

MANARAEFAN CONSTITUTION

Version 1.0 June 1994

1. INTRODUCTION

In the year 994, Jarl Thoregir did fall prey to malignant influences and issue decrees at odds with the desires of many of his men. After great debate a number did split from the Ulfhednar and travel south, meeting on their way other dispossessed Norsemen seperated from the armies of Olaf Trygvasson either by misadventure or the receiving of grievous wounds in combat. They did join together and fall upon the hamlet of Four Marks, slaying many Saxon warriors and taking their homes and their women. Here they did stay, wintering in comfort but emerging to join the invading Viking armies in the summer months to lay waste to English towns and villages and take their share of Danegeld.

SAXONS BEWARE...THE MEN OF THE RAVEN ARE UPON YOU !

GENERAL RULES

- 2.1 In the event of a conflict, NFPS rules take precedence.
- 2.2 Drinking an excess of alcohol before the start of an event will result in the member not being allowed to take part in that event.
- 2.3 No member may go on the field with a sharp weapon or tool.
- 2.4 At all times, when in costume, you are representing both your group and the NFPS. Make sure that, whatever the situation, you are aware of this, and conduct yourself accordingly.
- 2.5 Where possible, and definitely on the field, try to act as much in character as possible. E.G. use authentic names, do not wear glasses or watches or smoke when being photographed. *or observed by members of the public.*
- 2.6 When camping, use the Country Code. Leave places in a better state than you found them. Our reputation depends on YOUR actions.
- 2.7 Attend training sessions whenever possible. Improve your individual skills and your ability to fight as a unit.
- 2.8 The Group Thegns are there to represent the views of members both on the Council of Thegns and within the NFPS. Any problems or queries should be addressed to them. See section 4 for the rules and duties concerning Group Thegns.
- 2.9 Membership of the Manaraefan costs £20 in the first year, and £15 each year thereafter. This includes membership of the NFPS.
- 2.10 Existing members of the NFPS who join the Manaraefan will pay a £10 joining fee.
- 2.11 This constitution may only be amended by a unanimous vote of group Thegns.

3. RESTRICTIONS AND PRIVILEGES OF RANK

3.1 The THRALL (Prospective member) ✓

3.1a Dress - as for Frihals. ✓

3.1b Equipment - as for Frihals ✓

3.1c Equipment and dress may be borrowed, but the Thrall must acquire their own before they can be accepted. ✓

ACCEPTANCE INTO THE MANARAEFAN

3.1d The Thrall must have paid their membership fees. ✓

3.1e They must have been a Thrall for at least four months and attended a reasonable number of shows and training sessions. ✓

3.1f They must OWN a basic set of costume, including footwear, which has been approved by the authenticity officer or nominated deputy. ✓

3.1g They must pass a basic, oral test on the history of the Viking era and pass one of the three following skill tests:-
Basic Combat Test
Basic Archery Test
Basic Villager Test ✓

3.1h The Thrall will then be voted on by the council of Thegns at their next meeting. If the member is accepted they are promoted to Frihals and their membership is back-dated to include their service as a Thrall. ✓

3.2 The FRIHALS.

Dress

3.2a All combatants, Non-combatant males, Non-combatant Archer:-

An unbraided, knee-length tunic, made of a natural material such as wool or linen. Wool or linen trousers with optional lower leg bindings or ties. A cloak or equivalent is recommended. Authentic footwear and a belt. ✓

3.2b Non-combatant female:- An ankle length wool or linen underdress with an outer garment known as a Hangerock. For outdoors a shawl or cape could also be worn. Both Saxon and christianized Viking women always covered their heads with either a wimple or pinned headscarf. Pagan Viking women wore their hair in either a pony tail or a bun. If it was necessary to cover the hair while working, then a pinned or tied headscarf could have been worn. A small amount of jewellery is also optional. Authentic footwear and a belt. ✓

Equipment

3.2c The combatant Frihals must use either, single-handed axe and shield, ^{and} spear and shield or bow and arrows. The axe and shield is the primary weapon of the Frihals and should be used by all to begin with. The axe not only looks ferocious but is also quite cheap to buy and very authentic. Once mastered it is very effective and learning other weapons comes very easily after it. The only weapon used by the Vikings in greater numbers than the axe was the spear. ^{Special training is required before the spear can be used.} ^{in free style combat} The bow was used by some Vikings and again special training is required before it can be used. A Scramasaex may be carried and used ^{as} a back-up weapon. The Frihals may not wear any metallic body armour. They may wear padded gambesons or the equivalent. A helmet must be worn by ALL combatants and non-combatant archers. It must be plain metal or hard leather and conical in shape. A hard skullcap disguised as a hat may be worn instead. Leather gloves with hard leather or mail backing and armguards must also be worn. ✓

3.2d Non-combatant Frihals. May use a bow if trained but may not carry any other weapon, may not engage in hand-to-hand combat and if approached by a combatant must either run away, die or surrender. It is recommended that ALL archers take their basic combat test. All Archers wether combatant or not must wear headgear as explained above. If not an archer they must own and maintain the equipment necessary to demonstrate the skill with which they qualified for their rank. ✓

*eric Combat X
al requires use
spear
society combat training
officer!*

3.3 The DRENGR

3.3a Qualification

To qualify as a Drengr the Frihals must:-

- i Have passed a further seven tests of skill or knowledge making a total of nine. ✓
- ii Have acquired a complete set of kit of a quality in keeping with their new rank. ✓
- iii Be recommended as worthy of the award by the Council of Thegns. ✓

IV *taken part in the required number of wars as designated in the Society Rules.* ✓

Once these conditions have been met the Frihals will be nominated to NFPS Headquarters to receive their award. If their nomination is accepted it will normally be presented at the next NFPS society banquet.

3.3b Dress

As for Frihals but of a higher standard. E.G. tunic decorated with tablet woven braid, a cloak with a pennanular broach and possibly an undertunic. A small amount of other authentic jewellery could also be worn. ✓

3.3c Equipment

The combatant Drengr may use any weapon provided:-

- i they are trained with it and passed the appropriate test. ✓
- ii it is authentic ✓
- iii it is of high enough quality. ✓

The Non-combatant Drengr must own all the props relevant to the skills they can demonstrate (where practical). ✓

3.4 The THEGN

This rank, as opposed to the office (see section 4) is conferred by NFPS Headquarters, on a group member who :- ✓

i Has held the office of Thegn and the rank of Dreng, both for a minimum period of two years.

ii Is deemed worthy of the award, and recommended to NFPS Headquarters by the Group Leader. ✓

The candidate will be nominated to NFPS Headquarters and if the nomination is accepted the award will normally be presented at the next NFPS Society banquet ✓

3.4a Dress and Equipment

This should be of good quality and reflect the standing of the individual within the society. ✓

3.5 The JARL

The rank of Jarl is conferred by NFPS Headquarters on a Sturaesman who has held the office ^{and the rank of Dreng} for a minimum of two years and is deemed worthy of the award by NFPS Headquarters. ✓

3.5a Whilst outranking all others in the group in the eyes of the NFPS, they still have only one vote on the Council of Thegns. ✓

3.5b Should a person already holding the rank of Jarl join the group, their opinion will be treated with respect but they will not have a vote on the Council of Thegns unless they also hold a office within the group. ✓

3.5c The dress and equipment should be of the highest standard, reflecting as it does on both the group, as Group Leader, and on the NFPS. ✓

4.

OFFICERS AND OFFICERSHIPS

4.1 The GROUP THEGN.

The term Thegn, as well as being an NFPS rank, is also applied to any officer within the group except the group leader.

4.1a The Group Thegn is a person who is called upon to fulfil an official function concerned with the running of the group. Thegns are therefore selected from the most trusted members of the group. A person may hold more than one office if necessary. All Group Thegns have a seat and one vote on the Council of Thegns (see section 5 below).

4.1b The Group Thegns have one vote per person, not office.

4.1c The following officerships are mandatory for an NFPS group :-

- i Treasurer
- ii Secretary
- iii Authenticity
- iv Combat Training
- v First Aid

Other officerships (Archery, Non-combatant, Stellari etc.) may be appointed by the council of Thegns if necessary for the running of the group.

4.1d In order to maintain a quorum on the Council there must always be at least three Group Thegns including the Sturaesman. *Jarl*

4.2 The STURAESMAN

4.2a Sturaesman is the title given to the nominated Group Leader who has not yet achieved the rank of Jarl. He or she is chosen from amongst the Group Thegns to represent the Manaraefan at Jarls meetings.

Q. What if a Group Thegn cannot be found to take over but a Drung can?

4.2b The Sturaesman is 'First Among Equals' on the Council of Thegns, and while it his duty to lead the Manaraefan in the NFPS he has only one vote on the Council of Thegns.

4.2c The Sturaesman may be removed from office by the Council of Thegns, this vote requiring a 2/3rds majority.

Q. What if 20 Drung don't agree with 6 Thegns?

4.3 The STELLARI.

4.3a The Stellari is the title, given in our group to the second-in-command. He (or she) works closely with the Sturaesman or Jarl to ensure the smooth running of the group. If the group leader has to give up their post, the Stellari would normally replace him (or her).

Answer to Q 4.2a?

5. The COUNCIL OF THEGNS (*ThagnThing!*)

The Manaraefan are managed by a body known as The Council of Thegns. ✓

5.1 The Council consists of all Group Thegns plus the Sturaesman or Jarl. ✓

5.2 The Council meets four times a year to discuss policy, promotions and any other matters they deem important to the group. These meetings should be held as near to the four quarter days (I.E. March, June, September and December) as is practical. ✓

5.3 It is the duty of all Group Thegns should attend Council meetings. ✓

5.4 Any Group Thegn may call for an emergency Council meeting, which the Group Leader should arrange as soon as practical. ✓

5.5 The Council may remove from office any Group Thegn who is not fulfilling his/her duties. A 2/3rds majority is required. ✓

5.6 At least twice a year (usually in the Spring and Autumn) the Council of Thegns will hold a meeting open to all group members. The function of this meeting is to present an annual report to the members and to ensure that all members views are considered by the Council. Any fully paid-up member may raise an issue for consideration. (*Thingwall*)

6 Battle Cries

6.1 In order to reinforce our group identity certain battle or rallying cries are used on the battlefield. These are based on old Norse and the most popular ones are:-

Dathur til Saxa!	Death to the Saxons!
Raefan Fram	Advance
Raefan Geysa!	Charge!
Raefan Standa	Hold your ground (also Halt)
Raefan Aptra!	Retreat!
Raefan! Raefan!	Rally to the commander!

These commands will set us apart from other groups and will on some occasions give us a tactical advantage.

I like them, mainly because of the Raefan bit!

Bowward though; at Torb's meetings I have taken the position that the Society should not adopt "Authentic" language.

While representing them at a local level I feel (After seeing Regina try it) that it will stultify our battles by the need to merely translate the orders. Also who is going to do the subtitles for the Audience. Your last point is also a good reason for not spreading the Idea.

Training Tip: (Suckin Eggs in some!) Start giving the orders to the new warriors (and old) NOW!