

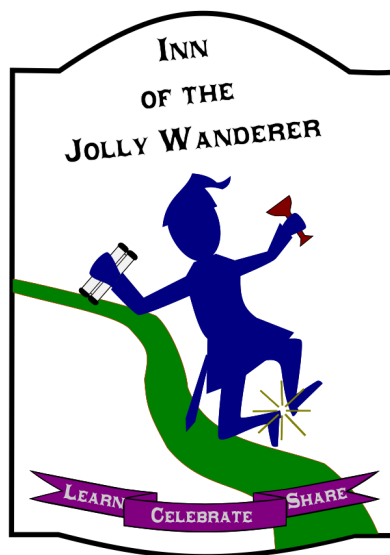
The Inn of the Jolly Wanderer CHARTER

Standing at the crossroads of Time and Space, The Inn of the Jolly Wanderer welcomes seekers of knowledge and practitioners of the Arts and Sciences from all cultures and periods, providing a place of companionship and the opportunity to meet others who wish to come together and invoke the Spirit of Fun. In the Name of this Spirit, families with children are always welcome.

Our motto: Learn, Share, Celebrate

HERALDRY

Sign board, with a blue silhouette of a leaping person holding a scroll on the left and a wine goblet on the right, clicking their heels while travelling a winding road. Below, a ribbon emblazoned with “Learn, Share, Celebrate.” The name of the branch is in the upper portion of the signboard.



History: Originally owned by Phineas Stump. Aelfrida the Wandering Leech stopped for a respite during her quest for knowledge in the Arts of the Herbalist and found that she was drawn to the idea of laying down her ceaseless travel and creating a place where students and practitioners could bring their knowledge to one place to share. Having no love for the solemn halls of Academia, she felt that an inn would provide the ideal atmosphere in which to meet in congenial roister to share with each other. She challenged Innkeeper Stump to a game of mahjongg for ownership of the inn and won. Mr. Stump promptly exchanged his chef's toque for the pirate's tricorne and went his merry way. Aelfrida donned the apron of the Innkeeper and took up the Wooden Spoon of Authority, plying it with alacrity to cause her vision to become reality.

NOTES

Citizens of the Inn shall be known as the Regulars. These are the folks you will typically see on a regular basis at the Inn's events, meetings and practice sessions.

Relic: The Wooden Spoon of Authority
inscribed with "Cut it out"

Badges of leadership:
Apron and wooden spoon

LEADERSHIP:

The fiefdom's leader is the Innkeeper. Responsibilities of the Innkeeper: Public Relations and Outreach within the local community. The appointment and coordination of the Faire committee. Final decisions in planning the Yearly Faire, if necessary. Arbitration of disputes between The Regulars, if necessary. Approval of disbursement of funds in cooperation and agreement with the Bookkeeper.

There is no set term of Leadership. The Innkeeper retains the title to the Inn until they choose to wander again or until a Regular steps forward with a formal challenge and successfully bests the Innkeeper. Leadership passes by board game of strategy skill. Any person wishing to challenge the Innkeeper must have been a Regular of the Inn in good standing for a minimum of two (2) years. One game played, start to finish. The Innkeeper has the choice of game. Each participant will have a second to serve as witness and refreshment gofer. It will be held publicly with as many of The Regulars present as desire to attend, however lack of attendance by The Regulars will not necessarily stop the proceeding. Change of leadership will take place one week after the tournament, or on a date settled by mutual agreement by both parties, whichever works better for all involved.

If there is more than one contender for the position, then there will be a single elimination competition with playing order determined by the choosing of lots with the final winner playing the Innkeeper.

Examples of acceptable games are: Mahjongg (note: if chosen then Seconds will serve as players and The Regulars will provide one member appointed to each side to serve as witness and gofer), Chess, Nine Men's Morris, Mancala, Backgammon.

Games specifically excluded from acceptability: Darts, Monopoly (any version), Card games, Throwing of Dice, Checkers, "Rock, Paper, Scissors" and Tablero.

OTHER OFFICES:

KEEPER OF THE BOOKS: Duties include collection of dues and fees. Holding the treasury and maintaining the accounts. Sending tithes to appropriate Kingdom offices and timely handling of mundane tax matters in connection with the Inn's responsibilities for such. Disbursing funds for approved purchases and rental fees by/for the Inn.

SCRIBE OF THE GOODS: The keeping of a list of assets at the disposal of the Inn (i.e. loaner gear or garb, items used for the purposes of enhancing events, names and contact numbers of really good event sites, etc.),

As the Inn grows, it may become necessary to add more officers to handle various duties. When this becomes necessary, we shall review and, if necessary, revise the charter to reflect the new offices and their duties.

YEARLY FAIRE

The yearly faire will consist of classes in both the martial arts and the gentler arts, merchant spaces, fighting lists, archery, and a tavern space for socializing and games. We expect this event will evolve as our branch grows, to match the interests of our members.

BRANCH LOCATION

The Inn welcomes travellers from all times and places in history. Our local setting is the British Isles in the 800-1100AD period.

Mundanely, this branch is based in West Winfield, NY, 13491 for reference.

CONTACT PERSONS

Aelfrida the Wandering Leech. She can be reached via email at housechalkhorse@gmail.com

SUMMARY FOR KINGDOM SITE

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WEBSITE/FACEBOOK PAGE

<https://www.facebook.com/innofthejollywanderer>