

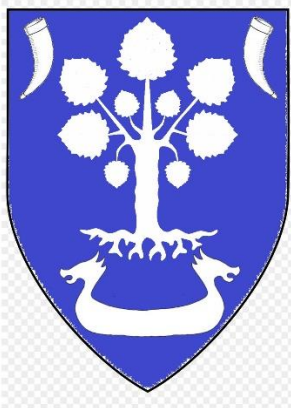
The Barony of Birka

A Barony within the Empire of Medieval Pursuits

The Swedish Barony of Birka is located in Ashland, Kentucky. We are a Barony of travelers from many lands consisting of warriors and artisans. Our goal is to be a place of learning, fun, and creativity, which is inclusive of all who wish to experience the Middle Ages and the EMP.

Time Period / Place: The Barony of Birka focuses on the early to late Scandinavian Culture, roughly 709 C.E. to 1250 C.E. We have adopted the concept of a market / trading post to incorporate various personas who could have historically had contact through trade routes.

Heraldry: Azure field, Argent birch tree between two *semi* argent ale horns (dexter and sinister) above argent longship



Article I: Leadership:

1. All leaders must be members in good standing with the EMP and the Barony for a period not less than one (1) year.
2. All leaders are expected to participate in events, appropriate meetings, and Barony functions to the best of their ability.
3. All leaders must remember, they are servants of to the folc of the Barony.
4. All titles are null and void following the end of their service term.

5. At no time can a member in a leadership position use that position for favors, monetary or otherwise.
6. All leaders are expected to assist with recruiting efforts so others can enjoy the fun!

Baron/Baroness

1. The Barony of Birka is protected by a Baron/Baroness-who is chosen by Right of Combat (BR).
2. The Baron/Baroness (BR) is War Chief and oversees all combat training along with the Hersir (if one is appointed) and/or other assistants he/she chooses.
3. June of Each year a tournament will be held for the Right to Challenge the Baron/Baroness.
 - a. The position of Baron/Baroness may continue with no term limit as long as he/she can defend the seat.
 - b. Multiple Challengers
 - i. If more than one challenger declares, a tournament will be held until there is a single challenger.
 - ii. The winner of the tournament will face the Baron/Baroness (or chosen champion) in combat.
 - iii. A Baron or Baroness who does not fight in martial competition may choose unto themselves a Champion to fight in their stead.
 - iv. A chosen Champion may not have fought as a Champion in the prior's year's tournament.
 - c. No Challengers
 - i. If there are no challengers, the Baron/Baroness will continue to serve in their position.
 - ii. In the event of resignation/retirement, if there are no challengers, the Hersir or Senior most officer, as the people desire, will become Baron/Baroness if willing to serve.
 - d. Resignation
 - i. If the Baron/Baroness chooses to resign or retire, a tournament will be held, and the winner will be the new Baron/Baroness at the end of the tournament.
 1. The tournament should be held at a time not to exceed sixty (60) days from their departure.
 2. The Hersir will hold the Barony in trust as Regent during such time.
 - e. At such time as we have grown, the competition for the Baronial seat may be fought as melee or tournament at the will and pleasure of the people to ensure a fun and exciting Baronial event.
 - i. Mercenaries may not be employed.
 - ii. Both sitting Baron/Baroness (BR) and challenger must be on the field of battle at the start of the battle.
 - iii. All other rules will be addressed in an amendment as approved by the people.

Offices and Appointments

1. The Baron / Baroness may at any time appointment individuals who show aptitude and desire to assist with various aspects of the Barony.

- a. These appointments will last one (1) year and will be reviewed annually by the exiting and incoming Baron / Baroness.
 - i. Appointees may step down at any time for any reason but are charged with assisting in the transition to their replacement.
 - ii. The Baron / Baroness may release any individual from their appointment if such individual is unable or unwilling to complete the necessary duties of their station.
- b. Council of the Lögregta (Officers of the Barony)
 - i. Baronial Chancellor
 - 1. If the Baron/Baroness also have duties as Duke/Duchess of the Duchy, they may appoint a Baronial Chancellor to oversee the administrative duties of the Barony at their pleasure.
 - ii. Hersir / Baron/Baroness's Champion
 - 1. The Hersir will be in command of all longships of the Barony along with the Baron/Baroness and train the fighters as directed by the Baron / Baroness.
 - 2. The Hersir should be proficient in one or more weapons styles and understand the EMP Rules of Combat.
 - 3. They are charged with assisting in recruiting fighters to the Barony.
 - 4. The Hersir will speak for the Baron/Baroness at gatherings of a martial nature if the Baron/Baroness is not in attendance.
 - iii. Höfuð (Head) of the Barony Groups (Arts & Sciences)
 - 1. The Höfuð oversees all Groups and group activities by encouraging the Arts & Sciences, creating avenues for folc to showcase their wares, and creating A&S challenges for bragging rights.
 - 2. The Höfuð should be proficient in one or more areas of the arts and/or sciences, have the ability to teach, and have the willingness and ability to assist others in researching their area of interest or connecting them with someone from the Barony who can assist them.
 - 3. They are charged with assist in recruiting artisans to the Barony.
 - iv. Lög Mælar (Lawspeaker)
 - 1. The Lög Mælar records the history of the Barony and disseminates information to the folc. He/she acts as historian, archiver, and secretary.
 - 2. The Lög Mælar is responsible for understanding EMP rules and Barony law to assist the Barony/Baroness in decision making.
- 2. Removal of Leadership:
 - a. Any individual in a leadership capacity who is in breach of their duties or there is a valid concern regarding them may be removed from their office for reasons including, but not limited to:
 - i. Inactivity.
 - ii. Failure in their duties and/or not acting in the best interest of the Barony and the people.

Article II

- a. Membership:
 - a. Membership in the Barony is not based on geographical area.
 - b. The Barony of Birka does not discriminate based on any Title VII protections.

Article VI

1. Arts and Sciences Groups:
 - a. The Høfuð oversees all aspects of the Arts and Sciences and Guilds within.
 - i. Groups for various Arts & Sciences may be formed among the folc at any time.
 - ii. The Barony of Birka is a market and we wish our artisans to show their wares, buy, sell, and trade.

Article VII

1. Changes to the Charter:
 - a. Annual reviews will be conducted on an annual basis, usually June of each year.
 - b. Changes to the charter to meet any changes in Empire, Kingdom, or Duchy law will be made and disseminated to the folc.
 - c. Matters of housekeeping will be amended and disseminated to the folc.

Article VII: Empire and Kingdom Law

1. Martial activity will be according to the rules of the Empire and the Kingdom.

Note to the Folc:

While our Barony has very few rules, we do ask the folc to work and play well together for the greater good of our Barony. Discrimination, harassment, and/or bullying will not be tolerated.

Three Simple Rules of the Barony of Birka:

1. Don't be a dick.
2. Don't steal from anyone.
3. If not covered in laws, refer to Rule 1.

All news, updates, and events, will be posted on Facebook:




<https://www.facebook.com/groups/baronyofbirka>

ADDENDUM I (moved from addendum to charter)

Baronial Awards

To recognize progress, learning, and mastership of whatever area in which a member in good standing endeavors within the Barony of the Misty Blue Mountains, the Baron / Baroness enjoys rewarding the populace.

1 - Martial Awards


 <p>The Rune of Protection</p>	<p>Award of Courage and Protection may be award to those who demonstrate the strength to join the battle. Courage relies on one’s ability to face your enemy and to stand in the face of danger. The Award of Courage may be given when a person continues to push through whatever is going on in their lives or on the day of the battle. They continue on and take to the field.</p>
 <p>The Rune of Strength</p>	<p>Award of Strength: may be awarded to those who demonstrate strength by facing challenges and showing courage and honor on the field of battle either in battle or tournament. Must demonstrate proficiency in more than one combat style.</p>
 <p>The Rune of Warriors and Victory</p>	<p>Award of Honor: Honor is something that no man can give you and no man can take from you. It is the nobility within you and holding yourself to the highest of standards.</p> <p>This is the highest award for martial combatants who teach fighters and show continued growth and honor on the field of battle either in melee or tournament. Never yield, never kneel.</p> <p>This award may be given to individuals who win tournament or show command on the battlefield that aids in winning the battles.</p>



2 – Arts & Sciences Awards

The awards in this category include all forms of arts and sciences, including the study thereof. The awards are based on both knowledge and talent, both being equally weighted.

Arts includes costuming, painting, calligraphy work, jewelry making, weaving, brewing / cooking, and any artistic skill of that ilk.




Sciences include woodworking, forge work, knife / blade making, weapon and armoring and any artistic skill of that ilk.

 <p>The Rune of Growth</p>	<p>Award of Discipline may be awarded to individuals who have demonstrated their desire to learn and hone their skills. They show great promise in their art in both artisanship and period detail.</p>
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 The Rune of Journey	Award of Industriousness may be awarded to individuals who continue to grow in their art and/or science working toward excellency, period correctness, functionality and/or beauty of their craft.
 The Rune of Knowledge	Award Self-Reliance may be awarded to individuals who have demonstrated their mastery in a particular artisan area and are resources and teachers to others and have shown excellency, period correctness, functionality and/or beauty of their craft.


3 -Service Awards



Service is one of the greatest ways you can support the Barony. For we all are important, and we can all contribute.

 The Rune of Circles and Harvest	The Award of Loyalty may be awarded to individuals who have shown willingness to aid the Barony at events and volunteer to assist others within the Barony as they can.
 The Rune of Relationships	The Award of Truth may be awarded to individuals who consistently and happily provide service to the Barony, through assisting with events, welcoming and aiding newcomers, and any other service the Baron / Baroness deems worthy of such praise.
 The Rune of the Gateway	The Award of Hospitality may be awarded to individuals who are the first to volunteer, always follow through, and happily provide service to the Barony, through assisting with events, welcoming and aiding newcomers, and any other service the Baron / Baroness deems worthy of such praise. Hospitality is one of the strongest core values at the heart of our Barony.

4 – Children’s Awards

To encourage our children to participate, learn, and grow.

	White Star may be awarded to children who are learning any of the martial skills and demonstrate basic understanding and ability.
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	White Quill may be awarded to children who are learning any arts and sciences and demonstrate basic understanding and ability.
	White Heart may be awarded to children who regularly demonstrate service to the Barony.

The Barony of Birka

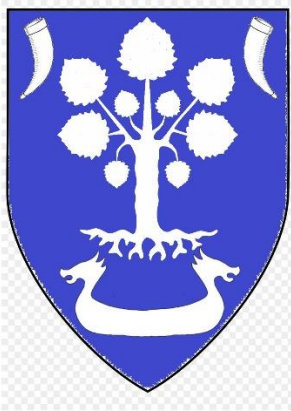
A Barony within the Empire of Medieval Pursuits

Revised 6/12/21

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Time Period / Place: The Barony of Birka focuses on the early to late Scandinavian Culture, roughly 709 C.E. to 1250 C.E. We have adopted the concept of a market / trading post to incorporate various personas who could have historically had contact through trade routes.

Heraldry: Azure field, Argent birch tree between two *semi* argent ale horns (dexter and sinister) above argent longship



Article I

Leadership:

1. All leaders must be members in good standing with the EMP and the Barony for a period not less than one (1) year.

2. All leaders are expected to participate in events, appropriate meetings, and Barony functions to the best of their ability.
3. All leaders must remember, they are servants of the Barony.
4. All titles are null and void following the end of their service term.
5. At no time can a member in a leadership position use that position for favors, monetary or otherwise.
6. All leaders are expected to assist with recruiting efforts so others can enjoy the fun!

Article II

1. Baron/Baroness

- a. The Barony of Birka is protected by a Baron/Baroness-who is chosen by Right of Combat.
- b. The Baron/Baroness is War Chief and oversees all combat training along with the Hersir (if one is appointed) and/or other assistants he/she chooses.
- c. June of Each year a tournament will be held for the Right to Challenge the Baron/Baroness.
 - i. The position of Baron/Baroness may continue with no term limit as long as he/she can defend the seat. (moved)
 - ii. Multiple Challengers
 1. If more than one challenger declares, a tournament will be held until there is a single challenger.
 2. The winner of the tournament will face the Baron/Baroness in combat.
 - a. A Baron or Baroness who does not fight in martial competition may choose unto themselves a Champion to fight in their stead.
 - b. A chosen Champion may not have fought as a Champion in the prior's year's tournament.
 - iii. No Challengers
 1. If there are no challengers, the Baron/Baroness will continue to serve in their position.
 - iv. Resignation
 1. If the Baron/Baroness chooses to resign their position and not continue, the tournament will be held and the winner will be the new Baron/Baroness beginning the end of the tournament.
- d. Early Resignation/Retirement
 - i. If a Baron/Baroness chooses to retire, a tournament will be held to determine the next Baron/Baroness at a time not to exceed sixty (60) days from their departure.
- e. The Baron/Baroness may choose to use the Medieval title Jarl based on his/her persona.

Offices and Appointments

1. The Baron / Baroness may at any time appointment individuals who show aptitude and desire to assist with various aspects of the Barony.
 - a. These appointments will last one (1) year and will be reviewed annually by the exiting and incoming Baron / Baroness.

- i. Appointees may step down at any time for any reason but are charged with assisting in the transition to their replacement.
 - ii. The Baron / Baroness may release any individual from their appointment if such individual is unable or unwilling to complete the necessary duties of their station.
- b. Council of the Logretta (Officers of the Barony)
 - i. Baronial Chancellor
 - 1. If the Baron/Baroness also have duties as Duke/duchess of the Duchy, they may appoint a Baronial Chancellor to oversee the administrative duties of the Barony at their pleasure.
 - ii. Hersir / Baron/Baroness's Champion
 - 1. The Hersir will be in command of all longships of the Barony along with the Baron/Baroness and train the fighters as directed by the Baron / Baroness.
 - 2. The Hersir should be proficient in one or more weapons styles and understand the EMP Rules of Combat.
 - 3. They are charged with assisting in recruiting fighters to the Barony.
 - 4. The term of the Hersir will be one (1) year, without limit if they can defend their position or as appointed.
 - 5. The Hersir will speak for the Baron/Baroness at gatherings of a martial nature if the Baron/Baroness is not in attendance.
 - iii. Hqfuð (Head) of the Barony Groups (Arts & Sciences)
 - 1. The Hqfuð oversees all Groups and group activities by providing assistance with Arts & Sciences, creating avenues for folc to showcase their wares, and creating A&S challenges for bragging rights.
 - 2. The Hqfuð should be proficient in one or more areas of the arts and/or sciences, have the ability to teach, and have the willingness and ability to assist others in researching their area of interest or connecting them with someone from the Barony who can assist them.
 - 3. They are charged with assist in recruiting artisans to the Barony.
 - 4. The term of the Hqfuð will be one (1) year, without limit, if it is agreed by the Baron/Baroness that they should continue in the station.
 - iv. Maester/Maestress of the Hearth
 - 1. The Maester/Maestress of the Hearth oversees service including assisting with running events and feasts.
 - 2. They are charged with assisting in recruiting service-minded individuals to the Barony.
 - v. Lög Mælar (Lawspeaker)
 - 1. The Lög Mælar records the history of the Barony and disseminates information to the folc. He/she acts as historian, archiver, and secretary.
 - 2. The Lög Mælar is responsible for understanding EMP rules and Barony law to assist the Barony/Baroness in decision making.
 - 3. The Lög Mælar serves of term of one (1) year, without limit, if it is agreed by the Baron/Baroness that they should continue in the station.

2. Removal of Leadership:

- a. Any individual in a leadership capacity who is in breach of the duties or there is a valid concern regarding them may be removed from their office for reasons including, but not limited to:
 - i. Inactivity
 - ii. Failure in their duties and/or not acting in the best interest of the Barony and the people.

Article II: Membership:

- a. Membership in the Barony is not based on geographical area.
- b. The Barony of Birka does not discriminate based on any Title VII protections.

Article III: Arts and Sciences Groups:

- a. Groups for various Arts & Sciences may be formed among the folc at any time.
- b. The Barony of Birka is a market and we wish our artisans to show their wares, buy, sell, and trade.

Article IV: Baronial Awards

To recognize progress, learning, and mastership of whatever area in which a member in good standing endeavors within the Barony of Birka, the Baron/Baroness enjoys rewarding the populace.

1. Martial Awards

- a. Level 1 – Award of Courage and Protection
 - i. May be awarded to those who demonstrate the strength to join the battle. Courage relies on one's ability to face your enemy and to stand in the face of danger.
 - ii. Must demonstrate proficiency in one combat style or martial activity.
- b. Level 2 – Award of Strength
 - i. May be awarded to those who demonstrate strength by facing challenges and showing courage and honor on the field of battle either in melee or tournament.
 - ii. Must demonstrate proficiency in more than one combat style or martial activity.
- c. Level 3 – Award of Honor
 - i. Honor is something that no man can give you and no man can take from you. It is the nobility within you and holding yourself to the highest of standards.
 - ii. This is the highest award for martial combatants who teach fighters and show continued growth and honor on the field of battle either in melee or tournament. Never yield, never kneel.
 - iii. This award may be given to individuals who win tournament or show command on the battlefield that aids in winning the battles.

2. Arts & Sciences Awards

- a. The awards in this category include all forms of arts and sciences, including the study thereof. The awards are based on both knowledge and talent, both being equally weighted.

- i. Arts includes costuming, painting, calligraphy work, bardic, jewelry making, weaving, brewing/cooking, and any artistic skill of that ilk.
 - ii. Sciences include woodworking, forge work, knife/blade making, weapon and armoring and any artistic skill of that ilk.
 - b. Level 1 – Award of Discipline
 - i. May be awarded to individuals who have demonstrated their desire to learn and hone their skills
 - ii. They show great promise in their art in both artisanship and period detail.
 - c. Level 2 – Award of Industriousness
 - i. May be awarded to individuals who continue to grow in their art/science working toward excellency, period correctness, functionality and/or beauty of their craft.
 - d. Level 3 – Award of Self-Reliance
 - i. May be awarded to individuals who have demonstrated their mastery in a particular artistic area and are resources and teachers to others and have shown excellency, period correctness, functionality, and/or beauty of their craft.
- 3. Service Awards
 - a. Service is one of the greatest ways you can support the Barony. For we all are important, and we can all contribute.
 - b. Level 1 – Award of Loyalty
 - i. May be awarded to individuals who have shown willingness to aid the Barony at events and volunteer to assist others with the Barony as they can.
 - c. Level 2 – Award of Truth
 - i. May be awarded to individuals who consistently and happily provide service to the Barony, through assisting with events, welcoming and aiding newcomers, and any other service the Baron/Baroness deems worthy of such praise.
 - d. Level 3 – Award of Hospitality
 - i. May be awarded to individuals who are the first to volunteer, always follow through, and happily provide service to the Barony, through assisting with events, welcoming and aiding newcomers, and any other service the Baron/Baroness deems worthy of such praise.
 - ii. Hospitality is one of the strongest core values at the heart of the Barony.
- 4. Children’s Awards
 - a. To courage our children to participate, learn, and grow.
 - b. Martial – White Star
 - i. May be awarded to children who are learning any of the martial skills and demonstrate basic understanding and ability.
 - c. Arts – White Quill
 - i. May be awarded to children who are learning any arts/sciences and demonstrate basic understanding and ability.
 - d. Service – White Heart
 - i. May be awarded to children who regularly demonstrate service to the Barony.

Article V: Holmgang (Challenges) of the Folc / Disputes:

1. Any paid member has the right to challenge another paid member to combat to settle disputes.
2. Holmgang reasons must be presented to the Baron/Baroness which may determine to use diplomacy if possible. However, if diplomacy fails, the citizen may evoke a challenge of combat under the rules of the Empire.
3. Following dispute resolution, if problems continue and you cannot leave it the arena, leave the Barony.
 - a. 1st Offense – 6-month vacation from the Barony
 - b. 2nd Offense – 1-year vacation from the Barony
 - c. 3rd Offense – Expulsion from the Barony of Birka indefinitely.

Article VI: Changes to the Charter

1. Annual reviews will be conducted on an annual basis, usually June of each year.
2. Changes to the charter to meet any changes in Empire, Kingdom, or Duchy law will be made and disseminated to the folc.
3. Matters of housekeeping will be amended and disseminated to the folc.

Note to the Folc:

While our Barony has very few rules, we do ask the folc to work and play well together for the greater good of our Barony. Discrimination, harassment, and/or bullying will not be tolerated.

Three Simple Rules of the Barony of Birka:

4. Don't be a dick.
5. Don't steal from anyone.
6. If not covered in laws, refer to Rule 1.

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