

Constitution

Aims and Ideals

We portray life in and around a band of semi-/professional warriors in Britain in the times of the Vikings, the Anglo-Saxons, and the Normans. We portray soldiers, mercenaries, & raiders, with the families, craftspeople, traders, and retainers who would have accompanied them on their travels.

We aim to educate and entertain the public, to promote re-enacting (especially 'Dark Age'), and to have a good time doing it!

We display at local events and across the country. We hold regular training sessions, and host social occasions. We fight 'soft-contact' with blunted metal weapons. Our style is compatible with the main groups re-enacting our period in this country, i.e. Regia Anglorum and The Vikings!

We are well-known and -respected for our standard of authenticity, for the quality of our fighting- and living-history-displays, and for our safety record.

Organisation

We are led by our Group Leader, who is advised & supported by the committee. The committee is chaired by the Group Leader, and includes the Treasurer, the Secretary, the Training Officer, the Authenticity Officer, and any other persons or roles the committee may nominate. The committee may also nominate non-committee posts. The Group Leader, the Treasurer, and the Secretary must be (at least) three different people; other roles may be 'doubled up'. The committee meet regularly, minute their meetings, and have a quorum of greater than 50% of its members, including at least two of the 'big three'. The Group Leader may call special committee meetings with no notice.

We hold one Annual General Meeting (AGM) per year plus any number of Extraordinary General Meetings (EGM), all of which are advertised by email at least a month in advance, are minuted, and have a quorum of greater than 50% of the current membership.

Oskorei Constitution V1.0, April 2008

The constitution can only be changed at a quorum General Meeting. Any proposed changes must be announced at least a month before that meeting.

All committee members are voted in by simple majority of those at the AGM. All posts, except Group Leader, are up for election at every AGM. Mid-term appointments are made by the Group Leader. Members in core (named) committee positions can be 'unelected' by a greater-than-2:1 majority at any quorum committee meeting; members in non-core committee posts are 'unelected' by a straight majority at any quorum committee meeting.

The Secretary keeps records of members and of events booked and attended, circulates the event calendar, maintains the email list, and maintains insurance. The Treasurer maintains a group bank account (requiring at least two signatures), authorises all payments, holds any necessary cash, and sets the membership fee(s), if any. The Training Officer has final say over the combat rules and combat safety – including how frequently and/or recently a warrior must train to be considered safe to fight. The Authenticity Officer has final say over kit guidelines and authenticity. The Group Leader has final say over everything else.

Members may earn 'fighting' and 'craft' ranks. There are three ranks of each. The 'fighting' and 'craft' ranks are equivalent and broadly mean 'beginner', 'competent', and 'expert'. The Group Leader is responsible for setting the criteria for earning the ranks, and for awarding them when appropriate.