

Addendum C

Concept of the Isle of Standauffish

Comparing the operation of the Isle to a set of chess games might best illustrate the overall game plan to those new to our group. Picture each separate Free City State as being its own game board. You have a ruler and second in command on each board, along with all the various positions, officers etc. that each group has set up internally. The “pawns” are all those who participate that have no rank and title as yet.

This also includes those that might attend just one event, either as guests or prospective members or the like. I have heard it said at times “Why do we need people that haven't been involved with all the setup and other preliminary work etc. They just want to come and play.”

First of all, any group, club or organization has those few that give the most, that willingly do all the main work, and are the most dedicated. One cannot expect everyone to be as committed to the game as some are. Would it be nice if everyone did exactly the same amount of work? Well of course, but that is not reality, and most of us in the Guild willing accept this fact.

Second, if one does not allow for this, how can a person get an opportunity to prove themselves? The rules of the Isle pretty much cover participation and behavior and need only be enforced by the heads of state to ensure we maintain the goal of the Isle. But everyone has their own level of commitment to our game. If they like what they see, they will stay and do more, if not they usually will play elsewhere. **It is not the policy of the Isle of Standauffish to compare one person's contribution to any other in the group.** This would neither be fair, nor practical. Everyone has their own value and important contribution. If you want the prestige of a household lord or head of a city state, then it is naturally in your own best interest to do more than those just wishing to be a guard or performer. And it falls on the individual heads of state to take care of this within their own borders, but only within their own borders, except as allowed for in the Rights and Terms.

And third, consider this. What good is a town without villagers? One needs guards and performers and the like to populate a village. Merchants also add to the overall effect. This is the goal of the Isle, to create a working Medieval community. What good is being a commander, in any capacity, if there is no one to command? Whether a Duke or a Captain, a Baron or a Lord, one needs all levels of players in order to play the game. That is after all what this is all about, and this applies to ALL the various clubs and groups.

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So, do we need the “pawns”? Yes, most certainly! They are a very important part of the game. Can you play chess without the pawns? No, and neither can the Isle survive and prosper without those that come to play with us at events.

These addenda are solely for the purpose of clarification and explanation, so please do not take the word “pawn” in this analogy too seriously. It is in no way intended to be a derogatory term, but merely to illustrate to some the intent laid out by the founders of the Isle. This analogy has been added out of necessity as this has brought forth by some members, and is now in records in the hopes of preventing misunderstandings in the future.

If you find you have any questions or concerns, please feel free to contact us at any time and we will try to answer them. Or if you are joining through one of the Free City States, contact your commander and discuss it with them. Each State will have a copy of the book to refer to.

It is however firmly stated here that while the above holds true we are NOT ADVOCATING building our Guild with freeloaders and “Good Time Charlie's”. Those individuals that can be found in any group that contribute nothing to the common good, but are always to be found when there is free food and drink or other benefits of membership. It will be the responsibility of each Group leader to ensure that their own members are productive enthusiastic participants.

The Sheep Analogy

It has been observed that the whole of human experience can be summed up with an analogy of sheep. The Catholic Church has realized this Hundreds of Years Ago and now tend their Loyal Flock with little complaints from the Sheep.

It has thus come to our attention that our Structure may be simplified and broken down as thus:

The Sheep

These are the General Populace of the Isle

The Shepherd's

These are the Rulers and the Guild Masters

The Dogs

These are the Officers that hound the Sheep to keep them on the Path

The Wolves

There are those that prey on the Sheep that wander off the Path

And Last of all

The Rams

There are always those who's only purpose in life is to
Fornicate as many Sheep as they can

Remember that any Good Shepherd must on occasion Fleece his Sheep to make new Vestments. Ask yourself then where on this Hierarchy you wish to participate, than join us in the Dream. And above all never take yourself to seriously, for in the end it is merely a Game.

Mmmmmmaaaaaaa!