

Laws of Pahmoten

Updated July 21st, 2008

All laws written below are in addition to any requirements set down by Dagorhir Battle Games Association, Inc.

Pahmoten Dagorhir Mission Statement

To improve the game of Dagorhir by adding to her ranks fighters and non-combatants that possess quality of character and honor.

I. Membership Requirements

A member of the Fellowship may be either a chapter or a single Dagorhirrim. Individuals may either be adopted by a Pahmoten chapter or by the Fellowship itself, calling themselves “Loyal of Pahmoten.” Active loyals are considered active members in regards to voting rights and trials as referenced in the Laws. Requirements for active status are as follows:

1. A persona originating in the world of Pahmoten, or currently resides in Pahmoten according to backstory;
2. Devote six (6) hours per month to nearby practices, combat training, or in service to the Fellowship, local chapter/unit, or Dagorhir as a whole;
3. Keep in touch frequently with their sponsoring chapter or Fellowship members;
4. Own a set of garb that meets minimum standards;
5. Agree to follow Pahmoten laws, in addition the chapter’s (should they have one), and honors all allegiances, alliances, and declarations of war.

A chapter of the Fellowship must meet all of the following:

1. A chapter coat of arms/symbol containing one of:
 - the colors yellow, red, spring, dark green, or black;
 - a sun;
 - three horizontal fields;
 - or tassels.
2. A set of rules for the chapter, included in which must be some provision to distinguish active members.
3. Have at least three (3) active members.
4. Possess a backstory from the world of Pahmoten¹.
5. Agree to actively ensure their status as a Dagorhir chapter.

¹ As Pahmoten is not fully formed yet, devise a chapter concept, contact Rebecca Glon, and she will provide you with ideas.

Any chapter not believed to be in accordance with the requirements will have their status reviewed by the Second. If failing to meet all standards, the chapter will have one quarter to meet those missed during review. If failing to meet them after the given quarter, appropriate actions will be decided on by the council.

II. Council

Members

Leader

- run and keep order at all council meetings.
- coordinate the best dates and times for council meetings with the other members.
- create an agenda for council meetings to be distributed to all members on or before each meeting.
- act as Master of Ceremonies for awarding advancement and honors.
- not submit votes to be counted unless a tie calls for them.
- act as Historian of Pahmoten, keeping track of milestones, noting chapter additions, and changes in mission or leadership.
- be a signer on the Fellowship account.

Second

- conduct reviews of Pahmoten chapters twice per year.
- report number of active members after chapter reviews.
- run and keep order at council meetings in the Leader's absence.
- be responsible for tallying votes in an honest and impartial manner.
- coordinate caravan details (drivers, cars, meeting times & locations, etc.) for events attended by Pahmoten.
- will create duty rosters at events to evenly distribute tasks that keep the Pahmoten camp functioning and in order.

Ambassador

- check the Fellowship email address once a week for business regarding Pahmoten and distribute emails to appropriate fellowship members.
- handle all public relations between Pahmoten and Dagorhir realms or other entities.
- keep a list of alliances, allegiances, and declarations of war, any changes in which to be reported at the council meetings.
- conduct business in a responsible and courteous manner beyond roleplay.
- run and keep order at council meetings in the absence of the Second.

Moneychanger

- keep an accurate account of fellowship funds.
- be a signer on the Fellowship account.
- report on all cash inflow and outflow at council meetings.
- process all requests for spending and present them at council.
- responsible for the financial part of registration for events attended by Pahmoten.

Scribe

- take notes for all council meetings, both quarterly and unscheduled.
- distribute organized notes from council meetings to council members within two (2) weeks of meetings.
- assist in chapter reviews and keep an updated list of fellowship members, both active and inactive.
- be responsible for the paperwork side of registration for events attended by Pahmoten.

Quartermaster

- keep an accurate inventory of fellowship equipment, including location, size, condition, and quantity.
- report at council meetings any change in location/possession, quality, and quantity.
- assign places for equipment storage in the event of volunteer shortage.
- be responsible for organizing members to pack gear in cars for Pahmoten attended events.
- process all requests related to equipment and present them at council.

Voice of (respective chapter)

- bring opinions from chapter members on pending legislature and requests to council meetings.
- see that council meeting proceedings are reported accurately and quickly to the rest of the chapter.

All members

- have voting rights within council.
- may propose changes to the laws, or financial or equipment requests on behalf of a chapter or the fellowship.

Meetings

Council will meet every three (3) months, in March, June, September, and December.

Members are expected to attend all meetings except June, which will be at Ragnarok and only mandatory for those attending the event. The Leader will do his/her best to arrange for the other three meetings to be online and in agreement with as many personal schedules as possible.

Council approval is defined a majority anonymous vote, with the Leader's votes kept in reserve unless a tie results. Approval is required for all changes in fellowship policy. Where a majority consensus is felt, the Second may ask for a simple Yea or Nay vote.

Elections

Council members (including officers) may be any member of Pahmoten who has been active for at least three (3) consecutive months in the year prior to elections. They must also remain active members during their term.

Voices are chosen by their respective chapters in whatever way they see fit. Council officers do not count toward the limit of 2 Voices per chapter. Voices serve one year starting from between November 1st and December 1st, whenever is convenient for the chapter.

Officers are nominated at the December quarterly meeting. Any council member or officer may nominate a candidate. All nominations must be seconded and accepted in order for a nominee to run. Self-nominations are prohibited.

Officer candidates will submit their speeches to the Scribe within two weeks after the December meeting. Active members will submit their votes to their current Voices within the two (2) weeks after the Scribe's report is issued to the chapters. All Voices will submit their chapter's votes to the other Voices, and the new officers will take office by the end of January.

Ties will be broken by the outgoing Leader's votes. If the tie remains unbroken, members will be given one (1) week to revote for one of the candidates in the tie. Same as before, the Leader's vote will be held to the side in case of a tie, but his/her vote must be for one of the tied candidates.

If at any time a council member is believed to be inadequate or in violation of Pahmoten or Dagorhir laws, any council member may submit proof to the highest council member possible, results of which will be discussed at council meeting arranged outside of the quarterlies and unattended by the party in question.

III. Awards

Requirements

Pahmoten members trying for an award must be an active member at the time of their trial.

Should an awardee be inactive for four (4) consecutive months any time after earning their award, they will be required to reestablish their status upon becoming active again.

Combat is defined as a Dagorhir legal match in which all contestants may use whatever arms and armor they carry usably on to the field. Once “Lay On” has been called, fighters engaged in combat may only use what has been brought to the field. Once bows are broken, they stay broken for the entire combat.

New awards require council approval and may be presented at council by the founder, instead of handing it to a Voice or officer.

Order of the Griffin

Named for the griffin in Pahmoten heraldry, which typically symbolizes bravery.

First Order: defeat the best chapter fighter in combat, and defeat the two (2) best chapter fighters in combat.

Second Order: be of First Order and defeat the best three (3) chapter fighters in combat.

And so...

A chapter's best fighters will be determined as seen fit by the active chapter members (tournament, consensus, vote, etc).

Each order may be attempted once per weeks in number of the order (once every week for First Order, once every two weeks for Second Order, and so).

Order denoted by light brown bar on chapter belt sash.

Sun's Fire

Named for the sun on the K'lar coat of arms, which stands for the strength of determination of its members.

First Circle: maintain better than 50% victories in single combat jogging between two (2) stations, 20 paces apart, for 10 consecutive minutes.

Second Circle: be of First Circle and maintain better than 50% victories in single combat jogging between two (2) stations, 20 paces apart, for 20 consecutive minutes.

And so...

Consecutive minutes for Sun's Fire are defined in 5 minute intervals with a minute period in between to hydrate and rest. Should 5 minutes be called in the middle of a fight, the fight will continue through its end, with the extra time spent counting toward the total amount of time required.

Combat stations are manned by fellowship members, with fill-ins allowed as approved by fellowship members present.

Each circle may be attempted once per weeks in number of the order.

Circle denoted by nonmetallic gold bar on chapter belt sash.

Champion of Pahmoten

Title awarded to the victor in a single-elimination tournament trial by combat. Tournament may resort to round-robin in the event of low attendance. Tournament to be held at event chosen by vote at the March Council meeting.

Denoted by the Champion's Braid, black braided linen with four sections of semi-Trizantine weave bearing gold, light green, and red adonized titanium links. Braid is encouraged to be worn both in battle and at feast.

Made to represent the gold of the sun, in the heavens that we revere; the red of the blood we shed fighting for Pahmoten, her peoples, and her standards; the light green as the trust of heraldry that we put in our brothers and sisters at arms. The sections are

disjoint, showing that when we are broken, the darkness of evil will prevail.

IV. Foreign Relations & Social Standards

Allegiance

Allegiance is defined by utmost respect and homage. Kingdoms and realms to which Pahmoten shows allegiance may call on her fighters at any time and expect her fighters to rally to their colors. Only the direst and most important of circumstances will keep Pahmoten from answering a summons of allegiance.

Members of any allegiance will find courtesy and hospitality in Pahmoten camps and may bear our colors and symbols with honor on the field. Should Pahmoten be called to fight by two opposing allegiances, we shall side with that with which we have had the longest allegiance.

Alliance

Pahmoten's allies are friends in kind. A call to arms from an ally is not obligatory, but is greatly encouraged to keep on good standing. At any event attended by Pahmoten, fighters will greet allies on the battlefield and side with them when they are confronted by enemies. In respect to matters outside of battle, we will first ask ourselves if it is for the better of Dagorhir, and bring support and/or good reasoning to bear.

In return, Pahmoten expects the support of allies where it is possible whenever we face an enemy or opposition of a noble cause. Allies are shown courtesy and hospitality while in our company.

Declarations of War

War will be waged on those who have attacked, shown dishonor, or claimed property that belongs rightfully to Pahmoten and her allegiances. Given the chance, the place and time will be determined by an emergency council meeting, with a week's notification given to members. If it be agreed between the opposition and the Pahmoten Council, our declaration will subside if settled by the confrontation. Otherwise, the state of war shall be ongoing.

Note that war pertains solely to Dagorhir roleplaying. At no time, as found in Etiquette, should dishonor and discrimination roll over into the mundane. Feasting at the end of the day with those who were our enemies on the battlefield is perfectly acceptable. War should

not be declared nor influenced by that which happens out of character.

Etiquette

In all disagreements, the better of Dagorhir will come before preference and personal beliefs.

Roleplay pertains to actions and attitude while in character (i.e. the age old discrepancy between elves and dwarves). Codes, dogmas, and behavior while in character are acceptable and highly encouraged among members of Pahmoten. **AT NO TIME** should negative attitudes or discriminations carry into the mundane. Those who do will be marked and judged by the council.

Courtesy should be shown at all times to event staff, as they are volunteering to help make the time go smoothly. Even if you prefer to roleplay an unhelpful or rude character, help them out of character, or do so quietly.

Discrepancies on the battlefield will only be addressed in calm and collected manners. If one cannot calm down to do so, the fighter should leave the field immediately after notifying a council member or chapter leader, and readdress the situation at least a half hour later. Dire situations will still be dealt with in all seriousness as when they first occurred, but the heat of battle often leads to rash decisions. Pahmoten fighters should do their best to avoid these.

Discrepancies off the battlefield will only be addressed in calm and collected manners, even if it requires going out of character to do so. Stubborn pride will never hold sway over opinions, nor records of winning or other like petty factors.

V. Heraldry & Symbols

Awards

Symbols which denote awards shall be reserved for awards and only for awards.

Figures of Note

Rights are defined as the ability to grant permission to Pahmoten members to bear symbols and/or colors.

Coats of arms are defined as all devices displayed upon a shield and includes the crest above, motto, or shield guardians to the left and right.

A badge is defined as a small part or representative of a coat of arms (i.e. a harp might be the badge of a coat of arms' blazon that is a crowned harp (belonging to Ireland)).

Royalty, knights, and established houses, clans, etc. belonging to Pahmoten will be granted sole rights over their badges if given the approval of the council. Members observe a general courtesy of never adopting entire coats of arms.

Symbols reserved outside of Pahmoten's bounds should be respected by all members and only used upon being granted such permissions.

Types of Heraldry

Rules of heraldry on Pahmoten differ from those of the mundane and other worlds. Those wishing to follow those of Pahmoten should consult with Sirilay. Those wishing to follow those of the mundane should present research when asking for rights over a badge.

Addendum: Camping Policies **Est. July 21st, 2008**

Camping Policies are subject to change according to common sense in the event of an emergency.

I. Organization

- A. Tents will be setup in one area, separate from the social, cooking/eating, and entrance areas of the camp.
- B. The cooking/eating area will host a duty roster, to be drawn up and posted by the day's camp master.
- C. Near the duty roster will be a schedule for the event, with scenarios, feasts, classes, informal gatherings, etc. Anyone with specific obligations (i.e. War Council, teaching a class, medic meeting) will write in the necessary information to help avoid conflicts.
- D. Tent size will be limited to twice the amount of people in the tent. For example, one person can have at most a 2-man tent, and three can have at most a 6-man tent.
- E. The camp will have a dedicated equipment tent, not to be used by anyone for sleeping. Campers will keep the tent neat and orderly.
- F. Private tents are off limits to anyone but their residents unless given permission. They may be as messy as the residents prefer, but everyone is required to keep community areas of the camp neat and orderly.

- G. Everyone will participate in camp setup. No one will leave camp after setup until the main camp master has given his/her briefing for the event.
- H. As best they can, campers will designate one person to make all the purchases for the event. Receipts will be kept in an appropriate, centralized location and given to the Moneychanger (or a representative of the office) at the end of the event to calculate reimbursement.
- I. It's recommended (though not necessary) that drivers bring a copy of their car key to the event in case of an emergency.

II. Duties & Obligations

- A. Main camp master for the event will be in charge of camp. They are the first to arrive, last to leave, and are responsible for completion of tasks, workflow, and organization.
- B. Each morning around breakfast time, the main camp master will run down the day's events, and the daily camp master will list off everyone's duties.
- C. Daily camp masters are appointed by the main camp master to draw up that day's duty roster and ensure that all chores are completed on time. Such duties include (but are not limited to):
 - Getting water
 - Meal prep & cooking
 - Meal cleanup
 - Cleaning camp (trash pickup, random piles of gear, state of eating & social areas)

Daily camp masters are expected to watch over the day's events and perform their designated duties as well. S/he will do their best to arrange the duties so as not to interfere with mandatory personal schedules (i.e. don't put someone on dinner clean-up if they're going to War Council).
- D. Meals will be determined a week before arriving on site, though food can be purchased after camp is setup. Anyone wishing to head up a meal should inform the main camp master at least a week in advance.
- E. Campers are required at a minimum to perform their duties when needed. Whether they ongoing (getting water) or singular (lunch prep & cook), they are essential to a surviving camp.
- F. Anyone responsible for the breaking of or damage to others' personal or Fellowship property will help to replace it physically and monetarily.
- G. Individuals making food/drink for personal or limited consumption will cleanup after themselves.
- H. Those slacking or refusing camp duties will be subject to fair, appropriate punishment as decided by the main and daily camp masters.

- I. Campers will show respect and hospitality toward all guests, especially allies and event staff. Those in conflict with any such individuals will kindly remove themselves from the area.

III. Safety

- A. Before a campfire or stove is ever started, each tent will need a standing water supply (i.e. gallon bucket, or two buckets for big tents) and two buckets will be available around the campfire. This is in addition to any stores of drinking water in camp. A safely functioning fire extinguisher may be substituted for the fire's buckets, but a bucket per tent will still be required.
- B. If there is no medic camping with Pahmoten, information on contacting a First Aid certified individual will be posted near the duty roster. If Pahmoten does have a medic, the preferred method of contact will be posted with the duty roster.
- C. A First Aid kit will be available in camp at all times. The main camp master and medic will know the location and phone number of the nearest hospital.
- D. The main camp master will hold a copy of all campers' current Dagorhir waivers and be aware of any ongoing medical conditions.
- E. Everyone camping with Pahmoten will keep in mind their chapter contracts and abide by all local, state, and federal laws to the best of their knowledge.
- F. No sparring within 10' of the fire, camping stoves, and tents.
- G. In the event of inclement weather, camp reorganization, or safety issues, campers have permission to move/adjust others' personal belongings within reason.