

The Empire of Medieval Pursuits

Branch Structure

The individual branches of the Empire are designed to be as versatile as possible, allowing each group of individuals to customize their branch as much as possible. For instance, a group of five early period types want to design their group after a Celtic village, so their Lord is called the chieftain and their charter reflects a council of Elders that make the core decisions for the branch. Their name, heraldry, and events are themed to their culture and time period. Another group of five later period swashbuckler sorts wants to style their branch as a privateer fleet. With only five they elect a Captain (Lord) and have one ship, as they advance they and reach level two they may have a Flotilla and eventually a fleet. And on and on, the choices are myriad. All of these groups can easily be accommodated by the structure of branches within the Empire. Following are the rules regarding Branches within the Empire. If you have any questions please feel free to contact your Kingdoms Steward/Branch Coordinator.

The Empire shall be organized as a feudal hierarchical society. While Branches of the Empire have real geographic locations, no one is required to join the branch they live closest too. While this is often the route to be the most involved in local happenings you may give your loyalty and membership to any branch of the Empire you chose.

1. Chartered branches within the Empire consist of four levels. These levels can have varying nomenclature descriptive of the feudal status and society that they represent. Branches are strongly encouraged to narrow the field of interest in their branch to a specific time, place or activity. The name chosen should reflect those thoughts.
2. Rights and Responsibilities of Branches
 - a. All branches of the Empire shall be governed by a Lord or Lady selected from within its populace by the mandate of its charter.
 - b. All branches within the Empire are granted arms and must have a name.
 - c. Every branch has the primary responsibility to see to the preservation of the interests of the Empire, their Kingdom, and Populace.
 - d. All branches must host at least one event a year.
 - e. All branches of the Empire must maintain a web presence with pertinent contact and scheduling information that is connected to the primary EMP site by means of a link.
 - f. All branches must have a charter defining the customs, laws, and tradition of the Branch. Which must include a method for selection/replacement of the Lord and/or Lady of the Branch.
 - g. All branches have the right to choose a ruler in a manner consistent with their ethos and charter.
 - h. All branches shall be entitled to a seat or seats in their kingdoms House of Lords.

- v. A level three branch may enact codicils that do not conflict with the Bylaws, and which must be submitted within fourteen (14) days of enactment to the Crown for ratification.
- vi. The ruling noble of a level three branch may recognize outstanding achievement and merit through the creation of specific awards and orders within their demesne. These orders must be incorporated into the branch charter.
- vii. Examples of Lordly titles include, Duke/Duchess, Emir/Emira, Jarl, Shogun, Prince/Princess

6. Level Four: Kingdom, Sultanate, Khanate, etc.

a. Definition and requirements of a Level Four Branch

- i. Shall consist of and maintain at least 200 members.
- ii. A Kingdom is styled as a sovereign entity, having the right to create laws and codicils unique to itself that do not conflict with the by-laws.
- iii. A Kingdom must have well-developed ministries capable of handling all aspects of it's activities.
- iv. A Kingdom must have a well-defined territory of contiguous geographic jurisdiction. This territory may include any number of lower level branches that have bound themselves to the Kingdom. It may not overlap the boundaries of any other level four branch.
- v. Shall be governed by a Crown who meets the requirements set forth in the Kingdom Charter and an assembly of all vassal lords creating the Kingdoms House of Lords.
- vi. Must have a charter defining the laws of the Kingdom.
- vii. A Kingdom must provide an annual date and event for the selection of its Crown, and approximately 6 months later an annual opportunity for insurrection. If none choose to rise against the Crown then the event scheduled for this date may be used for an alternative Crown venue including conquest.
- viii. The Sovereign or Crown shall have the right to enact Royal Writs, Codicils and Laws that do not conflict with the Bylaws, and which must be submitted within thirty (30) days of enactment to the House of Lords. All Laws of the Crown are subject to veto by a 2/3 majority vote of their House of Lords.
- ix. Examples of Lordly titles include, King/Queen, Sultan/Sultana, Khan/Khatun