form their own sanctioned Freehold group, death take them, or the world ends. Remember, we may be of different households, but we are one Freehold.

Freehold Events

During the year, there are traditional events sponsored by the Freehold for members, guests, and Friends of the Freehold to attend:

Harvest Feast

The Harvest Feast is an event started by Ravenhold back in 1981-1990 in Los Angeles, California, and it was held on the Saturday night after Thanksgiving. In those days, a large hall in Glendale was rented that contained a kitchen and a wood fireplace. The event was a huge feast, with people bringing side dishes, and Ravenhold providing the meat for the dinner. There were over 100+ people in attendance, and a bardic circle was held until the wee hours. People could sleep over in the hall that evening next to the fireplace, and the event was open to all Freeholders, their guests, and members of the populace.

In 1995, the event was revived, and is currently held sometime in November. There may be multiple Harvest Feasts. Sometimes it is just a few Freeholders getting together and sometimes it is Holds that put on the Feast.

Althing

This event usually takes place at major wars. We will discuss the two regularly scheduled Althings and also the Althing the Freehold does at our major decade Events.

Winter Althing- Estrella War-5500 attendance. (Freehold Attendance varies from 8-24). The Freehold tries to camp in one large camp. Everything is done as a unit. All normal wartime activities take place Wednesday to Saturday. Sunday there is a Leadership meeting at noon and then the Althing is convened at about 1:00 pm.

Summer Althing- GWW- 2400 attendance. (Freehold Attendance varies from 10-36). The Freehold tends to camp in the places that they are working. At this war the members are working various stations and they try not to be far from those work stations. All normal wartime activities take place Wednesday to Saturday. Friday evening there is a Leadership meeting at dusk, a sit down dinner and convening of the Althing.

10 Year Althings (20, 30, 40) and Freehold Camp- Freehold Attendance has usually been about 90%. This event has a number of things that the Freehold does only during this event.

Happenings at Althings

Leadership Meeting-- This takes place at all of the above. The High Chieftain, the Chiefs, and the Chieftains meet and discuss problems, and any new ideas. Any Freeholder may ask to join this meeting to present a problem or idea. These may occur as several small meetings or one large meeting.

The Althing - This takes place at all of the above. This is a people's parliament. You can bring up things that need to be addressed, projects that need to start, or problems that need to be resolved. You, the people, control this body and can even create New Laws and Amendments. This meeting can take 1-4 hours to complete, depending on the number of items on the agenda.

High Chieftains Court - Takes place at all of the above gatherings. Generally, if possible, this happens during dinner. During this court titles of leadership are conferred which is either making new Chiefs and Chieftains or investing new Officers. Ideally it is held during our Saturday dinner. Any Freehold Awards that are merited will also be given out at this time.

Bardic Circle-- may or may not happen depending on what else is happening at the war. But at the decade event it will probably go on for hours.

These are held at the 10 year events.

Many contests: We hold contests and events that as many people as possible can join in on. We are joyful participants, and the contests are for fun, not to lord over or impress anyone. In the past, some of the events have included:

- Chess
- On site woodcarving
- On the spot poetry
- Best bribe to a judge
- Archery contests – The "Huntsman Course" which uses paper animal targets. Archery is a weapons form that we have historically excelled at. Many Known World Archers and Kingdom Champions have come from the Freehold.
- Heavies and Rapier Combat
- Thrown Weapons is a weapons form we have been doing since the 80's.
- Any other contests anyone wants to sponsor

Viking Games: A pentathlon of games for men and women, usually held during the Summer Althing including stone throw for distance, and for accuracy we have the caber toss, knife, axe, and hammer throws.

Raffles: to raise money for various projects.

BIG FEAST. The sponsoring Hold provides the meat, and all persons in attendance are asked to provide a side dish to feed 10. We have a grand smorgasbord, then:

Bardic 'til dawn (of course!)

Powers of the Althing

- 1) To make laws for the Alliance and take care of whatever business arises.
(If quorum is met then the Althing may pass a law. It may also deal with whatever other business is brought before the assembly)
- 2) To call for Revoking of a membership in Freehold. This needs 51% of membership.
(If the Chieftains and Chiefs have not gotten the High Chieftain to revoke a membership already then with a vote of the Althing –and a mailing will occur- if 51% of the members think this person should have their membership revoked, it is done.)
- 3) To call for a vote to strip Chieftains, or the High Chieftain(s), of rank and replace them. This needs 75% of membership.
(First a vote to do this must occur. Then a mailing by the Lawspeaker must be done to all members and get a 75% yes vote. Chieftains are replaced by normal Hold procedure. High Chieftain must be replaced by the Chiefs until a suitable candidate is lawfully elected and accepted by the Chiefs. Note that Chiefs are disciplined by the Conclave of Chiefs, not the Althing.)
- 4) May award those who are worthy.
(If someone is worthy of a Freehold award and never received one because they are not in the right place at the right time then the Althing may award them.)
- 5) May take whatever action is needed of a disciplinary nature.
(If the Chieftains have not dealt with a problem member, then the Althing may put sanctions on the member until they straighten out.)

Laws Enacted by the Althing.

In addition to the Laws of the High Chieftains

- 1) (S-1979) (W-2006) At a scheduled Althing quorum is equal to ten (10) representing a minimum of three (3) Holds. But for an Amendment to the Laws or to delete a Law there must be 25% of total membership at an Althing or a mailing.
(There must be a polling of 25% of the membership to delete or amend any Laws, quorum for regular business.)

- 2, 3) Deleted
- 4) (S-1981) Chieftains shall rule a Hold. They are answerable to the Chiefs and High Chieftains.
(Power of Authority is High Chieftain, Chiefs and Chieftains rule their own holds)
- 5) (S-1981) The High Chieftain(s) is/are the Ruler(s) of the Freehold. The Chiefs are Deputies, Teachers, and Advisors.
(The High Chieftain(s) is/are the ruler(s) of the organization and final authority. The Chiefs are the Deputy High Chieftains and have authority over Chieftains, but are primarily Teachers and Advisors.)
- 6) (S-1981) Associate membership is deleted.
(There used to be Member- full duties and obligations, associate member-lesser duties almost no obligations.)
- 7) (S-1981) To promote better government a Winter Althing shall be instituted.
(A second Althing was started when it made it easier to institute Freehold policy. Current policy is to have it in the two main areas of the Freehold. Atenvelt and Caid and the two wars are the best places.)
- 8) (S-1982) One must always be courteous to all Ranks. Ideally at Freehold events only Freehold titles shall be used.
(At a Freehold sponsored event only Freehold titles are used, whereas since most events we are at are SCA, we must be courteous to everyone and use their proper ranking.)
- 9) (S-1984) All Holds shall schedule and run workshops during the year.
(This makes sure that if a project needs to happen it will. It also makes sure there is no stagnation.)
- 10) (S-1984) We are to grow and co-exist with the SCA. We are to unify and not disrupt.
(We exist because of the SCA and work within the SCA. We are to work and co-exist and help, unify, hold offices, get awards and not to disrupt the SCA.)
- 11) (S-1984) If the High Chieftain(s) is/ are not available to make a major decision and one must be made then an Althing polling shall be made to make the decision.
(If for some reason a major decision about the Freehold must be made and the High Chieftain is for some reason not available for a period of time over two weeks, then a polling must be made and majority rules.)
- 12) (W-1984) Thane is only to be used if you are a Baron and rule or have ruled the Freehold. You must otherwise use Baron. Law #3 is hereby deleted.
(At one point we had over 8 Thanes due to Court Baron Titles. It was supposed to be a rare title but Freehold people did well in this. So it was decided that Baron is Baron unless you have or are ruling the Freehold.)
- 13) (S-1988) Freehold members must take care of one another just like family.
(Put in because some holds were acting as if they were better than others and didn't take care of each other.)
- 14) (W-2001) The Jolly Zigfried is the Symbol of the Freehold. If there are times that some other symbol must be used then the Sword of Ziggy may be used.
(This was due to social problems with society's assumption about the meaning of Ziggy, to provide a safety buffer a second device was voted on and made a legal part of the Freehold.)

Salute and Tattoos

Salute

Over the years, Freeholders have saluted each other in various ways. One of the earlier versions was a salute believed to be Norse in origin, consisting of raising up an arm above the head, with the hand making a fist, and saying "Vas Hail". This was a little too like a familiar German salute so the newest version of the Freehold Salute is:

Right hand over heart
Nodding to the person you're saluting

If salute is done in high ceremony, the phrase "From My Heart I Give You Service" is said aloud.

Saluting is a personal choice. You are **not** obligated to salute anyone. This is not the military, this is the FREEHOLD!

Here are some general guidelines on saluting:

- Freeholders salute as the moment allows, and can salute each other, Freehold friends, High Chieftains, Chiefs, Chieftains, depending on the situation and preference of the Freeholder.
- Saluting is done the first time a Freeholder greets another Freeholder in camp, but they do not continue to salute each other unless one leaves camp and returns.
- By tradition, we do not salute royalty (unless they are Freeholders or Friends of the Freehold), but instead, follow the local customs of the populace and bow as any member of the populace would.

Tattoos

In 1996, Freeholder Sunshine Tye, Bonnie Roe in the SCA, became the first Freeholder to be given permission to use the Freehold symbol as a tattoo. She was given this permission only because of her lifetime commitment to the Freehold, and long standing participation and support of the Freehold dream.

There are serious restrictions on the use of the "Jolly Zigfried" skull with horns symbol of the Freehold as a tattoo:

- First of all, getting a tattoo is a very personal choice, and the Freehold does not officially endorse anyone getting one. They are permanent in nature, and not to ever be taken lightly. Expensive laser surgery is needed to remove them, and it leaves scarring.
- The Freehold Symbol is the property of the Barbarian Freehold Alliance, is registered to the High Chieftain, and its use as a tattoo is by the High Chieftains permission only.
- Freeholders applying for permission to bear the tattoo of the Freehold must be members in good standing, actively participating, and with a long record of service to the Freehold, and who pledge a lifetime commitment to the Freehold.

Awards

Awards are used in both the SCA and the Freehold. They show that you have participated and have an “expertise” in a particular area. As you are expected to participate in both the SCA and the Freehold you should start to accumulate awards of both groups. They are also a pat on the back for a job well done.

In the SCA an Award will also give you a rank, a position, or precedence.

In the Freehold, no rank is attached to awards; it is a thank you for a job well done and something that shows your knowledge of the field. The Freehold has three awards.

The Silver Sword for the arts
The Silver Axe for service
The Silver Mace for fighting

Several of the Holds also have awards for work done within the Hold.

Councils

The Barbarian Freehold Alliance has three councils that meet at various intervals throughout the year. The Althing, discussed earlier, is the general council of all of the Freehold members. The following two councils are more or less continually in session and operate like a Roman Senate, ensuring that the policies, philosophies and traditions of the Freehold are respected and preserved.

Alliance Council Meeting

The Alliance Council meeting is composed of the High Chieftain as its Chairperson, and all Chiefs, Chieftains, and Alliance Officers. The Alliance Council meeting is usually a 1 hour meeting on the morning before an Althing. Otherwise, this Council meets throughout the year by phone or E-mail.

While the High Chieftain is the policy maker of the Freehold, it is through the advice and approval of the Council that the exact parameters of those policies are set. All ongoing projects are discussed within this council and, after debate, are passed onto the hold Chieftains for discussion and implementation within the entire Freehold. If a new candidate for High Chieftain is proposed, then this council must vote to accept the candidate for High Chieftain by a 51% margin.

Conclave of Chiefs

Only Chiefs can create new Chiefs with permission of High Chieftain. The Conclave attempts to keep the number of new Chiefs installed to two each Althing. The Conclave meets the 1st, 3rd, and 8th years after a new High Chieftain is installed to discuss future candidates. When the High Chieftain(s) steps down, they become Honorable Chiefs. Anyone may recommend a Freeholder to the Conclave as a possible candidate. See Chiefs Handbook for minimum candidate requirements. If a candidate for High Chieftain is presented to the Conclave, 75% of the Conclave must approve the candidate.

This Conclave will also watch the current High Chieftain for signs of burnout or inappropriate actions and discuss options for continuing or naming a successor.

The Conclave ensures that Freehold history is taught and discussed, and that Freehold traditions and philosophy are being followed. The Conclave makes sure that any interpretations of this information have not strayed from the Freehold history and traditions.

The Conclave also deals with discipline of Chiefs. The Conclave is notified, by a fellow chief or another Freeholder, that a Chief has acted inappropriately or said something inappropriate. The Conclave suspends the Chief that is accused from the Conclave discussions. The Conclave then gathers evidence by interview from all involved, determines what actually happened and then, if the Chief is found guilty by vote of the Conclave, hands down a punishment appropriate to the severity of the offence.

Belts and Favors

Belts

We also wear belts or baldrics of leather to signify each member's particular hold-group. The belt is either black with white letters, or can be natural brown with red letters. The tradition of the belt with runes or persona language was begun back in 1985 with House Bifrost of Ravenhold by Eadweard the Kraken, and has been picked up by several Holds since.

The letters on the belt are traditionally runic, using the old Scandinavian/Germanic runic alphabet (see Vol. 2 section on runes by Chief Eadweard the Kraken, Rune Master), but this is not required, and there are those with Ogham, Roman, and other persona language letters on their belts. Members place their name in runes or in the language of their persona across the back of the belt so that it can be seen from the rear. The long section of the belt hanging down at the front side has the words "OF [insert name of hold]" (example: OF TYR'S HOLD, OF FREYA'S HOLD") also written either in runes or in their persona's language.

The belt can be of any width (your choice -- the usual size is 1-3/4") with one end attached to a solid ring usually with leather pop rivets or copper rivets. The belt's length is up to each person, with 1 1/2 feet to 2 feet hanging down at the front. Leather supplies are available at Tandy Leather (nationwide chain), Napa Hides (Northern California), or a cheaper place when we find it!

Favors

The majority of Freeholders choose to wear favors showing the "Jolly Zifried" symbol (this is the symbol of a human skull with sword upright behind it). The favor is usually worn on the belt and can be cloth or leather. The favor in 1990 was developed into a cross stitch pattern by Freya's Hold of Arizona. Over time, members of the holds have adopted this style of favor as the "standard". The Jolly Zifried is white on a black background. You can even do the favor on leather, painting or tooling the Jolly Zifried design.

The Jolly Zifried

The Jolly Zifried is the symbol of the Barbarian Freehold Alliance. Our symbol got this nickname because it was similar to the skull and cross bones of the infamous pirate "jolly roger" sign. At our encampments, we fly banners displaying the Jolly Zifried, and our members wear favors on their belts with the Zifried upon them.

The pattern for cross stitching Zifried as a favor is shown in Vol. II. "Ziggy" --as our symbol is nicknamed--does not necessarily need have to be cross stitched. He can be embroidered or engraved in leather, or made in any other method. There are a few guidelines, however. Zifried's skull and horns should be white, and the blade of the sword should be of silver or gold metallic thread, or gray or even white if one desires. The hilt of the sword can be of any color one chooses. The background should be black. The horns are not quite equal in size, a tradition following the fact that animal horns are not the same size. The horns on the symbol represent wealth - cattle, the monetary system of the early clans. The more cattle you had, the richer you were. The sword represents industry and the arts and sciences that can produce a sword. The skull reminds us that it takes manpower to accomplish anything. There is something beyond this life, and it is laughing to remind us not to take ourselves too seriously.

Some holds have their own customized Zifrieds to distinguish their own group. These custom favors still show the standard Zifried, but have been slightly altered. Brigid's Hold, Clan Dana and the Seabac Saillte are such groups, and each has its own favor.

Just remember that you are using the Badge of the High Chieftain. He has given permission to all Freeholders to use this Badge, so be Honorable.

Recommended Reading List

SCA and Non-SCA

One of the Freeholds major strengths was KNOWLEDGE. Below is a listing of Documents and Books that gave us our knowledge and maybe an edge over the rest of the Known World.

Corpora -- This document states how the SCA is to run. Available from the Registry.

Kingdom Law -- Get a copy of your Kingdom Law and understand it. Sometimes the way to get things done is to know the loophole or the fact that everyone else has been doing it the wrong way. Usually available from the Kingdom Seneschal.

The Known World Handbook -- Details a number of things about how the SCA works. Available from the SCA office of the Registry.

The Fighter's Handbook -- Highly recommended for all fighters, and those wanting to get into fighting. Available from the SCA office of the Registry.

The Boy Scout Handbook -- Great general camping information guide, especially the information on knots and First Aid.

Eyewitness Books -- This is a series of books about many subjects, and they include Arms and Armor, Medieval Life, The Vikings, and other interesting topics with fantastic photos and descriptions.

Osprey Military Series of Books -- These are British scholarly books about specific military costumes, tactics, and lifestyles of people in history such as the Mongols, the Non-nans, the Crusades, and medieval armies. There are two series, **Men at Arms** and the more in depth **Elite Series**. Books are detailed, with spectacular photos, drawings, plus color plates of researched battles and costumes.

Freehold publications

We strongly urge all freeholders to get copies of these publications. These are your roots. They show you the traditions and philosophy of the Freehold. Why do we do certain things or what does it mean. The hierarchy of the Freehold and the powers of the Althing.

The Barbarian Freehold Alliance's Members Handbook -- This is a group of documents that show membership requirements, Traditions, Philosophy, and things that you need to know. A History of the Chief and Chieftains, A History of the Jolly Zigfried, A History of the Althing and the powers it can exorcise. **This set of documents is almost more important than any other Freehold Document.**

The Barbarian Freehold Alliance's Members Handbook, part 2 -- There is also a complete history of the Freehold, camping and other useful documents.

The Runestaff-- This is the Barbarian Freehold Alliance newsletter. It contains info on the doings of each group and Hold, meetings, where to go to contact a Freehold local group, poetry, stories, and artwork/crafts.

Interesting Items

The Black Bard of Meridies (a long time friend of the Freehold) has a music tape available which includes a beautiful song he wrote about the Freehold. Available from many merchants at SCA events throughout the West and Caid.

Ranks

There are only three ranks within the Freehold. While these positions are there to help with the smooth running of the Freehold, they are indeed the rulers. The Chieftains are the rulers of their holds, the Chiefs are teacher/advisors with authority over the Chieftains, and at the top is the High Chieftain. Ideally they all rule by example.

In all three cases it is a position where there is a lot of work, a lot of teaching involved, and very little in the way of perks. So let us explore the three positions.

In each case we will explore the duties (various job aspects), the regalia (the item that will let you know their rank and any optional items), and perks (the occasional extra they get because of their rank).

CHIEFTAIN

These are the leaders of the Freehold's individual groups (our groups are usually called holds, clans, households, families, and even ships). This is the position that you are most likely to see. There are 1 or 2 Chieftains per Hold.

The Chieftain's Duties are:

- 1) Provide encouragement to all members. (Sometimes a little encouragement will help a new member)
- 2) Schedule events, projects, and workshops that members can participate in. (Remember that we want to cause growth of our members abilities)
- 3) Direct the group's activities and lead meetings. (The Chieftain knows who needs what and what sort of meetings should be held)
- 4) Appoint group officers or oversee elections for officers, and train and support those officers. (Remember the more people involved the less work for everyone)
- 5) Supervise their group's newsletter and groups publications. (If they have a newsletter for the group then they must supervise to make sure it is timely)
- 6) They recruit new members. (They make the final decision about new members, yea or nay. Working with other members who will then try to bring in new members)
- 7) Keep and uphold Freehold traditions within the group. (Follow traditions. You may have traditions of your own Hold)
- 8) Organize their Freehold group: instruct members. (Make sure that all members get the classes and workshops that they need)
- 9) Act as liaison between their Freehold group and the SCA. (Remember that you are the representative of the Freehold and the High Chieftains.)
- 10) Arrange fundraising for their group. (Remember that your Hold will have expenses so having a way to get funding is needed. This can be dues, bake sells, garage sales or something. Also the Alliance has expenses and that the funds come from the Holds. The Website and some of the printing comes from the Holds. The newsletter going out as an e-mail is a way to save costs-- \$40/\$80-- it was supposed to be run by subscription but it didn't pay)
- 11) Report to the High Chieftain once a quarter. (The High Chieftain and/or the Ceann for the Kingdom will probably call.)

Chieftain's Regalia:

- 1) Freehold Chieftains wear a belt favor with the Freehold device (the Ziggy) with one silver feather attached at the bottom of the favor.

Chieftain's Perks:

- 1) Should a Chieftain step down from leadership, they bear the title of Chieftain Emeritus.
- 2) During court or ceremony, it is permitted to be escorted by an armed guard of one.

CHIEF

This is the highest honor that can be bestowed upon a Freehold member, and is a special title giving rank and status to those members of the Barbarian Freehold Alliance that have given years of service to the Freehold and SCA, and who are “living examples” of the high ideals of the Barbarian Freehold Alliance. They have taught and are still teaching many different workshops on a number of different subjects, and are willing to teach anyone who comes to them for instruction. (This does not mean just Freehold, but anyone!). In the Freehold leadership structure, the Chiefs are second in command after the High Chieftain(s), and are the only Freeholders who must swear Fealty to the High Chieftain(s).

The Chief's Duties:

- 1) Advise and assist the High Chieftain(s). (Advice is always needed to run a large organization. Assistance is also needed)
- 2) Instruct Freeholders on the lore and traditions of the Freehold. (Spontaneous instruction or actual classes)
- 3) Give special training to Freeholders on specific subjects such as leadership. (Always)
- 4) Organize and conduct workshops. (Ongoing job)
- 5) Train Chieftains and Acting Chieftains. (The High Chieftain(s) can't be everywhere. Help a new Chieftain understand duties from the Leadership Manual.)
- 6) Pass out awards if the High Chieftain(s) is not on site. (Again, the High Chieftain(s) can't be everywhere.)
- 7) Be available to advise any Freehold member. (You will be like a priest. But you don't have the legal standing, so be aware of your limits. Advising will be a major area of your job.)
- 8) Act as legate for the High Chieftain. (This means that the Chief has the authority to stand in for the High Chieftain(s); this is why Chief's have to swear fealty to the High Chieftain)
- 9) Select candidates for the title of Chief. (Yes. New Chiefs are being made but must be thoughtfully decided upon. See also the other duties listed under Council of Chiefs.)
- 10) Report to the High Chieftain once a Quarter. (Yes, they must talk with the High Chieftain so that there is communication throughout the Freehold. All problems are brought to the table to be solved)

The Chief's Regalia:

- 1) Freehold Chiefs wear favors with the Freehold device with two silver feathers attached at the bottom of the favor.
- 2) A Sword- This is a symbol of their power of Freehold law. The main purpose of the sword is to remind the Chief of their duty to uphold Freehold Law. If a Chief pronounces a policy or decision while holding a sword out, it is law.
- 3) A Rune Staff. A symbol of knowledge, teaching, advice and it has a Rune. Also symbols of learning such as an apple or a sheaf of wheat. The Staff may have other items hanging that show expertise in certain fields. Additionally it is a work in progress showing whatever the Chief wishes to show.

The Chief's Perks:

- 1) During court or ceremony, they may be escorted by an armed guard of two.
- 2) At a War, Althing or any event that is several days in duration the Freehold provides the Chief, if needed, with one “runner”. (Wears Freehold Tabard) They may just help the Chief in his duties or may actually be used as runners.

HIGH CHIEFTAIN

This is the Leader(s)/Ruler(s) of the Freehold. Part of their duty is to check on how well the groups are fulfilling the Freehold traditions and mission. A lot of time is spent coordinating the various aspects of the Freehold.

High Chieftain's Duties:

- 1) Keep alive the dream and mission of the Freehold and its traditions.
- 2) Train and support the Chieftains and Acting Chieftains, assist them in setting up their groups. (Depending on locale, this might be done by phone or by a Chief.)
- 3) Coordinates Freehold intergroup activities and communications. (Some of this will happen with the officer core.)
- 4) Supervise Freeholders who run various offices. (Make sure that the offices are running properly.)
- 5) Create Chiefs, Chieftains, and Acting Chieftains.
- 6) Give out awards to deserving Freeholders. (It is always a ruler's joy to acknowledge good works.)
- 7) Actively participate in the SCA, and do public relations work for the Freehold. (Should be active in the SCA, either at Baronial level or at Kingdom level.)
- 8) May be Chieftain of their own Hold, if time allows
- 9) Act as sounding board and arbiter in disputes. (Yes, part of the job is dealing with arguments and problems. The job is to get a peaceful settlement.)
- 10) Supervision and editing of Leadership Manual, Member Handbook, Histories of the Freehold, Freehold Songbook.
- 11) Maintain archives of back issues of Runestaff, and Ziggy patterns. (Ideally on the website.)
- 12) Be the Guiding force, the Coordinator, and the final word on the direction of the Freehold.

High Chieftain's Regalia:

- 1) The High Chieftains wear a Freehold favor with three silver feathers attached to the bottom of the favor.
- 2) A Sword- This is a symbol of Freehold law. Generally, if the High Chieftain pronounces a policy or decision while holding a sword out, it is law.
- 3) A medallion with the symbol of Ereko's hat. It has a Listing of all High Chieftains and dates.
- 4) Ziggy Armband. This armband becomes the Tanist's once this person steps up.

High Chieftain's Perks:

- 1) May have 4 armed guards for an honor escort. Two stop at back of aisle and two continue to the courtesy point.
- 2) At a War, Althing or any event that is several days duration the Freehold provides the High Chieftain, if needed, with two "runners". (Wears Freehold Tabard) They may just help the High Chieftain in his duties or may actually be used as runners.

Alliance Offices

These offices help make the High Chieftain(s) and the Chief's jobs easier. Specific duties will be discussed with any candidates. A report from each officer is expected quarterly.

Warlord

- **6 year term**, not renewable (may be held again after at least 1 term off)
- **Requirements:** Must be a fighter and a warranted SCA Marshal.
- **Elected** by a majority vote of the Freehold fighters, and Chiefs: 1 vote per fighter, 2 votes for each Chief, 5 votes for the current Warlord. The vote will be called for and administered by the High Chieftain, who can veto the selected candidate, but not select a new Warlord.
- **Duties:** Include: finding ways to arm fighters, locating ways to get each fighter trained, and trying to get unit training for the fighters. Coordinates all fighter units for Estrella and GWW wearing the tabards, contracts to fight for units or to get units to fight for us- must be discussed with the High Chieftain.

Herald

- **3 year term**, renewable
- **Requirements:** Must be a warranted SCA Herald.
- **Appointed** by the High Chieftain.
- **Duties:** Participate as needed in Freehold ceremonies, help all Freeholders create and submit names and devices, and help the Chiefs deal with the Freehold devices. The herald takes care of the paperwork to pass Freehold badges on to the next High Chieftain. Keeps a notebook of the few ceremonies we do have.

Arts and Sciences

- **3 year term**, renewable
- **Requirements:** None.
- **Appointed** by the High Chieftain.
- **Duties:** This officer will coordinate and support the Arts and Sciences within the Alliance. Help spread A&S information and ideas to all Holds. Help Holds or members with documentation as possible. Help coordinate classes, and help connect students with teachers. At least once a year, publish an article in the Freehold newsletter.

Webmaster

- **3 year term**, renewable
- **Requirements:** Must have a computer and be website literate.
- **Appointed** by the High Chieftain.
- **Duties:** Keep the Website functional and up-to-date. Website content must be approved by the High Chieftain and/or Chiefs. Administer the Freehold Yahoo Groups, Facebook page(s), and any other official Freehold internet communication forum.

Lawspeaker

- **4 year term**, renewable
- **Requirements:** Must have a computer and be website literate.
- **Appointed** by the High Chieftain and current Lawspeaker.
- **Duties:** Chairs each Althing: Opens the Althing. reads all Laws of the High Chieftain, reads ½ of the Laws created by the Althing and makes sure that during a 2 year cycle all laws are discussed in each region, asks for any additional business, responsible for keeping the discussion orderly and making sure each Freeholder gets his/her say. Outside of the Althing the Lawspeaker discusses any problems with members, answers questions about Law and its function within the Alliance, and discusses these things with the High Chieftain.

Bard of the Freehold

- **Minimum 3 year term**, based on timing and outcome of next bardic competition
- **Requirements:** Bardic ability
- **Selected** by the Freehold at a bardic competition.
- **Duties:** At overnight events that the bard attends: wears the Ziggy favor and travels around performing at various camps. At some point during the event, will spend 1-2 hours barding for the High Chieftain and any guests. Sets up the next bardic competition where the Freehold Bards and members vote for next Bard of the Freehold.

Chronicler

- **3 year term**, renewable
- **Requirements:** Computer capable, able to handle deadlines, deal with electronic word processing (Word or other program).
- **Appointed** by the High Chieftain and current chronicler.
- **Duties:** Creates and distributes electronic issues of the newsletter and provide copies to the Webwright for publication on the website. When the Chronicler takes office they decide on 2, 3, or 4 issues per year. The newsletter should contain an article by the High Chieftains, officer reports, reports on projects or events, articles of interest, stories and art. The chronicler is responsible for requesting content, but is not responsible for creating content. Although they may create appropriate content, as needed, if they wish.

Campmaster

- **Duration of event**, renewable
- **Requirements:** None, although organization and “cat herding” skills are a plus.
- **Volunteers** as approved by the High Chieftain.
- **Duties:** Coordinates with the event officials and attending Freeholders and their guests to land allocate space for the camp. Coordinates with all concerned for camp placement, and layout. Organizes camp set up, functioning, and teardown. Coordinates and relays camp rules to all concerned. Has the backing of the High Chieftain for enforcement of the camp rules during the event. Coordinates communal meals and areas, as well as campfire times, and noise levels.

Ceann

- **5 year term**, renewable
- **Requirements:** Communication, organization and “people” skills are a must.
- **Appointed** by the High Chieftain.
- **Duties:** Special Deputy to High Chieftain. Usually one is appointed for each major population area. Communicates with and represents the Freeholders in their area of responsibility; works with new groups in the area, providing information, guidance, and support; provides resources for Chieftains in their area; is available for members questions and problems. Provides feedback to High Chieftain on happenings, problems, and successes in their area. Does special projects at the behest of the High Chieftain. And very much “other duties as assigned”!

Freehold Eras

This is not a listing of historical dates or happenings. It is a breakdown of things that occurred within the Freehold during these eras.

First Era 1974-1980

The Period of One Hold Ruled by Erekoze

Freehold

1 Hold in the San Fernando Valley, California

Areas with Freehold members and involvement;

Los Osos

Ventura

Santa Barbara

Bakersfield

San Diego

Yearly Budget \$500

Membership; 6 grew to 175

Army grew from 1 to 45, including 8 three man teams (new technique)

Erekoze is High Chieftain. Has four Chiefs.

Warlord and Arts Offices.

Use of Jolly Zigfried.

Meetings every

Friday- fighting practice.

Saturday- workshops, armory, classes.

Sunday- meeting.

Kingdom of Caid and SCA

-- Along with other groups, The Freehold convinced Martin I that a codified Kingdom Law would help unify the Kingdom and eliminate confusion.

-- The Freehold was among the groups that changed the BOD's mind about only individuals having devices.

-- Showed the Kingdom and the Known World that a well trained army unit could do major damage to an opponent many times your size. The three man fighting teams of the Freehold became standards in SCA fighting for many years.

-- 6 of 10 Principality Officers, 3 of 15 Kingdom Officers were Freeholders.

-- Eight of the first Kingdom Handbooks were written by Freeholders and the other seven were first drafted by Freeholders.

-- The Freehold participated in the London Bridge war between Atenvelt and Caid (W).

-- The Caidan Newsletter's name "The Crown Prints" was suggested by Freehold Member Kirstin of Hoschar.

-- The Freehold sponsors the first and second equestrian events in Caid.

-- The Freehold participates in the formation of the first and second Brewers Guild of Caid.

-- 1st Queens Champion Tourney autocratted by Freehold and Sarn Wold.

Second Era
1981-1990

The Alliance ruled by Ereko

Due to burn out (Ereko) the Conclave of Chiefs tried to rule after 1984.

Freehold Alliance - California unless stated otherwise

San Fernando Valley	81-90	Ravenhold
	81-86	House Panthera
	81-84	Sarn Wold
San Luis Obispo	81-90	Bjornsdaleholm
Oxnard	81-90	Ekhamn
Ventura	81-88	Morganwind
Bakersfield	81-90	Darkwell (Dun Caledonia)
San Diego	81-88	House Nightshade
	87-90	Southern Wolfsholm
Thousand Oaks	84-88	Tuatha de Argoat
Riverside	85-90	Ravenhold-East
Sacramento	86-90	Skipbruden Selvejendom (Elvstadt)
King George, Virginia	87-90	Ostarmark
Phoenix, Arizona	90	Freya's Hold

Yearly Budget \$2400 dropping to \$400.

Membership; 175 grew to 225 down to 20

Army shrunk from 45 to 5.

Ereko is High Chieftain. Has Five Chiefs. Chieftains, and assistants.

Warlord, Chronicler, and Arts Offices.

Meetings every

Friday- fighting practice.

Saturday- workshops, armory, classes.

Sunday- meeting.

Winter Althings # 1-4 (Average attendance. – 28)

Summer Althings #4-12 (Average attendance– 45)

Harvest Feast #1-9 (Average attendance– 70)

Kingdom of Caid

-- West/Caid War in San Louis Obispo. Freehold army and Allies beat both Kingdom armies on the field.

-- Freehold new member classes and techniques are modified and used for the Chatalaine's Office in Caid, Middle, Trimaris, Meridies, Ansteora, and the West.

Third Era
1991-2004

Braggi and Dielle are handed the High Chieftain position and start to rebuild the Freehold.
They rule until the ugly head of Burn-out strikes.

Freehold Alliance-California unless otherwise stated.

San Fernando Valley	91	Ravenhold
	97-04	Kellshearth
San Diego	91	Southern Wolfsholm
Riverside	91	Ravenhold-East
	93-98	House Bifrost
Phoenix, Arizona	91-97	Freya's Hold
	95-04	Clan Dana
	99-03	Ship Persephone
	03-04	Odin's Hold
Seattle, Washington	93-00	Sturms Hold
Flagstaff, Arizona	94-00	Brigid's Hold
Boulder, Colorado	94-95	Loki's Hold
Modesto	94-00	Tyr's Hold
Tucson, Arizona	97-99	Munin Hold
Las Vegas, Nevada	98-04	Great Desert Hold
Boise, Idaho	98-99	Heimdahl's Hold
Orange County	99-04	Clan Blood
	99-03	Yggdrasil's Hold
Glendale, Arizona	99-00	House Stormsinger
Seattle, Washington	99-02	Stormhold
Southern California	01-04	Cenel Loairn (An Tellach Mor)
Hudson, Michigan	03-04	Falcon's Weyr
Santa Clarita	03-04	Dragon's Keep
Santa Cruz	03	Mjolnir Hold

Yearly Budget \$400 dropping to 0.

Membership; 20 grew to 250

Army grew from 5 to 25.

Erekose creates Braggi and Dielle as High Chieftains. They have Four Chiefs, Chieftains, and assistants.

Meetings Once a month.

Winter Althings # 5-14 (Average attendance- 45)

Summer Althing #13-19 (Average attendance- 45)

Harvest Feast #10-20 (Average attendance- 50)

Freehold Won #1-8 (Average attendance- 20)

Kingdom of Caid

-- A number of fine events, winners in Pentathlons, participants in Arts competitions, service at wars and other events.

-- Freehold helped run GWW #1-4. We were also in charge of several sections of the war to keep it running.

Fourth era

2005-

Timotheus takes the reins and starts to rebuild and hopes to hand it over in a growth mode.

Freehold-California unless otherwise stated

San Fernando Valley	05-07	Kellshearth
Phoenix, Arizona	05-	Odin's Hold
Flagstaff, AZ & Seattle, WA	05-	Brigid's Hold
Las Vegas, Nevada	05-	Great Desert Hold
Shasta	05-	Clan Blood
Southern California	05-	Seabhac Saillte (Cenel Loairn)
Hudson, Michigan	05-	Falcons Weyr
Santa Clarita	05-	Dragon's Keep
Van Nuys, Acton, Bishop	08-	Macha's Hearth
Torrance-Long Beach	10-	Goth's Hold
Tucson, AZ	04-	Maldwin's Hold
Phoenix, AZ	10-	The Priory
Riverside	10-	Roskildeholm

Yearly Budget 0.

Membership; 200- 250

Army 15.

Timotheus steps up as High Chieftain. Has Eight Chiefs, Chieftains, and assistants.

Meetings Once a month.

Winter Althings # 15-20 (Average Attendance- 15)

Summer Althing #20-23 (Average Attendance- 30)

Harvest Feast #21-23 (Average Attendance- 25)

Kingdom of Caid

-- Winners in Pentathlons, participants in Arts competitions, Service at wars and other events.

-- Freehold helped run the GWW #5-8. Were in charge of several sections of the war to keep it running.

-- Helped pentathlon 2009 function by running Gate, and helping with all aspects of running the event.

Website

<http://barbarianfreehold.pbworks.com/>

Yahoo Group: <http://groups.yahoo.com/group/FreeholdAlliance/>