

Empire of Medieval Pursuits

Rules of Challenge

Two of the foundational pillars of life within the Empire are personal responsibility and being excellent to one another. However, occasionally members find themselves in opposition to each other with no means of redressing their differences other than outright combat. In these cases the Empire provides the option of Challenge. Upon winning a Challenge one member or branch may enforce their will upon another regarding a single issue.

Statement of purpose: This Law is enacted to provide energy and harmony within the Empire and to foster the concepts of personal responsibility and feudalism.

1. Only citizens may challenge, be challenged, or act as witness for a challenge.
2. When a formal challenge is both issued and enacted it must be witnessed, its parameters stated, and be brought to the attention of the appropriate authorizing body.
 - a. When citizen challenges citizen, their respective Lords may authorize.
 - b. When Lord challenges Lord, their direct feudal structure determines who rightfully authorizes the challenge.
3. All challenges shall be issued a minimum of a fortnight before they must be enacted; unless otherwise agreed to by the defender.
4. Challenges may only be made along similar social strata and each must be authorized.
 - a. Citizen may only challenge Citizen; authorized by their respective lords.
 - b. Lord may only challenge Lord; authorized by their respective feudal lord.
 - c. Crowns may only challenge Crowns; authorized by a vote of the Board.
5. Challenges shall always be enacted within the borders of the challenged parties territory unless otherwise agreed to by the challenged party.
 - a. This location must be suitable for the style of challenge undertaken.
6. The challenged member may only be required to accept challenge over a single issue or subject of contention once from a particular Citizen.
7. The challenging party must risk similar stakes to what they intend to gain from any challenge as judged by the authorizing body.
8. Champions may be employed by either or both of the parties involved with the consent of the authorizing body.
 - a. Champions suffer the same penalties assessed to those they champion.
 - b. Champions of differing social strata then challenged parties must also be authorized as in section 4.
9. One Lord may always challenge another over his/her votes on a particular subject within the House of Lords.

10. Challenge may take any mutually agreeable form of contest that includes a distinctive means of determining a winner and a loser. This has the potential to be anything imaginable ranging from a coin toss, a game of chance or skill, to consensus by tally. If no consensus between the aggrieved parties can be reached, challenge always defaults to EMP rattan war combat.

11. The results of challenges are binding within the Empire. All members are required by law to support them

12. It is allowable for members of the Empire to be so opposed to each other that they may risk their personas' tenure within the empire. If within the stated parameters of a challenge, the winner of the personal challenge earns the right to end another citizens tenure; the individual citizen loses all awards and honors that have been bestowed upon them to that date, and cannot appear at EMP events until they are accepted into an EMP group at the next Domesday. When/if they return, they are required to have a new name. It is noted here that a challenge over tenure is a serious matter and shall be reserved for times when all other means of redress besides conflict have been exhausted.