handbook of galatiA

Honor, Unity, Service, Humility



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Gender-Neutrality Statement:

This document is written to include all as equals. In certain cases only a single pronoun is used for ease of understanding.

# Prologue

Who were the Galatians? Why did St. Paul write to them in the Bible? Why did Caesar scribe their name into the Gallic Wars? And why would a few modern day weekend warriors, even care?

The answer lies in a history both ancient and new.

First, we must understand that the Galatians likely never referred to themselves as Galatians. To explain the origin of this name, we need to rewind the clock by about 2300 years. We find ourselves in Iron Age Europe, where the landscape was not dominated by the cities and towns we know today, but rather, by numerous subsistent, independent tribes. Many of these tribes spoke a dialect of a common language and shared similar cultural beliefs, referred to as Celtic. As such, these people are often referred to as Celts. The Celts spread as far north as the Picts of the British Isles, to the Iberian Celts of the Spanish coast, to the Gauls of southern France. These particular Celtics were made of up of many La Tein tribes from Gaul.

Around 280 BC a great Celtic migration moved East towards Asia Minor. The tribes, led by Brennus, invaded Macedonia and Greece. A branch of this migration, led by Leonnorius and Lutarius, continued further, invading Thrace and Asia Minor. Three Celtic tribes came to the forefront: the Tectosages, the Trocmii, and the Tolistobogii. As mercenaries under Nicomedes I of Bithynia, the three tribes were pulled deeper into Asia Minor. Although Nicomedes’s war ended in failure, the Gauls were not repulsed from Asia Minor. Instead, they decided to settle in central Anatolia, right in the middle of modern day Turkey. They founded a capital, Ancyra, which still stands today, and forged a long-lived Celtic civilization. They came to be known to the Greeks and the rest of the world as the Galatians, which roughly translates to “Gauls in Asia.”

They continued to mercenary for various warlords and princes, with little ill effect, until around 200 BC when they sided against the Romans. Defeated, Galatia was then dominated by Rome, and slipped into decline. Then during Mithridatic Wars, they supported Rome and were granted freedom once more. In 67 BC Galatia willingly became a client-state of the Roman Empire. From this point on, the strong Celtic traditions began to give way to Roman ones.

In 25 BC, Octavian Augustus fully incorporated Galatia into the Roman Empire, henceforth becoming a Roman province. Few provinces proved more enthusiastically loyal to Rome. As the two cultures blend, the Galatians began practicing a form of Romano-Celtic polytheism, a common practice during the time. Later, the earliest Christian missionaries, such as St. Paul, set off to Galatia to evangelize. Beyond this point, the distinctive Celtic flavor of the province began to disappear. The land itself was fought over by a number of empires, including the Byzantine, early Islamic, Turkish, and Ottoman Empires.

At a glance we can see the history of Galatia is expansive. It leaves many possibilities for the reenactor: Are you an Iron Age Gaul, a Greek-influenced Celt, a Thracian or Phrygian hostage, a Roman mercenary, or an early Christian missionary? So many choices. We hope this gives you some insight, and we look forward to marching through time with you.

# HIstory

For this group, Galatia is less a location, but a group of people who share the same way of life. It is a government based on understanding others, loving fellow Brothers, and committing to the fulfillment of responsibilities.

*To understand our history, is the first step in understanding us and who we are today*.

Originally there was only Chaos, a rogue band of headstrong mercenaries living by a credo of "Give me ‘nuff loot, and I’ll kill me own Horde". Our first Khornstitution (In the Warhammer world, Khorne is the Blood God) gave us the right to misspell, ban girls named Jen, blow off a King’s order, curse profusely, and change our rules at any given time (and change our rules we did). The problem with this government was that it left the Warlord with little actual power and piles of unfinished work.

By the second government, we had started to realize the existence of the non-combatants (though most of us still doubt their existence) and attempted to include them in the command structure. We created a Coven that empowered active members by giving them officer positions and voting rights. Further, we introduced non-combat-related standards and regular meetings. It worked great at first, but unfortunately, we did not want to hurt anyone’s feeling, and in the end, everyone had an officer position and we were back to the same problems.

The third government was one based on Citizenship and what it means to be a Citizen. To this end we created the Requirements of Citizenship and redefined Chaos into two houses, the Lower Household of Chaos and the voting Upper Household of Galatia. This change also birthed the Sponsor/Candidate relationship, and set the stage for the fraternal brotherhoods. In addition, the concepts of Autonomy and Self-Sufficiency were introduced. These changes allowed us to recruit and expand rapidly, but control the influx of new members. The group swelled with sub-houses and knighthoods. Ultimately, the downfall of this government was divided loyalties and ambiguity as to who was in charge of what.

Sadly, this led to the Great Schism; shattering some friendships irrevocably. There was only one option: Simplify.

With our fourth government, we enhanced what worked in the past and purged what did not. We abolished the lower household, sub-houses, knighthoods, and several positions. All members were considered Galatians, donned the same colors, and philosophically the idea of a single united Brotherhood was stressed more than Citizenship. Galatians were considered either Citizens or Freeman, the former voting members, the latter free to come and go as they wished.

Over time, our government has morphed again; our Nation has become more of a large extended family. In general, the current changes have been slight. Galatian Pledges are now recognized as members on the path to Citizenship. They are unique and share special privileges not extended to Freeman. Also, the Hero has been added to our collection of officers. Philosophically, after fifteen years, we have become even more introspective with a focus on what makes a Galatian a Galatian, and what virtues are uniquely Galatian. These Virtues: Honor, Unity, Service, and Humility have come to define us, and for now, sustain us.

The phoenix is borne from the ashes of the past, and this group has proven time and time again that it too can rise again, better than before.

# CHAPTER 1: tHE cHARTER

The Citizens of Galatia, in order to better serve the members of this group and to provide a background of organization, do hereby institute this Galatia Charter. It is our hope that with these rules and guidelines we can ensure the continual enjoyment of the pastime that we all love, not only for ourselves, but also for those who may join us in the future.

## Section 1: The Hierarchy

*Article 1: Definition of Galatian*

Colloquially, anyone under the aegis of the group is considered a Galatian. This includes both active members and other people, such as wives, children, friends, etc., who may not be active members.

*Article 2: Freemen of Galatia*

The Freemen consist of people who associate, camp, and fight with us, and generally want to be a part of the whole, but do not want the responsibilities placed upon Pledges and Citizens. Freemen do not get a vote.

*Article 3: Pledges of Galatia*

The Pledges consist of people who want to take the next step towards becoming a Citizen. Thus, a Pledge is distinguished by his/her willingness to take on responsibility for the group, learn its ways, and by his/her desire to be more involved with the group’s activities, whether as a combatant or as a non-combatant. Essentially, Pledges are “Citizens in Training”. Pledges do not get a vote.

Article 4: Citizens of Galatia

The Citizens consist of people that are distinguished members of Galatia. They uphold the Virtues and Laws of Galatia and live by the code of our Geissi. They share their drive and visions with one another to foster and grow the group. Only Citizens may vote.

Article 5: Borne of Galatia

To be a Borne, one is literally born and/or raised in the Galatian family and so this rank is reserved for children of Galatian members. Bornes are active members who work for the good of the group and can be responsible for certain tasks. They may wear a tabard, gifted from a parent or the group, even if they do not fight. When they reach a reasonable maturity, they will be allowed to pledge, if that is their desire.

## Section 2: Voting

Article 1: General Rules

* Only active paid Citizens may vote.
* To be a binding vote, a quorum of 3/4 of Citizens, must be present. Quorum is absolutely required on votes dealing with expenses, elections, the Charter, or Law.
	+ Though generally discouraged, if a Citizen cannot be present for a meeting, they may assign another Citizen the power to Proxy Vote in their place.
* When a vote requires a majority or a percentage of votes, the number of votes required is based on the total number of voting Citizens, not the number of Citizens at the meeting.
* In case of a tie, the Warlord may break the tie by casting an additional vote.
* When voting in an election or for a Pledge's Citizenship, no Citizen may abstain and all Citizens must vote.
	+ A unanimous vote is absolutely required for Citizenship.

Article 2: ***Straw Votes***

* Straw votes are non-binding votes used to gauge the pulse of the group.
* Non-Citizens are allowed to vote in Straw Votes when appropriate: For example, to gather information when a change may affect a particular group such as Pledges.

Article 3: ***Event Specific Votes***

* In the case of large events, such as Pennsic, non-voting members that are attending the event and that are at an event specific meeting may be given equal voice, particularly as it pertains to collected event funds. However, these votes only apply to the specific event.
* Votes affecting the Galatian Treasury still require a quorum of Citizens.

Article 4: ***Voting Process***

* Only Citizens are allowed to call for a vote.
* When the Scribe requests that a vote be seconded, only a Citizen may second a call.
* The Scribe may table (temporarily postpone) a vote if they feel it necessary. This is most commonly done if the Scribe feels more discussion is necessary or the vote is premature.
* Votes are decided by simple majority.
	+ *Exception:* Tie votes may be left as ties and not acted upon. However, the Warlord may break ties by casting an additional vote.
	+ *Exception:* Changes to the Charter or Law require ¾ approvals.
	+ *Exception:* All Citizenship votes must be unanimous.
* Generally, it is understood that once a vote passes, even if not well-liked, that the decision is the will of the group and all Citizens will abide by this decision. To do otherwise would be derisive, ignoble, and against the Virtues.

## Section 3: Method of Meetings

Article 1: General Guidelines

Only the Scribe can call a Galatia meeting, and the meeting must have at least 3/4 of current Galatia Citizens, or quorum, present for it to count. These two rules are to insure the integrity of the meetings. Freemen and Pledges may attend meetings if they wish, but are not required to do so. Furthermore, the Scribe may designate certain meetings as "Citizens only"; in this case, Freemen and Pledges are forbidden to attend the meetings (except in the case where the Citizens have voted to specifically invite an individual).

In order to insure smooth running of the meetings, the Scribe is charged with keeping the meeting on track and calling for any votes that need to happen during the meeting. The Scribe will post the meeting minutes within two weeks of the meeting.

Generally, the Treasurer should be prepared to present the balance of the Galatia Treasury.

Article 2: Prewar Meetings

If needed, these meetings shall be called no less than two weeks prior to the event to discuss preparations. All that will attend the event, including freemen and pledges, should attend these meetings. The Treasurer will present the balance of the Galatia Treasury to those at the meeting, and the Citizens will decide whether there is any equipment or goods that need to be purchased before the event. In addition, matters such as transportation, cooking arrangements, camp fees, etc., should be discussed at these meetings.

Article 3: Mandatory Winter Meetings

Every January/February there must be a mandatory meeting held where elections, dues and any other items will be discussed. This meeting is the State of the Nation, where we plan out the year.

## Section 4: Finances

Article 1: The Galatia Treasury

The funds within the Galatian Treasury shall be used to purchase items, such as fighting gear, historical garb, camping equipment, cooking supplies, etc., that the Citizens deem necessary for the group. In the case of a preplanned purchase, the Citizens shall decide who will actually go out and buy the item; the Treasurer will then deliver the funds to that person to cover the agreed amount. The receipt must be brought back to Treasurer and any change returned.

In the case of unplanned purchase, the purchaser may bring the item and the receipt to a meeting for the Citizens to decide whether or not to reimburse.

*Article 2: Galatia Dues*

Citizens are required to pay yearly dues by March 1 of each year, the due amount set by the Citizens at Winter Meeting (currently $25). This money will be collected and stored in the Treasury by the Treasurer. Failure to pay the dues nullifies voting rights until the current year’s dues have been paid.

Article 3: Event Dues

Some events require additional dues or camping fees to cover camp expenses, such as food, transportation, gas, tiki fuel, etc. These dues will be discussed and voted on; generally, at a Prewar meeting. If a due is expected for an event (such as Pennsic War), attendees shall pay the Campmaster no later than one week before the event

It is important to note that every person who goes to the event must pay this due, regardless of whether he plans on bringing his own food or not. Remember, wars and events are GROUP activities; we cannot attend them and camp as INDIVIDUALS.

Any leftover funds shall be deposited in the Galatia Treasury.

*(Note: Currently Pennsic War and Gulf Wars are the only events where we charge a camping fee for anyone camping with our group.)*

Article 4: Major Expenditures

In the case of sponsoring our own event and/or major purchases, a special meeting shall be called, and the Treasurer shall present the balance of the Treasury to all attendees. If the balance is adequate to cover the expenses, the Citizens shall vote on how to go about financing the project. If the balance is not adequate, the Citizens shall outline a plan for raising the necessary funds. The Citizens shall then decide either to execute or reject the plan.

## Section 5: Division of Responsability

*Article 1: The Officers of Galatia*

Since this is a HOBBY, office positions shall be assumed by VOLUNTEERING.

Elections will be held for each office every year during the Mandatory Winter Meeting. However, elections may also be held if there is an emergency and an office position has become unexpectedly vacant. All those who wish to become an officer (or retain their office) must submit their name and desired office to the Scribe. If there is only one nominee for the office, then the office is uncontested and that nominee becomes officer. In the case of two or more people volunteering for the same office, majority vote of Citizens shall decide the matter.

In the case of a tie, the nominees, or their selected champions, shall duel (best two out of three) for the office. The nature of the duel shall be decided by the Citizens. In the case of a frat duel, the combatants shall fight with honor and in a brotherly fashion.

Only Citizens are allowed to hold officer positions, unless otherwise specified in the explanation of the position (e.g. Hero). General convention also dictates that officers be local to the general Galatian population. It is recommended, but not required, that each officer appoint a Second in case the officer is unable to fulfill his responsibilities. Removal from office is possible by either voluntary resignation or by a 3/4 vote of Citizens.

Article 2: Individual Responsibilities

Though Officers are necessary, there are still many things that fall under the responsibility of the individual. The principle of Self-Sufficiency dictates that each Citizen, Pledge, and Freeman is solely responsible for the purchase, maintenance, storage, and repair of his/her own fighting gear, feasting gear, camping equipment, and garb. All loaned items must be secure or be returned. Lost or stolen items must be replaced or purchased.

## Section 6: THe Warlord

Responsibilities

1. The Warlord must faithfully represent and personify the four Virtues (Honor, Unity, Service, and Humility) at all times.
2. The Warlord is the leader of our military and is responsible for ensuring the training and fielding of our Army.
3. The Warlord is the principal negotiator and point of contact.
4. The Warlord must foster brotherhood and a sense of community.
5. The Warlord must always find the best person for the task at hand and delegate responsibilities.
6. The Warlord must recruit and train new fighters.
7. The Warlord must moderate disagreements and diffuse crises.

## Section 7: The Scribe

Responsibilities

1. The Scribe must faithfully embody the four Virtues (Honor, Unity, Service, and Humility) at all times.
2. The Scribe is responsible for calling and conducting meetings, calling for votes, and taking meeting notes and then making them available in a timely fashion.
* Seconds: In some cases to keep a meeting on track, the Scribe may request that a second Citizen validate the request for a vote.
1. The Scribe is responsible with keeping a record of Galatians and their information.
2. The Scribe is responsible for maintaining the list of events for the year.

## Section 8: The Treasurer

Responsibilities

1. The Treasurer must faithfully embody the four Virtues (Honor, Unity, Service, and Humility) at all times.
2. The Treasurer is responsible for the monies of the group.
3. The Treasurer is responsible for collecting dues from members.
4. The Treasurer must bring to a vote any items that require funds from the group that are not pre-approved.
5. The Treasurer must process reimbursement from the group funds after a purchase is approved.
6. The Treasurer must inform the group of the treasury status at meetings.
7. The Treasurer must budget our funds, analyze future needs, find reasons to spend collected monies, and project future incomes and expenses.

## Section 9: THe Warlord’s Champion (Hero of Galatia)

Responsibilities

1. The Hero must faithfully represent and personify the four Virtues (Honor, Unity, Service, and Humility) at all times
2. The Hero must inspire competition in our fighting ranks.
3. The Hero must push up and coming fighters to prove their metal.
4. The Hero must act as a go to trainer for all fighters of Galatia.
5. The Hero must protect the Warlord from direct challenges.
6. The Hero must act as a commander/rally point on the battlefield when deemed necessary by the Warlord.
7. To be a highly visible, recognizable, and memorable Galatian to outsiders.

Eligibility

The Hero is a position in Galatia that relies solely on combat prowess. Any Pledge or Citizen may hold the position. The Warlord may not hold it, and should the Hero be elected Warlord, then he/she must abdicate the Hero position. The Hero must faithfully represent the four virtues (Honor, Unity, Service, and Humility) at all times. Failure to do so may result in the Warlord stripping the Hero of his title. The title and position are to remain vacant until a new Hero has won the prize in an Open Competition.

The Prize

The symbol of the Hero is the Hero Torc. The Hero may also incorporate gold into his/her battle dress. Heroes may also pass on armor, accouterments, or trophies to one another.

Challenging

1. The Hero must accept all challenges, especially those from outsiders. However, only Galatians can win a challenge for the Hero position. A verbal challenge alone does not suffice, as words are but words, and the Hero is a man of action. Generally, a purposeful but non-violent action must be taken against the Hero, such as putting your spoon in his biscuit, a knife in his mead, or eating his portion. (Note: Food-related shenanigans, preferred. Very historic)
2. The contest date should be decided at this time, it must be scheduled within a month later, and must not be held before any other challenges (as that is more than cheeky shenanigans and would go against the Virtues). However, should the challenger win, he/she assumes all outstanding challenges.
3. A hero cannot be challenged for his position for one month after becoming hero.

The Contest

The contest is a series of at least three events. Generally, these are martial, but are not limited to only martial events. The standard events for a contest include three fights with Sword & Board, three fights with Pole-arm, and three fights with Spear. Additional/Substitute events include (but are not limited to) Galatian Saber Duel, Racing, Chess, Two-Hander, Flail, random weapons, and/or chosen weapons. Events are of the challengers choosing. The Hero may veto any event he/she chooses; however, there can never be less than three events. The winner of the most events is the Hero. In the case of a tie, then the winner is the one with the most individual wins, if there is still a tie then the Hero retains his/her title.

Open Competition

Should the title ever fall vacant (for any reason) or at the Warlord's discretion or whimsy, the Warlord may (must if vacant) declare an Open Competition. The Warlord should also declare all events at the time of declaration. The Warlord must give at least 2 weeks’ notice so that everyone has ample time to prepare for the competition. No one may veto, and participants have to participate in all the events or be disqualified.

## Section 10: Other Positions

The following positions may be held by non-Citizens:

Fire-Bringer

* Honored Pledge in charge of maintaining and refilling the Horn of Ashes. Further, he’s in charge of ensuring there is light in the camp and a campfire for ceremonies.

Captains

* Temporary chosen officers, either by the Citizens or Warlord, picked to fulfill a specific task.

Campmaster

* In charge of ensuring that the campsite is set-up and runs smoothly.
* Can deputize others for tasks around the camp.
* Holds and distributes the event funds.

Quartermaster

* Officer that determines battlefield readiness.
* Organizes the gear that belongs to the group.

## Section 11: Removal from Galatia

Article 1: Honorable Discharge

A member may voluntarily resign his/her affiliation with Galatia. This may be done formally either at a meeting or by conveying the message to two Citizens. Markland and SCA are hobbies, and so no ill-will shall be persecuted on a person if he/she no longer wishes to participate.

Article 2: Ignoble Discharge

First, a disclaimer: It cannot be refuted that this hobby has brought the people of this group closer together; however, it also cannot be disputed that there may be a member in the future who endangers that close-knit community that we now enjoy. Therefore, these grounds are written to give the Citizens precedence and guidelines for the peaceful resolution of such issues should the need arise.

In each case, the grounds for removal must be verified by TWO RELIABLE WITNESSES (either Citizen, Pledge, or Freeman). These two witnesses shall present their issue(s)/concern(s) at a meeting called SPECIFICALLY for that purpose. No other business can be discussed, until this special meeting is closed and acted upon. This is an action not taken lightly. Once, the two witnesses can verify the offense, the citizens will decide if an Ignoble Discharge Vote is required.

The result of an Ignoble Discharge Vote is that a Citizen, Pledge, or Freeman of Galatia may be removed from the fold and formally told to coexist elsewhere. This requires a 3/4 vote of Galatia Citizens. It shall be understood that a Citizen who is the person in question has his/her vote voided in this one specific situation. As for whether the member must be present to defend himself, we leave this to the discretion of the Galatian Citizens; they shall decide on a case by case basis.

Article 3: Absentia

It is also a possibility that people grow apart, move to a different state, or go to school for a few years. Therefore, any Citizen that has not contacted any other Citizen within six months will be considered in absentia (general inactivity). After contact is re-established, absentia can be removed through a peer vote. The Peerage may suspend voting rights, as they see fit, as the Citizen re-establishes him/herself: i.e. Six month = 3 month suspension, one year = 6 month suspension, etc.

* Citizens in absentia cannot vote.
* Citizens in absentia are barred from Citizen-Only meetings.
* Citizens in absentia do not count for or against Quorum or Unanimous.
* Citizens are considered in absentia by peer vote, and/or by their own request, and/or by general inactivity.
	+ If by peer vote, 3/4 majority vote will add and remove absentia.
	+ If by request, the Citizen is granted absentia automatically (no vote required). Should they wish to remove their absentia status, they can call for a peer vote as described above.

Any Citizen that has been in Absentia for over 3 years is assumed to have quit. (See Section 10, article 1.)

## Section 12: Restoration of Citizenship

If a Citizen quits or is expelled, he/she loses their voting rights. These rights can be re-established with a unanimous vote. The Citizen is not required to undergo the Citizenship process, and some allowances may be given. Any suspensions due to absentia are culpable.

# cHAPTER 2: gALATIAN LAw

Galatian Law is rooted in our battlefield traditions, and like the Charter, it requires a ¾ vote to add or modify the rules. However, unlike the Charter, these rules are to be considered more malleable when dealing with a battlefield/camp need. Certain case-by-case exceptions may be made depending on the situation, and violations are to be remedied as soon as possible.

## Section 1: General Attire

Though Galatia does not require a specific type of garb or fighting outfit, it is assumed that there is a minimum modicum of dress that all participants must have for the enjoyment for all.

* No white tennis shoes and cover up white socks (they kill pictures).
* When fighting all mundane clothing should be covered.
* Remove or cover any corporate logos.
* When not in camp be sure to wear garb.
* Be presentable to the function you are attending and be mindful of any dress codes.
* When in doubt, put on a pair of plaid pants and a tunic.

## Section 2: tabard

These are the current rules regarding the Galatian tabard:

* Freemen may adorn themselves in white and black but may not replicate the Phoenix on a tabard, as they have not earned it. If a tabard is loaned to them, they must return it immediately after use. They should not be taking the tabard home with them.
* Pledges may keep a tabard, but not own one (their sponsor will give them one when they are pledged).
* Only Citizens can have a decorated Tabard.
* The tabard must be white, with a black phoenix on the chest, and black trim on the outside.
* No symbols can be placed on the back.
* Only red is approved as an accent color for symbols. In the case of the Hero, the Hero’s tabard may incorporate gold trim and accents instead.
* All symbols need to be below the waist.

## Section 3: shield

* Unlike the Tabard, reproducing the Phoenix on a shield is encouraged.
* The Phoenix should face to the left (towards your right arm when wearing the shield).
* Shields may be decorated with other symbols, but no symbol may be larger than the Phoenix.
* Ugly shields must be covered with canvas.

## Section 4: horsehair

To be allowed to wear a horsetail on your helmet, the following conditions must be met:

* The person must have attended and fought at least one Pennsic War or Gulf War (other long distance wars may be acceptable with group approval).
* The person must have worn a Galatian tabard at that war.

## Section 5: advancement in rank

In Galatia rank is inconsequential; either a member can vote or is disenfranchised. However, not all members are Citizen-material from the outset, and so we incorporate a hierarchy of rank to outline a path a member may travel to gain Citizenship and the right to vote.

To be a Borne, one is literally born and/or raised in the Galatian family and so this rank is reserved for children of members. Bornes are active members who work for the good of the group and can be responsible for certain tasks. They may wear a tabard, gifted from a parent or the group, even if they do not fight. When they reach a reasonable maturity, they will be allowed to pledge, if that is their desire.

To become a Freeman, a member must simply ask. Any Citizen may acknowledge this request and should inform the group of the request at their earliest convenience. Also, it is generally assumed that someone who wears a tabard is committed enough to be a Freeman, and will not represent the group in a negative way. A Freeman may have allegiances elsewhere, but while wearing our tabard they are subject to Galatian rules and will act accordingly. Freeman is not a required step, and could possibly be skipped in certain cases.

To become a Pledge, a member must announce their intention to a Citizen. At this point we assume that the Pledge is committed to Galatia and has no other allegiances. Once the citizen is notified, the Citizen will notify the group, and the group will decide who will Sponsor the Pledge. Sponsors are selected on whom is the best match for the Pledge; and in general, are chosen to compliment, not match, the personality of the Pledge. It is worth pointing out that a Pledge pledges to the group, not a person, and as such, the Sponsor’s role is more one of mentor and advocate. After the ceremony, the new Pledge will be expected to fulfill his/her role as a Pledge. Note: There is no set time table or list of achievements a Pledge must complete, as each person has their own unique course.

To become a Citizen, a Citizen, typically a Pledge’s Sponsor, will approach the group and ask for a Vote of Citizenship. It is not uncommon to have several of these votes over time to gauge what more a Pledge needs to accomplish to become a Citizen. Since the vote must be unanimous, it is recommended that this vote happen before any ceremony is planned. After the ceremony the new Citizen may sponsor future Pledges.

To become an Elder, a Citizen has done the following:

* Guided two pledges along the Path to Citizenship.
* Held an Officer-level position for at least four years.
* Actively been a resource for the entire group.
* Created an Elder staff.

Any Citizen may declare him/herself an Elder, as well as, the group may endow a Citizen with the rank at a ceremony. Elders have no additional powers, per say, rather it is an acknowledgement of a Citizen’s dedication.

# cHAPTER 3: The Geissi – Our Rules of Conduct

## Section 1: background

In ancient times rules of conduct were sacred, and the penalty of death was a very real consequence. Even today in different parts of the world, you can be caned for spitting or maimed for stealing.

In Galatia we have no such punishments. Essentially, we have no enforcement procedure for dealing with a disruptive member, except for our rules pertaining to Dishonorable Discharge. However, such rules are in place only a as a final measure. In reality our power to control others is limited to only open mocking and general shunning. This is not a group founded on rules and punishments; we choose not scribe rules on personal behavior as we believe in personal freedom and self-government. Our only true mechanism for controlling behavior is Our Geissi, encompassing our code of conduct, our social norms, and our cultural mores.

## Section 2: the four virtues

Our Geissi is formed around a warrior’s ethos, but it pertains to life both on and off the field. We choose to live by our Four Galatian Virtues:

**HONOR UNITY SERVICE HUMILITY**

These virtues are the foundation of our fighting style. We honor ourselves by fighting our hardest, and we do not create excuses. We assume our opponent has honor, and we treat him/her honorably until he/she proves otherwise. Our blows are swift, our aim is sure, and our prowess is intense. We are never angry, vengeful, or malice driven. Nobility is more than a crown or a belt; it is a direct representation on how others perceive you.

We fight as one, united. We strive for the good of whole, and never for our own glory. Fear is our motivator, fear of letting down the guy next to you, fear of failing your brother in arms. There is no disgrace in defeat; there is only disgrace in selfish losses. Even if victory is attained, it rings hollow if not shared with the unit.

We are in each other’s service. Fealty is not a requirement; you owe nothing, you earn everything. We look out for one another, and in particular those that need it most. We do not leave people behind; we make sure if there is a willing person, we do whatever it takes to get them involved. We follow orders, even unpopular orders, despite if it cost us kills. This will grow our renown.

We are always humble. We never mock or mistreat our enemy. We always praise the enemy, for an insult cheapens our victory, and by extension us. To lower our enemy, is to lower ourselves. A well-treated enemy will grow to praise you, but a scorned enemy grows into a bitter foe that defiles your reputation. Act as though combat is as natural as walking and breathing, do not seek praise for that which should come instinctively.

These Virtues follow us off the field as well.

Treat your enemies as friends and your friends better than yourself. Practice composure and comprise. Mind your tongue and your emotions. Be reliable, be responsible, and be motivated. Work to raise yourself to higher nobility and self-worth. This is how we live with Honor.

Treat your Galatian family as your own family. Create deep bonds with others, and make your word the strongest bond. Encourage collaboration, strike down selfishness, and dissuade avoidable drama. Accept the path chosen by the group. This is how we live in Unity.

Treat your group as a priority. Pitch in whenever you can and work with alacrity. Avoid draining resources and wasting time. Believe in the task at hand, see every effort as a learning experience, and search for ways to do it better next time. This is how we live with Service.

Treat others with child-like innocence and goodwill. Accept others as they are, and show mercy for their weaknesses. Be slow to offend and to be offended. Wear your skin thick, and be quick with apologies and forgiveness. Remember to smile. This is how we live with Humility.

Finally, it should go without saying, but be loyal, be honest, and be compassionate; to do otherwise is taboo.

# aPPENDIX: Honors and Accolades

Table 1. Honors and Accolades

|  |  |  |  |
| --- | --- | --- | --- |
| ***Latin*** | ***Definition*** | ***Reason*** | ***Effect*** |
| ***Scipionis major*** | Elder staff | Considered elder by group (Taken two Pledges to Citizenship or are Granddad? Citizen) | May carry and display staff |
| ***Secures civis*** | Citizen Axe | Becomes Citizen | May carry/display an axe on war belt |
| ***Pugionis pignus*** | Pledge Dagger | Becomes pledge. Received from sponsor during the pledging ceremony | May carry/display dagger |
| ***Fustis*** | Cudgel (beating stick) | Required by Galatia | May call themselves a Galatian |
| ***Quintus*** | Fifth “year” | 5 Years of Service | Year of Service Stud (flame) |
| ***Decimus*** | Tenth “year” | 10 Years of Service | Year of Service Stud (tongue) |
| ***Quintus Decimus*** | Fifth-teen “year” | 15 Years of Service | Year of Service Stud (wing) |
| ***Vicensimus*** | Twentieth “year” | 20 Years of Service | Year of Service Stud (talon) |
|  | Twenty-fifth “year” | 25 Years of Service | Year of Service Stud (head) |
| ***Eponiad*** | Horsehair | Fight at large war, Pennsic or Gulf, in colors | May wear horsehair on helmet |
| ***Cruentus*** | Blood stained | Bled for group (don’t freak out, I’m talking a busted nose or finger here, not anything weird) | May wear red on tabard |
| ***Penna domus*** | Feather home | Group commitment | White feather/Aye vote |
| ***Penna bellicosus*** | Feather Martial | Martial prowess | Black Feather/Nay vote |

Table 1. Hero Honors (passed down from hero to hero)

Hero Torc, Hero Tabard, Hero Ring