

Laws of the Principality of Tir Mara



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Section I. Laws of Tir Mara

A. The Source of the Law.

1. All Laws not listed in the Laws of the Principality of Tir Mara are repealed. Only the Laws listed herein along with the Governing Documents of the Society for Creative Anachronism, Inc. and East Kingdom Laws & Policies are in effect in the Principality of Tir Mara.
2. Any official changes to Tir Mara Law must be published on the Tir Mara website no later than 30 days after the change in Law. The changes in Law must also be published in the next Tir Mara newsletter in order to be enacted.

B. Amendments to Law

1. Laws may be enacted, amended, or repealed by the Coronet₁ after consultation with the Curia of Tir Mara, East Kingdom Seneschal and East Kingdom Crown. All Laws remain part of Tir Mara Law until amended or repealed.
2. The curia shall meet every six months, rotating between the Western, Central, and Eastern regions. (Rotation to be determined and documented at the time the Principality becomes official.)
3. Any changes in Law take effect upon publication in the Tir Mara newsletter₂ and posting on the Tir Mara website. If the frequency of publication is longer than one month, a special edition may be required in order to meet the publication deadlines for the changes in Law.
4. The principality Chronicler may not publish any change to Principality₃ law without the signature of the Coronet and the Principality Seneschal.
5. Edicts are issued by the Coronet. Edicts last only for the duration of the Reign of the current Coronet, and they may not repeal or suspend Tir Mara Law, East Kingdom Law, or Governing Documents of the Society for Creative Anachronism. Edicts are enacted upon announcement in a Coronet Court, publication in the Principality newsletter, and posting on the Tir Mara website.

Section II. The Coronet

A. Rights and Duties

1. The rights and duties of the Coronet are detailed in Corpora (Section IV part H.) The Coronet shall also have the following rights and duties, unique to the Principality of Tir Mara:
 - a. The Coronet and Heirs must be present at Their Investiture, the Coronet tournament to determine Their successor, and the Investiture of Their Heirs.
 - b. Both Heirs must attend Their Investiture.
 - c. The Coronet is encouraged to attend as many events in the Principality of Tir Mara as possible.
 - d. The current Coronet is responsible for reasonable maintenance of the regalia of the Principality of Tir Mara, and the transfer of said Regalia to Their Heirs.
 - e. A list of Regalia and the condition of said Regalia will be maintained by the Coronet, and the list shall be submitted to the Exchequer of the Principality of Tir Mara once per Reign.
 - f. The Coronet of Tir Mara must swear fealty to the Crown of the East at their earliest possible convenience.

B. Privileges

1. The current Coronets will not be charged event fees for any events within the Principality.
2. The Heirs to the Coronet will not be charged event fees for Their Investiture.
3. The Coronet shall be reimbursed for reasonable mailing, photocopying, telephone and travel expenses incurred in conjunction with their reign, upon submission of receipts to the Exchequer of Tir Mara. Reasonable expenses shall be determined and approved by the Principality Exchequer and the Principality Seneschal.

C. Completion of the Reign

1. Should either Coronet be unable to complete the reign for whatever reason, the other shall assume the duties of both for the remainder of the reign. Should neither Coronet be able to complete the reign, the administrative duties of the Coronet shall fall to the Tir Mara Council of Three.
 - i. The Council of Three shall consist of the Tir Mara Seneschal, Tir Mara Exchequer and the Tir Mara Earl Marshal. See **Section IV, part C** of this document for rights and duties of the Council of Three.

D. Failure to Reign

1. Failure to reign includes:
 - i. Failure to attend Coronet or Investiture events, unless such failure is beyond the control of the Coronet.
 - ii. Failure to follow the Rights and Duties of the Coronet as described in Corpora and **Section II, Part A** of this document.
 - iii. Lapse in membership of the Society for Creative Anachronism.
 - iv. Abdication. Should it be the opinion of the council of Three or the Crown of the East that the Coronet, by reason of injury or death are unable to make a written declaration of Abdication, the declaration will be made by the Crown of the East.

Section III. The Coronet List

A. Scheduling of Coronet Tournament

1. The Coronet Tournament shall be held in June.
2. The Coronet Tournament will rotate between the regions of the Principality of Tir Mara. The regions are described as the following:
 - i. The Western Region – comprising of the Barony of L’Ile Du Dragon Dormant, the Shire of Le Dragonet, and the Shire of Selve d’Aure.
 - ii. The Central Region – comprising of the Barony Havres des Glaces, the Shire of Bois Ardent and the Shire of Lyndhaven.
 - iii. The Eastern Region – comprising of the Barony of Ruantallan and the Shire of Ar n-eilean ne.
 - iv. As the principality grows, new groups may be formed. These new groups will be added into an appropriate geographic section by Curia and by approval of the Coronet as they develop.

B. Awarding the Tournament Bid

1. Any group within the Principality that meets Society, Kingdom, and Principality Law for hosting a fighting event may submit a bid.
2. Bids, once accepted, can only be changed with the agreement of the Coronet, Principality Seneschal, the hosting branch and the Event Steward, except as it may be necessary to meet Society, Kingdom or previously existing Principality Law.
3. In consideration of the possible remoteness of some branches, the Coronet or Principality Seneschal may request the bid to provide reasonable evidence that enough authorized fighters can be expected to attend so that the minimum list requirements can be met.
4. The minimum list requirements for a Coronet Tournament are five (5) entrants. If the minimum number of entrants is not met, a new location where more entrants are likely to attend will be chosen.
5. Bids will be approved by the Coronet and Tir Mara Curia. Bids shall require the following information to be approved.

- i. Event Steward name, membership number and expiry date of membership.
 - ii. Date of Tournament
 - iii. Location of Tournament
 - iv. Budget for the Tournament
6. In the unlikely case that no qualifying bid is received, the Coronet and Tir Mara Seneschal shall select the largest branch in the Principality who has not hosted a Coronet in the longest time and request that group prepare an event bid that meets the minimum requirements as outlined above.
7. If no acceptable bid can be developed, the Coronet shall direct the Principality Earl Marshal to act as steward for the event and the remaining Principality Officers shall complete the Event Planning Team.

C. Coronet Tournament List Rules

1. Combatants must hold a valid East Kingdom fighters authorization.
2. Gentles may enter the Coronet Tournament only as pairs of opposite gender.
3. A gentle may only be part of one entrant pair. The pair may champion each other.
4. No gentle will enter Coronet Tournament without an honorable attempt to win.
5. All entrants must be acceptable to the Coronet.
6. Each entrant and consort must have a current Society membership which will not expire within 30 days after the Coronet Tournament.
7. Each entrant must receive a Pikestaff at his or her residence.
8. Each entrant must have resided within the Principality for the six (6) consecutive months prior to the tournament.
9. No current reigning Royal (Coronet or Crown) may enter the Coronet Tournament. Any Major Principality Officer may enter the Coronet Tournament provided a Deputy acceptable to the Coronet has been appointed to assume the duties of the office, should the Major Officer become Heir.
10. Any Major Officer of the Principality wishing to enter the Coronet Tournament must include the name of their Deputy with their letter of intent.
11. All entrants must submit a letter of intent to the Coronet and the Principality Seneschal. The letter must include the following information for both entrants:
 - i. Proof of valid membership
 - ii. Legal name and SCA name
 - iii. Mailing address
 - iv. Phone number
 - v. Email address (optional)
12. Any entrant may be removed from the Coronet Tournament at any point in time by the Tir Mara Earl Marshal, Coronet of Tir Mara, or Crown of the East for marshalate infractions or any infractions of the Rules of the List. In this situation, the entrant and consort will be eliminated from the Coronet Tournament.
13. If the Coronet Tournament needs to be refought because an entrant has been removed, that entrant (those entrants) will not be allowed to fight in the next Coronet tournament.

Section IV. The Officers

A. Officers

1. All Officers will report to their East Kingdom counterparts.
2. Officers will be elected by a simple majority⁴ of curia and must be approved by the Coronet and East Kingdom Seneschal.
3. The Officers of the Principality of Tir Mara shall consist of the following:
 - a. Major Officers.
 - i. **Coronet** – Both the Prince and Princess shall be major officers of the Principality
 - ii. **Seneschal** - the chief administrative officer of the Principality. Also a member of the Council of Three.
 - iii. **Exchequer** - responsible for the accounting of the monies of the Principality and the vassal branches of the Principality. Shall have custody of the monies of the Principality. Also a member of the Council of Three.
 - iv. **Earl Marshal** - Will have jurisdiction over the fighting and the field of honor. Is responsible for the Marshal of Rattan, Marshal of Rapier, Marshal of Archery, Marshal of Thrown Weapons, and Marshal of Siege Weapons. Also a member of the Council of Three. The Earl Marshal must have knowledge of all disciplines of the marshal activities (Rattan, Rapier, Archery, Thrown Weapons, and Siege Weapons). The Earl Marshal must be an authorized rattan fighter.
 - v. **Herald** - responsible for heraldic devices, orders of precedence, ceremony, and heralding at Principality events.
 - vi. **Chatelaine** - acts as an interface to public media. Is responsible for demos, gold key (at Principality and Coronet Events), and the storage of said gold key. The Chatelaine also encourages new membership within the Principality.
 - vii. **Chronicler** - responsible for the Principality newsletter, the publication and distribution of such and an electronic submission of said newsletter to the Principality Web Minister.
 - viii. **Minister of Arts and Sciences** -responsible for the encouragement of Arts and Sciences within the Principality. The Chancellor of the Principality University reports to the MOAS.
 - ix. **Minister of the Lists** -shall maintain the records of the names of all marshal authorizations within the Principality fighters (and is responsible for the scheduling of fights in the Coronet list.
 - x. **Web Minister** -responsible for the Principality website, posting the Principality newsletter on-line (but not writing it), and the compliance of official websites within the Principality. The Web Minister must have a working knowledge of HTML, and a passing knowledge of CSS.
 - xi. **Translation Officer** –The translation officer will be fluent in both official languages (French and English) in both written and oral forms. The Translation Officer will be responsible for the conversion of English documents to French and French documents to English, either through a team of translators or on their own translation abilities.

b. Minor Officers.

- i. **Captain of Archers** -responsible for encouraging and coordinating activities pertaining to archery. Will maintain a list of active marshals and file reports with the Earl Marshal of both the Principality of Tir Mara and the East Kingdom.
- ii. **Marshal of Rapier** -responsible for encouraging and coordinating activities pertaining to fencing. Will maintain a list of active marshals and file reports with the Earl Marshal of both the Principality of Tir Mara and the East Kingdom.
- iii. **Marshal of Rattan** -responsible for encouraging and coordinating activities pertaining to rattan combat. Will maintain a list of active marshals and file reports with the Earl Marshal of both the Principality of Tir Mara and the East Kingdom.
- iv. **Marshal of Siege Weapons** -responsible for encouraging and coordinating activities pertaining to siege weapons. Will maintain a list of active marshals and file reports with the Earl Marshal of both the Principality of Tir Mara and the East Kingdom.
- v. **Marshal of Thrown Weapons** -responsible for encouraging and coordinating activities pertaining to thrown Weapons. Will maintain a list of active marshals and file reports with the Earl Marshal of both the Principality of Tir Mara and the East Kingdom.
- vi. **Chancellor of the Principality University** -responsible for the coordination of the Tir Mara University. Reports to the Minister of Arts and Sciences.
- vii. **Chancellor minor** -responsible for coordinating children’s activities and assisting parents to integrate their children into the SCA. Will be responsible for keeping an updated list of warranted Children’s Activity Chancellors within the Principality. Reports to the Chatelaine.
- viii. **Waiver secretary** -responsible for maintaining the waiver forms, rosters, and sign in sheets for all events and practices. Reports to the Seneschal.
- ix. **Youth Earl Marshal** -responsible for the youth marshal activities, knowledge of the East Kingdom policies of the Youth Marshal Program and willing to enforce those rules. Responsible for the authorization of youth marshals. Reports to the Earl Marshal.
- x. **Accessibility Porter** –Compliments and draws positive attention to groups and/or event stewards who consistently choose accessible sites or who try to make their sites more accessible. Encourages groups to make their upcoming events accessible. Acts as a liaison between members of the populace with disabilities and Event Planning staff for events, upon request. Connects those with special needs with those who can provide them. Reports to the Principality Seneschal.
- xi. **Signet** - co-ordinates the production of scrolls requested by the Coronet, and promotes the development of calligraphers and illuminators. Warrants scribes to perform work for the Coronet. Maintains an accurate account of assigned scroll work. Reports to the Coronet.
- xii. **Precedence** - shall maintain the Order of Precedence for the populace of the Principality of Tir Mara. Shall report to the Principality Herald.

- xiii. **Historian** – The Historian shall be responsible for chronicling the history of the Principality, such as maintaining a list of Coronets, Champions and any other significant occurrences.
 - xiv. **Local Seneschals** – All seneschals of Tir Mara are considered minor officers of curia.
- c. Curia: Other
- b. Landed Barons/Baronesses of Tir Mara and Peers of Tir Mara have the right to be heard by curia.

B. Duties of Officers

1. Only Major Officers are voting members of curia.
2. Quorum of officers shall consist of two-thirds (2/3) of the major officers. Quorum must also have present the Seneschal or deputy Seneschal and either the Earl Marshal or the Exchequer.
3. Major Officers must make every reasonable effort to attend Principality Curia. Those who cannot attend must send a Deputy or a written report. Minor Officers are encouraged to attend or send a Deputy, or a written report. Major Officers are required to submit reports as required by their Kingdom counterparts and by East Kingdom Law. The schedule of reporting is set out in East Kingdom Law.
4. All officers are able to fill two consecutive two year terms. No officer shall fill the same office for more than 4 years consecutively.
5. Minor Officers are not limited to the number of consecutive 2 year terms they can hold in the same office.
6. All offices that come up for renewal will be advertised on the Tir Mara website and in the Tir Mara newsletter, with a description of the office, and any requirements for the office, for a period of not less than 60 days prior to the end of the current term.
7. Any officer who holds regalia will include the current status of said regalia in their report at the beginning of each new Coronet reign.
8. Each officer is responsible for assisting their branch counterpart in the performance of their duties.
9. With sufficient evidence that an officer is not fulfilling the duties of that office, the Coronet may petition the Kingdom to remove the officer from the office, and fill the office with a replacement.
10. Each officer will appoint a Deputy who will assume their duties in the event that they cannot fulfill their roles.
11. The Principality Seneschal will assume the roles of a vacant office if there is no Deputy at that time, until an officer can be found for the position, except for the office of the Exchequer.
12. If the Exchequer's or the Earl Marshal's position becomes vacant, and no Deputy steps into the role, the office will fall to another major officer until such time as an officer can fill the position.
13. Officers may not report to themselves in any capacity.

14. Major officers can, in addition to their current position, hold a minor Principality office, and/or an office at a local level (Baronial, Shire, Canton, College), but not two major Principality offices at the same time, nor hold any position where they would report to themselves.

C. Council of Three

The following section only pertains to when there are neither Coronets nor heirs. Otherwise, the council of three is not enacted.

1. The Council of Three shall consist of the Principality Seneschal, the Principality Earl Marshal, and the Principality Exchequer.
2. In the event that there are neither Coronets nor Heirs, the Council of Three shall conduct the administrative functions of the Principality until the next Coronet Tournament. Upon declaring a winner at the Coronet Tournament, the winners shall be immediately invested as the Coronets and the Council of Three disbanded.
3. All administrative actions must be agreed upon unanimously by the Council of Three.
4. The Council shall have the power to change Principality Law, only to the extent of correcting any contradictions between mundane Laws, the Principality Laws, East Kingdom Laws, or the Governing Laws of the S.C.A. Any changes to Principality Law shall be posted on the Tir Mara website and published in the Tir Mara news letter (Aurora Borealis) as soon as possible.
5. Any changes in Law must be ratified by the next Coronet, or those changes shall be automatically rescinded.
6. The Council of Three has no power to bestow any awards.

Section V. Finances

1. The Principality Exchequer will disburse funds in accordance with East Kingdom and Society Financial Policies.
2. The Principality Exchequer will follow the policies set out in *Section VI. Finances* on East Kingdom Law.
3. All Principality events shall split the profits of the event with the hosting group. The split shall be 50% for both the Principality and the hosting group.
4. Principality events are classified as the championships listed in section VI and the Coronet tournament.
5. The Principality fund shall not drop below \$300.00.
6. Total costs submitted within a given Reign by the Coronets shall not exceed \$500.00. The Coronet should obtain approval from curia for any expenses prior to accruing them.

Section VI. Events

A. In General

1. All Principality events will be published at least 6 weeks prior to the event on official Principality websites. Official websites include the Tir Mara Principality websites, and those authorized by the Principality Web Minister and/or East Kingdom Web Minister.
2. Events shall be published at least 6 weeks prior to the event in the Principality newsletter (Aurora Borealis) or in the East Kingdom newsletter (Pikestaff).
3. All events shall be held in locations where the general public could attend if they so desired. Restricted access, such as those held on private land or on military bases must have concessions for public attendance.

B. Principality/ Events

1. All Principality event bids will be submitted to the Tir Mara Curia. All successful Principality event bids will require a simple majority approval from curia, plus the approval of the Coronet and Tir Mara Seneschal.
2. There shall be a War Camp. The War Camp may rotate between the three regions. The War Camp may take place between May and September, based on bids received by curia.
3. There shall be a Principality University. This shall rotate between the regions within the Principality, and shall occur once a year.
4. Any group within the Principality may submit a bid.
5. Bids, once accepted, can only be changed with the agreement of the Coronet, Principality Seneschal, the hosting branch and the Event Steward, except as it may be necessary to meet Society, Kingdom or previously existing Principality Law.

Section VII. Tir Mara Champions

1. There shall be Two Champions for the Principality in each of the following disciplines: Rattan, Arts & Sciences, Rapier, Archery, and Bardic.
2. The duties of the champions are:
 - i. To attend The Coronet in court.
 - ii. Swear loyalty to The Coronet.
 - iii. Advise and assist The Coronet in the organization of the Tournaments to choose Their Champion's successors in their respected discipline.
 - iv. To support the Coronet in times of war.
 - v. To further the practice of their arts throughout the Principality of Tir Mara.
 - vi. Have the right to bear the regalia associated with their positions.
 - vii. Maintain their positions until the next Tournament is held to choose their successor.
 - viii. Champions may not succeed themselves. This applies only to the actual winner of the tourney and not the second champion chosen at the whim of the Coronet.

A. Rattan Champion

1. The Prince's Rattan Champion shall be the winner of the tourney.
2. The Prince's Rattan Champion shall be entitled to wear a blue garter embossed in silver with the words 'Tir Mara Rattan Champion' and the A.S. year of his or her championship.
3. The Regalia for the position shall include the Northern Shores Sword, made by the late Lord Liam McHaley and the Prince's Rattan Champion's Tabard.
4. Other regalia may be added at the discretion of the Coronet.
5. The Prince's Rattan Champion has the right to carry the Principality War Standard into battle.
6. The Prince's Rattan Champion has the right to enter the Coronet Tournament. If the Rattan Champion wins the Coronet Tournament, the runner up in the Rattan Championship shall be elevated to the position of Rattan Champion.
7. The Princess's Rattan Champion will be chosen at the whim of the Princess and shall be entitled to wear the Princess's Rattan Champion's Tabard.

B. Arts & Sciences Champion

1. The Princess's Arts & Sciences Champion shall be the winner of the competition.
2. The Princess's Arts & Sciences Champion shall be entitled to wear The Princess's Champion's Cloak, made by Lady Isolda Fairmay.
3. Other regalia may be added at the discretion of the Coronet.
4. The Princess's Arts & Sciences Champion has the right to enter the Coronet Tournament. If the Champion wins the Tournament, the runner up in the Arts & Sciences Championship shall be elevated to the position of Arts & Sciences Champion.

5. The Prince's Arts & Sciences Champion will be chosen at the whim of the Prince and shall be entitled to wear the Prince's Arts & Sciences Champion's Cloak.

C. Rapier Champion

1. The Prince's Rapier Champion shall be the winner of the tourney.
2. The Prince's Rapier Champion shall be entitled to wear the Prince's Rapier Champion's Shoulder Cloak.
3. Other regalia may be added at the discretion of the Coronet.
4. The Prince's Rapier Champion has the right to enter the Coronet Tournament. If the Prince's Champion wins the Tournament, the runner up in the Rapier Championship shall be elevated to the position of Rapier Champion.
5. The Princess's Rapier Champion will be chosen at the whim of the Princess and shall be entitled to wear the Princess's Rapier Champion's Shoulder Cloak.

D. Archery Champion

1. The Princess's Archery Champion shall be the winner of the tourney.
2. The Princess's Archery Champion shall be entitled to wear the Princess's Archery Champion's Tabard and quiver.
3. Other regalia may be added at the discretion of the Coronet.
4. Each champion shall donate one arrow to the champions quiver as part of the regalia.
5. The Princess's Archery Champion has the right to enter the Coronet Tournament. If the Champion wins the Tournament, the runner up in the Archery Championship shall be elevated to the position of Archery Champion.
6. The Prince's Archery Champion will be chosen at the whim of the Prince and shall be entitled to wear the Prince's Archery Champion's Tabard.

E. Bardic Champion

1. The Princess's Bardic Champion shall be the winner of the competition.
2. The Coronets Bardic Champion shall be entitled to wear Princess's Bardic Champion's Baldric.
3. Other regalia may be added at the discretion of the Coronet.
4. The Princess's Bardic Champion has the right to enter the Coronet Tournament. If the Champion wins the Tournament, the runner up in the Bardic Championship shall be elevated to the position of Bardic Championship.
5. The Prince's Bardic Champion will be chosen at the whim of the Prince and shall be entitled to wear the Prince's Bardic Champion's Baldric.

Section VIII. Appointments

1. The Coronet may appoint the following positions:
 - i. **Warlord** – The Warlord is in charge of the Army of the Principality of Tir Mara. The Warlord serves to help mobilize the army, and assists in strategies. The Warlord is appointed at the coronation of each new Coronet. The Warlord may succeed himself/herself at the whim of the Coronet.
 - ii. **The Consort's Guard** -The personal guard of the Consort of Tir Mara. The Consort shall choose any non-peer member of the populace to act as her guard. The duty of the guard is to come to the aid of the Coronet, should it become necessary, and be within their power. Members of the guard shall only be members of the current Coronet's Guard until the end of that reign. At that time they will hand in their baldrics to the new Consort. The members of the Consort's guard may be re-appointed at that time to the new Guard at the whim of the new Consort.
 1. One peer shall be named Head of the Consort's Guard, as an advisor to the Guard.
 - iii. **The Coronet Council** -The Coronet may appoint a group of peers as council for the Coronet.

Section IX. Awards

Naming and Heraldry for awards are yet to be determined, however there will be at least four awards for the following categories

- A. Principality Award for Arts and Sciences
- B. Principality Award For Fighting
- C. Principality Award for Service
- D. Principality Award for Children

Section X. Glossary

1. In the context of this document, the term ‘Coronet’ is to mean the Prince and/or Princess of Tir Mara.
2. In the context of this document, the term ‘Tir Mara Newsletter’ is to mean The Aurora Borealis.
3. In the context of this document, the term Principality shall refer to the Principality of Tir Mara.
4. In the context of this document, the term simple majority refers to a majority of 50%+1.