

# Ironwolf Codex

House Ironwolf

# 2016



*House Ironwolf*



*Code of Conduct*



AKA The House Ironwolf Codex – code by which the Household of Sir Osric, Master of the Ironwolf and First Wolf Lord operates. This is provided for Members of the Household and those who wish to join the Household.



# *Code of Conduct*



## MISSION STATEMENT

House Ironwolf is a Household of the Middle & East Kingdom. It has many members and most but not all consider it to be, one great big, if a wee bit dysfunctional family. As in most families you may not like someone or what they do. A real family works it out and hopefully this code will help do just that. Most things people get upset about are in fact miscommunications. Someone thinking they are on the same page as everyone else. Look to these examples to be sure you are not the one off the mark.

## TOPICS: DA TRUTH...

- 1.) Who's the boss?
- 2.) Entering the Household (How to join.)
- 3.) Dishonorable conduct
- 4.) Maintaining membership
- 5.) Fun is fun!
- 6.) The livery
- 7.) Paying your dues a.k.a. Money!
- 8.) Camping with Ironwolf
- 9.) Doing your job
- 10.) What is Ironwolf?














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## THE LAWS OF IRONWOLF

-  We are born, we die. No one cares and no one remembers. It doesn't matter! That is why we laugh at the Gods. And all who think it matters.
-  Our pack, our children, our territory, the hunt, the kill, the fight, health, a full stomach, sharp weapons, your pack mates next to you under the stars, seeing your children kill their first prey - these are important. Anything else is needless complication, no matter how much fun it is.
-  If you cannot eat it, wear it, wield it, or carry it - piss on it and leave it behind.
-  Plan before fighting, discuss after fighting, fight while fighting.
-  Lead, follow, or fight alone.
-  Success = first meat of the kill, greater trust.
-  Failure = no food, less trust.
-  Disaster = survivors eat you.
-  Expect trust outside the pack to be betrayed.



















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## TRUTH OF THE PACK

-  Two are much stronger than one.
-  Three are much stronger than two.
-  Ten are barely stronger than nine.
-  Fifty are much stronger than ten, but barely stronger than forty.
-  An archer, a swordsman, and a scout are stronger than three swordsmen.
-  Stay alive. Hopeless battles are hopeless.
-  Dead is dead. Stay alive.
-  Once you decide to kill, use all your skill, strength, and deception.
-  The Righteous and Nobly dead - are still dead.
-  Eat life with shining teeth.
-  Howl at the moon when you can.
-  Stand tall, fight well.
-  Die biting the throat.
-  Most importantly try not to take the game so seriously...





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## 1. WHO'S THE BOSS?

A very simple question but sometimes the answer eludes some people. Since the Household was founded and created by Sir Osric, Master of the Ironwolf and First Wolf Lord. He is obviously in charge and is the Head of the Household. In his absence, the Lady of the Household, Lady Gedryn Von Dom Eisenwulf will act in his stead.

If neither Sir Osric, nor Lady Gedryn are available, yet business needs to be tended to, it may be necessary to have someone act as Head of the Household. This task would fall upon the following in the order listed, *but only when asked to do so by Sir Osric*. (For example, a Household Meeting may be called for Val Day, yet Sir Osric nor Lady Gedryn can attend. They would designate the senior Peer who will attend to run the meeting in their place.)

1. **At Pennsic Lord Perceval Gower, Squire to Sir Osric, Steward of North Pack.**
2. **Peers (by order of seniority if more than one is present)**
3. **Squires (again by order of seniority. This is, in no way saying the squires have rank above others. But they should have a clue.)**

IN THE LANDS OF THE NORTH PACK, LORD PERCEVAL GOWER, SQUIRE TO SIR OSRIC, AND STEWARD OF THE NORTH PACK SHALL ACT AS THE HEAD OF HOUSEHOLD. HE SHALL BE RESPONSIBLE FOR MAINTAINING MEMBERSHIP, DUES, AND ALL OTHER HOUSEHOLD FUNCTIONS IN THE LANDS ENTRUSTED TO HIM.





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At Pennsic, there is much work to do. We must insure we have things covered by people that want to do certain jobs, including but not limited to;

- 👤 **Camp Boss** determines how camp will be laid out and sees to any and all problems that come with camp.
- 👤 **Land Agent** sees to the acquisition of our land and acts as a go-between with our neighbors.
- 👤 **Captain of the guard** sets guard shifts and sees they are filled and closes the camp nightly and for special occasions.
- 👤 **Warlord** sees to the needs of the fighting unit and is sometimes called upon to lead the house in battle when Sir Osric or the Household champion is not present.
- 👤 **Kitchen Witch** sets up the group kitchen and sets folks to pot scrubbing and general clean up of the kitchen, showers and the camp sink behind the showers.
- 👤 **Household champions** have no set jobs but are looked to as an example of an Ironwolf. So if you are standing as champion or standing in their stead (taking their place for a time) *you must be truly the best of us by doing what needs to be done before it is asked of you.*

At Pennsic, if there are chores to be done like trash runs or filling the torches, the **camp boss** will assign them, if people have not signed up already.

**Captain of the guard**, will close camp and set nightly guard duties, when no one signs up. *Know it is an honor to stand guard at the kingdoms gates so to should it is to guard those for whom you call family.*

The **Kitchen Witch** may ask for help in keeping those areas clean as well.



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## 2. ENTERING THE HOUSEHOLD (HOW TO JOIN)

There is only one way to enter the house and that is by going on Watch. A person may be placed on Watch by either: Being asked by a member, or approaching a member with this request.

- 1) By being placed on Watch the individual agrees to abide by the rules that govern Ironwolf.
- 2) The person on watch needs to keep in contact with their sponsor and make a serious attempt to make all Household meeting while on Watch status.
- 3) The person on watch is required to collect 16 tokens from a cross section of the Household before than can call for a vote.( It is not recommended to approach members for a token without getting to know them first. Being pushy will create a negative reaction on behalf of the member.)
- 4) *One token must be from the Lady of Ironwolf and one must be from the Lord of Ironwolf.*





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## 3. DISHONORABLE CONDUCT

The backbone of the SCA and Ironwolf is based on honor and chivalry, any behavior deemed dishonorable can and will lead to disciplinary action. Such action could lead to the person or persons to be placed on a probationary period or removed from the ranks of Ironwolf.

Remember your behavior reflects upon the Household. Whether you are in a group, alone, at an event or visiting - your favor commands attention. Therefore, you should act accordingly.

Remember be honest with yourself and with others.

If a person is accused of dishonorable conduct it will be investigated by Sir Osric along with selected members of his choosing. In the case of Sir Osric or Gedyrn being accused of misconduct, a select group made up of the accusers and peers of the house will investigate and all will go just as if it was any other Ironwolf on trial. In any case it should not be a public show for all to watch. It will be dealt with and all shall move on.







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## 4. MAINTAINING MEMBERSHIP

There are five categories of members:

1. Current members in good standing
2. Lapsed members
3. Inactive members
4. Inactive patrons
5. Members on Crusade

**NOTE: MEMBERS OF HOUSE IRONWOLF IN AN AREA GOVERNED BY A HOUSEHOLD STEWARD ARE NOT COVERED BY THESE MEMBERSHIP RULES. THE HOUSEHOLD STEWARD IS RESPONSIBLE FOR DETERMINING MEMBERSHIP CRITERIA IN THOSE AREAS.**

### MEMBERSHIP YEAR

**House Ironwolf operates on a Val Day to Val Day fiscal year.** This time frame will be used to determine membership eligibility as described below.

A Current member in good standing will be considered to be in good standing until the Household Meeting at Val Day begins.

**A MEMBER WHO HAS NOT MET THE BELOW CRITERIA FOR CURRENT MEMBER IN GOOD STANDING BY THE TIME THE HOUSEHOLD MEETING STARTS MAY NOT EXERCISE HIS/HER MEMBERSHIP PRIVILEGES AT THE PENNSIC HOUSEHOLD MEETING**

After Val Day, a report with the membership status of House Ironwolf members will be generated.



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- 👤 A list of Current members in good standing will be published to the Ironwolf e-mail list by the end of September
- 👤 Members not determined to be Current in good standing will receive an e-mail by the end of September notifying them of their new status
  - ❖ This e-mail will list the options that member can follow to regain Current status

## 1) CURRENT MEMBERS IN GOOD STANDING

Current members in good standing have the following rights and privileges:

- 👤 The right to vote in Household Meetings
- 👤 The right to Sponsor new members into House Ironwolf
- 👤 The right to speak when a prospective member is being discussed in a Household Meeting
- 👤 The privilege of wearing the House Ironwolf Member's medallion (chewy), Favor, and Tabard
  - ❖ Member medallions, Favors and Household tabards are subject to the laws set forth in this codex
  - ❖ Items awarded, such as Household service awards, tournament medallions, clothing with Ironwolf decorations and other Household related items are NOT restricted by this section and may be worn (used) by the individuals who earned them, or created them in the case of clothing items

MEMBER MEDALLIONS (CHEWY), FAVORS AND HOUSEHOLD TABARDS ARE CONSIDERED TO BE PROPERTY OF THE HOUSEHOLD REGARDLESS OF WHO MADE THEM

- 👤 Full access to all Household electronic media intended for the general membership



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- ❖ This includes, but is not limited to: Ironwolf e-mail list, Ironwolf Yahoo Group, Ironwolf Members Facebook Group

👤 The Privilege to participate in the activities of the Household Champion Tourneys

## EARNING/MAINTAINING CURRENT STATUS

Once a member has been voted into the Household, there are three parts to earn or keep current status. Events attended while on Watch count for year they apply. (Please see the Exceptions heading below if extraordinary circumstances may apply to your situation)

The minimum to be considered active is:

### **1) ATTENDING AT LEAST ONE EVENT WHERE A HOUSEHOLD MEETING IS HELD DURING THE YEAR**

- 👤 Household Champions Tourneys
- 👤 Val Day
- 👤 Pennsic
- 👤 Any other event with a Household Meeting

### **2) ATTENDING AT LEAST TWO OTHER HOUSEHOLD EVENTS OR PRACTICES**

### **3) PAY DUES**

DUES ARE USED TO CREATE AND MAINTAIN ITEMS TO SUPPORT THE PRESENTATION OF THE HOUSEHOLD

Historically, Ironwolf has not carried much of a bank balance.

Dues are generally used in the year they are collected to pay for the supplies used in creating Household regalia, favors, minimal armoring supplies, and other Household needs.

NOTE: Household dues are NOT used to support camping expenses at Pennsic



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Everyone is expected to contribute to the presentation of the Household

*Please pay your dues as early in the year as you can manage: Many Household expenses are incurred while the land is yet buried in a blanket of snow. Having dues paid early will allow resources to be available when we have the time to use them!*

A MEMBER WHO HAS NOT PAID THEIR DUES OR RECEIVED CREDIT FROM THE HEAD OF THE HOUSEHOLD BEFORE THE HOUSEHOLD MEETING AT VAL DAY WILL NOT BE ALLOWED TO EXERCISE THEIR MEMBERSHIP PRIVILEGES AT THAT MEETING.

**SEE SECTION 7 – PAYING YOUR DUES A.K.A. MONEY FOR MORE INFORMATION ON DUES AND HOW TO RECEIVE CREDIT FOR DUES.**









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## 2. LAPSED MEMBERS

Previously current members who fail to meet the criteria to remain Current members in good standing by the end of Val Day are considered Lapsed Members. Lapsed members retain that status for at most one year (until the next Val Day.)

Lapsed members retain all the rights and privileges of Current members in good standing, with the exception of:

-  The right to vote in Household meetings
-  The right to Sponsor new members into House Ironwolf
-  The right to speak when a prospective member is being discussed in a Household Meeting
-  The Right to participate in the activities of the Household Champion Tourneys.

## REGAINING CURRENT STATUS

A Lapsed member will immediately be considered a Current member in good standing once the criteria for current status are met. See also – 6. Losing Membership - Exceptions





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### 3. INACTIVE MEMBERS

Members who choose not to remain active with the Household are still considered part of the Ironwolf family, and have a place in our home and hearts.

Those members who have lapsed for over a year and fail to meet the criteria for Current members in good standing by the end of Pennsic are considered Inactive members.

*Inactive members retain the following at the whim of the Head of the Household:*

- 👤 The privilege to wear items awarded, such as Household service awards, favors, tournament medallions, clothing with Ironwolf decorations and other Household related items
  - ❖ This does NOT include the Ironwolf member medallion (chewy)
  - ❖ Inactive members should refrain from wearing this medallion
  - ❖ Household Tabards may be allowed to be worn while fighting with an Ironwolf unit at the discretion of the unit commander
- 👤 Continued access to Household electronic media intended for the general membership
  - ❖ This includes, but is not limited to: Ironwolf e-mail list, Ironwolf Yahoo Group, Ironwolf Members Facebook Group

### REGAINING CURRENT STATUS

An Inactive member will immediately be considered a Current member in good standing once the criteria for current status are met. See also – 6. Losing Membership - Exceptions



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## 4. INACTIVE PATRONS

Members who choose not to remain active in the Household may still choose to support our activities.

Members of any class who do not meet the Activity requirement, but have paid dues, will be considered Inactive Patrons of the Household.

- 👤 Inactive Patrons will have the same privileges as Lapsed members
- 👤 When the activity requirement is once again met, they will immediately be reinstated as Current members in good standing
- 👤 A member may remain as an Inactive Patron as long as desired

## 5. MEMBERS ON CRUSADE

Members who cannot maintain activity in the Household due to temporary relocation may ask to be placed as Members on Crusade. Examples of this would include (but are not limited to): Military Service, Out of area College/School, Temporary Job relocation

- 👤 Members on Crusade will hold the same privileges as Lapsed members
- 👤 Members returning from Crusade will regain Current status when the activity level criteria is met
- 👤 They will be expected to pay dues by the end of that fiscal year as well to retain current status
- 👤 Members in active military service
  - ❖ Thank you for your service
  - ❖ You will be considered a Current member in good standing upon your return
  - ❖ You will be expected to pay dues and meet activity criteria by the end of the fiscal year to retain current status
- 👤 *Inactive members cannot be placed on Crusade*



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❖ Crusade status is considered to end when the temporary relocation has ended

- 👤 Members moving out of the area permanently fall out of Crusade
- 👤 Members leaving active military service fall out of Crusade
- 👤 If a member falls out of Crusade and does not return to activity in the Household, he/she is considered a Lapsed member the next Ironwolf fiscal year

## 6. LOSING MEMBERSHIP

There are three ways to lose membership in House Ironwolf

### 1. VOLUNTARILY

A member may give up Household membership at any time with no loss of honor

### 2. HOUSEHOLD WILL

A member may be voted out of the Household at a Household meeting for dishonorable conduct. In this case you will be tried by members of Ironwolf to determine guilt. As we see it: *you are innocent until proven guilty*. You will be represented by counsel and will be able to plead your case before a counsel of your brothers and sisters. If you are found guilty, you will return all that represent House Ironwolf and you will be stricken from the rolls forever.

**(There is no coming back from this, you are dead to us)**







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### 3. EXECUTIVE DECREE

The Head of the Household retains the right to remove a person from membership in the Household

- 👤 This is expected to happen rarely
- 👤 This includes but is not limited to:
  - a. Addressing egregious behavior
  - b. Removing members who have been Inactive members
  - c. Removing members who have stopped activity in Ironwolf and become active in other groups

*Once membership is forfeited (or revoked), ALL privileges of House Ironwolf are revoked along with it. This includes but is not limited to:*

- 👤 Access to ANY Ironwolf electronic media
- 👤 Fighting in Ironwolf Champion's tourneys
- 👤 The right to display or wear Ironwolf regalia (without written permission from the Head of the Household)

IT IS EXPECTED THAT A MEMBER WHO FORFEITS MEMBERSHIP (OR HAS IT REVOKED) WILL RETURN REGALIA THAT IS PROPERTY OF THE HOUSEHOLD. **THIS INCLUDES** THEIR MEMBERSHIP MEDALLION (CHEWY), TABARDS/SURCOATS, FAVORS, AND OTHER HOUSEHOLD REGALIA THAT MAY BE IN THEIR POSSESSION. **THIS DOES NOT INCLUDE** CLOTHING ITEMS CREATED BY THE INDIVIDUAL, NOR SERVICE AWARDS OR PERSONAL FAVORS BESTOWED UP THE INDIVIDUAL.





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## EXCEPTIONS

HOUSE IRONWOLF VALUES EVERY MEMBER! WE UNDERSTAND THAT THERE MAY BE TIMES WHEN IT IS HARD TO CONTINUE TO MEET THE CRITERIA FOR CURRENT MEMBER STATUS.

Please don't feel that the Household only cares about you if you are paying dues and kicking butt!

*If you are having issues that keep you from maintaining current status, LET SOMEONE KNOW!!*

Any member who feels they cannot maintain Current member status, but wishes to retain the privileges of Current member status can Contact the Head of the Household to discuss his/her situation. The Head of the Household retains the right to determine that person's status as he/she sees fit.





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## 5. FUN IS FUN!

Remember this is only a game. True, this is a game that most of us care a great deal about but it is still a game and it follows the universal game rules. "When it stops being fun, I stop playing". With that in mind be aware that your behavior can both add and remove the fun for all around you. Be courteous at all times.



## 6. THE LIVERY

Livery is the symbol of House Ironwolf and consists of several items:

-  A chewy to be worn around the neck at all meetings and events
-  A favor to be worn on the belt in both garb and armor.
-  A surcoat to be worn in armor.

Chewy (membership medallion) and Favor are provided when voted into the Household.

ALL OF THESE ITEMS HOLD A DEEP REVERENCE WITHIN THE HOUSEHOLD AND ARE NOT SURRENDERED TO ANYONE OTHER THAN SIR OSRIC.





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## 7. PAYING YOUR DUES A.K.A MONEY

At this time the Household dues are as follows: \$20.00 a year, this is 39 Cents a week, plus \$20.00 to camp with Ironwolf at Pennsic. *Who pays? Adult members of the household in good standing.* There is a \$50.00 cap on families for war fees.

*(Families= adults with minor children under 18 years old)*

### SERVICE IN LIEU OF DUES PAYMENT

*Any one having trouble coming up with the money, can do service for the household and their fees will be waved.* This service must be approved, by the Lord or Lady of the house. These prices go from Pennsic to Pennsic. Credit can be given if a member spends money out of his or her pocket throughout the year to create items for the benefit of the Household, receipts for the expenses used to create the items may be submitted to cover that year's dues. *This credit must be approved by the Lady or Lord of the house...*

*The head of the Household retains the right to credit a member's extraordinary service to the Household (time spent creating items for the Household) in lieu of payment or receipts.*

Example Mister **X** and his wife and three kids, two of which are minors and all living in the same house, they would pay dues of : **\$20.00** for each adult + nothing for the minors. = **\$60.00** for the dues (3x20+0=60)... Then they go to war and camp with Ironwolf. Camp fees are \$20.00 per adult, minors are free. The fee would be **\$60.00** (3x20=60), but again they would only pay \$50.00 for camp fees as the cap is set at \$50.00

**The Dues and Camp fees are separate fees; one payment does not cover both. We would like to extend the cap to the families of our guests as well. If there are camp fees over fifty dollars, only fifty will be collected.**



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## 8. CAMPING WITH IRONWOLF

Ironwolf camps together throughout the year. The most popular of these camping events are the two weeks of Pennsic War where we must pre-register to receive land to camp on.

- 🐾 All members, watched & guests that plan on going to Pennsic need to register before the cutoff date. It is understood that once in a while things may change at the last minute for members or guests allowing them to go, thus becoming an unregistered camper with no land. This makes it hard on the rest of the Household because we now have to squeeze people in. Unregistered campers should be limited to 2 (family or singles), for without registration we all suffer, and you don't want your guest to feel bad about camping in a camp they helped make too small.
- 🐾 Children camping with Ironwolf need to be monitored by an adult at all times. Any member of Ironwolf upon seeing a child or children misbehaving or in a potentially a dangerous situation, has the right to intervene. A curfew will be in affect during camping events – varying depending on their age. All restrictions/curfews placed on minors in campsites- including curfews - by Cooper's will be followed. If there is no parent present and the child is not supervised after curfew, they will be sent to bed.
- 🐾 Camp fees are \$20 per voting member. Or \$15 per adult guest.
- 🐾 See also 1. Who's the Boss and 7. Paying Your Dues A.K.A. Money for more information on camping.



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## 9. DOING YOUR JOB

All jobs both big and small have importance within Ironwolf. If you take on a job or a job has been assigned to you it is expected that you will complete it to the best of your ability. No fun can be had without some work completed; all should stand up and volunteer whenever possible.





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## 10. WHAT IS IRONWOLF TO ME? BY SIR OSRIC, MASTER OF THE IRONWOLF AND FIRST WOLF LORD

I was recently asked what Ironwolf was to me by the Lady Galena and I was taken back by my inability to answer her. Many answers came to mind but so many seemed inappropriate and many others no longer apply. So I had to look long and hard at what it is now and at what it once was, to see what I think it could be...

LET US START WITH:



### **WHERE, WHY, WHEN, WHAT, HOW?**



**WHERE** The Ironwolf was anywhere and everywhere for me - it was a state of mind.



**WHY** Again for me I think it was a needed thing, a place where some of us found what we needed most.



**WHEN** It started long ago in a distant clouded past. And no one now stand as an Ironwolf that was there, save myself. In a way I have out lived them or they have out grown me and the Household.



**WHAT** Ironwolf was to be a place where we could thumb our noses at the rest of the S.C.A. and play the game the way we thought it should be played. All the misfits were welcome and encouraged to be at ease, knowing they were home.



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**How** Work and sacrifice of too many dear people and one hundred thousand laughs, the stories told around the camp fires

The Household was a safe place for your Persona to play. The persona represents your public image. The word is, obviously, related to the word person and personality, and comes from a Latin word for mask. The persona is the mask you put on before you show yourself to the outside world. Although it begins as an archetype, by the time we are finished realizing it, this is the part of us most distant from the collective unconscious.

At its best, it is just the "good impression" we all wish to present as we fill the roles society requires of us. But, of course, it can also be the "false impression" we use to manipulate people's opinions and behaviors. And, at its worst, it can be mistaken, even by ourselves, for our true nature: Sometimes we believe we really are what we pretend to be!

The Household gave us a place in which we could take on new archetypes, (roles) to see if they fit. Without being judged or laughed at – at least not too loud. A safe place. Unknown to all save a few that no longer call themselves Ironwolf, I did battle with demons at Pennsic, in the dead of night, outside the camp. As many of us were stalked by small dark shadows and most of us told themselves it was just their imaginations playing tricks on them, but it was not. Together we few won a mighty battle and they left us alone for a time. I think this realization scared the rest, and they pulled away and left quietly without a grand stand.

My first wife being one of those. Make no mistake Camp Ironwolf is still one of the safest camps at war if you don't feel it try walking down to the bog without being drunk and enter any other camp and if you try, you will feel the presence of dark things even if the camp is full of singing happy people. Some of you will now say I have lost it. I know and to that I say ignorance is blessed and sometimes I wish I did not know all the things I do ... There is such a thing as Bad Wisdom...





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## THE HERE AND NOW...



**WHERE** Ironwolf, to me is still a state of mind but I think of her less and less.



**WHY** Ironwolf is a very different Household. In many other Households there are the few with power and all the rest of them are sheep. I never wanted sheep or followers, but those who are closer than friends. A family. Some of you are my fathers, mothers, sisters, brothers, sons and daughters, and all your kids - are my kids, I do love you all ... and that is why you all have a vote...



**WHEN** Ironwolf now only seems to show up in memories, dreams and reflections.



**WHAT** Ironwolf has become a group of people that all have their own agendas that come before the Household. Ironwolf to me is now a hollow place where once great heart lived, but seldom comes to visit. Ironwolf is still safe but unguarded ... And soon it may not be a safe place



**HOW** By so many saying they are Ironwolf and not doing any of the work and letting the few that do ... do it all. By having people openly toss what we hold dear into the flames with no outcry with the strong not sticking up for the weak.





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## THE FUTURE OF IRONWOLF?



**WHERE** We now have Ironwolf all over, and this is good. But more than numbers, we need to be inside the hearts of the few that care about this Household, to affect and inspire the rest. To burn to see Ironwolf as great as it once was, by making our agendas the same one. An Ironwolf Agenda, whatever that maybe.



**WHY** Only do whatever you do, if it is what your heart tells you is right for you. To quote the good Baron of Roaring Waste, "What we do is for today and time runs swiftly on." Time is too short to waste on the crap, dump it and move on....



**WHEN** Whenever there are two or more of us with the courage to cover each others back and howl at the moon, then shall the spirit of the Ironwolf be heard.



**HOW** By simply loving what you are doing and who you are doing it with and not sweating the little stuff.



**WHAT** Ironwolf can and will be what you all make it...

NOW TO ANSWER THE QUESTION WHAT IS IRONWOLF TO ME?

***"IT IS ONE HELL OF A RIDE... "***



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IRONWOLF???



## WHAT MAKES YOU AN IRONWOLF?

These are many different things *to many* people.

THE ONE THING THAT IS THE SAME IS THE IRONWOLF MEDALLION AND HOUSEHOLD FAVOR.

## TO BE CONSIDERED A MEMBER IN GOOD STANDINGS OF HOUSE IRONWOLF, YOU SHOULD:

1. Be paid up *with* your dues to the house.
2. Attend Household meetings and events, *whenever* possible where we as a Household have set up to hold meetings.
3. Vote on candidates, have an opinion before it's too late.
4. Work on Household projects as well as your own stuff.
5. Stand ready to defend the Household against any form of attack from within or with out.
6. Always act with honor and courtesy to one and all.
7. Forgive those that trespass against us but remember their names.

Those things on the list like dues, attendance, service to the house, proper etiquette, etc. are the things we do to maintain the privilege of membership.





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*WHAT MAKE US IRONWOLF ARE THE THINGS THAT OFTEN HAVE NO TANGIBLE MEASUREMENT.*

- 👤 Those things include the virtues: honor, loyalty, courage etc...
- 👤 It is holding true to the bonds of friendship even when it would be easier to turn away.
- 👤 It is bringing what you have to the table, however little or great it may be, and giving it gladly, even though we call the SCA a game.
- 👤 It's taking the values some just "play" at and living them day to day in the mundane world.
- 👤 It's when you fail, its picking yourself back up and resolving to do it again till you get it right.

**THAT'S WHAT MAKES YOU AN IRONWOLF AND WHAT I STRIVE FOR DAY IN AND DAY OUT.**



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## THE IRONWOLF MAXIM



-  AN IRONWOLF WILL RISK MORE THAN OTHERS THINK IS SAFE.
-  AN IRONWOLF WILL CARE MORE THAN OTHERS THINK IS WISE.
-  AN IRONWOLF WILL DREAM MORE THAN OTHERS THINK IS PRACTICAL.
-  AN IRONWOLF WILL EXPECT MORE THAN OTHERS THINK IS POSSIBLE
-  BURN IN HELL...



SO IT IS WRITTEN.



SO IT SHALL BE DONE.

SO SAY I

SO SAY WE ALL!

