

Fantasy and Legends Organization By-Laws

Revised: April 20, 2013

A. Everyone

FALO is a social group for creative expression in a medieval fantasy environment, and these guidelines have been established to help participants achieve that objective in a manner that is respectful and supportive of others. The elders may revise or make exceptions to these guidelines as they deem necessary to uphold the ideals of FALO.

1. **The Golden Rule:** Respect everyone and everything. If you aren't sure what constitutes respectful behavior, ask a stoneholder or the gather host.
 - a. If it's not yours, ask before using it.
 - b. If you break something, tell the event host or the stoneholder who invited you.
 - c. Weapons are to be handled with care and are not to be used in an unsafe or threatening manner. The use of practice weapons is at the discretion of the host and Elders.
 - d. Smoking is not permitted indoors at FALO events. Smoking elsewhere on the premises is at the discretion of the host.
 - e. Trash (including cigarette butts) is not to be left on the grounds of any site used by FALO.
 - f. Illegal drug use and excessive alcohol consumption are not permitted at FALO events.
 - g. All local laws where an event is held are to be obeyed.
2. **Attire and Atmosphere:** Anyone attending in-character gathers must portray characters appropriate to a medieval-fantasy setting and dress in medieval-fantasy attire. Gunpowder era and later equipment is not FALO-appropriate. Modern equivalents of fantasy weapons (e.g. compound bows, aluminum arrows, etc.) are not permitted.
3. **Characterization:** Full fey characters are expected to exhibit some kind of manifestation (e.g. ears, wings, etc.) appropriate to such a being. Human characters must be fey friendly and are expected to have a profession that allows them to contribute to the fantasy setting. Evil, undead, and unportrayable characters (e.g. mythological creatures such as dragons who always seem to be in human form because it is easier to roleplay) are not permitted.
4. **Roleplaying:** Respect both roleplays and character abilities. When participating in a roleplay, be considerate of the efforts of those who created the scenario. When setting up roleplays, be considerate of other characters' abilities and don't expect anyone to sit idle when their character would react. Don't assume that anyone's ability is greater than anyone else's, nor expect a character to fail at something they are skilled at without a good reason. Be creative in balancing the needs of a story line, the atmosphere of the roleplay and the credibility of character abilities - and be prepared for things to turn out a little differently than planned.

5. **Event Attendance:** Only stoneholders, stoneholder significant others and children, and Moonstone Holder guests may attend FALO functions unless otherwise specified.
6. **Event Hosting:** Only stoneholders may host official FALO events.
7. **Event Fees:** Event fees will be established prior to each event and all attendees (except hosts) must pay the fee to attend. Guests are to pay the stoneholder who invited them. Stoneholders are to pay the treasurer or the treasurer's representative. Hosts will be reimbursed for expenses by the treasurer or the treasurer's representative. Hosts may be designated as the treasurer's representative.

B. Welcomestone Holders (All Stoneholders)

1. **Selection:** Stoneholders will be selected by the Elders. In order to be considered for membership, prospective stoneholders must meet the following minimum requirements:
 - a. Be at least 18 years of age
 - b. Select a single persona to portray as their primary character
 - c. Have a written character summary approved by the elders
 - d. Have the support of at least five active Moonstone Holders

FALO looks for individuals who show a commitment to FALO by adding to the fantasy atmosphere and participating in a creative manner at events. Ideally, a prospective stoneholder will have attended at least five gathers, including one Springfest.

2. **Dues:** Stoneholders must pay dues annually by the date established by the Elders.
3. **Event Attendance:** Welcomestone Holders are welcome at any FALO event, as long as their dues are current. If an event has an attendance cap, stoneholders are welcome on a first-come, first-serve RSVP basis.
4. **Guests:** Welcomestone Holders may invite only significant others and their children to FALO events.
5. **Cup Passing:** At the passing of the cup, stoneholders must acknowledge their primary character.
6. **Revocation of Membership & Disciplinary Action:** Membership may be revoked by a unanimous vote of the Elders. Other disciplinary actions may be imposed by a majority Elder vote.

C. Moonstone Holders

1. **Selection:** Moonstone Holders are Welcomestone Holders who have been granted additional privileges for service to the clan. Moonstones are presented to Welcomestone Holders by the Elders for furthering the goals of the group through event preparation, artistic contribution, or other supportive activities and services.
2. **Guests:** Moonstone Holders may each invite guests to FALO events within the parameters specified for each event.
3. **Voting:** Moonstone Holders may vote when called upon by the Elders to do so.
4. **Inactive Status:** Moonstone Holders must attend at least two gathers as their primary character within a twelve-month period to be considered "active." Inactive Moonstone Holders lose any privileges beyond those of Welcomestone Holder until they return to active status by attending two gathers within a twelve-month period. Inactive Moonstone Holders must still keep their dues current in order to maintain stoneholder status.

D. Elders

1. **Selection:** New Elders are chosen from among active Moonstone Holders by unanimous approval of the existing Elders.
2. **Minimum Council:** The minimum number of Elders shall be three.
3. **Duties:** The minimum offices to be held by Elders include treasurer and scribe. Elders are responsible for performing or delegating all administrative duties, maintaining a safe environment, and bestowing welcomestones and moonstones.
4. **Inactive Status:** Elders who become inactive Moonstone Holders relinquish voting privileges until they become active again.
5. **Dismissal:** Elders may be dismissed from the council by a two-thirds vote of the existing Elders. Dismissed elders retain Moonstone Holder standing.