

HOUSE HONOR SPIRE

"HONORUS SPIRITUS"

*"To accomplish great things, we must dream as well act."
Anatole France*

HOUSE HONOR SPIRE

“Honorus Spiritus”

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MISSION

We strive every day to do something about it. We strive to make ourselves better as people and better as amtgarders. We choose to live the dream. We choose to do what it takes to excel at this game as well as with our life's. We will not leave any one behind. We will grow as a unit as a family, progressing through the game and life together. Honor and Respect above all things! Maintaining it as we go through our trials and tribulations will make us better people and will excel us through the ranks. *Honour Cerimonia Potissimum!*

CODE

INITIATES: We will serve the house and learn her ways so that we might grow to be one with her.

CADETS: With Respect to others and a tried attitude we will prove our worth and metal.

MEMBERS: Proven whole we forge forward respecting those who have come before.

NCO: Still ascending we are true, never lending ourselves to be unglued. Strong and solid weathered and worn always helping those who yearn.

OFFICER: We are shinning lights to our brothers, examples set and leaders forever, never forget to lend a hand, always remember for ever we can.

STAFF: Chosen from you, elected strong, never forgetting right from wrong. Maintain our traditions, and boast our pride, never ever shall we die!

HOUSE HONOR SPIRE

“Honorus Spiritus” *House Words of Wisdom*

1. *“Reputation is what other people know about you. Honor is what you know about yourself.” -Lois McMaster Bujold*
2. *“Real integrity is doing the right thing, knowing that nobody’s going to know whether you did it or not.” -Oprah Winfrey*
3. *“What is left when honor is lost?” -Pibilius Syrus*
4. *“Honor does not have to be defended.” -Robert J. Sawyer*
5. *“Be honorable yourself if you wish to associate with honorable people.” -
Welsh Proverb*
6. *“If you do not wish to be prone to anger, do not feed the habit, give it nothing which may tend to its increase.” -Epictetus*
7. *“Human beings, by changing the inner attitudes of their minds, can change the outer aspects of their lives.” -William James*
8. *“You cannot dream yourself into a character, you must hammer and forge yourself one.” -James A. Froude*
9. *“The man who has confidence in himself gains the confidence of others.” -
Hasidic Saying*
10. *“Courage is resistance to fear, mastery of fear— not absence of fear.” -Mark Twain*
11. *“To accomplish greath things, we must dream as well as act.” -Anatole France*
12. *“The enemy is anybody who’s going to get you killed, no matter which side he’s on.” -Joseph Heller*
13. *“It is hard to fight an enemy who has outposts in your head.” -Sally Kempton*
14. *“Rudeness is the weak man’s imitation of strength.” -Eric Hoffer*

HOUSE HONOR SPIRE

“Honorus Spiritus”

The concept of House Honor Spire has been circling around Mordengaard for several years. In fact the house itself has actually been in a defunct state since its creation nearly 4 years ago do this date (Dec 11, 2003). The original founders of the house were Micah Mogle, Matt Koite, Zach Shenkir, and John Castelberry. We came together and mapped out the basics of what our household would be. That was long ago and a new beginning is sweeping over this house. A written mission and a solid background will ensure the success of the house. As we face a new beginning with this household we can only look into the future to see how far it will take us. Soon we will have more to add to our history as we begin down a path that will bring nothing but honor and respect to us all.

HOUSE HONOR SPIRE
“Honorus Spiritus”
RULES AND REGULATIONS

General Rules:

- 1.GR In all things present your self well. Do not loose your temper, and conduct yourself well always knowing that your actions are a reflection of all those in the house.
- 2.GR Respect those who have earned a higher rank then you. Follow orders no matter what they are without question.
- 3.GR When wearing the colors make sure that you maintain a good overall appearance. Be well groomed and well kept.
- 4.GR Keep the lines of communication open always. If you have a problem with some, you are obligated to deal with it. If you can not deal with the problem person to person. Take it to the next rank higher of the house.
- 5.GR Rumors can destroy us. Remember to always communicate your feelings, thoughts, and concerns to the rest of the house during house meetings.
- 6.GR Remember your honor. Do not give the enemy the edge by letting him defeat you in your mind.
- 7.GR Membership dues of \$10.00 /yr that will be collected by the Lt. Commander to hold for the purchase of uniform materials, award materials, and house functions.
7.GR.A: Dues can be collected at any time but cycle around the 2 coronation events per year
- 8.GR We are more then amtgard we will meet outside of the game no less then 1 time a month as a group. These meetings are called House Gatherings.
8.GR.A: To be an active member of the house you must attend at least 6 of these through the course of a year.
8.GR.B: Special considerations will be made for those members outside of Mordengaard until such time that there may be enough house members in a area where they can meet on their own.
8.GR.C: A joint decision between the Commander and Sr. Staff Sgt can be made to alter active status depending on a situational basis.

Uniform Rules:

- 1.UR At the promotion from Cadet to Private the Cadet will be awarded his first set of uniforms 1x C-1 and 1x B-1.
- 2.UR All House members are responsible for the maintenance and care of their uniforms. If a uniform is lost or damaged the house member will be responsible for the purchase of a new one to be made.
- 3.UR These are our colors! Ensure that your uniform is properly worn and protected from those who may wish to take it from us.
- 4.UR B-1 Make sure that this uniform is kept in proper condition. This is the battle field and standard operations uniform. It is to be worn during regular functions.
- 5.UR C-1 Make sure that this uniform is kept in proper condition. Ensure that all award ribbons and other adornments are in their proper places at all times. Keep this uniform immaculate. This uniform is to be worn during any Court Function or during any House Ceremony.
- 6.UR Uniforms are not required during non amtgard functions unless specified by the Staff. 6
- 7UR While wearing the uniform ensure to pay the proper respect to those of higher rank then you.

HOUSE MEETINGS:

- 1.HM A house meeting is one where all official house business is handled and voted on.
 - 1.HM.A: House meetings can only be called to order and dismissed by either the Commander or the Sr. Staff Sgt.
 - 1.HM.B: Recommendations for promotions must be presented to the Staff before meeting in order to be considered.
 - 1.HM.C: Recommendations for awards must be presented to the Staff before meeting in order to be considered.
 - 1.HM.D: House votes can be recommended at this time.
 - 1.HM.E: This is the time to voice concerns and compliments.
 - 1.HM.F: All full members (pvt and above) present are allowed to vote.
- 2.HM A house meeting will take place the Saturday evening of an event.
 - 2.HM.A: All present members will be expected to attend the meeting
 - 2.HM.B: The Staff can call Special House meetings on a case by case business; however, no votes can be taken during a special session.
- 3.HM At house meetings the Commander or acting Commander (as per staff rank) will run the meeting. He will set the course for the meeting and will have control. Respect his/her word and do not be disrespectful to others as they speak.

HOUSE GATHERINGS:

- 1.HG A house gathering is any scheduled event that takes place outside of amtgard. This can be an impromptu trip to the movies, planned party, sewing and weapon making etc.
 - 1.HG:A House gathering will count as an gathering if 4 or more house members are there, and they actively try and contact other house members.

STAFF

- 1.S The different staff positions are directly responsible for said duties listed in the rank structure section
- 2.S These are elected positions and will be held of a term of no less then 6 months where at the end of 6 months they are able to run again.
- 3.S There is no term limit for officer positions.
- 4.S An officer who is in dereliction of duty can be removed from office during an official house meeting, by a vote of no less then 3/4 majority pending the approval of Commander or the Sr. Staff Sgt.
- 5.S An Staff officer is expected to fulfill his/her duties through their term and will be subject to demoted for failure to finish unless there are acceptable extenuating circumstances that will be decided by the remaining House Staff.
- 6.S An officer is elected into position every 6 months by winning a majority vote of all voting members.
- 7.S The officer election of Staff Sergeant, and Staff Command positions will be staggered.

CODE OF CONDUCT:

- 1.CC Be respectful to other house members as well as other people we encounter
- 2.CC Conduct yourself in a proper manner at all times.
- 3.CC Maintain a level head when confronted with conflict. Work the problem don't make it worse
- 4.CC Communicate! Do not let the sun set on you if you have a problem. If you feel some thing is wrong it is your obligation to bring it up.
- 5.CC While it is not a rule for full members, showing a level of respect to Officers and Staff by saluting is encouraged to add to the RP of the game and respect of the house.
- 6.CC Initiates and Cadets will salute all Officers and Staff.
- 7.CC Follow orders from a higher rank with out question unless orders would be publicly embarrassing, harmful, or immoral.
- 8.CC As you advance in rank do not hesitate to help those lower in rank then you. It is your duty to help them ascend the ladder.
- 9.CC Treat all members with respect they are your brothers and sisters.

PUNISHMENT AND PROMOTION:

- 1.PP Once you have obtained a certain rank you can not be demoted accept for extreme deviance.
 - 1.PP.A: Failure to complete an elected term with out adequate extenuating circumstance
 - 1.PP.B: Doing something that brings shame and hurt to the house or to yourself.
 - 1.PP.C: Continued failure in helping those below you ascend the ranks.
 - 1.PP.D: Continued failure of controlling temper or using proper respect when address ing others.
- 2.PP Only by a joint decision of the elected staff members may some one be demoted and or removed from the house.
- 3.PP It is the right of the person who is being demoted or removed from house membership to try and account for his/her actions at the next house meeting. If right is chosen then a majority house vote will determine if the punishment stands or is absolved.
- 4.PP Promotions are awarded by the Commander of the Sr. Staff Sergeant. They will take recommendations for promotions from any rank NCO and above. They will take recommendations for awards from any ranked member.

INITIATE GUIDELINES:









1. Understand that a certain level of "hazing" will be laid out on you to test your metal and resolve.
2. If hazing at any point you feel is inappropriate or is making you emotionally uncomfortable, notify the highest ranking member available.
3. You will salute Officer and Staff positions.
4. Follow the orders of any full member with out question
5. Stick in there and prove your worth and dedication. We love ya but you have to be tested.
6. Learn the Words of Wisdom
7. Learn the Rank structure and the requirements to promote.
8. Learn the House Mission.
9. Learn the Awards and their requirements

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RANK

ORGANIZATIONAL STRUCTURE

	<p><u>INITIATE:</u> This is the beginning phase of becoming a member of the house. A person can ask any officer/ staff to become an initiate. Only NCO/officers/staff can grant initiate status. This person needs to be aware of the initiate guidelines and begin to familiarize himself/herself with household structure, goals, and personnel.</p>
	<p><u>CADET:</u> This is the second phase to becoming a full member of the house. Initiate is eligible for promotion after a minimum of 3 months. Initiate is promoted on recommendation of NCO/officer or staff member. During this time the cadet should be working hardest on becoming close w/ house members and to attend as many house functions as possible. He should gain a firm knowledge of household structure, goals, and personnel.</p>
	<p><u>PRIVATE:</u> Full member of the house. Person is awarded House Colors via ceremony. Member holds 1 vote in all House votes. Is responsible for embracing the willingness to step forward and want to progress through the ranks.</p> <p><u>REQUIREMENTS:</u> Must have been Cadet for min of 3 months. Officer or staff must call a vote for the individual. The vote must pass unam in order for the cadet to be promoted to full member.</p>
	<p><u>PRIVATE FIRST CLASS:</u> Responsible for showing continued efforts to obtain a higher rank inside the house, by bettering himself/herself in life and in the game. Should be active in house activities, and working well with others in the house.</p> <p><u>REQUIREMENTS:</u> Must have been Private for min of 3 months. Must have obtained an award in any area. Must have obtained at least 2nd level in any class, or have demonstrated exceptional work in creation of any thing. Promotion is automatic, given approval by the Commander and Sr. Staff Sgt..</p>
	<p><u>CORPORAL:</u> Responsible for showing continued efforts to obtain a higher rank inside the house, by bettering himself/herself in life and in the game. Should be active in house activities, and working well with others in the house.</p> <p><u>REQUIREMENTS:</u> Must have been PFC for min of 3 months. Must have obtained at least 3 awards in any area. Must have obtained at least 5th level in any class, or have demonstrated continued exceptional work in creation of any thing. Promotion is automatic, given approval by the Commander and Sr. Staff Sgt.</p>
	<p><u>LANCE CORPORAL:</u> Responsible for showing continued efforts to obtain a higher rank inside the house, by bettering himself/herself in life and in the game. Should be active in house activities, and working well with others in the house.</p> <p><u>REQUIREMENTS:</u> Must have been Lance Corporal for min of 3 months. Must have obtained at least 4 awards in any area. Must have obtained at least 5th level in any class, or have demonstrated continued exceptional work in creation of any thing. Promotion is automatic, given approval by the Commander and Sr. Staff Sgt.</p>
	<p><u>SERGEANT:</u> First NCO rank. Subject now given NCO Privileges. Is responsible for beginning to turn around and focus closer with those ranking lower then he or she. He/she will be responsible for mentoring at least one individual in the house, or for finding and taking on a recruit.</p> <p><u>REQUIREMENTS:</u> Must have been Corporal for min of 3 months. Must have obtained at least 5 awards in any category. Must have obtained 6th level in any class, or have demonstrated continued exceptional work in creation of any thing. Must display the potential of leadership ability. Promotion on recommendation of staff or higher ranks, taken to house vote, must be a majority vote in order to promote. -SP CER-</p>
	<p><u>FIRST SERGEANT:</u> Responsible for working w/ individuals in the house to accomplish house goals and objectives. Responsible for continuing mentor process with at least one individual in the house, or for continuing in the mentoring of a new recruit.</p> <p><u>REQUIREMENTS:</u> Must have been Sergeant for min of 3 months. Must have obtained at least 7 awards in any category, or have demonstrated continued exceptional work in creation of any thing. Must have shown leadership through the mentor process of a lower ranking member. Promotion on recommendation of staff or higher ranks. Promotion is automatic following recommendation, given approval by the Commander and Sr. Staff Sgt..</p>



GUNNERY SERGEANT: Responsible for working w/ individuals in the house to accomplish house goals and objectives. Responsible for continuing mentor process with at least one or more individuals in the house, or for continuing in the mentoring of a new recruit.

REQUIREMENTS: Must have been First Sergeant for min of 3 months. Must have obtained at least 9 awards in any category, or have demonstrated continued exceptional work in creation of anything, and exceptional leadership ability in the house. Promotion on recommendation of staff or higher ranks. Promotion is automatic following recommendation, given approval by the Commander and Sr. Staff Sgt.



WARRANT OFFICER: Responsible for working with many individuals within the household to help them better themselves and move up the ranks. Must show excellent leadership ability in all things. Will be given command of a squad if available (5 people with in the house he/she is directly responsible for on field, and off). This is the lowest rank one may hold and have an active unit outside of Mordengaard. Vote is worth 2 in all house votes.

REQUIREMENTS: Must have been Gunny Sgt for a min of 3 months. Must have obtained 10th order in any area, or have show exceptional continued success while leading the house in all areas. Promotion based on recommendation by staff or higher ranks. House vote, need majority in order to promote. -SP CER-



LIEUTENANT: First Officer Position. Granted Officer Privileges. Granted Command of Troop if available (10 people with in the house he/she is directly responsible for on field, and off.) Responsible for helping the house grow in strength and in reputation. Must be an outstanding example of the house to all that see him/her. Must actively help those lower in rank then he/she to progress and climb the ladder.

REQUIREMENTS: Must have been Warrant Officer for a min of 3 months. Must have obtained class master hood or award master hood. Must have shown continued exceptional leadership ability in the house during NCO phase. Recommendation by staff or higher, unam vote needed to promote, approval Commander & Sr. Sgt. -SP-



CAPTAIN: Granted command of Platoon if available (15 people with in the house he/she is directly responsible for on field, and off.) Responsible for making sure the house has a solid foundation w/ strong members and be responsible to encourage and help those in the house who may be struggling. Makes sure that communications are upheld and there is no lacking in communications.

REQUIREMENTS: Must have been a Lieutenant for a min of 3 months. Must have obtained at least 2 master hoods in any combination. Must show exceptional leadership ability within the house. Must have held at least one house office. Recommendation by staff of higher needed for a majority vote to promote. -SP-



MAJOR: Granted command of a Regiment if available (20 people with in the house he/she is directly responsible for on field and off, if two positions exist can split brigade command.) Responsible for continued work inside the house encouraging others and being an active leader and mentor to others in the house.







REQUIREMENTS: Must have been Captain for a min of 3 months. Must be an active member inside the house. Must show continued exceptional leadership ability within the house. Must have held at least 4 productive terms in house office. Must have held at least one Kingdom level position. Promotion on recommendation by staff or higher rank needed for a majority vote in order to promote. -SP-



COLONEL: This is the shining example of what it means to be a member of the house. He/she acts as a leader in the house and will take the place of any staff member that falls behind. This person is the heart of amtgard as well as the heart of the house. His/her dedication and faith to work hard to ascend the ranks has been tried and true. He/She is now reached the Pinnacle level and should be a continued example of the fine person he has become and the great leader he/she encompasses.

REQUIREMENTS: Must have been a Major for a min of 3 months. Must have obtained Knighthood. Must be Must have held at least 8 productive terms in house office. Must have served the Kingdom in at least two productive office positions. Promotion by recommendation of staff only. House vote with a unanimous decision. -V SP-

HOUSE HONOR SPIRE
“Honorus Spiritus”
STAFF/COMMAND RANKS

	<p><u>Sr. STAFF SERGEANT:</u> House Field Sgt. In charge of maintaining and obtaining house Armory, Weaponry, and Library. Is third in charge on Field and A&S. Will help in A&S in any way possible, and will develop new ideas and technology for use in the house. Will also be in charge of storing house A&S supplies, will keep and obtain house clothing and rank sleeves as well as awards. Will serve 12 month term, elected by vote of House, no term limit. Will assist Sr. Staff Sergeant. On Yellow Background</p>
	<p><u>Lt. STAFF SERGEANT:</u> House Command Sgt. In charge of arranging House Fighting Practice and House Training manual. Will distribute to appropriate people. Will be second in charge on the field and in A&S. Responsible for increasing rules awareness, and fighting efficiency. Will aid people in A&S when can or will find some one to help. Will serve 12 month term, elected by vote of House, no term limit. Will assist Sr. Staff Sergeant. On Yellow Background</p>
	<p><u>STAFF SERGEANT:</u> House Sgt. At Arms. In charge of all field and A&S operations for the house for 12 months. Needs to be energetic, and full of ideas. Needs to drive the house forward on the field and in A&S. When on the field, is overall field commander, and will issue all orders. When at A&S is responsible to see that we are represented. Is responsible for arranging House Camp and Security. On Yellow Background</p>
	<p><u>SR. COMMANDER:</u> House Resource Officer. Two of these positions can exist at one time to share responsibilities. Is responsible for finding new recruits and making sure they are trained by the correct people. Also responsible for creating, or helping create house clothing, ranks symbols, and other apparel. Will work Jr. Staff Sgt. And obtain and store these items. Is elected by Kingdom calendar, will serve 12 months, no term limit. Must be voted in by House vote every 12 months. On Red Background</p>
	<p><u>LT. COMMANDER:</u> House Secretary/Treasurer Officer. Responsible for all secretarial and Financial responsibilities of the house. Will keep minutes at meetings and will help build informative and marketing materials. Will help keep the face of the house clean. Will work with Jr. Staff Sgt. To keep all records. Will help obtain books and other useful fighting and A&S materials. Is elected between all other officer elections. Will serve 12 month term, no limit of number of terms. Must be voted in by House vote every 12 months. On Red Background</p>
	<p><u>COMMANDER:</u> House President. Responsible for all activities of the house. Responsible for setting house meeting schedule, social events, and house amtgard events. Responsible for over all promotion of house to the Kingdom, as well as POC for the house. Will serve a 12 month term, no limit of number of terms. Must be voted in by House vote every 12 months. Responsible for overall health of the House. On Red Background.</p>

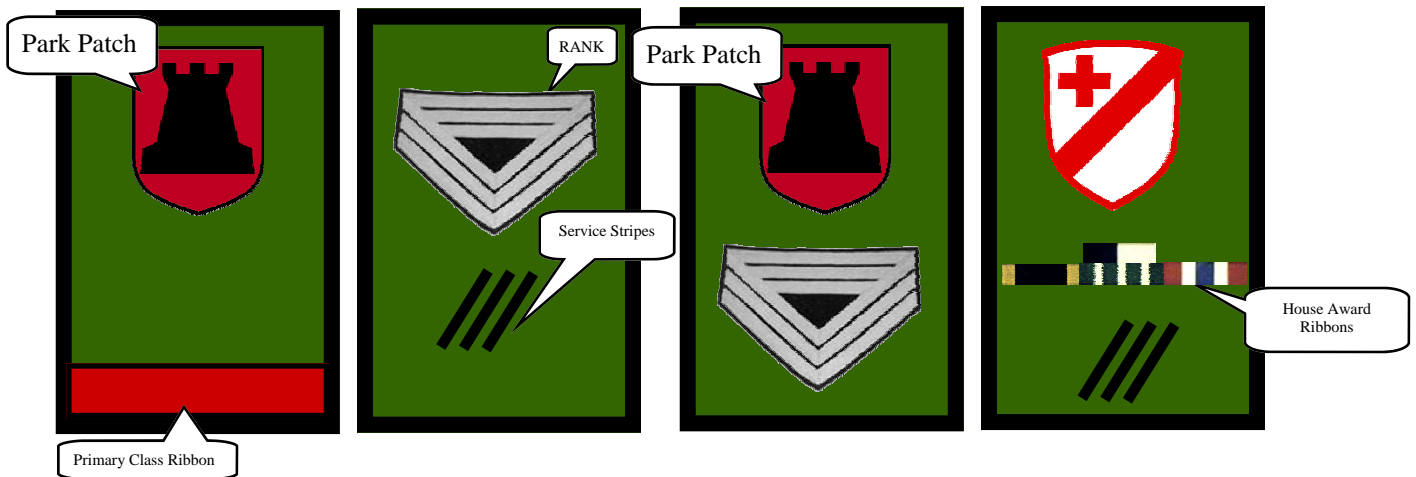
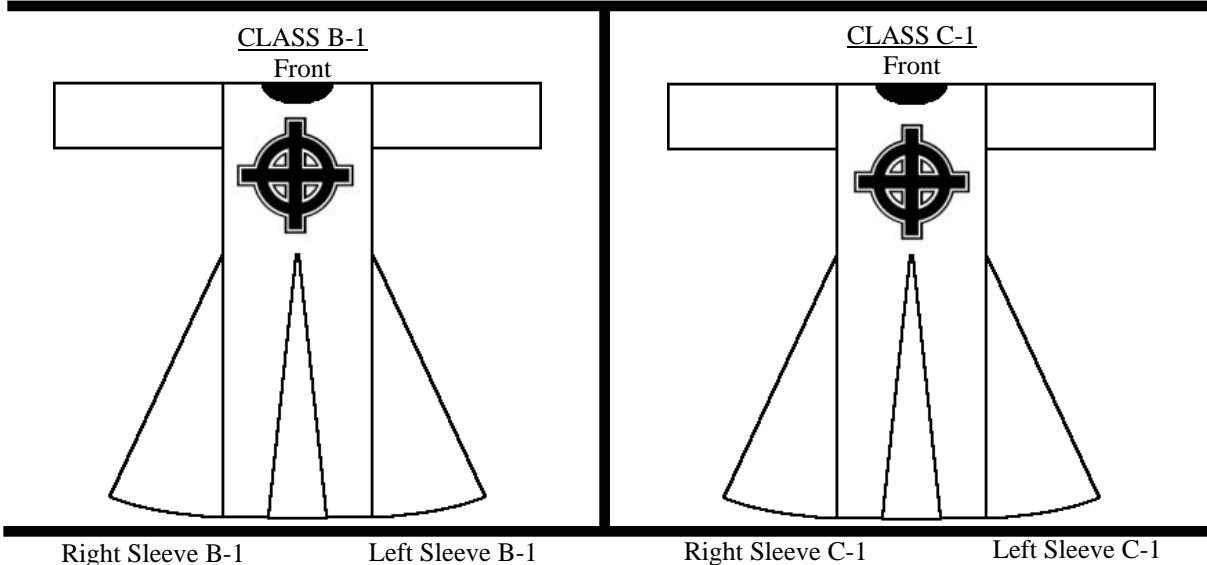
HOUSE HONOR SPIRE

“Honorus Spiritus”

UNIFORM CODE

The uniform or “colors” of a member of the house of Honor Spire are what separate him/her from all others. When people see the colors on the battlefield or in court they will be already know something about the person behind them. For this reason it is imperative that we always look our best when displaying our colors. Our uniform tells a story about our accomplishments as individuals and boasts our accomplishments as a House. Each full member of the house will be provided w/ 2 uniforms. One for battlefield and standard operations, and one for court and ceremony operations. They are hereby titled B-1 for battlefield dress and C-1 for Ceremonial Dress. Below are examples of the two types of dress along w/ an example of the belt favors provide for initiates and Correspondents. (Both uniforms are tunics as drawing may be crude)

Other uniform awards and appearal will be listed in the awards section along with their uniform locations.





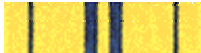





HOUSE HONOR SPIRE

"Honorus Spiritus"

AWARDS


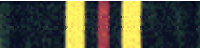


Any pvt or higher may make award recommendations to the Commander at any time.

	<p style="text-align: center;"><u>Three Year Service Ribbon</u> <u>1</u></p> <p>Awarded after the completion of 3 consecutive active years of participation in the house. Given first service stripe.</p>
	<p style="text-align: center;"><u>Six Year Service Ribbon</u> <u>2</u></p> <p>Awarded after the completion of 6 consecutive active years of participation in the house. Given Second service stripe.</p>
	<p style="text-align: center;"><u>Nine Year Service Ribbon</u> <u>3</u></p> <p>Awarded after the completion of 9 consecutive active years of participation in the house. Given Third service stripe.</p>
	<p style="text-align: center;"><u>Twelve Year Service Ribbon</u> <u>4</u></p> <p>Awarded after the completion of 12 consecutive active years of participation in the house. Also given a 4th service stripe.</p>
	<p style="text-align: center;"><u>Master Staff Ribbon</u> <u>5</u></p> <p>Awarded after the successful completion of a term of office leadership in the house at any of the Staff Sgt positions. Must be approved by the incoming staff.</p>
	<p style="text-align: center;"><u>Master Command Ribbon</u> <u>6</u></p> <p>Awarded after the successful completion of a term of office leadership in the house at any of the Command Staff positions. Must be approved by the incoming staff.</p>
	<p style="text-align: center;"><u>Master Class Ribbon</u> <u>7</u></p> <p>Awarded for obtaining a class master hood but may also be awarded to those who excel at their class every game. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>Master Award Ribbon</u> <u>8</u></p> <p>Awarded for obtaining an award based master hood but may also be awarded to those who show exceptional skill and aptitude at any one of those awards. Must be approved by current staff</p>

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AWARDS

	<p style="text-align: center;"><u>Leadership Ribbon</u> <u>9</u></p> <p>Awarded to an individual who has shown extraordinary leadership skills inside the house. May also be awarded to those whom have completed 3 or more successful terms at any staff position. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>Proven Mentor Ribbon</u> <u>10</u></p> <p>Awarded to an individual whom has brought in and trained 3 or more new members into the house. Individual must also prove an approachable and avid teacher in all things. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>Honor Ribbon</u> <u>11</u></p> <p>Awarded for extraordinary Honor in all things on and off the battlefield. Helping others and being polite in all situations. Master Griffon also is qualified for this award. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>Respect/Reputation Ribbon</u> <u>12</u></p> <p>Awarded for bringing continued respect and reputation to the house. Carry yourself well and maintain a good reputation and it will reflect on your house. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>The Shinning Star</u> <u>13</u></p> <p>Awarded for being an outstanding member of the house. In all things this person reflects what it is to be a member of House Honor Spire. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>The Mask</u> <u>14</u></p> <p>Awarded for outstanding continued effort in role play. This person should have one or several personas that he excels at and tries to make the game more fun and interesting no matter what may be happening. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>Spirit of the Warrior</u> <u>15</u></p> <p>Awarded for outstanding combat and battle field presence while maintaining the spirit of the house. Master Warrior also qualified for this award. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>Spirit of the Artisan</u> <u>16</u></p> <p>Awarded for outstanding continued display of artisan skill rather through the creation of garb or other. Master Owl, Garber, etc qualified for this award. Must be approved by current staff.</p>

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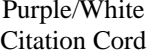




AWARDS

	<p style="text-align: center;"><u>Spirit of the Blind Lady</u> <u>17</u></p> <p>Awarded for outstanding leadership and proven abilities w/ dealing with Kingdome politics. This includes planning and scheduling events, and being a strong member of the house. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>The Iron Cross</u> <u>18</u></p> <p>Awarded for extreme display of bravery, perseverance, or overall stick to it ness. Maintains a good attitude and tries to work through problems rather than letting the problems take him/her down. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>Fist of the House—19</u></p> <p>Awarded to person who displays a high dedication to the house in all things. Represents the house in all things dealing with the game. Goes out of his/her way to make things right and goes out of his her way to help other house members. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>Heart of the House – 20</u></p> <p>Awarded to person who encompasses all that it is to be a member of the house. He/she lives the dream in and out of the game. He/she represents the house well and will do what ever it takes to see it survive and thrive and for those people in it to do the same. Must be approved by current staff.</p>
	<p style="text-align: center;"><u>Private Rank Ribbon – 21</u></p> <p>Rank Ribbon Awarded on Promotion from Cadet to Private.</p>
	<p style="text-align: center;"><u>Corporal Rank Ribbon—22</u></p> <p>Rank Ribbon Awarded on Promotion to Corporal from Private ranks</p>
	<p style="text-align: center;"><u>NCO Rank Ribbon - 23</u></p> <p>Rank Ribbon Awarded on Promotion to NCO from Corporal ranks.</p>
	<p style="text-align: center;"><u>Officer Rank Ribbon— 24</u></p> <p>Rank Ribbon Awarded on Promotion to Officer from NCO ranks.</p>

HOUSE HONOR SPIRE
“Honorus Spiritus”
Shoulder Cords and Misc Awards.

Gold Shoulder Braid	<p><u>Command Braid</u></p> <p>Awarded at the election of an individual to a Command Staff position. Braid is worn during term of office on the left should under the arm of the individual, unless green or black braid worn in which case this braid is worn on the outside of the arm attached at the shoulder. This is for C-1 Dress Uniform only.</p>
Silver Shoulder Braid	<p><u>Staff Braid</u></p> <p>Awarded at the election of an individual to a Support Staff position. Braid is worn during term of office on the left should under the arm of the individual, unless green or black braid worn in which case this braid is worn on the outside of the arm attached at the shoulder. This is for C-1 Dress Uniform only.</p>
Black Shoulder Braid	<p><u>NCO Braid</u></p> <p>Awarded at the promotion of an individual to an NCO rank. Braid is worn on left shoulder, under the arm of the individual. This is for C-1 Dress Uniform only.</p>
Black/Green Citation Cord	<p><u>Officer Braid</u></p> <p>Awarded at the promotion of an individual to an Officer rank. Braid is worn on left shoulder, under the arm of the individual. Braid is worn w/ Black braid from pervious NCO award. This is for C-1 Dress Uniform only.</p>
Yellow/Black Citation Cord	<p><u>Founder Citation Cord</u></p> <p>Founding members not assigned to an active Squad are allowed to wear this Citation Cord on the right shoulder.</p>
Maroon/White Citation Cord	<p><u>Drill Squad Citation Cord</u></p> <p>All members of a Drill Squad are allowed to wear this Citation Cord on their right Shoulder.</p>
Blue/White Citation Cord	<p><u>Arts and Sciences Squad Members</u></p> <p>Are permitted to wear a Blue/White citation cord on their right shoulder.</p>
Red/White Citation Cord	<p><u>Warrior/Field Squad Members</u></p> <p>Are permitted to wear a Red/White citation cord on their right shoulder.</p>

HOUSE HONOR SPIRE
“Honorus Spiritus”
Shoulder Cords and Misc Awards.

	<p style="text-align: center;"><u>Support Squad Members</u></p> <p>Are permitted to wear a Purple/White citation cord on their right shoulder.</p>
	<p style="text-align: center;"><u>Command Squad Members</u></p> <p>All current elected Staff Officers as well as those individuals seeking election next term are permitted to wear a Yellow award ribbon on their left collar. Once an Individual has earned officer rank they may also wear this identifier along with a gold star in the middle of it.</p>
	<p style="text-align: center;"><u>OIC (Office in Charge)</u></p> <p>This is an honorary position elected from the ranks of the Officers to act as the voice of all officers. This person is responsible for coordinating the overall efforts of all officers as well as report up the ladder to elected officials.</p>
	<p style="text-align: center;"><u>Sergeant Major</u></p> <p>This is an honorary position elected from the ranks of the Sergeants to act as the voice of all Sergeants. This person is responsible for the coordination of all Sergeant activities as well as reporting up the ladder to officer or elected officers</p>
	<p style="text-align: center;"><u>Cadet Guide On</u></p> <p>This is an honorary title bestowed on the Cadet or Initiate who displays extraordinary performance while in that role. This title is can be bestowed or removed at any time by any NCO. It is the responsibility of the Guide on to coordinate the efforts of all Initiates and Cadets. In block formation they will be the Flag Bearer for the Regiment</p>

HOUSE HONOR SPIRE

“Honorus Spiritus”

Squad Structure

To be united and focused as a group of individuals it is important that we each focus on an aspect of the game that can help us grow. Squads provide us with the opportunity to focus as a group of friends on something that we as individuals want to get better at. The purpose of a squad is to promote motivation and activity in a certain aspect of the game. This does not exclude you from taking part in other aspects but does focus you on a particular one. The number of active squads in the house/fighting co will also determine what rank promotions are available.

There are two types of Squads, Primary Squads, and Honorary Squads. A member must choose one Primary Squad after promotion from cadet. Cadets should be petitioning a squad for entry upon promotion or can form their own squad if there are enough of them. A member may hold membership in both a primary squad and an honorary squad.

A primary squad is one that focuses on a mainstream subject of the game of amtgard. They are as follows: Arts & Sciences, Warrior/Fighter, and Support/Service. Recommendations for other primary squads can be made during a house meeting or brought up to the appropriate officer for consideration.

A Honorary squad is one that focuses a special function or consideration. These squads are bonus squads that add to the flavor of the game and the house. They are as follows: Drill, Command, and Founder. Recommendations for other Honorary Squads can be made during a house meeting or brought up to the appropriate officer for consideration.

A squad is commanded by a Sergeant, who is responsible for the motivation, activity, and responsibility of the squad. He/she is responsible for making sure that the squad stays focused and helps to instill pride in their squad. He will be responsible for answering to the officer in charge over his squads as for activity reports and planned activities as a squad.

Squads are designated with a designation number on their creation. A designation number looks as follows: 1D1. The first Digit is what number squad of that type has been created in that park. The Letter signifies the type of Squad, and the last digit is the Number Identifier for the park the squad resides in.

Each squad is encouraged to come up with their own “nickname” to enhance pride in the squads. Remember we are one big house however and no in fighting other than healthy competition will be tolerated. Squads are also encouraged to create their own or commission a banner that must be in house colors with the house device and squad designation number, other decorations can be added as long as it is cleared through the appropriate officer.

On the next page is a detailed explanation of the Squads:

HOUSE HONOR SPIRE

“Honorus Spiritus”

Squad Structure cont.

Primary:

1. A&S (Designation A): Squads dedicated to this group are focused in the areas of Arts and Sciences in the game of amtgard. They should be motivated towards creating new items or improving their skills as individuals in this area. They wear a blue/white shoulder cord on their right shoulder.

2. Support/Service (Designation S): Squads dedicated to this group are focused in the areas of Support and Service for the house and amtgard. Members of these squads can range from local park officials, to people that want to do what ever it takes to help the house out in service and dedication. Members of these squads will help to promote the house to others as well as take on service projects to help the house grow. Member of these squads wear a Purple/White shoulder cord on their right shoulder.

3. Warrior/Fighter (Designation W): Squads dedicated to this group work as a team to fight on the field as well as to hone their individual skills as fighters. They work on the basics and forms of fighting to improve themselves and to teach others what they learn. A solid fighting Unit. Member of these squads wear a Red/White shoulder cord on their right shoulder.

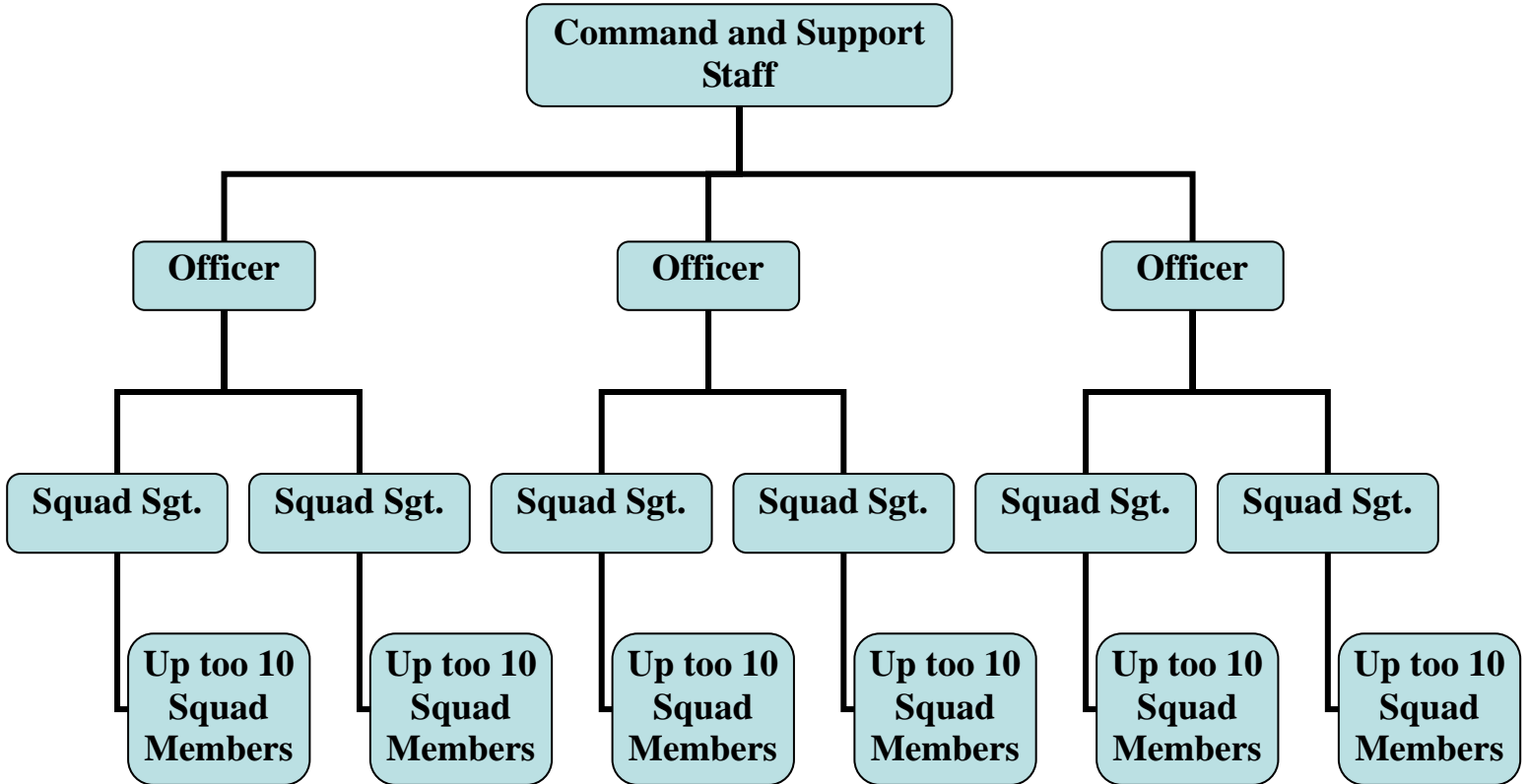
Honorary:

1. Command: This honorary Squad is comprised of all current elected staff members as well as any promoted and active officers. Members wishing to run for elected officer positions in the next term can also join this squad so that they can be seen and watched as being potential leaders for next term. All members of the Command squad will be issued a special award ribbon (see awards section). No Sergeant duty.

2. Founder: This honorary Squad is comprised of all founding members of the house since its reconstruction. All members voted in previous to 4/19/04 are given assignment to this squad and are awarded a special award ribbon (see awards section). They can also choose to retire to this squad if they wish and still maintain their membership in the house. The founder may also wear a yellow/black shoulder cord on the right shoulder. No Sergeant duty.

3. Drill: This honorary Squad is comprised of all willing members of the house that are interested in performing military ceremonial drill. There will be a required events and uniform requirements to participate. They are awarded a special award ribbon upon being accepted into the squad and passing the basic fundamentals of marching. They also are given the maroon/white shoulder cord to wear on the right shoulder. To join the Drill squad, please declare you intentions to the current drill squad Sergeant. Requires a Sergeant.

HOUSE HONOR SPIRE
"Honorus Spiritus"
Honor Spire Structure Example



HOUSE HONOR SPIRE
"Honorus Spiritus"
RANK PRIVILEGES

INITIATE AND CADET RIGHTS AND PRIVALAGES:

1. Has the right to attend and speak during house meetings. But must leave with out hesitation when asked.
2. Has no vote in house meetings.
3. Has the Privilege of wearing the Honor Spire Belt Favor and calling himself/herself Initiate or Cadet.

GENERAL MEMBER RIGHTS AND PRIVALAGES:

1. Has the right as a full member of the house.
2. Has the privilege to wear the colors of the house.
3. May make recommendations for awards.
4. Has 1 vote in house meetings
5. Has full ability to speak in the house.
6. May issue orders to lower ranks and initiate/cadets. (misuse will subject you to demotion)

NCO MEMBER RIGHTS AND PRIVALAGES:

1. Has the right to recommend new members for house vote.
2. Has the privilege to wear the delta and first braid
3. May make recommendation for awards.
4. Has 2 votes in house meetings
5. Has full ability to speak in the house.
6. May issue order to lower ranks and initiate/cadets. (misuse will subject you to demotion)
7. Will be put in Command of a Squad.

OFFICER MEMBER RIGHTS AND PRIVALAGES:

1. Has the right to recommend new members for house vote.
2. Has the privilege to wear the officer rank and add second braid
3. May make recommendation for awards.
4. Has 3 votes in house meetings
5. Has full ability to speak in the house.
6. May issue order to lower ranks and initiate/cadets. (misuse will subject you to demotion)
7. Will be put in Command of 2-4 Squads.

STAFF MEMBER RIGHTS AND PRIVALAGES:

1. Staff can not vote. They can only vote in case of tie.
2. Leads the house in all things
3. Is higher rank then any other house rank.
4. Ability to confirm deny promotion and awards
5. Runs Ceremonies
6. Conducts all house business
7. Sets schedule and makes sure the rules are enforced and followed.
8. Word is law. In all things the staff, once agreed together, may set temporary changes to rules or other. These changes must be ratified at the next official meeting by a majority

HOUSE HONOR SPIRE
“Honorus Spiritus”
AWARD AND PROMOTION CEREMONIES

STANDARD PROMOTION CEREMONY

1. This is the promotion ceremony for all standard rank promotions unless specified special promotion under the rank structure section.
2. Special rank promotion ceremonies will be listed below.
3. Promotie will not be made aware of promotion before hand
4. All members will rise and form a large circle around the Staff , Officers, and promotie.
5. Commander or Sr. Sergeant will present the promotie w/ the new piece for rank and will say why he/she is being promoted.
6. As loud as possible the house will Hazaa after promotion.

AWARD CEREMONY

1. This is the ceremony that will be used for all presentations of House Awards.
2. All Full member ranks will form a circle around the NCO, Officer, and Staff.
3. NCO and Officers will form a gauntlet line following up to Staff.
4. Commander or Sr. Sergeant will call forward the individual receiving the award.
5. After the award is pinned on by either the Commander, Sr. Sergeant or the individuals mentor, every one in the house will either say aye or will speak why they think the individual deserved the award.
6. Once every one has had their peace as loud as possible house will Hazaa award.

INITIATE TO CADET:

1. Done as part of normal business during House meeting.
2. Is called before the house and given the next belt favor.

CADET TO PRIVATE (COLORS CEREMONY, this is done after a vote is accepted on the individual during a members only house meeting):

1. This is by far one of the most important ceremonies there is.
2. All Full member ranks will form a circle around the NCO, Officer, and Staff
3. NCO and Officers will form a gauntlet line following up to Staff. Standing at attention with a saber salute as they pass by them
4. Commander or Sr. Sergeant will call forward the individual who is being promoted.
5. Commander, Sr. Sergeant or Mentor will present the Cadet with his Uniforms, and dress him/her in the C-1 Uniform.
6. Commander or Sr. Sergeant will call for a final vote on the cadet. Each member will go around from highest rank to lowest and state either aye or neigh.
7. If vote stand (which it should) then the Cadet is officially promoted to private. He must then talk to every single member present and either receive a grats, a drink, or a lick.

SPECIAL NCO and OFFICER PROMOTION:

1. All Full member ranks will form a circle around the NCO, Officer, and Staff
2. NCO and Officers will form a gauntlet line following up to Staff. Standing at attention with a saber arch drawn.
3. Commander or Sr. Sergeant will call forward the individual who is being promoted.
4. Commander, Sr. Sergeant or Mentor will present promotie with the article of promotion.
5. Commander or Sr. Sergeant will call for a final vote on the NCO or Officer. Each member will go around from highest rank to lowest and state either aye or neigh. If vote stand (which it should) then the NCO or Officer is officially promoted.
6. All officers are also awarded a saber if they do not already have one.
7. He/she must then talk to every single member present and either receive a grats, a drink, or a lick.

SPECIAL COLONEL PROMOTION CEREMONY

1. This ceremony is special and should be made so because the individual has reached the highest rank possible in the house
2. All Full member ranks will form a circle around the NCO, Officer, and Staff
3. NCO and Officers will form a gauntlet line following up to Staff. Standing at attention with a saber arch drawn.
4. Commander or Sr. Sergeant will call forward the individual who is being promoted.
5. Commander, Sr. Sergeant or Mentor will present promotie with the article of promotion.
6. Commander or Sr. Sergeant will call for a final vote on the NCO or Officer. Each member will go around from highest rank to lowest and state either aye or neigh. If vote stand (which it should) then the NCO or Officer is officially promoted.
7. At that point every member will filter by him/her from highest rank to lowest and present the promotie with a gift. Gift must be in good nature and proper for such an occasion.
8. He/she must then talk to every single member present and either receive a grats, a drink, or a lick.

STAFF PROMOTION CEREMONY

1. This ceremony is to symbolize the passing of duties from the old officer to the new, and is only done if there is a change in officer positions
2. At the end of the meeting the leaving staff can say a going away speech.
3. The leaving officer will then call for all to come to attention.
4. He/she will then call forward the incoming officer.
5. He/she will then remove the Staff braid from his/her uniform and apply it to the next officers uniform.
6. He/she will salute the incoming Staff Officer and then take a seat with the rest of the house
7. The new Officer then can adjourn the meeting or continue on with business.
8. IF there are more then one positions being replaced in this matter then they will stager from lowest to highest rank and will end with either the Commander or Sr. Staff Sergeant.